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LOST PLANET²

Prima Official Game Guide

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Stephen Stratton has authored over 40 guides in his seven years with Prima. His personal favorites include *Resident Evil 4: Wii Edition*, *Mercenaries: Playground of Destruction*, *Mass Effect*, and pretty much every guide he's written that has either "Mario" or "Zelda" in its title.



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We want to hear from you! E-mail comments and feedback to ssstratton@primagames.com.

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Introduction

Training

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INTRODUCTION

Thank you for purchasing Prima's Official Guide to *Lost Planet 2*. This guide is packed with all of the tips, stats, and strategies you need to achieve total battlefield dominance and unlock all of the vast content that awaits you in Capcom's epic online shooter.

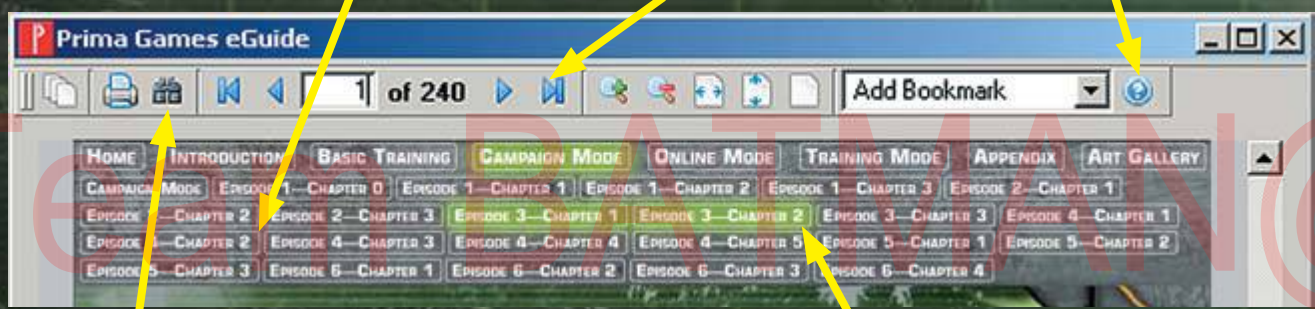
How to Use This eGuide

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Lost Planet 2* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.



Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.

How to Use This Book

Here's what you'll find in each individual chapter of the guide.

Basic Training



Don't take the field until you've completed basic training! This chapter runs you through the tactics and strategies you need to master to become an elite soldier. The information contained here is applicable to all game modes, so brush up on your basic training before entering battle.



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Campaign Mode



The largest portion of the guide, this chapter provides a thorough, step-by-step walkthrough for the entire Campaign mode. Follow along carefully to ensure you don't miss anything, or simply reference the walkthrough whenever you become stuck and need some advice.

Walkthrough Map Legend

Weapons



Machine Gun



Hand Grenade



Rifle



Gum Grenade



Shotgun



Dummy Grenade



Rocket Launcher



Disk Grenade



Shield



Pistol



VS Suit



Plasma Grenade



Battle Armor

VS Weapons



VS Catling Gun



VS Rocket Launcher



VS Grenade Launcher



VS Rifle



VS Laser Lance



VS Laser Rifle



VS Shotgun



VS EM Laser



VS Pile Bunker



VS Rocket Pod



VS Homing Laser



Turrets

General



Data Post



Control Post



Control Post



Good Job

LOST PLANET 2

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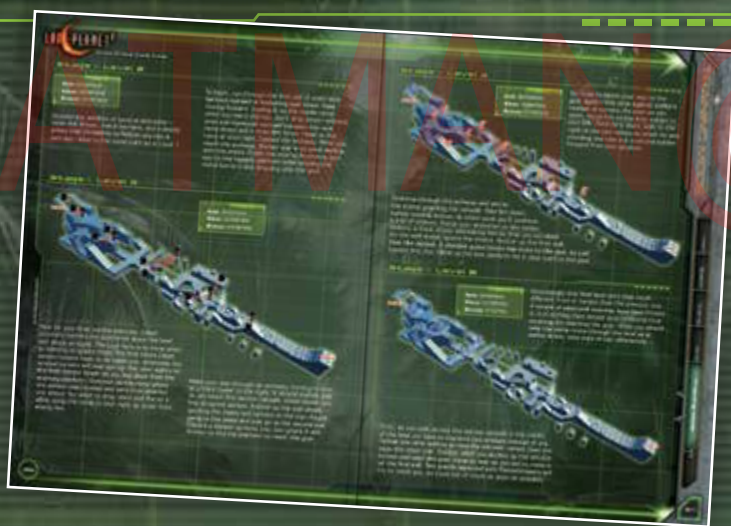
Online Mode



As incredible a ride as the Campaign mode is, it's only half the experience—*Lost Planet 2* also has a dedicated Online mode that lets players test their skills against other *LP2* fanatics all over the world. Here we provide tips and info for the many different Online game modes and options. Battlefield maps are also provided to give you an inside look at each unique Online war zone.

Training Mode

Your *LP2* tactics are put to the ultimate test in Training mode, which dares you to achieve medals in 50 skill-strengthening challenges. Get at least a bronze medal in all 50 courses to unlock a secret game mode! Our labeled maps and tactical write-ups give you the edge you need to tame these trying challenges.



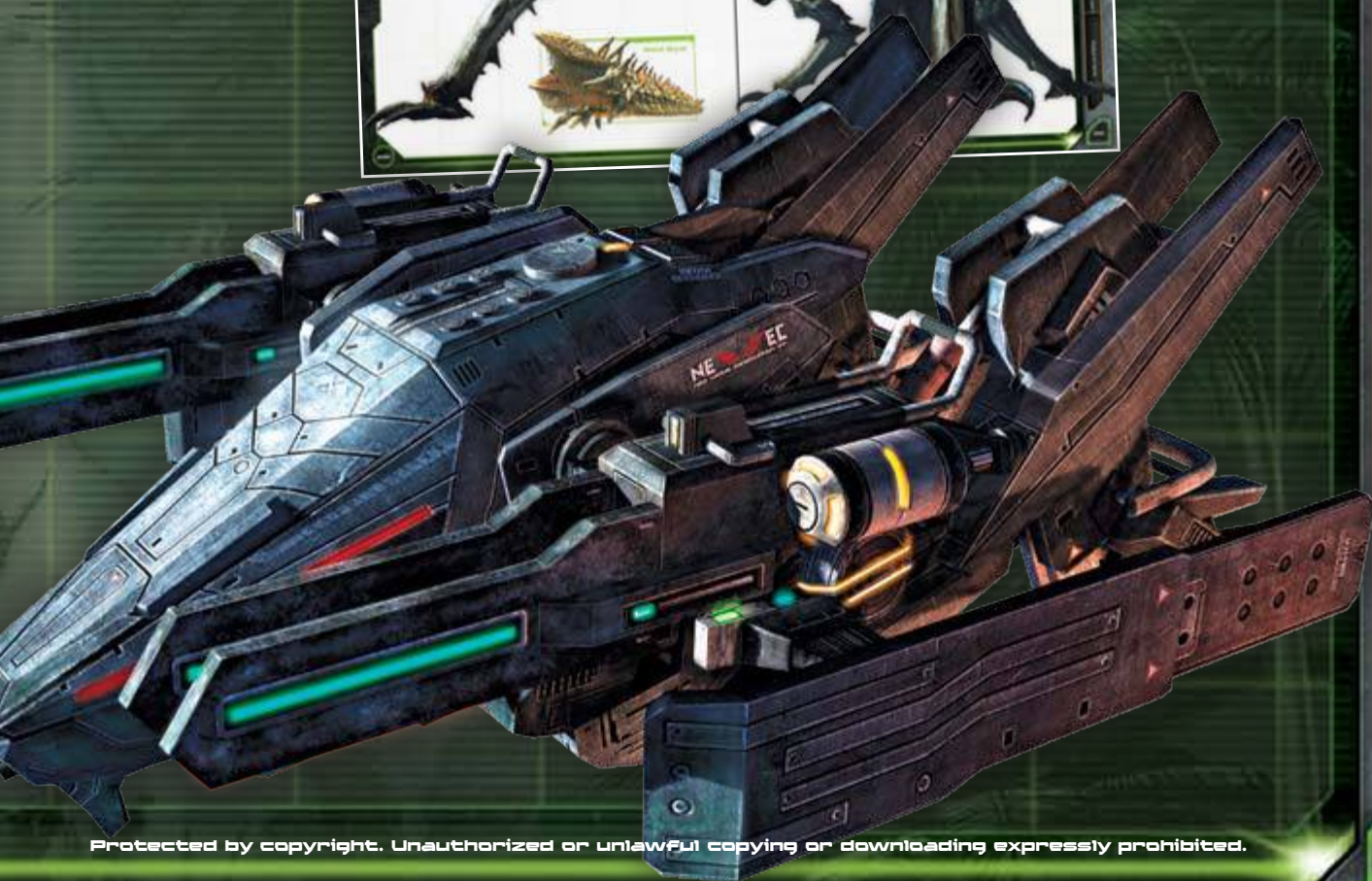
Appendix

A screenshot of the 'Appendix' section from the game guide, showing a table of unlockable content. The table has multiple columns, including item names, descriptions, and unlock methods. The items are listed in a grid format, with some items having small images next to them. The table is organized into sections, with some items grouped together.

Lost Planet 2 boasts a wealth of unlockable content—far more than you could possibly imagine. Special weapons, awesome abilities, cool character parts—all of these and more allow for vast amounts of customization. Turn to the back of the book when you're ready to uncover the vast array of unlockable content available to you in *LP2*.

Art Gallery

The guide concludes with a special artwork gallery that showcases *Lost Planet 2*'s gorgeous character models. An exclusive interview with the game's producer, Takeuchi-san, is also included for your enjoyment. So what are you waiting for? Turn the page and get *Lost*!





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BASIC TRAINING

Fall in, soldier! You're about to learn how to survive and thrive in the harshest of climates and most lethal combat scenarios imaginable. Give this chapter a thorough read before diving into the many arduous challenges that await you on E.D.N. III.

NOTE

This guide assumes you're using the default control scheme. You can adjust your controls at any time through the options menu to fine-tune your gameplay experience.

Common Actions

Let's start with the basics: the most common actions you'll be performing in the field.

Dash



Moving through open ground is often perilous; press and hold the Dash button to get where you're going faster than normal. You can only dash for a limited amount of time; when you stop, release the Dash button and quickly reengage to dash once more.

Crouch

Click and hold the left analog stick to take a knee and crouch, reducing your profile. Crouching can



help you avoid detection or allow you to take cover behind short objects. Press the Jump button while crouching to perform a roll and avoid inbound fire—there's more on this vital technique under the "Combat Tactics" section.

Anchor

The Anchor is a retractable grappling device carried by all foot soldiers. Press the Anchor button



to cast out the line, snagging whatever's in front of you and zipping toward it. Use the Anchor to scale sheer surfaces or snatch distant items. Your targeting reticle turns green whenever you're looking at something that can be grappled with the Anchor.

TIP

Use the Anchor to quickly snatch up [?] Boxes and other items.

After grappling over to an object, you normally bound upward, landing atop the object (if possible).



Sometimes this auto-leap is handy; other times it can slow you down. When speed is key, press the Anchor button a second time just before you reach your destination; this causes you to release the Anchor and cancel the auto-leap. You'll instantly drop to the ground, able to dash onward or continue grappling along.

TIP

Master the Anchor cancel technique to traverse environments with great speed and efficiency. You'll be tough for enemies to track!



Finally, the Anchor can also be used as an unlikely weapon to help you stagger enemies at close range. Rapidly press the Anchor button to assail a nearby adversary, causing your target to stagger backward with each impact. By keeping enemies stunned with the Anchor, you can avoid damage while closing in to deliver powerful melee blows and the like. The closer the target, the easier it is to keep them staggered with the Anchor.

TIP

Hit an enemy hard enough in the head with the Anchor and you might knock them skyward. You can then “juggle” the enemy in midair, giving them no chance to retaliate! This is an advanced technique that requires skill and practice.

Harmonizer



The Harmonizer is a special device carried by all foot soldiers. Its sole purpose is to convert T-ENG to health, patching up the mortal damage that ground troops are so likely to receive. (See the “T-ENG” section for more on this important substance.) The Harmonizer automatically activates whenever your health isn’t full, but it’s slow to heal you by default. Press and hold the Harmonizer button to quickly restore your health when you’ve suffered heavy damage.

TIP

The Harmonizer can be activated while on the move, so you can continue to avoid attacks or flee to safety while using the Harmonizer to heal up.

T-ENG Supplier

The T-ENG Supplier is another piece of standard-issue hardware carried by all foot soldiers. Stow your grenades and switch to the T-ENG Supplier, a gun-like device that lobbs gobs of your T-ENG at whatever you’re targeting. Press the trigger once to fire a gob of 100 T-ENG, or press and hold the trigger to charge up a bigger gob of up to 1,000 T-ENG.



Use the T-ENG Supplier to feed thermal energy to teammates who are low on the precious substance—they’re sure to thank you. (In the campaign, your teammates’ T-ENG levels are shown along the top of your screen, so you can quickly tell who’s running low.) If a teammate is firing an energy-based weapon, supply them with T-ENG to keep them blazing away. The T-ENG Supplier is also used to open ENG Boxes; see the “Common Objects” section for further details.

NOTE

Energy-based weapons, such as lasers, require T-ENG to fire. Vital Suits also require a steady trickle of T-ENG to operate. Avoid running out of T-ENG and quickly sop up those glowing gobs to keep plenty of thermal juice in your reserves!



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Combat Tactics

Anyone can point a weapon and pull the trigger, but true *Lost Planet* warriors know how to break their enemies down—how to become one with the glorious carnage of war. Here we touch on the most vital skills and techniques needed to achieve godlike battlefield superiority!

Know Your Roll

No, that's not a typo. There is a semi-secret technique in *Lost Planet 2* known as the roll. By clicking the right analog stick and pressing the Jump button, you can perform a quick roll in any direction—and during this roll, you are completely invincible! That's right: Absolutely nothing can harm you while rolling. If you don't believe us, try rolling into a propped-up Dummy Grenade and see for yourself!



TIP

Stuck by a Disc or Gum Grenade? Perform a roll to harmlessly set it off, then go about your day.

Beware: Though you are invincible while rolling, you are extremely vulnerable while standing up from a roll, suffering many times the normal damage from attacks. Proper timing is therefore vital. Practice, practice, practice—for mastering the roll is the first step to becoming a near-invincible agent of doom!



TIP

Use the roll technique to slip behind enemies, then use the Turn 90 Degrees buttons to quickly round on them and strike from behind!

NOTE

There are a few other times when you're granted temporary invincibility in *Lost Planet 2*, such as when bending down to pick up a weapon, or when entering or exiting a Vital Suit. The roll technique is usually the most practical option, though.

Exploit Weak Points

Everything has a weakness that can be exploited—even the great Achilles had his



vulnerable heel. Learning to exploit your enemies' weaknesses is another key to victory, for attacking weak points inflicts many times a weapon's normal damage. Even the standard-issue Machine Gun can quickly topple mighty foes so long as weak points are targeted. For human soldiers, the weak point is the head. Refer to the "VS Database" and "Akrid Intel" sections of the appendix to learn the specific weaknesses of every other potential adversary.

NOTE

Some enemies cannot be harmed at all unless their weak points are attacked.

Shoot Grenades

Most grenades are designed to be devastating on their own, but by shooting a grenade



after throwing it, you can greatly enhance its blast radius and explosive power. Practice hurling grenades and then shooting them just as they near their target—you're sure to enjoy the results. Not all grenades can be detonated by shooting them, mind you; the ones that can't may be a safer option in a crowded area. See the "Weapons and Gear" section of the appendix for details on every type of grenade.

Bring Out the Big Guns



In the right hands, any weapon can become a lethal tool—but powerful weapons certainly make killing stuff easier. Rocket Launchers are a good start; VS weapons are among the most powerful around. There’s a host of secret weapons to unlock through the Slot Machine as well, which is accessed through the My Page menu. See the “Unlocking Stuff” section for details, and refer to the “Weapons and Gear” section of the appendix for weapon damage values and other important stats.

TIP

Many powerful weapons, such as Rocket Launchers, force you to remain stationary when firing. Jump before pulling the trigger to negate this drawback!

Hustle and Flow



A stationary target is easier to hit than a moving one, so don't ever stand around like a hapless newb. Stay on the move and use your radar to track enemies, seeking to flank them or gain a superior firing vantage. Exploit cover to minimize your exposure as often as possible, and be ready to roll at a moment’s notice to avoid certain doom.

Special Objects

You'll encounter a variety of important objects while exploring *Lost Planet 2*'s rich environments. Let's review some of the most common objects you'll see.

Data Posts



NOTE

Activated Data Posts also serve as respawn points should you or your teammates die. If your team has activated more than one Data Post, you can choose which one you wish to respawn at.



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The Battle Gauge

Your team's Battle Gauge is critically important. You begin each campaign mission with a certain amount of Battle Gauge points, and it's game over if the Battle Gauge ever falls to zero. The Battle Gauge is reduced by 500 points whenever you or a team member is killed (not counting those crazy AI teammates). If you or a teammate is killed while piloting a VS, the Battle Gauge is reduced by an even greater amount—press the Dash button to eject from a VS before it explodes and avoid this grave penalty. Always keep an eye out for Data Posts; each one extends your Battle Gauge by 500 points when activated!

Control Posts



Control Posts come in different shapes and sizes. Approach a Control Post and rapidly press the Dash button to activate it, just like a Data Post. Control Posts commonly cause important changes in the environment, such as opening gates, lowering force fields, and so on. Keep an eye out for Control Posts; you'll find them marked on your radar as well.

T-ENG



Thermal energy (T-ENG for short) is life on E.D.N. III. You begin each mission with a small amount of T-ENG, and the substance is commonly released as glowing orange gobs whenever practically anything is killed. The bigger the pool of T-ENG, the more points it's worth when collected. T-ENG is used to activate Vital Suits, fire energy-based weapons, and restore lost health through a device called the Harmonizer.

NOTE

Attacking an Akrid's glowing weak points commonly causes bonus gobs of T-ENG to fly out—another good reason to smash those soft spots!

Special objects called T-ENG Chargers are found in later campaign missions. Stand near one of these little hubs of heat and watch your T-ENG skyrocket. Exploit T-ENG Chargers to stockpile ammo for energy weapons.



Other environmental objects, such as boiling lava, can provide you with a steady source of T-ENG as well. The rule of thumb goes: If it gives off lots of heat, it'll likely help you hoard T-ENG!



ENG Boxes

ENG Boxes are special objects that contain valuable weapons and gear.

Switch to the T-ENG Supplier and fire gobs of thermal goodness at an ENG Box to open it, gaining access to the content within. The more valuable the prize inside, the more T-ENG it'll take to open the ENG Box—so don't give up if it's taking a while to get the goods!



Crates and Barrels



Fragile wooden crates can be attacked and shattered, potentially revealing hidden goods. Destroy every wooden crate you see to acquire special gear you'd have otherwise missed.

[?] Boxes



[?] Boxes are somewhat uncommon objects that occasionally pop out of defeated enemies. The more powerful the foe, the higher the odds it'll give you [?] Boxes when killed. Collect these valuable objects before they vanish, for every [?] Box contains a fabulous prize! Most contain credits that you spend at the My Page menu's Slot Machine to unlock bonus character parts, weapons, abilities, and more—but the occasional [?] Box will contain one of these unlockable goodies itself.

NOTE

When playing with friends, collecting [?] Boxes can be a little cutthroat—such is life on E.D.N. III. Learn to recognize when and where those [?] Boxes will pop out (especially from boss enemies), and position yourself to claim them before your buddies can. Then maybe buy them lunch to make up for it.



Barrels can also be shot and destroyed—but you don't want to be standing near them when that happens! Unlike crates, barrels go “boom” when blasted, and it doesn't take much to set them off. Look to exploit barrels, detonating them to annihilate the unwary.

Ladders

Ladders are simple enough: Approach one and press the Dash button



to grab hold, then start climbing up or down. Avoid using ladders when possible, though; you're often exposed and highly vulnerable while climbing. Favor the Anchor instead; it'll likely get you where you're going much faster.

LOST PLANET 2

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Vital Suits



Vital Suits (VSs) are highly valuable objects that should be exploited to their fullest capacity. Approach a vacant VS and press the Dash button to enter it. If the VS can support more than one occupant, you will need to press the Anchor button to activate the suit and bring it fully online. By not activating the suit right away, you give teammates a chance to climb into any additional seats to man additional turrets and the like.



Vital Suits come in a wide array of models. Some are large and powerful; others are light and easily destroyed. Most VSs can be outfitted with one or more VS weapons—heavy armaments that bring an incredible amount of firepower to bear. These weapons can be detached and swapped out for others, or carried around by soldiers on foot—though VS weapons are so cumbersome that foot soldiers cannot move while firing them.

NOTE While inside a VS, you can pick up VS weapons to gain more ammo or different weaponry without exiting the suit. Just approach the VS weapon and press the Change/Pick Up Weapon button to collect it as you would if you were traveling on foot.



Many Vital Suits sport special functions, which are primarily accessed by clicking and

holding the left analog stick, and then pressing triggers and buttons. For example, the GAH-42BS Bleed can unleash powerful melee attacks while the left stick is depressed. All Vital Suits that can jump can also be made to crash back down on foes; simply press the Jump button a second or third time (in the case that the second press causes the VS to hover). Get to know your VSs inside and out by referring to the “Vital Suit Database” in the appendix, and also by viewing the VS manuals through the game's PDA menu system.

Occupants of a Vital Suit suffer no damage; the VS soaks up every attack. If a VS suffers too much



damage, it will go critical and explode—prevent this from happening by retreating, exiting the VS, and repairing it manually by rapidly pressing the Anchor button to weld it. (The Harmonizer cannot be used to repair a VS.) Repairing a VS requires a healthy amount of T-ENG; the VS's health bar appears onscreen while you administer the repairs, illustrating your progress.

NOTE Nearby teammates can repair your VS while you continue to use it, but you'll have to keep still.

CAUTION Don't be caught inside a VS when it explodes—your Battle Gauge will take a massive hit! Press the Dash button to eject, then flee the scene before the blast goes off. You cannot eject from an airborne VS, however, or one that has been transformed.

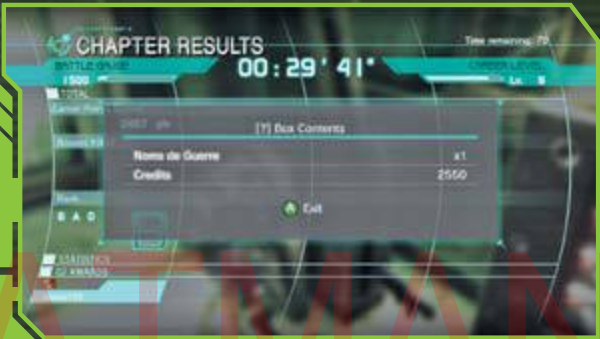


Vital Suits can take quite a pounding, but they’re not invincible. In fact, almost all VSs have their weak points. If you see purplish electric shocks fly off while attacking a VS, you’re striking a soft spot—keep it up to quickly bring down the brute. Refer to the “Vital Suit Database” in the appendix to learn every VS’s vulnerabilities.

Mission Results



Each time you complete a campaign mission, you’re taken to the Area Results screen. Here your overall performance is evaluated and you’re given a ranking. From worst to best, the ranks run as follows: D, C, B, A, and S.



When you complete all missions in a chapter, you’re taken to the Chapter Results screen, where your total performance across all missions is calculated. The better you fared in each individual mission, the higher your Chapter Results rank will be! You can also view graphical information on your accomplishments at the Chapter Results screen, and you can open all of the [?] Boxes you collected over the course of the chapter to see what they contain (usually credits for the Slot Machine). Don’t worry if you forget to open the [?] Boxes; their contents are automatically bestowed to you anyway.

Many factors are taken into consideration at the results screen. In general, strive to do the following in each mission to achieve the highest ratings:

- Kill lots of stuff!
- Extend the Battle Gauge by activating Data Posts.
- Avoid dying to maintain a high Battle Gauge.
- Collect lots of T-ENG and [?] Boxes!
- Achieve Battle, Co-op, and Episode GJ Awards (see the “Unlocking Stuff” section).



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Career Levels

Why strive to perform well in battle? It's simple: Your performance is directly tied to the amount of Career Points you receive at the end of each chapter. The better you perform, the more points you'll receive, and the faster your Career Level will increase! Your Career Level lets everyone know how experienced you are with *Lost Planet 2*.



Understand that you have independent Career Levels for each faction in the game. For example, when playing campaign chapters that grant you control of the Snow Pirates, you gain Career Experience for your Snow Pirate faction. The same rule applies when playing Online Battle matches: you'll gain Career Experience for whichever faction you choose to play as. Each faction's Career Level can be raised all the way up to 99, so there's plenty of room for growth!

Unlocking Stuff

A vast number of special goodies await you in *Lost Planet 2*. From secret characters to advanced custom weapons and special abilities, you're certain to be unlocking stuff for months to come. These special unlockables are primarily acquired through playing the Slot Machine, accessed through the My Page menu—but first you need to nab those [?] Boxes for Slot Machine credits! See the appendix for a list of *Lost Planet 2* unlockables and how to get them.



There's also a huge assortment of special "Good Job" (GJ) challenges for you to complete in



Lost Planet 2. Aside from granting you serious bragging rights, completing GJ challenges helps you achieve higher ranks from battles, which translates into more Career Points! These challenges fall into three categories—Episode, Battle, and Co-op—and there are usually multiple GJ Awards to win for each challenge (bronze, silver, and gold). The appendix lists every GJ challenge, along with the awards you can win from each one and info on how to complete them.

Episode GJ: These are special challenges specific to campaign missions. The challenges are usually posed to you at the start of each mission area, but sometimes you need to explore a bit to receive all of the challenges. The walkthrough lists the available challenges in each area, and Episode GJ challenges are also listed in the appendix for quick reference.

Battle GJ: These are special challenges related to combat and weapon usage, such as killing a number of enemies with a specific weapon. These GJ challenges can be completed over and over again in any game mode, but each challenge can only be completed only once per Online Battle/campaign area.

Co-op GJ: These are special challenges related to teamwork, such as blocking incoming fire with Shields so your team can safely advance. These GJ challenges can be completed over and over again in any game mode, but each challenge can only be completed once per Online Battle/campaign area.

[CAMPAIGN MODE](#)

[EPISODE 1—CHAPTER 0](#)

[EPISODE 1—CHAPTER 1](#)

[EPISODE 1—CHAPTER 2](#)

[EPISODE 1—CHAPTER 3](#)

[EPISODE 2—CHAPTER 1](#)

[EPISODE 2—CHAPTER 2](#)

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[EPISODE 5—CHAPTER 3](#)

[EPISODE 6—CHAPTER 1](#)

[EPISODE 6—CHAPTER 2](#)

[EPISODE 6—CHAPTER 3](#)

[EPISODE 6—CHAPTER 4](#)

CAMPAIGN MODE

Walkthrough Map Legend

The following icons appear on the walkthrough maps. The icons are easy to identify, but refer to this legend when you need to reference their meaning. This same legend also appears at the front of the book for easy reference.

Weapons



Machine Gun



Hand Grenade



Rifle



Cum Grenade



Shotgun



Dummy Grenade



Rocket Launcher



Disk Grenade



Pistol



Shield



Plasma Grenade



VS Suit



Battle Armor

VS Weapons



VS Gatling Gun



VS Shotgun



VS Rocket Launcher



VS EM Laser



VS Grenade Launcher



VS Pile Bunker



VS Rifle



VS Rocket Pod



VS Laser Lance



VS Homing Laser



VS Laser Rifle



Turrets

General



Data Post



Control Post



Control Post



Good Job

MAP LEGEND

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Prima Official Game Guide

Episode 1—Chapter 0

Mission 1

Enemies Encountered



Sepia



Trilid



Chryatis

There are no Episode GJ Awards to achieve in this mission.

Objective 1: Locate the Akrid Nest

Your team is stranded in the frigid wastelands of E.D.N. III and dangerously low on thermal energy (T-ENG). You've got your trusty Machine Guns and a few Hand Grenades, but you'll be in real trouble if you don't find more T-ENG soon. Fortunately, you've detected an Akrid nest not far from your current position.

Team Tactics

If you're playing with friends, some of you begin this mission on a transport chopper, overlooking your teammates on the snowy trail below. Enjoy the ride and gun down as many Trilid as you can from the comfort of your elevated vantage. You'll eventually touch down and join the main party below.



New Intel: Machine Gun

Weapon Type: Standard
Firing Speed: Fast
Clip Size: 50
Default Ammo: 400
Max Ammo: 1,000



Attack Stats		
Type	Range	Damage
Bullet	70	10 (per bullet)

The standard-issue Machine Gun is designed to do one thing: pump enemies full of lead. The Machine Gun is effective at any range and will mow down just about anything given enough sustained fire. With its versatility and large ammo capacity, the Machine Gun is a practical weapon to keep on hand at all times.

New Intel: Hand Grenade

Weapon Type: Normal
Clip Size: 1
Default Ammo: 4
Max Ammo: 10



Attack Stats			
Type	Time to Blast	Damage	Hit Radius
Explosion (delayed)	80	120	460
Explosion (detonated)	--	190	530

Hand Grenades are thrown explosives that deal heavy damage to all targets caught in their sizable blasts. They bounce and roll after being thrown, detonating after a few seconds. Shoot grenades you've thrown while they're still in midair to cause giant explosions worth even greater damage!



Approach the nearby signpost and press the Melee Attack button to read it for a *Lost Planet 2* gameplay tip. Keep an eye out for similar signposts; they provide useful clues.

NOTE

This guide assumes you're using the default control scheme. You can modify your controls at any time through the PDA menu system.

Vital Gear



Approach one of the nearby Vital Suits (VS), a GTT-01 Nida, then press and hold the Melee Attack button to enter it. Press the Anchor button to bring the VS online under your control.

NOTE

While piloting a VS, you are completely immune to damage and often enjoy superior firepower. However, if the VS suffers too much damage, it will explode. Rapidly press the onscreen button to escape a near-death VS prior to its destruction. Press and hold the **Melee Attack** button to exit your VS at any other time.

Rather than piloting a VS, you can also simply **remove** one of its weapons, **wielding** the giant firearm by hand. VS weapons bring plenty of firepower to bear, but most can only be fired while they're stationary, making you an easier target.

New Intel: GTT-01 Nida

Armor: 600
Movement Speed: 22
VS Weapon Slots: 2
Weak Points: Knee joint, backpack, cockpit



Special Functions

Name	Description
Unique Attack	Vulcan Cannons (2): 6 damage per shot, unlimited ammo.
Activate Data Post	Can activate Data Posts without exiting the VS.
Repair	Can repair damage done to the VS without exiting the VS.

The GTT-01 offers high armor and can be equipped with two shoulder-mounted VS weapons. The Nida also sports two side footrails to allow up to two passenger soldiers to travel along with the VS, accompanying its pilot into the fray. Unlike more modern VSs, the Nida has no hover or boost abilities, but its ample armor helps make up for its lack of mobility.

New Intel: VS Gatling Gun

Weapon Type: VS
Firing Speed: Fast
Clip Size: 40
Default Ammo: 400



Max Ammo: 999

Attack Stats

Type	Range	Damage
Bullet	180	13 (per bullet)

Think of the VS Gatling Gun as a VS-sized Machine Gun. It deals impressive damage over time and can bring down just about anything given enough sustained fire. However, like all VS weapons, the VS Gatling Gun cannot be stored as a secondary weapon when carried by a foot soldier. In addition, the weapon's recoil is so great that a soldier must remain stationary while firing a VS Gatling Gun to maintain balance.



Follow your comrades through the driving snow. If you like, exit your VS for a moment

to collect the Hand Grenades you notice near some barrels along the left side of the trail.

TIP

Items and objects that you can interact with are always outlined by a faint graphical effect to draw your eye. Keep a lookout for objects outlined with this effect and be sure to inspect them.

Akrid Nest



It's not long before you encounter the Akrid you detected: Several

Sepia emerge from a collection of hive-like Genessa. Turn your VS Gatling Guns loose on the Sepia and their Genessa hives, cutting down these minor threats in short order. Destroy all of the Genessa to stop the Sepia from emerging.



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First Contact: Sepia

Health: 24

T-ENG Release: 15 points (on death)

Weak Point: Inside mouth (core)

[?] Box Probability: 10 percent for 1 [?] Box (on death)



Attack Stats

Name	Damage
Bite	45

Sepia are among the lowest forms of Akrid adversary. They skitter about on spindly legs, scaling walls and leaping at their prey from all angles. Dangerous only in large numbers, Sepia are easily killed with even the most basic weaponry. Eliminate their spawning hives to stem the tide of reinforcements.

Threat Meter



As you defeat the Akrid, be sure to collect the orange gobs of T-ENG they leave behind. This

precious substance is vital to survival in the harsh conditions of E.D.N. III, so collect every ounce of T-ENG you see. Defeated enemies may also leave [?] Boxes behind; collect these to receive credits and special prizes at the end of the mission!

NOTE

T-ENG fuels a device called the Harmonizer, which uses T-ENG to replenish lost health. Whenever you're wounded, your T-ENG reserves are automatically devoted to restoring you to full health. In an emergency, press and hold the Use Harmonizer button to dramatically increase the rate at which the Harmonizer heals you.

Objective 2: Proceed to the Camp



The Akrid have been dealt with and you've acquired enough T-ENG to continue on. Readings suggest a campsite ahead, but it's quite a ways off. Gain more intel by activating the nearby Data Post; simply approach the Data Post and rapidly press the Melee Attack button until the post is fully extended.

Once activated, a Data Post enables your radar, giving you intel on the surrounding



area. Your current objective always appears as a blue diamond on your radar—in this case, the marker points to the campsite. Use your radar to get your bearings and start moving toward your objective.

NOTE

Activated Data Posts also increase your team's Battle Gauge by 500 points apiece. The Battle Gauge factors into your end-of-mission ranking and also determines how many times you and your teammates may respawn from death. Each time you or one of your teammates dies, 500 points are deducted from the Battle Gauge; the mission ends in failure if the gauge ever falls to zero. You may respawn at any Data Post you've activated, so activate every one you see to increase your Battle Gauge and gain the best odds of success.



There's only one way forward, and it involves scaling the tall cliff ahead. Stand at the base of the rock wall and look up. Press the Anchor button to fire your Anchor at the top of the cliff and zip up to higher ground.

NOTE

Your targeting crosshairs turn green whenever you're looking at something you can zip to via the Anchor.

Messin' with T-ENG



Read the signpost atop the cliff for a hint about using your T-ENG Supplier to open special objects called ENG Boxes. Switch to your T-ENG Supplier as instructed by the signpost and fire gobs of T-ENG at the ENG Box until it opens, revealing a Rocket Launcher. Stand over the weapon and hold the Change Weapon button to pick it up.

New Intel: Rocket Launcher

Weapon Type: Heavy
Firing Speed: Slow
Clip Size: 1
Default Ammo: 5-10
Max Ammo: 20



Attack Stats

Type	Range	Damage
Explosion (direct hit)	300	360
Explosion (blast)	500 (hit radius)	140

Rocket Launchers are portable tools of mass destruction. They're the heaviest weapons a foot soldier can wield aside from VS weaponry, but unlike VS weapons, Rocket Launchers can be stored as a secondary weapon, ready to be pulled out when the situation demands more potent firepower. Rocket Launchers are slow to reload, but each rocket can cause heavy damage to foes from range. Close-quarters use is not recommended!

Advance to the opposite end of the cliff. A swarm of flying Akrid known as



Trilid emerge from the horizon, darkening the sky. Switch to your Machine Gun and mow down these airborne hostiles, collecting any T-ENG they drop within reach. Defeat the Trilid quickly or they'll swoop down and strike.

First Contact: Trilid

Health: 3
T-ENG Release: 10 points (on death)
Weak Point: Tail
[?] Box Probability: 10 percent for 1 [?] Box (on death)



Attack Stats

Name	Damage
Charge	32

Trilid are flying Akrid with minimal combat ability. They travel in flocks for protection against stronger predators and attack simply by diving straight into their prey, battering them with sheer weight and velocity. Trilid are easily downed from the sky with basic arms fire; a Machine Gun will serve you quite well.

Threat Meter

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Having dispatched the Trilid, drop off the opposite edge of the cliff to reach the objective site. Advance and activate a second Data Post here to add another 500 points to your Battle Gauge and unlock a new respawn point—both may soon come in handy.

Angry Akrid



Just beyond the second Data Post, a giant Akrid emerges from the powder and begins its attack. This towering fiend is known as a Chrytis. Keep a distance to avoid the Chrytis's scythe-like limbs. Target the vulnerable orange sections of its arms, and also its bulbous, glowing posterior—these are a Chrytis's primary weak spots. Toss grenades or unleash your Rocket Launcher from a safe range to quickly bring down this brute.

First Contact: Chrytis

Health: 5,400–7,500
T-ENG Release: 700 points (on death)
Weak Points: Arm joints, lower body
[?] Box Probability: 100 percent for 3 [?] Boxes (on death)



Attack Stats	
Name	Damage
Vertical Attack	90
Sideswipe	60
Standing Bite	80
Thrash Attack	75
Spinning Hit	75
Bite (when down)	72
Body Blow	45
Ground Strike	45

Chrytis are huge Akrid that tower above their prey. These brutes can chop down whole squadrons of soldiers with powerful strikes from their giant, razor-sharp arms. Keep your distance and target the glowing joints on the Chrytis's arms; given enough damage, the limbs will sever, causing the monster to collapse in a vulnerable heap. Now you can freely punish its glowing posterior—another key weak point. Use the most powerful weaponry at your disposal to bring down Chrytis before their far-reaching attacks annihilate your team.

Threat Meter

Get to the Chopper!

Large enemies like the Chrytis are sure to give off lots of T-ENG and [?] Boxes when they finally fall. Run around and collect all of these goodies before they vanish.



With all T-ENG and [?] Boxes collected, follow your objective marker to locate a nearby

transport helicopter. Run to the transport to hop aboard and complete the mission.

EPISODE 1-CHAPTER 1

Mission 1



Enemies Encountered



Trilid



Chryatis



Sepia

Episode CJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Activate All the Data Posts!	1 Data Post Activated	2 Data Posts Activated	All Data Posts Activated	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Defeat the Akrid!	Akrid Defeated	Akrid Destroyed	Akrid Decimated	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Strike a Pose!	Emote: 1 Player	Emote: Co-op	Emote: All Players	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Objective 1: Activate Data Posts

Your team has ended up in a sweltering jungle and Central Command advises

that you activate Data Posts to gain some intel on the surrounding area. Run straight up the path and bring the nearby Data Post online.



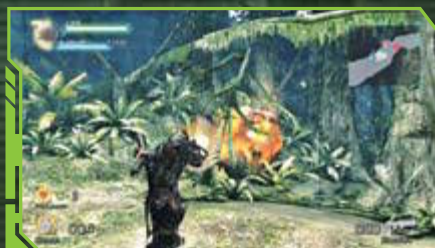
The second Data Post is just up the trail. Use your radar to find it and activate

the Data Post to expand your intel of the area.



CAUTION

Keep an eye to the sky; there are Trilid flying overhead. Bring them down with your Machine Gun and collect the T-ENG they leave behind.



Genessa suddenly unburrow as you move past the second Data Post. Unload on

these Akrid hives to destroy them before they spit out too many Trilid. Remember to soak up that T-ENG!

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Objective 2: Rendezvous with Team



After wiping out the Trilid hives, you're ordered to rendezvous with another team. Follow the path to a grassy clearing where the team you must meet awaits.

Chryatis Battle



Your reinforcements couldn't have come at a better time: A monstrous Chryatis suddenly erupts from the ground, swinging its scythe-like arms in a fury. Punish the Chryatis's vulnerable arm joints and glowing posterior with heavy Machine Gun fire from a safe distance just as you did before. Use grenades when possible, particularly if you manage to stun the brute and send it crashing to the ground.

Wish you were packing a bit more firepower? Search around for a mound of dark mud and rapidly press the Melee Attack button to dig there, uncovering a hidden Shotgun. The Chryatis's weak spots won't be able to cope with too many close-range blasts from this baby!



New Intel: Shotgun

Weapon Type:
Short Range
Firing Speed:
Medium
Clip Size: 10
Default Ammo: 30
Max Ammo: 100



Attack Stats		
Type	Range	Damage
Bullet (15 spread)	30	8 (per bullet; 120 max)

Designed for close combat, the Shotgun packs one heckuva punch. Unload on nearby foes and watch them fly backward in agony! Because Shotguns often knock enemies backward and require little finesse to wield effectively, they're exceptional for use in confined spaces, or when faced with aggressive Akrid that enjoy rushing you, such as Vodoggs.

Dispatching the Chryatis completes one of your Episode GJ Awards. Catch your breath and then activate



the nearby Data Post. Bringing this third Data Post online earns a Gold Episode GJ Award.

Cleanup Work

Continue up the trail, where more Akrid contacts appear on your radar. Sepia are emerging from a nest of hives. Annihilate the infestation to claim more T-ENG and clear the way to the mission's exit.



Advance to the red zone at the far end of the trail to complete the mission. During the final seconds, perform any emote to fulfill another Episode GJ Award.



Mission 2



Enemies Encountered

Trilid

Sepia

Bolsepia

Jungle Pirates

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Break Through the Enemy Lines!	Enemy Lines Crossed: Heavy Casualties	Enemy Lines Crossed: Some Casualties	Enemy Lines Crossed: No Casualties	<div><div></div><div></div><div></div></div>
	Run the Akrid Gauntlet!	—	—	Survived the Akrid Gauntlet	<div><div></div><div></div><div></div></div>

Objective: Proceed to the Mine



You've been ordered to investigate a nearby mine, where the Jungle Pirates are believed to be hiding. You may go one of two ways: Either cross the shallow river and follow your comrades toward the Jungle Pirate camp, or turn right and follow the river to the Akrid Gauntlet (see sidebar). If you're playing with friends, feel free to split up and go both ways at once!

Akrid Gauntlet

If you feel like going it alone (and earning an Episode GJ Award in the process), turn right and follow the river to a side trail that's overrun by Akrid. Here you'll encounter legions of Sepia, Trilid, and even a few new enemies called Bolsepia. Pick up the Shotgun and Gum Grenades on the riverbank and use them to wipe out this thriving insect swarm, stocking up on T-ENG and earning various Battle GJ Awards as you do.

EPISODE 1

Inter Basic

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New Intel: Gum Grenade

Weapon Type: Gum
Clip Size: 1
Default Ammo: 5
Max Ammo: 15



Attack Stats			
Type	Time to Blast	Damage	Hit Radius
Explosion (delayed)	80	200	300
Explosion (detonated)	—	260	360

Gum Grenades pack more punch than Hand Grenades but feature a smaller blast radius. They cannot be bounced off walls or rolled down stairs, either; instead, Gum Grenades latch onto whatever they're thrown at, detonating after a few seconds and blasting their victim to bits. This makes Gum Grenades very useful against highly mobile adversaries. Gum Grenades can also be used to stage ambushes: Stick them to walls and floors, then lure enemies to their demise!

First Contact: Bolsepia

Health: 5
Weak Point: Inside mouth (core)
T-ENG Release: 10 points (on death)
[?] Box Probability: 10 percent for 1 [?] Box (on death)



Attack Stats		
Name	Damage	Comments
Bite	12	—
Self-Destruct	50/20	Damage varies depending on method of destruction.

Bolsepia resemble large Sepia with big, bulbous heads. They're on par with Sepia in terms of combat ability, moving about somewhat slowly as they lumber into attack range. Dispatch these minor threats with any weaponry you like—they can't withstand much damage. Beware: Bolsepia explode when defeated, potentially damaging nearby teammates. Bolsepia can also self-destruct to inflict even greater damage when they explode.

Threat Meter

Wipe out every Akrid and spawning Genessa to satisfy an Episode GJ Award, and activate a Data Post if you wish. Attacking this Akrid infestation is completely optional, mind you, but it's sure to help improve your end-of-mission ranking!



Jungle Pirate Camp



Run straight across the river from the mission's start point to locate a campsite full of hostile Jungle Pirates. Activate the Data Post near the camp's entrance to bring your radar online, then use your radar to pinpoint hostiles. Careful: Unlike Akrid, these Jungle Pirates shoot back!

TIP

Your damage indicator is a useful tool. Use it to help you identify where enemy fire hails from, then respond.



Fight your way to the second Data Post at the camp's far end, collecting T-ENG from fallen Jungle Pirates as you go. Activate the second Data Post to extend your Battle Gauge and enhance your radar.

Continue past the second Data Post, leaving the camp and dispatching more




Jungle Pirates that have scattered into the surrounding brush. The trail ends at a large gate. Approach the nearby Control Post and rapidly tap the Melee Attack button to connect its circuits and open the gate. Step through to complete the mission.

NOTE

The “Break Through the Enemy Lines!” Episode GJ Award is handed out after you open the gate and complete the mission. If none of your team died during this segment, then you receive the best award possible. Less-valuable awards are handed out if your team suffered casualties.

Mission 3

Enemies Encountered



Jungle Pirates



GTN-A03M/C Zebets



GTN-A01 Turntables




GTF-13F Vensa



GTT-01 Nida

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Keep the Control Units On!	Narrow Victory	Victory	Perfect Victory	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective 1: Activate the Power Generators



You’ve fought your way to the Jungle Pirates’ mine. Now you’ve got to destroy the place. The best way to accomplish this involves disabling the giant drill in the center of the compound. To do this, first activate five Power Generators in the vicinity.



Due to the open nature of the mining compound, there are many ways to approach this mission. If you’re playing with friends, feel free to split up and go after the Power Generators in any order. Use the downhill trail to discreetly infiltrate the compound, collecting a Machine Gun for more ammo along the way.

TIP

Shoot every wooden crate in the compound to destroy them and reveal hidden weapons.



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Turret Trouble



Beware of the many unmanned GTN-A03M/C Zebet auto defense systems stationed around the mining compound—their heavy gunfire will cut you to ribbons if you leave yourself exposed. Destroy the vulnerable orb-like sensors to quickly disable these defense turrets without expending much ammo. Keep to the complex's interior corridors until you've destroyed all of the turrets—charging into the open central ground is dangerous until all of the Zebets have been dealt with.

New Intel: GTN-A03M/C Zebet

Armor: 100 (GTN-A03M); 480 (GTN-A03C)
Weak Point: GTN-A03M



Attack Stats		
Type	Damage	Hit Radius
Gatling Gun	4	8
Laser	20	10
Rocket (direct hit)	180	20
Rocket (blast)	60	200

These dangerous auto-defense systems are composed of two parts. The orb-shaped GTN-A03M identifies surrounding threats, then relays their position to all networked GTN-A03C defense turrets, which quickly open fire. GTN-A03Cs are hardened and difficult to destroy; get into position and target their vulnerable GTN-A03Ms instead—for destroying a GTN-A03M instantly deactivates all GTN-A03C turrets under its control. If you can't target a GTN-A03M without exposing yourself to the Zebet's turrets, attack the turrets directly, or work with your teammates to draw away their fire.

Threat Meter ■■■■■



The mining compound also features a handful of stationary GTN-A01 Turntable turrets

manned by Jungle Pirates. One sits in the center of the complex near the base of the giant drill, and another is affixed to the ceiling above Power Generator 1. Use powerful weaponry to destroy these turrets; grenades work wonders. Don't worry about targeting the gunners themselves; they're completely protected by their Turntables just like you are when piloting a Vital Suit.

TIP

If possible, take control of a Turntable and turn its powerful VS Gatling Guns against the surrounding Jungle Pirates!

New Intel: GTN-A01 Turntable

Armor: 300
VS Weapon Slots: 2
Weak Point: Cockpit



Turntables are immobile defense turrets that can be rotated a full 360 degrees to fire on all surrounding threats. Unlike Zebets, Turntables must be manned by a soldier in order to function. However, the lack of any sort of mobility makes Turntable pilots sitting ducks—prime targets for grenades, rockets, and gunfire.

Activating the Power Generators

The five Power Generators are well defended. Here's a quick rundown of where they are and what's guarding them:

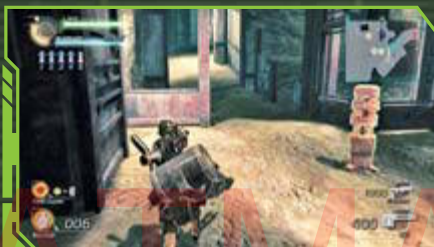


Power Generator 1: In the lower corridors, to the southwest, this generator is guarded by several Jungle Pirates and a Turntable. Use grenades and approach with caution. It's easiest to attack from the south.



Power Generator 3: On a high rocky ledge, to the east, multiple Jungle Pirates guard this generator. Thin their ranks from a safe range.

It's guarded by multiple Jungle Pirates and a Turntable. Advancing on the Power Generator also exposes you to the northern Zebet turrets that fire from a high open shutter. The Zebet's controlling GTN-A03M is outside on the shutter's exterior balcony; destroy it to deactivate the GTN-A03Cs. Then hurl grenades and rain fire on the Turntable, which sits completely exposed near the Power Generator.



Power
Generator
5: At ground
level, to the
southeast,
the last one
is guarded
by Jungle

Pirates and an enemy GTF-13F Vensa armed with a VS Missile Launcher. Stay mobile, use grenades, trick the Vensa into missing, and attack in force while it reloads.

TIP

Ensure you've crippled the mining compound's defenses and loaded up on weapons before activating the last Power Generator—enemy reinforcements are on their way!

Objective 2: Activate and Defend the Control Units



Once all five Power Generators have been activated, you can activate four

Control Units clustered around the mining compound's central drill. Two Control Units are directly beneath the drill platform; the other two stand in open ground just to the south. You must activate all four while battling against Jungle Pirate reinforcements and struggle to keep all four Control Units active for 90 seconds until the drill collapses.

TIP

To earn an Episode GJ Award, don't allow the Jungle Pirates to deactivate any of the Control Units.

The Jungle Pirates come in force at first, storming the compound with waves of soldiers and



even a formidable GTT-01 Nida VS. Don't activate any of the Control Units at first; stay mobile and focus on dispatching this initial slew of hostiles (particularly the Nida) instead. The Jungle Pirates primarily attack from the north and west; use your radar to see where they're coming from.



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TIP

Grab the VS Gatling Gun from the ground level shed to the north—it helps even the odds.

Once you’ve thinned out the enemy ranks and dealt with their VS, split up and activate the four Control Units. Start with the two under the central platform; they’re the easiest to defend. Careful: The Jungle Pirates will attempt to shut down the Control Units you’ve activated—don’t let them. Keep a wary eye on your radar, stay alert, and keep all four Control Units running until the drill finally collapses the mine.



EPISODE 1—CHAPTER 2

Mission 1



Enemies Encountered



Sepia



Trilid



Vodogg



Dongo

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Activate All the Data Posts!	1 Data Post Activated	2 Data Posts Activated	All Data Posts Activated	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ2	Defeat the Akrid!	5 Akrid Defeated	10 Akrid Defeated	All Akrid Defeated	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ3	Find the Hidden Route	—	—	Hidden Route Found	<input checked="" type="checkbox"/>
GJ4	Defeat the Akrid!	1 Akrid Defeated	2 Akrid Defeated	All Akrid Defeated	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ5	Get Across the Bridge—Now!	Mission Accomplished: Heavy Casualties	Mission Accomplished: Some Casualties	Mission Accomplished: No Casualties	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective 1: Proceed to the Reservoir



The mine elevator has ferried your team to a rocky region. Advance along the trail and wipe out the Sepia ahead, along with their hives.



Trilid fill the skies past the Sepia. Gun them down and destroy their hive, then activate the nearby Data Post to gain the use of your radar. Collect the many weapons in the area afterward; you'll find Shotguns, Machine Guns, and a variety of grenades in the vicinity.

New Intel: Dummy Grenade

Weapon Type: Release
Clip Size: 1
Default Ammo: 4
Max Ammo: 12



Attack Stats			
Type	Time to Blast	Damage	Hit Radius
Explosion (delayed)	300	150	330
Explosion (detonated)	—	220	480

Dummy Grenades are multi-function tools of mayhem. Throw one at an enemy and it'll explode on impact, instantly inflicting severe harm (a bit more than a standard Hand Grenade). Or toss one onto open ground to generate a "dummy" at the grenade's location—one that explodes when touched or shot! Akrid are in for a nasty surprise when they attempt to ram and batter Dummy Grenades.



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New Intel: Plasma Grenade

Weapon Type: Plasma
Clip Size: 1
Default Ammo: 5
Max Ammo: 15



Attack Stats			
Type	Time to Blast	Damage	Hit Radius
Explosion (delayed)	35	30	650
Explosion (detonated)	—	30	800

Plasma Grenades emit a far-reaching electric shock that zaps everything nearby, effectively disabling enemies for several seconds. The damage is not significant; instead, Plasma Grenades are intended to help you slow down swift foes and circle around more powerful enemies to target their weak spots. With a bit of practice and creativity, Plasma Grenades can really open up your offense—or help you make a timely retreat!

Akrid Warriors



Equip a Shotgun as you move onward; the Vodogg you encounter en route to the second Data Post are quite dangerous. Blast these agile monsters as they attempt to close in and batter you with melee assaults. Choose your reload times wisely.

TIP

Defeat every Akrid and activate every Data Post in this mission to win a couple of Episode GJ Awards.

First Contact: Vodogg

Health: 320
Weak Points: Head, legs
T-ENG Release: None
[?] Box Probability: 10 percent for 1
[?] Box (on death)



Attack Stats	
Name	Damage
Bite	60
Kick	40

Vodogg are large, resilient Akrid warriors that scamper about very quickly, always on the hunt. They sprint into close quarters, seeking to bite and kick their quarry into submission. Back away and punish these resilient fiends with focused firepower. Because Vodogg must close in to attack, Shotguns work very well against them, sending them flying backward with each blast. Given enough damage, a Vodogg's head and legs will eventually sever—yet the monster may continue to fight on.

Threat Meter



Fight your way to the second Data Post and activate it to extend your radar even farther. From

there, dive into the water and travel northeast, using your Anchor to emerge from the water and scale a cliff, atop which sits the third Data Post.

Dongo Danger



Beware: A hulking Akrid known as a Dongo lurks atop the cliff near the third Data Post. Stay mobile and circle around the brute to avoid its rolling charge. Aim to punish the Dongo's glowing tail with close-range Shotgun blasts as you strafe circles around the creature.

First Contact: Dongo

Health: 2,000

Weak Point: Tail

T-ENG Release: 150 points

[?] Box Probability: 30 percent
for 1 [?] Box (on death)



Attack Stats

Name	Damage
Roll Attack	75
Claw Swipe	60

Dongos are giant crab-like Akrid that prefer to crush their prey by tucking up and rolling over them. This roll attack can occur very suddenly, so keep a wary eye on Dongos and avoid standing in front of them—this also keeps you away from their powerful claws. Stay mobile and circle around Dongos, assailing their glowing tails. Whole sections of a Dongo's hide can be blown off given enough damage to reveal additional soft spots, but attacking the tail is the fastest way to bring down a Dongo.

Threat Meter ■ ■ ■ ■

Death Valley



Venture north from the third Data Post to reach a valley guarded by two Dongos. As before, stay mobile and circle around the Dongos to avoid their rolling charge. Unload on their glowing tails with Shotgun blasts to drop each Dongo in short order.



Just beyond the Dongos, a group of Vodogg descend on your team from the valley's high rock walls. Keep moving and don't stop blasting away with your Shotgun until the valley is secure once more. Activate the fourth and final Data Post at the far end of the valley afterward to complete the mission.



After putting down the Dongo, make sure your Shotgun is fully loaded, then run over and activate the third Data Post. After you do, multiple Vodogg emerge from the ground all around you in an ambush. Start moving and blast these dangerous creatures each time one draws near to strike. Find and destroy their nearby hives to prevent more from emerging.



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Enemies Encountered



Boss: Queen

Sepia

Vodogg

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Decimate the Category G Akrid!	Category G Akrid Defeated	Category G Akrid Destroyed	Category G Akrid Decimated	  
	Escape the Breath of Ice	Team Member Escaped	—	Team Member Rescued	 
	Akrid Extermination Challenge	Akrid Mop Up	Akrid Slaughter	Akrid Massacre	  

Objective 1: Defeat the Category C Akrid



Central Command has ordered your team to hook up with reinforcements they've deployed in your area. Advance to meet the friendly troops, then tremble in fear as a monstrous Category G (Cat-G) Akrid suddenly emerges from the depths of the nearby reservoir!



Boss: Queen

Health: 2,600

Weak Points: Head, arms, side appendages

T-ENG Release: 1,000 points

[?] Box Probability: 100 percent for 20 [?] Boxes (on death)



Attack Stats

Name	Damage
Vertical Attack	80
Sideswipe	60
Side-to-Side Swinging Attack	50 (each hit)
Stabbing Attack	45
Sinking Stab	90
Trampling Attack	45
Ice Breath	60 (freezes victims)
Ice Shards	80

The Queen is a giant Akrid with a tall spine sprouting two massive and powerful arms and a comparatively smaller head. All of the creature's arm and breath attacks are devastating, and most are best avoided by simply sprinting and rolling to one side. The Queen takes no damage unless you attack the weak spots. Remain in motion, exploit the available weapons, and target the boss's glowing weak spots on its head, limbs, and appendages.

Threat Meter



The staircase near the east gate is another relatively safe spot. Many of the boss's attacks can't reach you here, and you can duck out and unload on the boss whenever its attention has been diverted elsewhere.

The battered metal platforms along the west cliff are good places to attack the boss from. You'll find a Rocket Launcher and a VS Gatling Gun up here, which are both helpful in quickly destroying the Cat-G.



Battling the Cat-G

Beat this big, bad boss by staying mobile and piling on the aggression. Wound the Queen's limbs and appendages to stun her, then punish the weak spot atop her head when it lowers. Whatever you do, don't run around with low health; all of the boss's attacks are devastating, so be quick to activate your Harmonizer when the need arises!

TIP

Practice the roll technique to avoid the Queen's attacks. To roll, simply crouch and then press the Jump button. You're completely invincible during a roll, so even if an attack hits you, no loss of health will occur. However, you suffer extra damage if you're hit while standing up from a roll, so proper timing is crucial. Become a master at rolling and the Queen won't be able to touch you!

Rush to the central Data Post and quickly activate it while the massive Akrid Queen



is still rising. This will extend your Battle Gauge and activate your radar. The moment the Data Post is online, immediately spread out your team to present the Akrid with multiple targets—remaining in a tight group is not recommended!



The tall metal platform south of the Data Post is a good place to

hang out. You can grapple up to the top of the platform for a better view of the boss, and leap off to avoid attacks.

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If a teammate is ever frozen by the Queen's ice breath, attack that teammate to quickly free them. Stay mobile and avoid being frozen by the Queen's ice breath throughout the battle to earn an Episode GJ Award!



Target the orange sections of the Queen's arms, or the smaller appendages on her sides.

If you disable one of the creature's arms, or all three of her side appendages, the Queen becomes wounded and bows her head while she recovers from the damage done to the limbs. This exposes another weak spot atop the Queen's skull.

The boss's weak spots begin orange and turn red as they suffer damage. Attack red weak spots to blow off whole limbs!



Any time the Queen's head dips down, immediately punish her primary weak spot, located on top of the skull. Grenades are highly effective, particularly when shot and detonated in midair as they near their mark. The Rocket Launcher and VS Gatling Gun found on the battered platforms along the area's west cliff are also both highly effective and should be used to great advantage.



Hit the Queen's head hard enough and she may collapse all the way to the ground. Now's your chance! Have your entire team unload on the Queen's skull to quickly pile on the damage. Use grenades and other heavy attacks at this point for maximum effect.



With enough firepower, you can keep the Queen stunned and prevent her from mounting much offense. This is ideal, because the Queen's attacks are truly nasty once she starts chaining them together. Do your best to keep the boss reeling, using grenades, the Rocket Launcher, and the VS Gatling Gun to quickly eradicate her health bar (shown at the bottom of the screen). Always be ready to roll at a moment's notice to avoid the Queen's ferocious attack barrages.






EPISODE 1-CHAPTER 3

Mission 1


Enemies Encountered



Jungle Pirates



GTN-A01 Turntables



GTT-01 Nida

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Break Through the Front Line!	Broke Through: Heavy Casualties	Broke Through: Some Casualties	Broke Through: No Casualties	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
GJ2	Destroy the Turrets!	Turret Silenced	—	All Turrets Silenced	<input type="checkbox"/> <input type="checkbox"/>
GJ3	Destroy the VS!	—	—	VS Completely Destroyed	<input type="checkbox"/>

Objective 1: Activate the Data Post



Your team has been cut off from the main force, so you must complete this mission on your own. The Jungle Pirates' base is just ahead; activating the surrounding Data Posts should grant you access.



Advance along the jungle trail with your group to locate the first Data Post. Slaughter the Jungle Pirates defending the site and activate the Data Post to enable your radar. Check the overhead footbridge afterward to discover a Machine Gun, Shotgun, and an ENG Box that contains a new piece of equipment called a Shield.

New Intel: Shield

Weapon Type: Support

Shields are valuable items that completely absorb all impact and damage from frontal attacks while deployed. Even explosive attacks from grenades and Rocket Launchers are nullified by Shields, provided the blast occurs in front of the deployed Shield, not behind it. While holding a Shield, you can turn and move about, albeit very slowly. When your enemy brings heavy firepower to bear, use Shields to safely advance your squad!



Objective 2: Storm the Gate



The Jungle Pirates have dug in and fortified their position near the gate to their base. Split your squad and attack the gate from the elevated east and west edges of the trail. Beware the GTN-A01 Turntable defense turrets in the area; lob grenades at them from behind cover to safely destroy them.

NOTE

Destroy all the defense turrets to earn the Gold Episode GJ Award for "Destroy the Turrets!".

When you breach the gate's perimeter defenses, switch to a Shotgun and begin storming the gate's interior. (There are several Shotguns within the complex itself; destroy crates and open ENG Boxes to find them.) Shotguns will serve you best when mopping up the remaining Jungle Pirates in the confines of the complex.



Work your way to the gate complex's upper floors to locate a vacant GTF-13F



Vensa. Climb aboard and use its mighty VS Gatling Gun to destroy the remaining Jungle Pirates near the gate's Control Post, including the GTN-A01 turret on the metal scaffolding.



Beware: An enemy GTT-01 Nida armed with a single VS Gatling Gun emerges from the Jungle Pirates' base as you approach the gate. Blaze away with your own VS and destroy the enemy Nida before it guns you down.

CAUTION

If your Vensa suffers critical damage, it will explode, potentially killing you in the blast. Rapidly press the Melee Attack button to escape from a near-death VS before it goes boom.



With the gate's defenses completely decimated, check around for equipment before activating the Control Post in front of the gate. This opens the gate, granting you access to the Jungle Pirates' base and completing the mission.

TIP

Bring the Shield with you into the next mission; it'll come in handy.

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Mission 2

Enemies Encountered




Jungle Pirates



GTN-A01 Turntables




GTN-A03M/C Zebet



GTF-13F Vensas



GAH-42BS Bleeds



GTT-01 Nidas



Episode C.J. Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
C.J.1	Annihilate the Jungle Pirates	Pyrrhic Victory: Heavy Casualties	Victory: Some Casualties	Perfect Victory: No Casualties	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
C.J.2	Use a VS in Battle!	VS Used in Battle	VS Effectively Used in Battle	VS Strategically Used in Battle	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
C.J.3	Find the Multi-seat VS	—	—	Multi-seat VS Procured	<input checked="" type="checkbox"/>

Objective 1: Activate Data Posts

You’ve fought your way to the heart of the Jungle Pirates’ base—expect to encounter stiff resistance here. Command orders you to activate all Data Posts in the vicinity so they can provide you with intel on the enemy’s forces.



Advance until elevated turrets open fire on your squad, then sprint into the shed on your right for shelter. The shed is also conveniently loaded with weapons, including a Shotgun, a VS Gatling Gun, and some Gum Grenades.

Uphill Battle

NOTE



If one of your teammates retained the Shield from the previous mission, it'll come in handy during this difficult uphill battle. With or without the aid of the Shield, keep near cover, darting out and lobbing grenades at each turret. Make a calculated advance, destroying each turret before moving past.

Taking the Base



Your radar shows that the second and third Data Posts are right nearby, but it also reveals that the entire base is crawling with plenty more Jungle Pirates. Head east to secure the second Data Post, bringing down another Vensa as you go.



The first Data Post is defended by an enemy VS—a GTF-13F Vensa. If you're low on grenades, blast the Vensa with Shotguns to bring the dangerous foe down. Activate the Data Post afterward to at last gain a radar map of the region.



More enemy Vital Suits guard the base's interior, where the third and final Data Post stands. Focus on destroying each VS in turn, using grenades and Shotguns to pile up the damage. Activate the third Data Post after securing the compound to complete your first objective.

Objective 2: Engage the Jungle Pirates



With all three Data Posts activated, the bridge leading into the heart of the Jungle Pirates' stronghold opens up. Climb into the nearby remains of an enemy Bleed VS to gain some extra armor and firepower—you're going to need it!

LOST PLANET²

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New Intel: CAH-42BS Bleed

Armor: 450
Movement Speed: 18
VS Weapon Slots: 1
Weak Point: Cockpit



Special Functions	
Name	Description
Unique Attack	Can throw punches with right and left arms (see "Unique Attacks" table).
Hover	Can hover in midair for a brief time after jumping.
Dash	Can dash horizontally in any direction, even after a jump.
Grenade Toss	Can throw any grenades carried by the pilot.
Self-Destruct	Can self-destruct to catch nearby enemies off-guard.

Unique Attacks		
Type	Damage	Comments
Right Uppercut	120	Only thrown when no VS weapon is mounted.
Right Straight	80	Only thrown when no VS weapon is mounted.
Left Hook	50	—
Right Dash Straight	100	Perform while dashing.
Self-Destruct	100	Sacrifices Bleed for area damage.

The CAH-42BS Bleeds are versatile VSs that trade heavy armor and weapons for enhanced mobility. Though Bleeds can only mount one VS weapon, they're the only VSs that allow pilots to toss grenades—a welcome advantage. Bleeds can also be quite deadly at close range, battering enemies with a variety of fast and powerful melee attacks, or self-destructing suddenly to wipe out surrounding foes.



Before approaching the bridge, face east and fire on the Jungle Pirates from afar. Destroy their GTN-A01 Turntable turret and any other targets within view.

TIP

Use the Bleed's dash and hover abilities to gain superior mobility on the battlefield. You can also throw grenades while piloting the Bleed—use them!



The bridge is heavily defended by multiple VS enemies, including Nidas and Vensas. Use grenades and your own VS weaponry to inflict as much damage as possible from a safe range. Cross the bridge with extreme caution, exploiting what cover there is available.

TIP

If your Bleed suffers heavy damage, retreat to a safe location, exit the VS, and then rapidly tap the Anchor button to weld it back together. Repairing a damaged VS in this manner requires several hundred units of T-ENG, but keeping a valuable VS going is often worth the expense.

Mopping Up



Fight your way across the bridge, moving to activate the fourth Data Post. Repair your VS, and if you're low on ammo, swap the VS's weaponry with the VS Shotgun found below the Data Post's platform; there's a standard Rifle down there as well. You'll also find a VS Gatling Gun and a standard Rocket Launcher in the ENG Boxes along the bridge—be sure to grab 'em. There are additional Rocket Launchers on this half of the bridge as well.

Team Tactics



A vacant GTT-01 Nida VS rests near Data Post 4. Pilot the Nida, but don't activate it

until after a teammate climbs aboard the siderails. This lets your buddies catch a ride while still allowing them to fire their weaponry. Best of all, allowing teammates to board the Nida also earns you the "Find the Multi-seat VS" Episode GJ Award!

New Intel: VS Shotgun

Weapon Type: VS
Firing Speed: Medium
Clip Size: 8
Default Ammo: 25
Max Ammo: 100



The VS Shotgun delivers a devastating short-range payload designed to decimate close-quarters targets. Shots fired from a VS Shotgun are so powerful that they can knock back other VSs. They're very useful in confined spaces or when pitted against powerful enemies that like to rush in.

New Intel: Rifle

Weapon Type: Long Range
Firing Speed: Medium
Clip Size: 3
Default Ammo: 20
Max Ammo: 100



Attack Stats

Type	Range	Damage
Bullet	400	75 (300 for headshots)

Rifles are powerful long-range firearms designed to kill distant targets without warning. Use their scopes to sight remote enemies, then squeeze the trigger to deliver significant damage with each shot. Headshots against human targets are almost always fatal, inflicting four times the normal damage. In the hands of a skilled marksman, Rifles become extremely deadly tools.



This is it: the final push. Use the most powerful weapons at your disposal to destroy every enemy contact you see on radar. Kill every Jungle Pirate and blow up all of their VSs to secure the compound and complete the mission!





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Mission 3

Enemies Encountered



Boss: Gordiant



Sepia

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Defeat the Category G!	Narrow Victory	Victory	Total Victory	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ2	Take Out the Legs!	1 Leg Destroyed	Legs Destroyed	Super Leg Destroyer	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ3	Aim for the Core!	First Strike	—	Core Fighter	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ4	Infiltrate the Category G's Body!	Infiltrated the Category G	Infiltrated: Second Team	Infiltrated: All Players	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ5	Raise the Battle Gauge!	1 Data Post Activated	2 Data Posts Activated	All Data Posts Activated	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ6	Team Cheer	I Did It Alone!	I Did My Part!	We Did It!	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective 1: Scout the Area



Proceed down the trail, snatching weapons off of battered Vital Suits. Sadly, the VSs are beyond repair, but their VS Gatling Guns and the VS Rocket Launcher are in perfect shape.

New Intel: VS Rocket Launcher

Weapon Type: VS
Firing Speed: Slow
Clip Size: 1
Default Ammo: 6
Max Ammo: 20



Attack Stats

Type	Range	Damage
Rocket (direct hit)	300	360
Rocket (blast)	500 (hit radius)	140

The mighty VS Rocket Launcher brings an incredible amount of firepower to bear. Though extremely cumbersome and slow to fire, each shot from a VS Rocket Launcher inflicts massive damage to everything near the point of impact. Few weapons are capable of downing mighty adversaries as effectively as a VS Rocket Launcher!

Advance to discover more supplies in the bellies of small craters. Activate the Data Post that stands in plain sight to gain a radar map of the region.



The second and third Data Posts stand atop neighboring plateaus. Use your Anchor to reach them, and don't miss the supplies littered all about.



TIP

Activate all three Data Posts in the area to earn a Gold Episode GJ Award!

Objective 2: Defeat the Category G

While you're moving from one Data Post to the next, an enormous Category G Akrid



smashes up from the earth and begins stomping around. Time for a boss fight!

This lumbering Cat-G's attacks are devastating, so be prepared to roll at any



time to avoid its lashing tongue, foot stomps, and tail strikes. Spread out and keep your distance, unloading on Gordiant's weak points at every chance with your most powerful arms. Target Gordiant's glowing leg joints and the tall orange spire on its back.

TIP

The VS Rocket Launcher near this mission's start is particularly effective against Gordiant, and there's another one in the valley between Data Posts 1 and 2. There are plenty of standard-size Rocket Launchers to be found in the area as well. Don't miss the GAH-42BS Bleed and new GTF-11 Drio on the ground near Data Post 2—put these VSs to good use during this battle, using their dash and hover abilities to outmaneuver the boss.

BOSS: Gordiant

Health: 12,000

Weak Points: Back spire, knee joints, mouth/tongue, internal core

T-ENG Release: 5,000 points

[?] Box Probability: 100 percent for 20 [?] Boxes (on death)



Attack Stats

Name	Damage
Stomp	250
Tongue lash	75
Tail whip	250
Gulp tackle	80 (200 vs. VS)
Electric shock (when riding Gordiant's back)	75
Electric breath	100
Ejection spikes (when exiting Gordiant)	25
Ejection (when exiting Gordiant)	50

Gordiant is a giant, reptile-like Akrid that trudges about on six fat legs. Its primary weak spot is the tall glowing spire that juts up from its back—hit this area hard. The boss's "knee joints" are also viable soft spots—pile on the damage to blow off Gordiant's legs. If Gordiant ever collapses, infiltrate its body by entering through its open mouth and attack its core from within! Attacking Gordiant's internal core causes its back spire to grow, and vice-versa—the two weak points are linked, so use teamwork to abuse them both!

Threat Meter

LOST PLANET 2

Prima Official Game Guide

New Intel: GTF-11 Drio

Armor: 600
Movement Speed: 23
VS Weapon Slots: 2
Weak Points: Knee joint, backpack



Special Functions	
Name	Description
Unique Attack	Vulcan Cannons (2): 6 damage per shot, unlimited ammo.
Activate Data Post	Can activate Data Posts without exiting the VS.
Repair	Can repair damage done to the VS without exiting the VS.
Hover	Can hover in midair for a brief time after jumping.
Dash	Can dash horizontally in any direction, even after a jump.

Take a GTT-01 Nida, install a protective plate for the cockpit, give it the ability to hover and dash via thrusters, and you've got yourself a **GTF-11 Drio**. The reinforced cockpit plate protects the pilot, eliminating the cockpit as a weak point. The ability to hover in midair and dash about lends the Drio some much-needed maneuverability, making it far more dangerous than a Nida.



When Gordiant's weak points suffer enough damage, the creature lets out a heavy groan before collapsing to the ground, stunned. This is a prime opportunity to pile on the firepower! Hurl grenades at the stationary target and continue to punish its weak points, particularly the glowing spire atop the boss's back. Retreat to rearm when the boss struggles back to its feet.

Infiltrating Gordiant



Incredibly, while Gordiant is stunned and its mouth is open, you're actually able to run inside the boss to attack it from within.

Simply run straight into Gordiant's open mouth and proceed to the stomach, where Genessa continually appear to spawn Sepia. Gross!



Fight through the Sepia and keep going until Gordiant's heart is visible, beating away inside a central cavity. You

can't approach the heart, but you can fire at it through openings to inflict severe anguish on Gordiant.



With no spare ammo to find, you're bound to run out of shots eventually. At this point, there's only one thing to

do: Follow the trail of putrid fluid to find the "exit." You're bound to suffer damage on the way out; be ready to engage your Harmonizer when you finally reach fresh air!



Keep outmaneuvering this lumbering boss and piling on the damage until the giant at last collapses, deteriorating into a pile of oozing goo. Hurry and claim those [?] Boxes—you've just completed the first Episode!

Episode 2—Chapter 1

Mission 1

Enemies Encountered



Carpetbaggers

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Stay Out of the Searchlights!	—	—	Avoided the Searchlights	<input type="checkbox"/>
	Infiltrate without Casualties!	Infiltrated: Heavy Casualties	Infiltrated: Some Casualties	Infiltrated: No Casualties	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Strike a Pose!	Emote: 1 Player	Emote: Co-op	Emote: All Players	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective: Infiltrate the City



Use your Anchor to reach the rooftops, doing your best to keep out of search-

lights. Eliminate the enemy sniper that stands on a higher rooftop ahead; his Rifle can kill you in an instant. Then dispatch the soldiers near the first Data Post, activating the Data Post to gain a radar map of the region.



Equip a Shotgun and continue up a dark ramp, engaging more

Carpetbaggers as you follow your radar to your next objective. Enemy soldiers pour out of the corridor ahead; remain just outside the corridor and pump the Carpetbaggers full of lead with your Shotgun.

CAUTION

Keep out of searchlights; moving into one will sound an alarm and get you into trouble.

TIP

Avoid dying during this mission to earn an Episode GJ Award!

LOST PLANET²

Prima Official Game Guide



When the Carpetbaggers stop coming, advance into the corridor and follow it to the mission's exit, blasting any lingering enemy troops that get in your way. While the mission completes, perform emotes during the ending countdown to complete another Episode GJ Award.

Mission 2



Enemies Encountered



Carpetbaggers

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Activate All the Data Posts!	1 Data Post Activated	2 Data Posts Activated	All Data Posts Activated	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ2	Get Past the Security System!	B Rank	A Rank	S Rank	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ3	Destroy the VS!	—	—	VS Completely Destroyed	<input checked="" type="checkbox"/>

estados



close to these red orbs triggers an alarm that summons enemy soldiers, so destroy security sensors from afar. Grapple up to a high ledge that holds a Shotgun and some Hand Grenades, and pepper the first sensor with Machine Gun fire to safely neutralize it.



A screenshot from the video game Final Fantasy XIII-2. The image shows a character in a dark, industrial setting, possibly a factory or a mine. The character is wearing a dark, form-fitting outfit with yellow accents and is holding a long, thin weapon. The environment is dimly lit, with some light sources visible in the background. The game's interface is visible, including a health bar at the top left and a mini-map at the top right. The text "FINAL FANTASY XIII-2" is overlaid in the center of the image.

Also beware the sensor orb that's hidden in the shed next to Data Post.

There are no more security systems to worry about from this point forward.

A screenshot from a first-person shooter game. The player is in a dark, industrial environment, possibly a warehouse or a factory. A large, rusted metal structure, resembling a train car or a large container, is the central focus. A bright light source, possibly a fire or a flare, is visible on the left side of the structure. The player's character is visible in the bottom left corner, holding a weapon. The game's interface includes a health bar and a mini-map in the top left corner. The overall atmosphere is dark and gritty.

The third Data Post is well defended by multiple Carpet-baggers, including

a few snipers armed with deadly Rifles. A teammate who has a Shield should take up position near the metal barricades so the rest of you can exploit cover while picking off enemy troops.

LOST PLANET 2

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After thinning the Carpetbaggers' ranks, drop into the trench beyond the metal barricades and follow it to the third Data Post. Activate this third and final Data Post to extend your radar and Battle Gauge even farther.



Make good use of the Shield while advancing up the alley beyond Data Post 3. Two dangerous Carpetbaggers armed with Rocket Launchers and covered in advanced Battle Armor stand watch at the alley's far end, and this pair can take quite a beating. Stay behind your Shield-toting teammate or crouch behind the low metal barricades along the alley, and hurl grenades at these enemies from afar. Take your time to ensure you don't end up eating a rocket so close to the mission's end.

Mission 3

Enemies Encountered



Carpetbaggers



GAH-42BS Bleeds

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Exterminate the Akrid!	Akrid Defeated	—	All Akrid Defeated	<input type="checkbox"/> <input type="checkbox"/>
GJ3	Destroy the Bleed VSs!	1 Bleed VS Destroyed	2 Bleed VSs Destroyed	All Bleed VSs Destroyed	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective: Eliminate Impediments, Phase 2



You've bypassed the Carpetbaggers' security perimeter, but things are getting serious now. Explosions are going off everywhere in the city, and the slums have been reduced to a burning war zone. Continue your mission with extreme caution, gunning down enemy soldiers as you move to activate the first Data Post in the street ahead.



Open the ENG Box near Data Post 1 for a mighty VS Gatling Gun, then turn the weapon loose on the enemy Bleed VS that attacks from the north. Be on the lookout for more Bleeds and destroy them all to earn the best Episode GJ Award you can from the "Destroy the Bleed VSs!" challenge.

[Campaign Mode](#)

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[Episode 6—Chapter 4](#)

Continue mowing down Carpetbaggers and collecting new weapons as you fight to reach the second Data Post. You face several enemy soldiers and two more Bleed Vital Suits on the way to the Data Post 3. Use the plentiful array of grenades and heavy VS weaponry to annihilate every hostile contact as you secure the third and final Data Post site.



TIP

Open the ENG Box in the northmost shed between Data Posts 2 and 3 to obtain Battle Armor that'll keep you alive and fighting.

Mission 4

Enemies Encountered



Carpetbaggers



GAN-A04SD Cyclopes



Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Beware of the Trains!	—	—	Not a Scratch	<input checked="" type="checkbox"/>
	Maintain Control of the Post!	Narrow Victory	Victory	Total Victory	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Destroy the Cyclops Sentries!	Cyclops Removal	Cyclops Destruction	Cyclops Annihilation	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

LOST PLANET 2

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Objective: Secure Rail Passage



At last, you've reached your target: a train depot. Your orders are to commandeer a train by hacking its controls. To do this, you'll need to activate a Control Post in the area. Enter the depot and eliminate the guards on the elevated footbridge, which leads to the Control Post you must activate.

CAUTION

Don't drop from the area's upper ledges or you'll land near the train tracks and risk being run down. If you fall, immediately move to one side and use your Anchor to return to the high ground.

TIP

Toss grenades behind Shield-toting enemies to kill them with an unexpected blast from behind!



Secure the area and load up on ammo, then activate the Control Post they were guarding. Once activated, the Control Post must be defended for two full minutes while the train's control systems are hacked.



More Carpetbaggers emerge to thwart you, along with several automated GAN-A04SD Cyclops attack drones. Make a stand near the Control Post and unload on every hostile that registers on radar. Don't leave the Control Post unguarded until the mission ends in success.

New Intel: GAN-A04SD Cyclops

Armor: 150
Weak Point: Core



Attack Stats		
Type	Damage	Hit Radius
Laser	40	1
Rocket (direct hit)	30	10
Rocket (blast)	20	150

The GAN-A04SD Cyclops is a small, unmanned attack craft created by NEVEC for basic defense ops. They're designed to patrol an area until a threat is identified, then relentlessly attack with their grafted laser rifles. Cyclopes are somewhat flimsy and easily shot down, but they can be quite dangerous in groups. Machine Guns and Shotguns are the recommended tools to bring down these agile drones.

Threat Meter

EPISODE 2-CHAPTER 2

Mission 1

Enemies Encountered



Carpetbaggers



GTN-A03M/C Zebets

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Destroy the Sentry Turrets!	Turret Silenced	Turrets Silenced	All Turrets Silenced	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	The Press Is Your Friend!	—	—	The Press Is an Ally	<input checked="" type="checkbox"/>
	The Pulverizer Is Your Friend!	—	—	The Pulverizer Is an Ally	<input checked="" type="checkbox"/>

Objective: Advance on Target, Phase 1



While riding aboard a hijacked train, your team catches a view of the giant train that's hauling the Carpetbaggers' secret weapon: a massive cannon called the Railway Gun. Your orders are to commandeer that train and steal this awesome new weapon.



The first Data Post stands on the low ground to the left of the conveyor belt. Drop off and secure the area before activating the Data Post to enable radar.

Scary Sentries



Proceed up the long ramp after detraining. Beware of enemy Carpetbaggers in the side corridors and gun them down without mercy. Enemy casualties no longer matter; seizing the Railway Gun is now paramount.

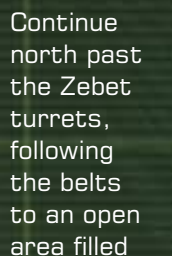


Move onto a large conveyor belt and crouch behind a metal crate for cover. Kill all enemy soldiers you encounter as you ride along. The belts lead to a collection of GTN-A013 Zebet turrets. Fortunately, the system's sensor orb stands right among the turrets, in plain sight. Toss a grenade or pepper the orb with gunfire to disable all of the turrets before they cut your team to ribbons. Destroying all of these turrets also earns you a Gold Episode GJ Award!

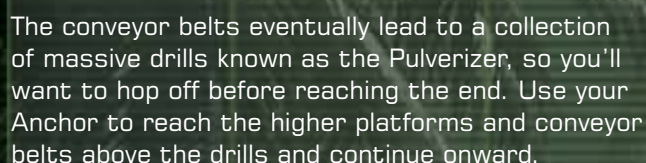


Kill all enemy soldiers you encounter as you ride along.

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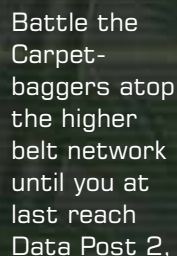


Ride's Over

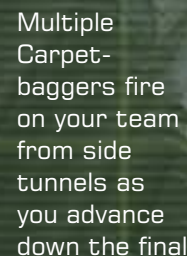


Don't miss the Rocket Launcher on the east side of the area near the giant drills. There's also a suit of Power Armor in an ENG Box on a high ledge.

Knock enemies into the giant drills to receive an Episode GJ Award!

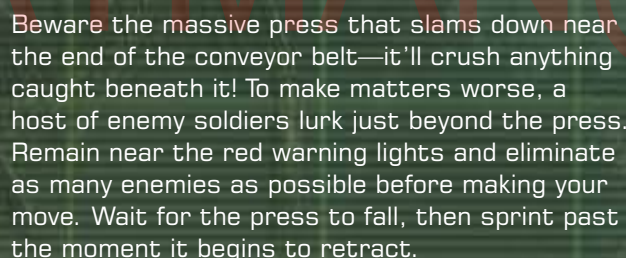


located in a northern nook. Activate this second Data Post to extend your Battle Gauge and radar, then continue following the conveyor belt, sprinting against the direction it's moving.



belt stretch. Retaliate, using metal boxes as cover. Afterward, check the side tunnels for weapons before proceeding to the belt's end.

Pressing Forward



Trick enemies into being squashed by the Pulverizer to earn an Episode GJ Award!

When at last you clear the conveyor belt, proceed to the northern shaft. Climb all the way up the tall ladder to reach the area's exit.



Mission 2

Enemies Encountered



Carpetbaggers

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Infiltration Time Challenge!	Bronze	Silver	Gold	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ2	Wipe Out the Enemy Forces	—	—	Enemy Forces Annihilated	<input checked="" type="checkbox"/>
GJ3	Window Breaker	Broke Some Windows	Still Breaking Windows	Window-Breaking Maniac	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective: Advance on Target, Phase 2



Your orders are to continue advancing toward the Railway Gun. Exit the control room in which you begin and proceed through the corridors, looting fallen soldiers for weapons and ammo. Among other things, you'll find new weapons called Handguns, which feature unlimited ammo.

TIP

Shoot out every window you see to shatter the glass and earn an Episode GJ Award. The more windows you break, the greater the award!



Fight your way through the corridors, using Shotguns to

obliterate enemy soldiers you encounter. The first Data Post is on a downstairs landing; activate it to enable radar.

People Under the Stairs

With Data Post 1 online, you can now see just how many enemies await you in the room at the bottom of the stairs. Toss a few grenades down into their midst and then advance with Shotguns to quickly mop up any survivors.



After securing the room, spy a distinctive red metal door and shoot it until it falls apart. Use a Shotgun and you'll be better prepared to handle the Power Armor soldiers that rush out from the door after it's destroyed. Proceed into the corridor beyond the door to reach the mission's exit.



New Intel: Handgun

Weapon Type: Support
Firing Speed: Medium-Fast
Clip Size: 12
Default Ammo: Unlimited
Max Ammo: Unlimited



Attack Stats

Type	Range	Damage
Bullet	70	10 (per bullet)

Designed for basic personal defense, Handguns grant their wielders the assurance of unlimited ammo. Each shot is about as powerful as one round from a Machine Gun, but the lack of an automatic fire function makes Handguns a bit slower at bringing down enemies—they're better used to detonate thrown grenades. Handguns are nice, versatile weapons to keep on hand when ammo is in short supply, but other firearms will serve you better in the heat of intense combat.

Prima Official Game Guide

Enemies Encountered



GTT-01 Nida



GTN-A01 Turntable



GTF-11 Drios

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Destroy the VSs!	VS Destroyed	VS Scrapyard	Total VS Scrapyard	
	Use the VS Weapons!	VS Weapons Used	VS Weapons Effectively Used	VS Weapons Strategically Used	

Objective 1: Advance on Target, Phase 3

Your team's infiltration has gone well—your target is nearly within reach. Advance and eliminate the



Carpetbagger soldiers and GTT-01 Nida that guard the Data Post at the opposite end of the street. Use grenades or Rocket Launchers to blast the Nida to bits, then activate Data Post 1 once the area is secure.

TIP

**Receive a Gold Episode GJ Award by
destroying every enemy VS in this mission!**



The open area surrounding Data Post 2 is filled with enemy soldiers. A Turntable turret sits in the center of the area as well. Pick off soldiers with gunfire and heave grenades at the turret until it goes boom. After securing the site, grapple up to the second Data Post and activate it to expand your radar and Battle Gauge.



Continue advancing toward Data Post 3, which is heavily defended by more soldiers and another two Vital Suits—GTF-11 Drios, this time. Use the many grenades and heavy weapons you've acquired up to this point to bring the behemoths down without overexposing your team to their powerful arms.

A VS Rocket Launcher sits on the low ground beneath Data Post 3. Put it to good use against those Drios!

Objective 2: Eliminate All Survivors



You've reached your target; now you must crush all lingering Carpetbagger resistance. Unfortunately, the enemy still has numerous soldiers and a few heavily armed Drios at their disposal. Continue using grenades and powerful weaponry to wipe out these final threats.



While battling the final Drios, linger near doors that spawn enemy soldiers and gun these troops down the moment they emerge. Keep it up; the mission ends in success when all enemy contacts have been neutralized.

There's another Rocket Launcher on a small northwest ledge near where the Drios appear.



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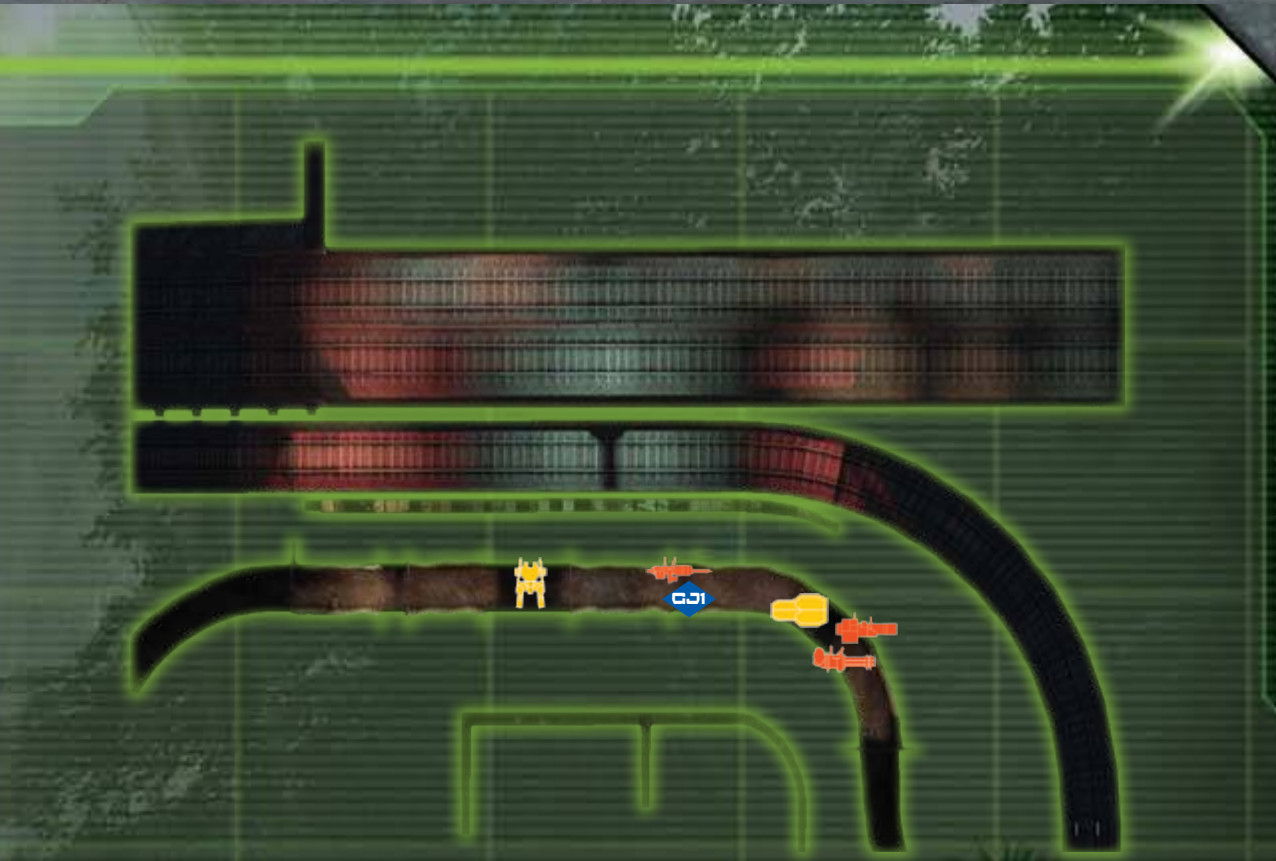
[Episode 6—Chapter 4](#)



Episode 2—Chapter 3



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Enemies Encountered



Carpetbaggers



Boss: Akrid X

Episode CJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
CJ1	Aim for the Core!	First Strike	—	Core Fighter	<input type="checkbox"/> <input type="checkbox"/>
CJ2	Use the Pile Bunker	Pile Bunker: 1 Time	Pile Bunker: 2 Times	Pile Bunker: 3 Times	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
CJ3	Defeat the Category G!	Narrow Victory	Victory	Total Victory	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
CJ4	Team Cheer	I Did It Alone!	I Did My Part!	We Did It!	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective 1: Activate All Data Posts



You've reached your target; now you must seize the Railway Gun. To do this, you must first find and activate three Data Posts in the vicinity. Open the ENG Box near the starting point for a Shield.

Take cover among the metal crates on a nearby stone bridge. A Data



Post is just ahead, but it's defended by multiple Carpetbaggers. Pick up the nearby Rifle, then pick off the hostiles near the Data Post before advancing to activate it.

TIP

There's another Rifle inside the ENG Box atop the elevated train track.

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The Data Post turns out to be Data Post 2. Data Posts 1 and 3 are not far; use your newfound radar to track them down, and activate all three Data Posts to complete your initial objective. Make a thorough sweep of the area and load up on powerful weaponry before you activate your third Data Post, though—a major threat approaches!

Objective 2: Terminate Category G Akrid



Activating the Data Posts was far too easy, but before Central Command can gain control of the Railway Gun's transport train, a colossal Category G Akrid lets out a terrible shriek from the top of a tall building. Not good! The Carpetbaggers quickly begin to evacuate their precious weapon.



Hold your fire and keep far away from the giant Akrid as it leaps from rooftop to rooftop. Eventually, the creature grabs onto the fleeing Railway Gun, prompting the Carpetbaggers to blast it with their massive cannon. This wounds the Akrid, shattering much of its thick shell and exposing several weak points. Now the boss battle can begin.

Boss: Akrid X

Health: 10,000

Weak Points: Head, arms

T-ENG Release: 1,000 points

[?] Box Probability: 100 percent for 20 [?] Boxes (on death); additional [?] Boxes awarded for crippling weak points.



Attack Stats	
Name	Damage
Crash Landing	800
Right/Left Arm Swing	400
Right Arm Attack	400 (600 when strengthened)
Left Arm Attack	400
Right Arm Blast	300 (400 when strengthened)
Body Blow	200
Train Toss	500
Rock Throw	150
Flame Emission	50 (over time)

Akrid X is a massive four-legged monster that's extremely agile for its size, able to leap from rooftop to rooftop and then come crashing down to solid ground. Its bright orange core and glowing right arm are its two weak points; hit these areas with powerful weaponry such as grenades and Rocket Launchers to pile on the damage. Akrid X suffers no damage from attacks that don't strike its weak points.

After suffering enough damage, Akrid X is knocked down, at which point it begins to heal itself. After being knocked down a second time, Akrid X no longer heals, but some of its attacks become more powerful for the duration of the battle.

Threat Meter ■■■■■



The secret to surviving this battle involves keeping your distance from Akrid

X. Sprint and use your Anchor to stay well away, attacking the boss from range with Rocket Launchers and thrown grenades. Remember to shoot grenades as they near their target to make them explode for even greater damage.



Check all around the elevated train track, both above and below, to find multiple

Rocket Launchers, a variety of grenades, and other heavy weapons. There's a GAH-42BS Bleed underneath the elevated track, and a few more standing against the area's southeast wall, just waiting for pilots. The husks of many other fallen VSs litter the place, and although these cannot be piloted, you can rip off their weapons and put them to good use!

TIP

Use the VS Pile Bunker weapon against the Cat-G to secure an Episode GJ Award!

New Intel: VS Pile Bunker

Weapon Type: VS
Firing Speed: Slow
Clip Size: 1
Default Ammo: 3
Max Ammo: 10



Attack Stats		
Type	Range	Damage
Melee (spear)	6	500

The VS Pile Bunker is a close-range stabbing weapon that delivers a massive amount of force to a small, localized area. Designed to wreck bunkers and punch through hardened armor, the VS Pile Bunker can also be used to eviscerate foes at melee range. The VS Pile Bunker has no effect against distant targets and should therefore be complemented with a more versatile weapon, such as the Machine Gun or VS Gatling Gun.



Watch Akrid X carefully, studying its awkward movements. Whenever the boss isn't moving much, fire on one of its glowing weak spots. Favor explosive weapons such as Rocket Launchers, for they allow you to inflict heavy damage without forcing you to fire for prolonged periods.

TIP

Just before Akrid X jumps, hit it hard enough in a weak spot to make it falter and collapse; it lies vulnerable for a brief time!



This Cat-G can take a ton of punishment, but you must not give up. Stay mobile, keep your distance, and pound Akrid X with heavy attacks at every opportunity. There's plenty of heavy weaponry around the area, so defeating this boss is only a matter of time if you play it smart.

TIP

After dropping Akrid X, perform emotes as the mission completes to earn an Episode GJ Award!

EPISODE 3—CHAPTER 1

Enemies Encountered



Boss: Red Eye

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Hold Off the Cat-G!	Scraped By	Held Off the Cat-G	Left the Cat-G in the Dust	<div><div></div><div></div><div></div></div>
	Strike a Pose!	Emote: 1 Player	Emote: Co-op	Emote: All Players	<div><div></div><div></div><div></div></div>

Objective: Keep the Category G Away



NEVEC operatives weren't the only ones involved in a raid on the Carpet-baggers' city.

It turns out that a band of dusty Waysiders was also present during the chaos; they were trying to steal a healthy supply of T-ENG. And although they've made good their escape from the city by train, the Waysiders' ill-gotten supply of T-ENG has drawn the attention of a massive Category G Akrid!



Survival is your singular objective during this mission—you must simply repel the boss long enough for the Waysiders to transfer their stolen T-ENG onto an Osprey. Hurry and snatch up your choice of weaponry—the bigger, the better. VS Rocket Launchers are must-haves. Split up and grab as many big guns as you can.

Boss: Red Eye

Health: 21,000

Weak Point: Mouth

T-ENG Release: 3,000 points

[?] Box Probability: 100 percent for 5 [?] Boxes (after damaging the mouth)



Attack Stats

Name	Damage
Eat Train	5,000

This massive Akrid dwells beneath the surface of the sand, making entire deserts its home and attacking unwary passersby. During the first intense Red Eye encounter, the monster's only weak spot is the inside of its massive mouth, which it opens before taking a bite out of your speeding train. Nail the open mouth with extremely powerful weaponry, such as a VS Rocket Launcher, before the monster bites into your ride, and you'll interrupt Red Eye's attack and spare your train. Keep this up until you can make good your escape by Osprey—you'll see this boss again soon.

Threat Meter

CAUTION

Don't fall off the moving train. You'll die. That should go without saying!

The Cat-G soon emerges at the rear of the train, opening its terrifyingly huge mouth and



lunging forward. If allowed to close in, Red Eye will chomp off the train's rear car, destroying the car and anything it's carrying! Your only option is to interrupt Red Eye's mealtime by inflicting enough damage to force it to withdraw. One shot from a VS Rocket Launcher to Red Eye's wide-open yap does the trick!

Ensure you're never standing on the last car, and be ready to feed Red Eye a VS Rocket Launcher's rocket the moment it opens its mouth. The boss may strike from directly behind the train, or from an angle off to one side. Keep alert and do your best to repel this scary Cat-G until all the Waysiders' T-ENG can be transferred off the train.

NOTE

The red barrels near the transport copter are filled with T-ENG. The mission fails if the boss manages to work its way up the train and destroy the T-ENG car.



The T-ENG transfer progress is shown at the upper-left corner of your screen. Once the progress reaches 100 percent, you're told to board the transport chopper and escape. Sprint toward the front of the train and leap to the Osprey car before Red Eye devours you. Don't count yourself too lucky; you haven't seen the last of this frightening boss!

EPISODE 3-CHAPTER 2

Enemies Encountered



Sandraidiers



Boss: Debouzes



Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Exterminate the Akrid!	One Akrid Left	—	Akrid Exterminated	<input checked="" type="checkbox"/>
GJ2	Avoid the Akrid!	—	—	Avoided the Akrid	<input checked="" type="checkbox"/>

Prima Official Game Guide

Objective 1: Defeat the Sandriders!



Low on fuel and under heavy fire, the Waysiders' Ospreys are brought down near a dusty settlement. Shots soon ring out—the place is crawling with hostile snipers! Duck into one of the nearby buildings for cover or you risk being killed in short order.

TIP

Search the buildings for a wide variety of weapons, including grenades, Rifles, and a Shield.

Find weapons and gear inside the buildings, and locate a Data Post that stands in open ground. Activate the Data Post and matters become a little easier with the aid of radar.



Settlement Showdown



With the Data Post online and your team loaded for bear, spread out a bit and begin advancing east through the settlement.

Team Tactics

While advancing through the settlement, at least one team member should hang back and provide covering fire with a Rifle, picking off enemies with ace sharpshooting.

TIP

Track your enemies on radar and don't advance too quickly or the Sandriders may flank you.

Fight your way to Data Post 2 and activate it to add another 500 points to your Battle Gauge. With the settlement Sandriders routed, your leader orders you to board the nearby train. Things don't quite work out that way, however...



Objective 2: Defeat the Akrid



Before the Waysiders can escape by train, two giant Akrid appear on a nearby cliff and begin screaming in fury. Things just keep going from bad to worse!

Boss: Debose

Health: 1,600
Weak Points: Top of head, belly
T-ENG Release: 3,000 points
[?] Box Probability: 100 percent for 10 [?] Boxes (on death)



Attack Stats	
Name	Damage
Charge	2,000
Stomp	2,000
Laser	2,000

Deboses are giant Akrid that resemble tall lizards, and you face two of them in this battle. Deboses are blind, and they emit high-pitched screeches that bounce back to their webbed head receivers—this allows them to scan their environment with sonar, much like a bat. Deboses suffer no damage unless you attack their weak points. Fortunately, each Debose has a glowing weak spot on its lower belly—hit these with everything you’ve got! Or climb to higher ground and punish the weak spots atop the Deboses’ heads.

Threat Meter



Inflict enough damage to the Deboses’ weak spots and the brutes may collapse to the ground, stunned. When they’re in this state, you have a clear shot at the highly vulnerable weak spot located atop each Debose’s head. Switch to a Shotgun if you’ve got one and unload on the top of the monster’s skull, getting in as many shots as you can before it recovers. You may also continue to fire on the boss’s exposed belly.

TIP
Grapple up to higher ground and you can fire down at the bosses’ skull weak spots without having to stun them first.



Understand also that the Deboses are blind. This means you can target their weak points from afar with Rifles and the like to inflict plenty of damage without exposing yourself to their furious offense. The Deboses are tough, but the battle becomes much easier after the first one falls. Gang up and finish off the other to ensure the Waysiders’ safe escape by train.

Hold your fire until the Deboses finish surveying the area and jump down from the high cliff—then assault the glowing orange weak spots on their bellies. If you’re playing online with friends, split into pairs and use teamwork to lure the two Akrid away from each other—this will make them easier to handle!



Sprint to one side to avoid the Deboses’ dash attacks, then assail them from the side. This grants you a clear shot at the monsters’ vulnerable tummies. Hit them with everything you’ve got, rolling grenades underneath them or sticking Disc Grenades directly onto the weak spots for maximum effect.





Prima Official Game Guide

Episode 3—Chapter 3

Mission 1—Area 1

Enemies Encountered



Carpetbaggers



GTN-A01 Turntable



GAN-A04SD Cyclopes



GAN-36 Osprey

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Don't Lose Any Men!	Many Casualties	Some Casualties	No Casualties	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Destroy the Train's Cannon Turrets!	1 Turret Destroyed	—	All Turrets Destroyed	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective 1: Take On the Enemy



The Waysiders have fled the dusty settlement by train and now find themselves riding alongside the monstrous train that's hauling the Carpetbaggers' Railway Gun. Immediately enter the car ahead and activate its Data Post to add 500 points to your Battle Gauge.



The train car is packed with weapons. This is fortunate, for the Carpetbaggers' train is hauling more than just the Railway Gun—armed soldiers soon begin firing at your team. Look around for your favorite long-range weapon and grab it. You'll find Rifles, Machine Guns, VS Rifles, Rocket Launchers, and more.

TIP

Favor Rifles and Machine Guns at first, saving the Rocket Launchers and Disc Grenades for the enemy train's cannon turrets, which will soon be upon you.

NOTE

Play it safe during this first stage of the mission and avoid dying to win an Episode GJ Award!

Approach one of the car's windows and start picking off the enemy train's soldiers. Begin with those at the front of the train and work your way down. You don't need to kill every last enemy, but the more the merrier!



Blasting the Cannons



Before long, the thunderous sound of a cannon turret booms out. The moment you hear that sound, exchange your current weaponry for a Rocket Launcher and a Shield. Stand near the car's rear doorway with your Shield firmly planted and wait for the cannon turret to fire again so you can spot it. (Hint: It's mounted to the top of a car.)

Once you've identified the cannon turret, see if you can destroy it! You must work quickly because the enemy train is accelerating past yours. Block the cannon's rocket with a Shield, then quickly switch to a Rocket Launcher and fire. (Alternatively, toss a Disc Grenade.) Immediately bring your Shield back up before reloading—there's not enough time before the cannon unleashes another blast!

NOTE

Destroying the cannon turrets is optional, but you'll earn an Episode GJ Award if you can manage it!

Team Tactics

When you're faced with a powerful adversary, such as these cannon turrets, Shields become extremely valuable. If you're playing with friends, one of you can simply hold the Shield up while the rest fire from behind. Once you learn the timing of the enemy's firing sequence, you can begin to drop the Shield during the brief pauses between shots—this gives your teammates a clear line of sight at their target!

Two direct hits from a Rocket Launcher will destroy the cannon turret. Don't celebrate just yet; there's another cannon turret just a few cars down! Do your best to destroy the first turret quickly so you can focus on obliterating the second.



Violent Vital Suits



After the cannon turrets come several more Carpetbaggers, including one that's piloting a GTN-A01 Turntable. The Turntable's twin VS Gatling Guns will cut your team down if you're not careful; continue using the Shield and Rocket Launchers to annihilate the Turntable, then pick off any stragglers.

Things quiet down after you kill most of the Carpetbaggers, but



not for long. Enemy GAN-36 Osprey attack choppers soon appear, hovering close to your train and firing their twin VS Gatling Guns into windows and doors. Return fire with your choice of weaponry, using the Shield and any Rocket Launchers you might still have.

[CAMPAIGN MODE](#)

[EPISODE 1—CHAPTER 0](#)

[EPISODE 1—CHAPTER 1](#)

[EPISODE 1—CHAPTER 2](#)

[EPISODE 1—CHAPTER 3](#)

[EPISODE 2—CHAPTER 1](#)

[EPISODE 2—CHAPTER 2](#)

[EPISODE 2—CHAPTER 3](#)

[EPISODE 3—CHAPTER 1](#)

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[EPISODE 6—CHAPTER 4](#)

LOST PLANET²

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With the enemy train's defenses broken, the scene soon shifts to one that shows the Waysiders making a daring leap from the roof of their train over to the Carpetbaggers'. Press the correct button shown onscreen during this segment to complete the leap in heroic fashion. Fail and your landing will be slightly rough. Either way, the Waysiders find themselves riding aboard the Railway Gun train!

TIP

Load up on your favorite weapons and ammo before destroying the Turntable; you can bring them with you into the mission's next area. Rocket Launchers are particularly valuable.

Mission 1—Area 2

Enemies Encountered



Carpetbaggers



GAN-36 Osprey

Episode CJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Get to the Front of the Train!	Front of Train: Under 10 Minutes	Front of Train: Under 7 Minutes	Front of Train: Under 5 Minutes	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective 2: Activate Data Posts

Your team has landed atop the Carpetbaggers' train. Sensing a grand opportunity, the Waysiders' leader orders you to activate all of the train's Data Posts so you can seize the Railway Gun. Sure, why not!



The first Data Post sits near a VS on the train's right side. Use your Anchor to reach the right half of the train, then advance toward the Data Post. Pick off more enemy soldiers bounding up from the top of the train car ahead, then activate Data Post 1.

TIP

You can enter most train cars by approaching the front or rear door, or by dropping in from open skylights.



After bringing Data Post 1 online, turn around and find a Rocket Launcher at the opposite end of the car. Grab this weapon; it'll soon come in handy. Continue making a careful advance toward the train's front, eliminating all hostiles and searching train cars for useful weapons.

TIP

Remember to toss grenades behind Shield-bearing enemies to blast them from behind!



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New Intel: GAN-36 Osprey

Armor: 200
Movement Speed: 38
VS Weapon Slots: 3
Weak Point: Propeller



Special Functions	
Name	Description
Unique Attack	Pilot can fire a special Vulcan Cannon (13 damage per shot).
Fly	Can fly without ever having to land.

The GAN-36 Osprey is a fast attack helicopter. Ospreys that feature cargo holds can ferry multiple soldiers, or even VSs, quickly deploying troops to the field where needed. An Osprey's pilot has access to a single VS weapon and a special Vulcan Cannon that features unlimited ammo. Ospreys can also support one co-pilot, who sits in the chopper's lower gunner seat; co-pilots cannot steer the Osprey, but they can make good use of the two additional VS weapons mounted to the chopper's base!



Data Post 3 stands inside the car beyond the docked Osprey. The car's doors are sealed, so grapple to the roof and drop in from the skylight. Eliminate the lone enemy soldier inside and then activate the third and final Data Post afterward to gain control of the Railway Gun.

Mission 1—Area 3

Enemies Encountered



Boss: Red Eye



Trilid

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Aim for the Core!	First Strike	Core Attack	Core Fighter	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ2	Fire the Railway Gun!	Fired Normal Shot	Fired Energized Shot	Fired Powerful Combo Shot	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ3	Repair the Railway Gun!	—	—	Good as New	<input checked="" type="checkbox"/>
GJ4	Shoot Down the Akrid Projectiles!	Anti-air Greenhorn	Anti-air Sniper	Anti-air Master	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ5	One More Hit!	—	—	Bullseye	<input checked="" type="checkbox"/>
GJ6	Team Cheer	I Did It Alone!	I Did My Part!	We Did It!	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective 3: Defeat the Category G



The Carpetbaggers have been killed and the Railway Gun is now under your control. Good timing: A monstrous Category G Akrid soon emerges from the surrounding dunes—the same Cat-G you encountered not long ago! Perhaps with the use of the Railway Gun, you'll finally have a chance to destroy this monstrosity.

Boss: Red Eye

Health: 21,000
Weak Points: Side bumps, mouth
T-ENG Release: 3,000 points
[?] Box Probability: 100 percent for 20 [?] Boxes (on death)



Attack Stats

Name	Damage (to Railway Gun)
Charge	3,000 (50 to players)
Akrid projectile	900
Summon Trilid	—

The second Red Eye encounter is a true boss fight that can be won with the aid of the massive Railway Gun. The boss's open mouth is still its primary weak spot—blast it with the Railway Gun to stop Red Eye from slamming into your train and knocking your team overboard. When Red Eye travels alongside your train, target the large lumps on its sides, which can be blown away to reveal glowing weak spots—shoot these as well to inflict damage until they darken. Exercise sound teamwork throughout this battle to load, rotate, and fire the Railway Gun, repairing your train as needed by using its internal coolant systems.

Threat Meter ■■■■■



This intense battle requires speed and teamwork. Rush up to the top of the train, where the Railway Gun awaits. The Railway Gun needs to be loaded, so pick up a giant Cobalt shell—you'll find them all over the place.

NOTE

Other types of shells can be loaded into the Railway Gun as well. If it looks like a big missile, chances are it'll work!
Ignore the weaponry and docked Osprey on the train's rear cars. Your team's efforts are better spent manning and tending to the Railway Gun.

Move to the Railway Gun's loading bay, located along the walkway behind the gunner's seat. Stand near the loading bay and press the indicated button to deposit your shell into the chamber. Now the Railway Gun can be fired!



TIP

If you're patient, you should allow each shell loaded into the Railway Gun to become charged with thermal energy before firing. The progress of each shell's T-ENG charge is shown by a pie-shaped timer that appears on the radar. Once fully charged, a shell will deliver far more damage than normal!

Team Tactics

The Railway Gun can store up to three shells at a time, and there's plenty of ammo around. If you're playing with friends, task one or two of them with keeping the Railway Gun loaded throughout the battle—it's of little use otherwise. Just keep grabbing those shells and grappling back up to the loading bay! AI teammates are also quite helpful at keeping the Railway Gun loaded, allowing the gunner to focus on attacking the boss. Loaded shells are shown on the radar—a quick way for all to see how many shots the gunner's got!

Ready, Aim, Fire



The moment you've loaded the Railway Gun, look around for Red Eye. Once you've spotted the monster, climb into the Railway Gun's gunner seat, located near the giant cannon itself. Rotate the massive weapon, aiming to fire on one of the many large lumps that protrude from Red Eye's sides.

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TIP

Use the rotation controls at either side of the gunner's seat to quickly spin the Railway Gun 90 degrees in either direction. This is much faster than slowly rotating the cannon from the gunner's seat and vital when Red Eye is far from the Railway Gun's crosshairs. Teammates can also use the controls to rotate the cannon for their gunner much faster.



Blast one of Red Eye's side lumps once to "pop" it, revealing a glowing weak spot. Hit the weak spot with a second shot to darken it and score damage! Once a weak spot becomes dark, it is no longer a suitable target.



Try to shoot and darken as many weak spots as possible before Red Eye retreats beneath the sand. Repeat this for all of Red Eye's side weak spots to eventually create a gaping wound. Hit this large wound a few times to bring Red Eye to the brink of death.

CAUTION

Once Red Eye is reduced to around half its health, it begins summoning Trilid, and also begins firing giant projectiles that fly upward and then back down, crashing into your train. Shoot down the Trilid and projectiles with standard gunfire to destroy them before impact. Remain topside and shoot down projectiles to earn an Episode GJ Award!



Near death, Red Eye makes one last effort to destroy you. It emerges at the rear of your train, opens wide, and prepares to swallow you whole. Use the control stations to quickly rotate the Railway Gun, then blast the boss in the center of its mouth one final time to seal its fate. This also nets you an Episode GJ Award!

TIP

Perform multiple emotes at the end of the mission to earn the highest "Team Cheer" Episode GJ Award!

Train Keep A-Rollin'

Red Eye attacks by ramming into the Railway Gun from the sides. These attacks inflict significant damage to both the train and your team, so strive to interrupt them by shooting the boss in the mouth as it approaches.



TIP

If a blast from the Railway Gun can't be unleashed in time, perform a roll just as the boss rams into the train to avoid taking damage.

Notice that your train has a health bar, located just above the boss's. The mission



ends in failure if your train is destroyed—fortunately, your train can be repaired at any time! Simply visit the engine room, located in the belly of the train, and use the control stations on the walls to release coolant and patch up the damage. If you're playing with friends, one of them may wish to remain close to the engine room, ready to administer repairs at a moment's notice.

TIP

There are several T-ENG Chargers in the engine room as well. Stand next to one and your T-ENG will steadily increase. Use the T-ENG Chargers to help ensure you're never killed during the battle.



When you're playing solo, the fastest route from the gunner's seat to the engine room involves jumping off the front of the train and landing on one of the two sloping ramps. From there, drop to a small platform between the ramps to reach a dark hall that leads straight into the engine room. Return to the gunner's seat the same way, using the Anchor to grapple back up.

EPISODE 4-CHAPTER 1

Mission 1

Enemies Encountered



Carpetbaggers



GTN-A03M/C Zebets



GTN-A01 Turntable



GAH-42BS Bleeds

Episode C.J Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
C.J1	Activate All the Data Posts!	1 Data Post Online	—	All Data Posts Online	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
C.J2	Break Through the Enemy Lines Quickly!	Bronze	Silver	Gold	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
C.J3	Strike a Pose!	Emote: 1 Player	Emote: Co-op	Emote: All Players	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective 1: Rendezvous with the Other Team



During Episode 4, you control a team of rogue NEVEC operatives. Your team has been captured by the Carpetbaggers, but separatists have just sprung you from your holding cell. Now you must rendezvous with another team of ex-NEVEC operatives and make good your escape!

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Objective 2: Proceed to the Building's Lowest Level



A screenshot from the Halo 4 campaign mission 'The Silent Storm'. The player's Spartan is in a dark, industrial environment, crouching near a large, dark structure. The HUD shows the player's name 'J. Master Chief', health, and a 'B. Shielding Overlay' indicator. The mission progress bar at the bottom shows '00:4' and '400' points. The background features a large, dark, industrial structure with a ladder and a small, glowing light source.

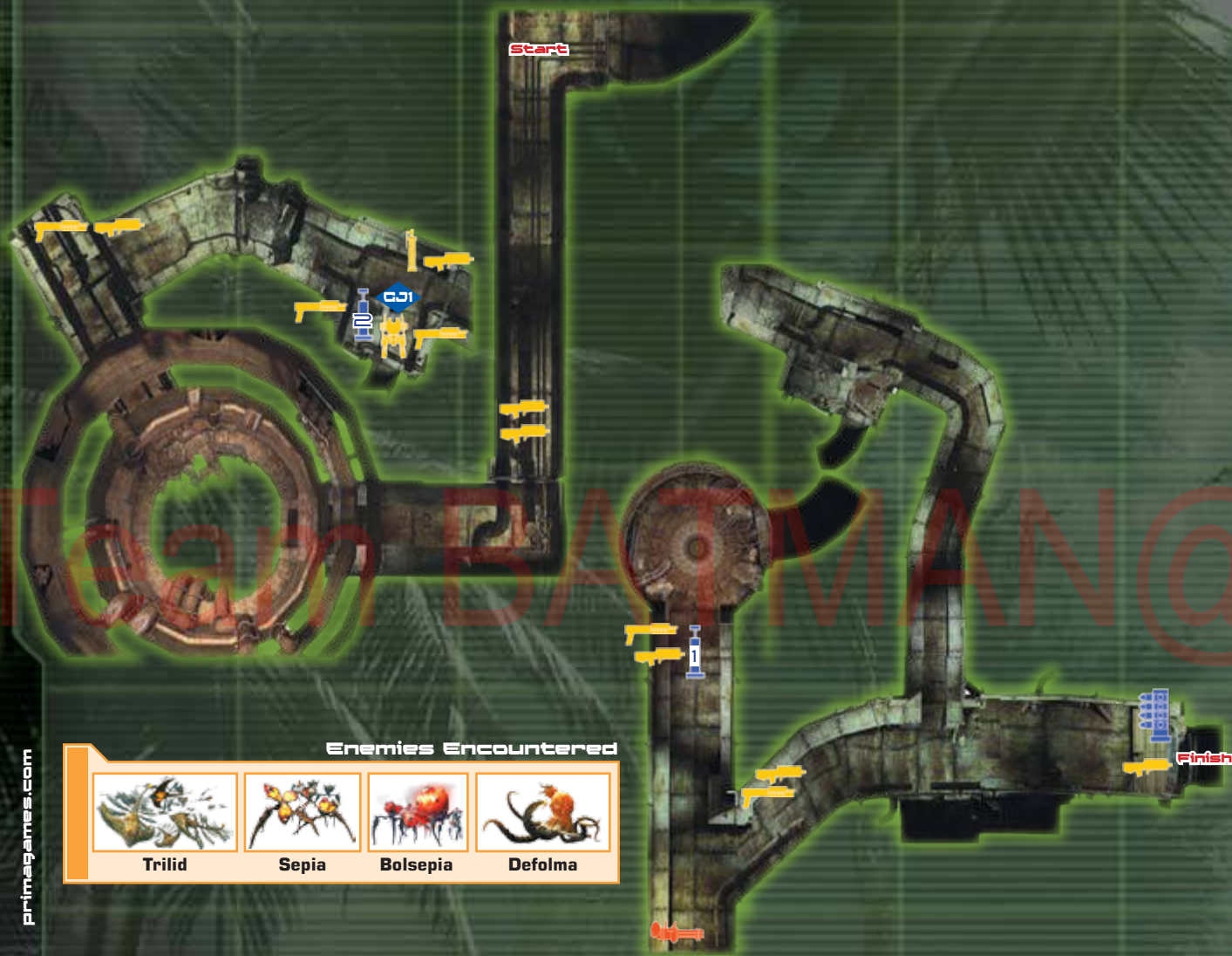
a pair of GAH-42BS Bleeds armed with giant VS Laser Lances and a GTN-AQ1 Turntable mounted to the underside of the overhead balcony. There's no shame in retreating upstairs to destroy these threats from a safer range. If you choose to fight on the ground floor, use the large support pillars as cover and blast the Bleeds with a Shotgun.





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Mission 2



Enemies Encountered



Trilid



Sepia



Bolsepia



Defolma

Episode C3 Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Activate All the Data Posts!	1 Data Post Online	—	All Data Posts Online	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Exterminate the Akrid!	1 Akrid Defeated	2 Akrid Defeated	All Akrid Defeated	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Akrid Extermination Challenge	Akrid Mop Up	Akrid Slaughter	Akrid Massacre	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Objective: Proceed to the Basement

Objective: Proceed to the Basement



You've escaped the prison; now you must flee this complex altogether. The foul-smelling sewers are your way out. Move down the watery tunnel until Akrid Genessa emerge from the walls, then unload on them, along with the Trilid that fly out.

With the Akrid neutralized, drop into a wide cylindrical shaft and activate the Data Post at the bottom. Shoot the surrounding Akrid eggs for T-ENG if you like before advancing into the next tunnel.



Akrid Ambush



More Genessa emerge from the lower tunnel's walls, this time

producing Sepia and Bolsepia. Worse, a new breed of Akrid advances down the tunnel as well, flailing away with its spike-covered tentacles as it lurches near. Toss grenades and unload on the Defolma to kill it before it closes in and begins throttling your squad.

TIP

Kill all Defolma in this mission to earn the highest "Exterminate the Akrid!" Episode GJ Award!

First Contact:

Defolma
Health: 550
Weak Point: Internal core
T-ENG Release: 700 points
[?] Box Probability: 100 percent for 3 [?] Boxes (on death)



Attack Stats	
Name	Damage
Stun Tentacle	20 (continuous; stuns victim)
Charge and Devour	Lethal to soldiers

Defolma are large creatures with gelatinous cores from which several spike-covered tentacles extend. These aquatic Akrid move somewhat slowly on land, but their powerful tentacles can lash out with surprising speed and range, paralyzing victims so the Defolma can gobble them up. Defolma take no damage unless you attack their glowing core, which they commonly protect behind a tough flap of hide while advancing. Do not allow these fiends to close in—back away, strafe to one side, and then pound their cores with grenades and your most powerful weapons!



With the Akrid neutralized, proceed down the tunnel and open an ENG Box for a VS Gatling Gun. Continue following the tunnel to encounter a second Defolma and another Sepia-producing Genessa. Back away for safety as you eradicate these pests.

If you're after this mission's highest Episode GJ Awards, explore the southern



side tunnel to locate and destroy the third and final Defolma. You'll also find the second and final Data Post down south. When you're ready to complete the mission, simply activate the Control Post at the north tunnel's west end.



Prima Official Game Guide

Mission 3

Enemies Encountered



Carpetbaggers



GTF-13F Vensa



GTN-A03M/C
Zebet



GAB-25M
Cakti

Episode CJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Fight Off Enemy VSs!	1 VS Destroyed	2 VSs Destroyed	All VSs Destroyed	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective: Penetrate the Defense Perimeter



At last, you've made it out of the prison compound. Crawl under the low drainage shaft to land in

deep water, then use your Anchor to grapple up to fresh air.



You're now in the Carpetbaggers' city. Begin neutralizing the armed soldiers, along with the

enemy Vensa. You'll have the element of surprise at first, but it won't take long for the Carpetbaggers to realize that you're escaped prisoners.



The bridge to the left is a good place to hang out; its low walls make excellent cover. Zebet

turrets are mounted to the bottom of a distant skybridge; shoot their sensor orbs to destroy them, ducking for cover behind the low walls of your bridge to heal as needed.



With the Zebets out of the picture, cross the bridge and activate the nearby Data Post to bring up your radar. Search the nearby building for weapons before moving on.

Gate Guardian



The way out of here lies to the north, but the Carpetbaggers have really dug themselves in up there. Among

numerous soldiers are several Vensas, along with a new GAB-25M Cakti. The Cakti is armed with a powerful cannon that has a surprisingly high rate of fire, so be very careful when making your approach!

TIP

While on foot, strafe right and left to avoid the Cakti's cannon shots. If you're having trouble avoiding them, try approaching via the watery channel.

New Intel: GAB-25M Cakti

Armor: 750
Movement Speed: 20 (crawler)/35 (tank)
VS Weapon Slots: 2
Weak Points: Treads, backpack, base of foot joint



Special Functions

Name	Description
Unique Attack	Can execute a variety of special attacks (see "Unique Attacks" table).
Transform	Can shift from crawler form to tank form and back again.
Hover (crawler)	Can hover in midair for a brief time after jumping.
Dash (crawler)	Can dash horizontally in any direction, even after a jump.
Combine	Can combine with a second GAB-25M Cakti to form the Brocakti VS.

Unique Attacks

Name	Damage	Comments
Body Blow	60	Ramming enemies deals damage.
Cannon (direct hit)	240	Hit radius of 20.
Cannon (blast)	120	Hit radius of 250.
Laser Vulcan (crawler only)	8	Hit radius of 30.
Drill (tank)	60	One hit only.
Dash Drill (tank)	60	Multiple hits increase damage.

The GAB-25M Cakti is a large VS capable of transforming from a four-legged crawler to a battle tank and back again, depending on what the situation demands. In crawler form, the Cakti has access to its VS weaponry and special Laser Vulcan, lending the unit versatility. In tank form, the Cakti trades its Laser Vulcan and VS armaments for vastly improved mobility and the use of powerful drills that can grind close-range foes to bits. Target the base of the Cakti's legs while it's in crawler form or its tank treads while it's in tank form. Or circle around the Cakti and punish its vulnerable backside.



Dash, roll, and grapple to the ledge that's east of the bridge that leads to the exit gate and Cakti. Here you'll find an abandoned GTT-01 Nida you can pilot, along with a Rocket Launcher. Hop into the VS without delay and put its VS Rocket Launcher to use against the Cakti.

NOTE

There's an abandoned Vensa VS on the ledge to the east of the Nida, but reaching it is tricky due to the Cakti's relentless cannon fire. There's also a Shield in the ENG Box near the Vensa, but again, it's difficult to acquire without being blown to bits.

Team Tactics

If you're playing with friends, go after both VSs at once to present the Cakti with multiple targets—one of you is bound to make it! Roll repeatedly when moving on foot; it's the best way to avoid the Cakti's cannon.



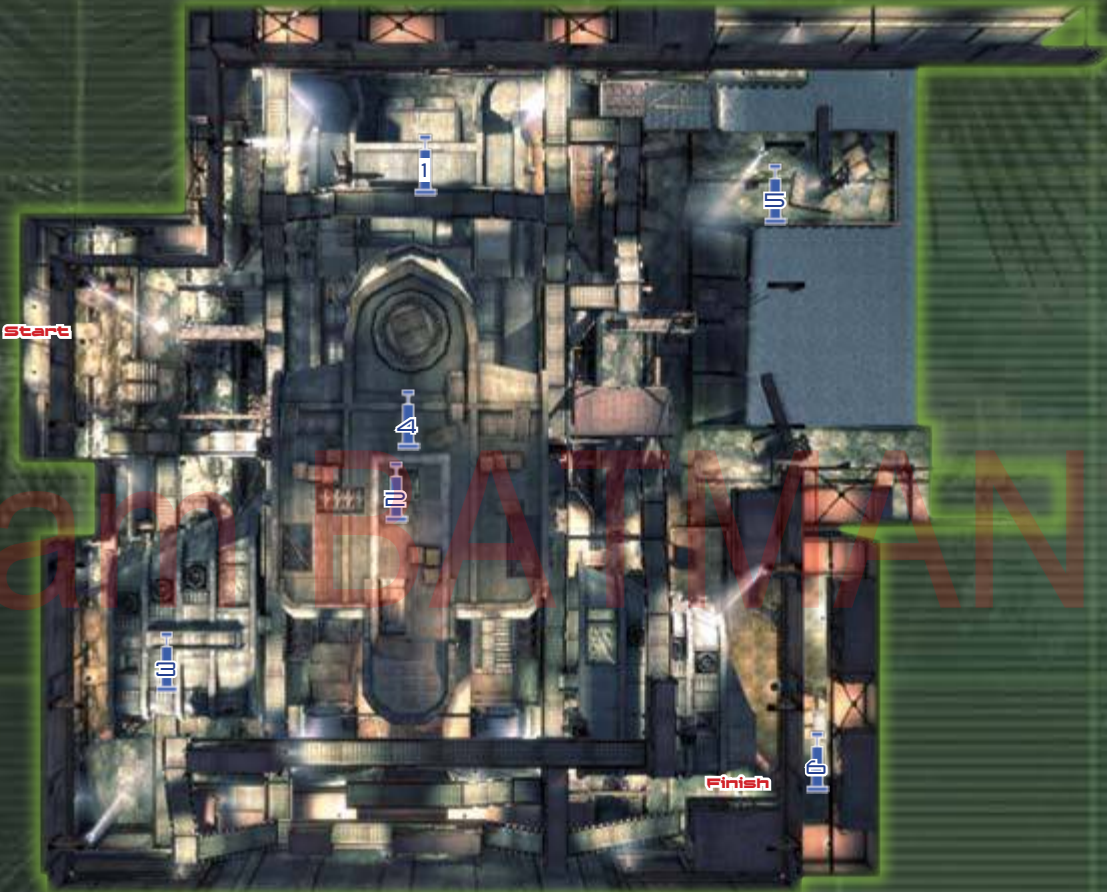
Use whatever means necessary to destroy the Cakti and secure the exit gate. Activate both Control Posts to open the gate and complete your great escape.



Prima Official Game Guide

EPISODE 4-CHAPTER 2

Mission 1



Enemies Encountered



Carpetbaggers



GTF-13F
Vensa



GTN-A03M/C
Zebet



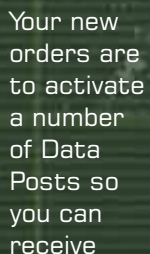
GAH-42BS Bleed



GTN-A01 Turntable

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Break Through the Enemy Lines!	Enemy Lines Crossed: Heavy Casualties	Enemy Lines Crossed: Some Casualties	Enemy Lines Crossed: No Casualties	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Fight Off Enemy VSs!	1 VS Destroyed	2 VSs Destroyed	All VSs Destroyed	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

EPISODE 4



Team Tactics

CAUTION

Data Post
2 sits
inside a
control
room to
the far
east, near
the top of

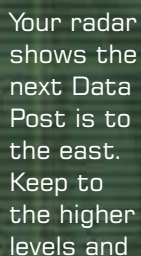
the facility. The roof of this control room sports a Zebet defense system and an enemy Vensa. Destroy the Vensa and Zebet to secure the area and move closer to earning the "Fight Off Enemy VSs!" Episode GJ Award.

TIP

The first Data Post sits on a high central platform, conveniently marked by an objective icon. Eliminate the surrounding enemy soldiers, then advance and activate the Data Post to bring your radar fully online.

TIP

Collect the weapons near Data Post 1, along with the Shield—there are enemy VSs in your future!



eliminate all hostile contacts shown on radar:
There's plenty of advanced weaponry to be found
all over the place, so you shouldn't have much
trouble securing the area if you take your time
and keep an eye on your radar.



The third Data Post stands on a platform to the south of the Data Post 2 control

room. Eliminate its guardian soldiers from the height of the roof, then grapple over and activate the Data Post.



Data Post 4 is found on a lower platform near Data Post 2. Backtrack toward it, keeping an eye on your radar to see where enemies lie.

Intel

B&B

Campaign Mode

not

Yoda



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The fifth Data Post stands near the water to the north and is defended by a powerful enemy

GAH-42BS Bleed and several soldiers, including a few snipers. The Bleed's agility makes it very dangerous in this open area; stay mobile and use teamwork to flank it, punishing the VS with powerful attacks.



With Data Post 5 up and running, begin moving northeast toward the final Data Post. There's

no VS to worry about near Data Post 6, just a high number of enemy soldiers. Pick them off from afar to secure the area before advancing to activate the sixth and final Data Post.



With all six Data Posts activated, the path out of this dangerous place is finally made clear. Follow your radar to a nearby passage that leads closer to freedom.

TIP

Stock up on your favorite weapons and gear before moving on to the next mission. Rocket Launchers and other heavy arms will come in handy.

Mission 2

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Enemies Encountered

Carpetbaggers

GTF-13F Vensa

GTN-A01 Turntable

GTT-01 Nida

GAF-14 Fastreys

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Time Challenge: Steal a Sub	Quick	Super Quick	Lightning Quick	☑☑☑
GJ2	Fight Off Enemy VSs!	1 VS Destroyed	2 VSs Destroyed	All VSs Destroyed	☑☑☑
GJ3	Commandeer a Sub!	Sub Taken: Many Casualties	Sub Taken: Some Casualties	Sub Taken: No Casualties	☑☑☑

Objective: Commandeer a Sub and Escape!



Activating all those Data Posts in the previous mission has revealed that you're likely trapped inside some sort of docking area for submersibles. You should be able to escape if you can steal one of the Carpetbaggers' submarines.



Proceed down the long tunnel to reach the main docking area, then begin picking off enemy soldiers. Follow the outside ledge to Data Post 1 and activate it to gain radar.

CAUTION

A GTN-A01 Turntable turret drops from the ceiling near the first Data Post. Stick close to cover until you destroy it. The Turntable counts toward the "Fight Off Enemy VSs!" Episode GJ Award—another good reason to blow it up!



Two enemy Vensas fire down at your team as you move north toward Data Post

2. Obliterate them with powerful weapons, gunning down all surrounding soldiers as well before activating Data Post 2 to extend your Battle Gauge.



Go east from the second Data Post, ready to battle a pair of GTT-01 Nidas that guard the platform above. Eliminate the Nidas up here, along with another Turntable turret, to achieve the highest "Fight Off Enemy VSs" Episode GJ Award. The Turntable is the primary target; it has a perfect angle on the sub you must steal.

TIP

Find the abandoned Bleed VS on the high ledge in the area's northwest corner; it'll help even the odds.

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With all enemy contacts neutralized, follow your radar to the third Data Post, which stands atop the sub you must steal. Activate the Data Post to commandeer the sub and begin your daring escape.



TIP

Find Shields before setting off on the boat. It's tough to survive the trip without them.

Deadly Boat Ride

Your team is completely exposed during the long trip back through the facility—Shields will most certainly come in handy. Keep behind Shields and return fire at every enemy that attacks. If you're playing solo, you might want to simply grab a Shield, put your back against the rear of the sub, and wait out the ride. The mission ends when you at last reach the exit tunnel.



EPISODE 4-CHAPTER 3

Mission 1



Enemies Encountered



NEVEC
Soldiers



GAB-25M
Cakti



GTN-A01

Turntables



GAH-42BS Bleeds



GAN-34 Granseeds

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Break Through the Enemy Lines!	Enemy Lines Crossed: Heavy Casualties	Enemy Lines Crossed: Some Casualties	Enemy Lines Crossed: No Casualties	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ2	Destroy the Bleed VSs!	1 Bleed VS Destroyed	2 Bleed VSs Destroyed	All Bleed VSs Destroyed	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ3	Shoot Down the Ospreys!	1 Osprey Destroyed	3 Ospreys Destroyed	All Ospreys Destroyed	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective 1: Activate Data Posts



Your team has deployed at the outskirts of a NEVEC base they must infiltrate. Unfortunately, you face an immediate uphill battle: A monstrous GAB-25M Cakti guards the shoreline, and two GTN-A01 Turntable turrets sit atop cylindrical bunkers, raining bullets and missiles down on you! Stay mobile, running and rolling side to side and heaving grenades at the Cakti.

TIP

Yank a VS Rocket Launcher off a fallen VS to the left. The nearby Plasma Grenades are also highly effective against the Cakti, stunning it for a time.



Advance toward a Data Post after crippling the initial defenders. A group of enemy Bleed VSs soon emerges from the base—destroy them all to receive a Gold Episode GJ Award!



With the situation under control, make a thorough search for weapons,

opening the nearby ENG Boxes for a variety of useful arms, including a VS Gatling Gun and a Rocket Launcher. Then activate the Data Post on the trail ahead to enable radar. It turns out to be Data Post 2.

Data Post Hunt



So where's Data Post 1? Inside a shoreline bunker to the southeast. Follow the

east trail uphill until you spy Data Post 1 on radar. It's inside a bunker; enter from the north to reach and activate Data Post 1, completing your first objective.

TIP

Don't miss the Battle Armor sitting atop Data Post 1's bunker.

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NEVEC has thrown most of the base defenders at you by now, so there's little to fear. Enter their base, gunning down the odd soldier you encounter while stockpiling weapons and gear. Data Posts 3 and 4 are on the base's exterior ramparts; activate them both when you're ready to advance.

NOTE

There are loads of **Rocket Launchers** and other powerful weapons inside the base, including a **Bleed** you can pilot. Grab your favorite tools of mayhem.

Objective 2: Eliminate the Enemy Forces



Bringing all four Data Posts online prompts a fleet of enemy Osprey choppers to fly in and attack. These choppers are nothing to fear considering the vast array of weaponry at your disposal, but some of them carry enemy soldiers and GAN-34 Granseeds. Shoot them down with rockets and other heavy arms fire.

TIP

Shoot down transport Ospreys before they deploy their passenger soldiers to kill the whole crew at once!

Climb to the base's highest tower to discover an vacant Turntable. Climb in and unleash its VS Gatling Gun on those Ospreys!

New Intel: CAN-34 Granseed

Armor: 550
Movement Speed: 23
VS Weapon Slots: 2
Weak Points: Knee joint, backpack



Special Functions

Name	Description
Hover	Can hover in midair for a brief time after jumping.
Dash	Can dash horizontally in any direction, even after a jump.

GAN-34 Granseeds are straightforward VSs that strike a balance between armor and maneuverability. Their dash and hover abilities help Granseeds avoid damage as they unleash their VS weaponry on their victims. Granseeds have no unique attacks and therefore rely on VS weaponry to get the job done.



Continue using your superior weaponry to obliterate the Ospreys, along with any troops they succeed in deploying. The mission successfully ends when the opposing force's Battle Gauge (shown along the bottom of your screen) becomes empty. Load up on weapons and ammo before the mission concludes so you can bring them into the next area!

Mission 2



Enemies Encountered



Tencale 8






Dongo Gear



NEVEC Soldiers



GTF-13F Vensa

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Activate All the Data Posts!	1 Data Post Online	2 Data Posts Online	All Data Posts Online	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Defeat the Guardian Akrid!	—	—	Akrid Defeated	<input checked="" type="checkbox"/>
	Defeat the Akrid Sentries!	1 Sentry Defeated	2 Sentries Defeated	All Sentries Defeated	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective 1: Disable the Lightning Field

Command informs you that a series of force fields powered by raw lightning are blocking your team's progress. You must bring down these barriers by deactivating the lightning harvesters that power them. Expect to encounter heavy resistance from NEVEC the whole way through.

Monster Walker



Follow the trail until you catch sight of a gigantic VS walker. Upon closer inspection you may notice that this is actually an Akrid that has been "modified" into some sort of horrible VS-Akrid hybrid. Use the heavy firepower you've carried over from the previous mission to annihilate this Tencale 8 before it does the same to you, targeting the monster's exposed fleshy bits to inflict maximum pain.

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TIP

Pilot the nearby Bleed VS—it'll help even the odds!

Forget about hiding behind cover; the Tencale B's laser attacks arc upward and fall back down, striking you from above. Stay mobile and roll often to increase your odds of avoiding its attacks.

First Contact: Tencale B

Health (Akrid): 2,300

Armor (VS): 1,200

Movement Speed: 25

Weak Points: Cockpit, arms, Akrid head



Special Functions	
Name	Description
Unique Attack	Can unleash a variety of special attacks (see "Unique Attacks" table).

Unique Attacks		
Type	Damage	Hit Radius
Stomp	200	—
Adhesive Bullet	20 (immobilizes)	120
Flamethrower	8 (rapid, continuous)	80

Tencale Bs are giant four-legged monstrosities that have been "enhanced" by NEVEC with VS weaponry and a second skin of durable armor. They attack by stabbing at nearby prey with their massive legs and by firing whatever VS armaments happen to be mounted to the creature. Tencale Bs are also outfitted with an exclusive Adhesive Bullet launcher, which can immobilize foes at any range, and a specialized Flamethrower, which deals great damage to closer foes. Tencale Bs can take lots of damage, but they're slow and lumbering. Keep back and outmaneuver these giants, punishing the exposed Akrid flesh found on the leg joints and core with the heaviest weaponry at your disposal.

When the Tencale B finally falls, take a moment to catch your breath before activating a nearby Data Post to enable radar.



Follow your radar to the next objective: a Control Post that's powering the nearby force field. Deactivate the Control Post to disable the barrier so you can proceed.

Akrid Sentries



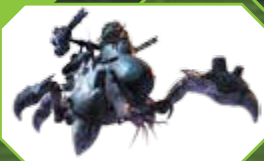
Another NEVEC-enhanced Akrid attacks from a nearby hilltop. This Akrid sentry is actually a Dongo that has been outfitted with a VS harness. Beware this Dongo Gear's roll attack, and hammer it with powerful weaponry to bring it down fast.

TIP

Assail the Dongo Gear's tail to blow off its armor and expose the beast's weak spot.

First Contact:
Dongo Gear

Health (Akrid): 600
Armor (VS): 750
Movement Speed: 25
Weak Points: Cockpit, tail



Special Functions

Name	Description
Unique Attack	Can unleash Dongo-like attacks (see "Unique Attacks" table)

Unique Attacks

Type	Damage
Claw	30
Roll	35

Like Tencale 8s, Dongo Gear are Akrid-VS hybrids that have been "improved" by NEVEC with VS weaponry and thick armor plating. This allows Dongo Gear to assault targets with heavy firepower in addition to executing the Dongo's standard roll and claw attacks. Don't toy around with Dongo Gear; unload on their vulnerable cockpits while circling around to pound their tails. The tail weak spot is covered in armor, but you can expose it by blasting off the added plating.

Threat Meter

New Intel: GAF-15D Drion

Armor: 700 (body); 600 (gunner seats)
Movement Speed: 23
VS Weapon Slots: 2
Weak Points: Knee joint, backpack



Special Functions

Name	Description
Unique Attack	Can unleash a variety of special attacks (see "Unique Attacks" table)
Hover	Can hover in midair for a brief time after jumping.

Unique Attacks

Name	Damage	Comments
Vulcan Cannon (pilot)	15	—
Shotgun (pilot)	7 per shot	10-shot spread with each attack.
Vulcan Cannon (gunners)	13	—

The GAF-15D Drion is a unique VS that supports not only a pilot, but also up to two gunners, who can climb into the Drion's shoulder seats. The pilot has no access to the Drion's VS weaponry but can steer the Drion and fire the Vulcan Cannon and Shotgun grafted to the Drion's body. The gunners each have access to a VS weapon, along with a Vulcan Cannon of their own—but they must stay watchful, for the Drion's gunner seats can be independently destroyed if targeted by the enemy. With three soldiers manning a Drion's full array of weaponry, the Drion can bring an enormous amount of firepower to bear.

New Intel: VS Rocket Pod

Weapon Type: VS
Firing Speed: Slow
Clip Size: 4
Default Ammo: 8
Max Ammo: 20



Attack Stats

Type	Range	Damage
Rocket (direct hit)	50	80 (per rocket)
Rocket (blast)	400 (hit radius)	120 (per rocket)

The VS Rocket Pod unleashes a volley of four rockets with each attack. The rockets spread out to detonate across a wide area, hammering everything caught in the resulting blasts. VS Rocket Pods lack the range and focused payload of the VS Rocket Launcher, but they can be extremely effective at negating Shields and decimating whole clusters of foes.



Data Post 2 stands atop the hill. Activate it and snatch up nearby weapons before moving on.



The third Data Post is just ahead, and it's defended by another Dongo

Gear and multiple NEVEC Soldiers. Beware the snipers in the cylindrical bunkers—they can kill you with one shot!

TIP

A GAF-15D Drion VS sits behind one of the bunkers, and a GTT-01 Nida and a VS Rocket Pod are lying on the ground near the base of the force field. 'Nuff said!

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With the area secure, activate Data Post 3 and deactivate the nearby Control Post 2 to drop the second force field.

Great Guardian



Another hulking Tencale 8 stands watch near the third force field. This one's even worse than the first, outfitted with all manner of nasty weaponry. Use the Drion, Nida, and VS Rocket Pod to tame this mighty monster, retreating to repair your VSs as needed.

Team Tactics

If you're playing with friends, don't activate the Drion until they've climbed into its shoulder turrets to man additional weaponry. You're just not getting the full experience of this multi-seat VS otherwise!

NOTE

There's yet another VS near Data Post 4—a PTX-140R Hardballer. Plenty of VSs for everyone!

New Intel: PTX-140R Hardballer

Armor: 650
Movement Speed: 33
VS Weapon Slots: 2
Weak Points: Knee joint, backpack



Special Functions

Name	Description
Unique Attack	Can unleash a variety of special attacks (see "Unique Attacks" table).
Hover	Can hover in midair for a brief time after jumping.
Dash	Can dash horizontally in any direction, even after a jump.

Unique Attacks

Name	Damage
Chain Gun	6 (per bullet; rapid fire)
VS Caliber	200

PTX-140R Hardballers are advanced VSs whose sturdy armor can withstand plenty of punishment. Hardballers can hover, dash, and move about as well as any VS, and their exclusive Chain Guns ensure they're never caught without ammo. Hardballers can also lash out with their VS Caliber, a brutal melee attack. Few single-pilot VSs will serve you better than a stalwart Hardballer.

Destroy the Tencale 8 to secure the area, then activate Data Post 4 and deactivate the third force field using Control Post 3. You're almost finished...



Objective 2: Enter the Secret Base

A manned NEVEC outpost awaits you beyond the third force field. With all of the VSs and weaponry you've accumulated thus far, you should have little trouble storming the place. Wipe out all NEVEC forces, including a Vensa VS, as you push toward the fourth Control Post.



Once deactivated, Control Post 4 drains the water from the trail below, revealing the entrance to a secret NEVEC facility built into the nearby mountain. That's your next destination.



TIP

Activate the nearby fifth and final Data Post to max out your "Activate All the Data Posts!" Episode GJ Award!



One final Dongo Gear stands between you and the entrance to NEVEC's secret mountain facility. Obliterate this last threat with the superior firepower at your command, then approach the facility's entrance to complete this mission.

EPISODE 4-CHAPTER 4

Mission 1

Enemies Encountered

NEVEC Soldiers	GAB-25M Cakti	GAN-3AM Triseed	Defolma (Underwater)	Jellon	Piranha	Dabula

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Fight Off Enemy VSs!	1 VS Destroyed	2 VSs Destroyed	All VSs Destroyed	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Exterminate the Akrid!	1 Akrid Defeated	—	Akrid Exterminated	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

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Objective: Track the Experimental Weapon



You've fought your way into a secret facility, where an experimental NEVEC weapon is believed to be held. Advance down the entry tunnel, picking off NEVEC soldiers who fire from behind barricades.

NOTE

The barricades can be knocked around with powerful attacks.



Collect the nearby Shields and Rocket Launcher before advancing toward the ladders at

the far end of the tunnel—for when you do, a monstrous GAB-25M Cakti drops in and attacks. Hide behind Shields and use grenades and the Rocket Launcher to destroy this dangerous VS walker as quickly as possible.

Surface Skirmish



When the Cakti finally falls, scale a ladder to reach the surface. Activate a Data Post up here to enable radar.



NEVEC Soldiers soon rush to your position, emerging from the nearby water. Gun them down as you spread out to pilot the three vacant VSs in the area. Two GAH-42BS Bleeds stand in a shed, and a GTF-11 Drio sits near the metal stairs overlooking the water—make the most of them!

CAUTION

The enemy soldiers on the watchtowers are armed with Rocket Launchers. Stay mobile and take them out before they blow you away.



NEVEC's soldiers just keep coming, backed by a dangerous new foe: a GAN-3AM Triseed VS. Hop into a VS yourself if you haven't already to even the score against this agile and formidable foe.



New Intel: GAN-3AM Triseed

Armor: 500
Movement Speed: 35 (walker)/32 (fighter)/38 (ship)
VS Weapon Slots: 2
Weak Points: Knee joint, backpack



Special Functions	
Name	Description
Unique Attack	Can unleash a variety of special attacks (see "Unique Attacks" table).
Transform	Can transform between walker, fighter, and ship forms at will.
Dash (walker)	Can dash horizontally in any direction, even after a jump.
Fly (slider and ship)	Can fly about like a hovercraft.
Radar Jammer	Prevents Triseed from showing up on enemy radar.

Unique Attacks		
Name	Damage	Comments
Right Overhead Blade	120	Walker only.
Right Underhand	150	Walker only; requires attack combo.
Left Spinning Blade	60	Walker only.
Left Scissors	120	Walker only; requires attack combo.
Fighter Dash (fighter)	50	Fighter only.
Homing Missile (direct hit)	200	Hit radius of 20.
Homing Missile (blast)	120	Hit radius of 370.

A favorite of many soldiers, the GAN-3AM Triseed is a highly advanced VS capable of shifting between three forms: walker, fighter, and ship. In walker mode, the Triseed functions like most other VSs; however, it is also capable of unleashing devastating melee attack combos. In fighter form, Triseeds retain the use of their VS weaponry and gain the ability to fly—no other VS has this advantage. In ship form, the Triseed trades its VS weaponry for superior mobility and the use of powerful Homing Missiles that track targets with unlimited ammo. No matter which form these powerful and versatile VSs might be assuming, Triseeds are always invisible to enemy radar.

Into the Blue



With all hostile contacts eliminated, enter the water and locate a Data Post.

Activate this underwater Data Post to open a giant gate, revealing a watery tunnel.

The tunnel is filled with an assortment of vicious aquatic Akrid, but these



hostiles should be little more than nuisances to your team's VSs. Advance slowly, monitor your radar, and spray anything that moves with gunfire from range.

First Contact: Defolma (Underwater)

Health: 550
Weak Point: Internal core
T-ENG Release: 700 points
[?] Box Probability: 100 percent for 3 [?] Boxes (on death)



Attack Stats	
Name	Damage
Charge	25 (continuous)
Devour	Lethal to soldiers; 20 to VSs

You've encountered Defolmas before, but battling these aquatic Akrid is a bit different when fighting them in their natural habitat. Defolma move much faster underwater, and they're better at protecting their vulnerable cores. To get a Defolma to expose its weak spot, first fire on the creature's "feet," which dangle from its underside. This will cause the Defolma to release its glowing core—hit it with everything you've got! Defolma can easily devour underwater soldiers; climb into a VS if possible to make these formidable predators far less deadly.

Threat Meter



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First Contact: Jellon

Health: 300–500
Weak Point: “Mouth” underside
T-ENG Release: Varies
[?] Box Probability: 10–30 percent for 1 [?] Box (on death)



Attack Stats		
Name	Damage	Comments
Inhale	—	Drains T-ENG.
Self-Destruct	300	Occurs if Jellon inhales too much T-ENG.

Jellon are Sepia-sized Akrid that live underwater. Similar in appearance to a large jellyfish, Jellon contract their “bodies” to propel themselves forward, seeking out sources of T-ENG. Jellon won’t harm you directly, but they will rapidly suck out your T-ENG—and they’ll explode if they inhale too much! Keep your distance and target a Jellon’s fleshy underside to quickly dispatch it, then sop up all the T-ENG the creature had gobbled.

Threat Meter

First Contact: Piranha

Health: 30
Attack Stats

Name	Damage
Bite	15
Charge	300



Piranha are large fish that swim swiftly in schools, always hungry for their next meal. Don’t become Piranha food; kill these weak fiends with a bit of gunfire before they cause any trouble. Like Trilid, Piranha can’t withstand more than a few hits from even a basic weapon such as a Machine Gun.

Threat Meter



Fight your way to the tunnel’s far end, where Data Post 3 stands. Activate the Data Post

to open another large gate, revealing a second stretch of watery tunnel.

TIP

Before activating the Data Post, take a moment to repair your VSs and collect nearby VS weaponry—dangerous enemies lie ahead!

Dwellers of the Deep



More Defolma await you on the other side of the second gate. Cut them down before passing through, targeting their lower fleshy tentacles.



Beyond the Jellon, two monstrous Dabula swim about, on the prowl. Keep well away and fire

on the many orange weak spots that line their long backs—jumping to gain height can help you target them. Kill both Dabula to score an Episode GJ Award!

First Contact: Dabula

Health: 1,500
Weak Point: Spine
T-ENG Release: 1,000 points
[?] Box Probability: 100 percent for 10 [?] Boxes (on death)



Attack Stats		
Name	Damage	Comments
Devour	100 (200 vs. VS)	Damage to VS is more severe.
Tail Thorns	60	Touching a Dabula’s tail thorns causes damage.

These monstrous aquatic Akrid resemble huge sea snakes. Dabula primarily attack by swimming toward their prey, opening their large mouths, and sucking their victims in. You take damage if you touch a Dabula’s mouth, so keep to the high ground and fire on the many glowing weak spots that line their long spines—Dabula are not harmed if you strike them anywhere else. Don’t expect these giants of the brine to go down easily.

Threat Meter



With both Dabula sunk, repair your VSs and then make a quick search for

VS weaponry. When you're ready to face your next challenge, activate the Data Post near the next gate to reach the tunnel's final stretch.

VS Showdown



You're getting close to NEVEC's secrets, and now they're pulling out all the stops. Not one, but *four* VSs await you beyond the third underwater gate: a Triseed backed by three Granseeds! Keep your distance and pound each foe with relentless fire. These guys are much easier to handle after a few have been scrapped!

CAUTION

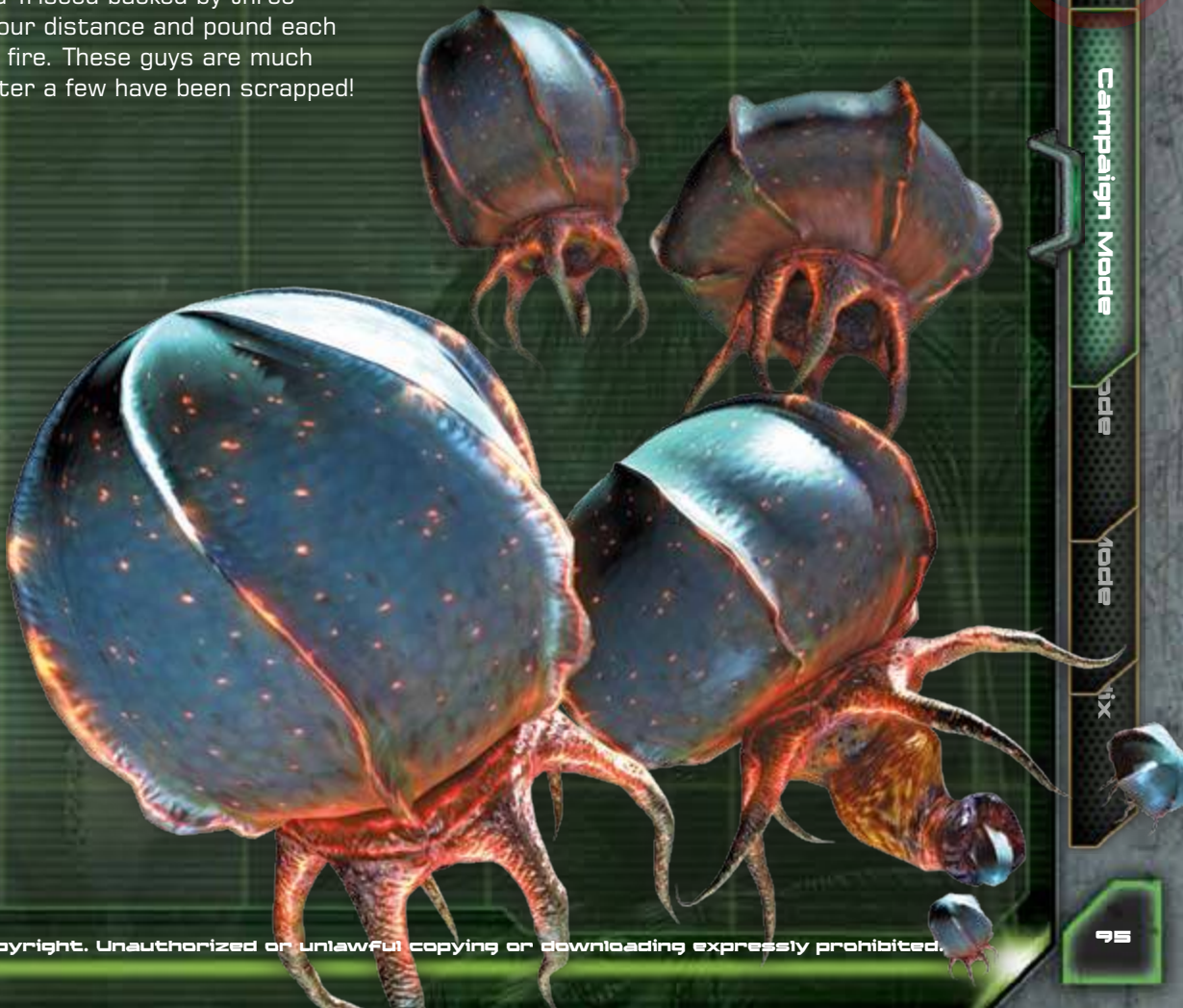
The enemy VSs are no joke, so keep an eye on your VS's health and be ready to retreat and repair. Eject if your VS goes critical or else your Battle Gauge will take a huge hit!

TIP

There's another Drio for the taking near the far gate. Roll past the enemy VSs to reach it safely, then put its twin VS Gatling Guns to good use!



Destroy all four enemy VSs to receive a Gold Episode GJ Award. When you've finished them off, activate the fifth and final Data Post to complete the mission.





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Mission 2



Enemies Encountered

NEVEC Soldiers

GAH-42BS Bleeds

PTX-140R Hardballer

GTN-A01 Turntables

GAN-36 Ospreys

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Get to the Other Side!	—	—	Reached the Other Side	<input checked="" type="checkbox"/>
GJ2	Fight Off Enemy VSs!	1 VS Destroyed	2 VSs Destroyed	All VSs Destroyed	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ3	Shoot Down the Ospreys!	1 Osprey Destroyed	3 Ospreys Destroyed	All Ospreys Destroyed	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

LOST PLANET 2

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New Intel: GAF-14 Fastrey

Armor: 250
Movement Speed: 31 (normal)/40 (High Speed Mode)



Special Functions

Name	Description
Fly	Can fly without ever having to land.
High Speed Mode	Can shift into a special mode for faster movement speed.

The GAF-14 Fastrey is a light transport VS that provides minimal protection while affording its pilot the ability to hover and fly. The increased mobility helps soldiers get around far easier than they could on foot, especially when using the High Speed Mode. Fastreys have no weapon systems, but their ease of use allows Fastrey pilots to fire their own weaponry and hurl grenades while zipping about. The main danger of using a GAF-14 Fastrey is being destroyed while flying, for you cannot eject from the VS while airborne!

Lower Level Light-Up

When you've finished frolicking on the station's upper platforms, board the Osprey and



Fastreys and fly down to explore the lower area. Here you find a vacant GAH-42BS Bleed standing next to Data Post 2. Activate the Data Post to gain radar and then return to your VS of choice. (A GTT-01 Nida stands not far away as well.)



Whatever VS you happen to be piloting, you'll find them immediately useful—for two enemy

Bleeds and a Nida ambush you as you venture northward! Destroy all three of these worthy foes to win a Gold Episode GJ Award, then explore the lower area for weapons and activate Data Post 3, which stands near the raised drawbridge.

TIP

The Osprey's unlimited-ammo VS Gatling Gun and superior mobility let you make short work of enemies. Before activating the Osprey, allow a teammate to enter the lower gunner seat so you can really pile on the damage!

Lowering the Drawbridge



Unfortunately, the Control Post that allows you to lower the drawbridge is located on the opposite side of the drawbridge! Use the Osprey and Fastreys to travel there, and when you arrive, use your VSs' superior mobility to rain death down on the many NEVEC Soldiers and two GTN-A01 Turntables stationed to defend the drawbridge Control Post.

CAUTION

The Turntable turrets are equipped with VS Rocket Launchers, and the soldiers wield Rifles. Keep your distance and strafe side to side to avoid being shot down!



After neutralizing the drawbridge's defenders, activate its Control Post to at

last bridge the gap between the two stations. If you haven't yet activated Data Post 3, cross the bridge now and do so to extend your Battle Gauge and radar. Advancing toward the bridge controls is enough to earn you the "Get to the Other Side" Episode GJ Award!

Reinforcements Arrive



Lowering the drawbridge prompts many more NEVEC Soldiers to descend

on your position from the west station's elevated ramps. A few of these soldiers carry Shields, making them difficult to defeat. Return to your Osprey or Fastrey, using the superior mobility they provide to help you wipe out these reinforcements.

TIP

If you prefer to fight on the ground, find a Rocket Launcher near the drawbridge Control Post and a VS Rocket Pod atop a ramp to the west. The Rocket Pod is particularly effective against clustered groups of soldiers.

Objective 2: Enter the Underground Facility



After eliminating the wave of NEVEC reinforcements, you receive new orders to find a way into NEVEC's underground facility. Multiple enemy Ospreys are zeroing in on your location, however—some armed with deadly VS Rocket Launchers! Stay mobile and bring down every Osprey to earn Gold for the mission's third and final Episode GJ Award.

TIP

If you're low on heavy ammo, rush toward the Ospreys to discover not one, but two VS Rocket Launchers at the far north end of the ramp! A vacant Vensa also stands on the south platform, equipped with a powerful VS Cannon.

New Intel: VS Cannon

Weapon Type: VS

Firing Speed: Slow

Clip Size: 1

Max Ammo: Unlimited

Attack Stats		
Type	Range	Damage
Shell (direct hit)	280	240

The VS Cannon is a straightforward weapon designed to punish remote targets. Each shell inflicts heavy damage and finds its mark instantly—there's no waiting like with VS Rocket Pods and Rocket Launchers, and you'll never run out of ammo. This makes VS Cannons ideal in prolonged battles or when pitted against agile foes.



After securing the area, find two Control Posts near an elevator not far from the Vensa. Activate both Control Posts to supply power to the elevator, then hop aboard to complete this mission.





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EPISODE 4-CHAPTER 5


Mission 1


Enemies Encountered



NEVEC Soldiers


GTT-01 Nida


Sepia


Vodogg


Dongo Gear


GAH-41BSL Baylid

Episode CJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
CJ1	Activate All the Data Posts!	1 Data Post Online	2 Data Posts Online	All Data Posts Online	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
CJ2	Beware the Cylinders	1 Akrid Defeated	2 Akrid Defeated	All Akrid Defeated	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
CJ3	Defeat the Akrid Sentries!	1 Sentry Defeated	2 Sentries Defeated	All Sentries Defeated	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective: Activate Data Posts



Your team has infiltrated NEVEC's secret underground facility. Your orders are to complete a thorough search, activating every Data Post you find to relay intel back to mission command. The first Data Post stands right outside the elevator; activate it to enable radar, extend your Battle Gauge, and turn on the lights.

TIP

Use night vision to see better in dark areas.



With the first Data Post online, go west and then south to reach a room full of NEVEC Soldiers.

Open fire from the doorway and toss a grenade or two to quickly clear the room.



The room's south door is locked, so enter the east door instead to reach another room full of NEVEC goons. Cut down the soldiers and proceed through the next door ahead, fighting toward Data Post 2. Activate the second Data Post and collect the nearby Shotgun.



With Data Post 2 up and running, backtrack to the locked door you noticed

earlier. The door is now unlocked; open it and then lay waste to the horde of soldiers in the room beyond. Enter the room and activate Data Post 3 when it's safe.

Basement Level 2

With Data Post 3 online, go east and then north to reach the facility's



lower floor. Beware: A large door opens as you descend, revealing a small room full of enemy soldiers and a formidable GTT-01 Nida VS. Stay mobile and hurl grenades into the room to obliterate these threats in short order.

TIP

Pick up the nearby Shield and use it to keep your team safe as you battle the Nida VS and soldiers.

Descend more ramps after neutralizing NEVEC's troops, and you soon



encounter a number of Sepia-spawning Genessa. Use the Shield for safety as you blast through the bugs.



Your team encounters a number of Vodogg in the wide, curved hall beyond the Sepia.

Continue using the Shield for protection and unload on these aggressive Akrid with all Shotguns at your disposal.

Scary Experiments



Begin moving counterclockwise around the curved hall. Enter a room on the right to score some Battle Armor, but beware: When you approach the Battle Armor, the four Vodogg in the surrounding stasis tubes will smash free of their bonds! Ready Shotguns and put down all four to earn an Episode GJ Award, along with the Battle Armor.

NOTE

Save your ammo; there's no way to harm the Vodogg until they after they've emerged from their stasis tubes.



Return to the circular hall and continue exploring the facility. The south door you

encounter is sealed, but the east door leading to Data Post 4 is open. Activate Data Post 4 and be ready to deal with three Vodogg that emerge from the room's stasis tubes.



Activating Data Post 4 unlocks the south door you passed by moments ago. Backtrack and pass through the door to descend more ramps leading even deeper underground.

LOST PLANET²

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Basement Level 3



The third basement level is much like the second. Begin looping clockwise around the circular hall until a blast door opens to reveal a pair of dangerous Dongo Gear. Use the Shield to block their fire, but don't fire back. Instead, duck into the nearby storage room on the right.



The storage room holds two ENG Boxes and a GAH-41BSL Baylid, and is defended by only a few lowly soldiers. Dispatch the guards and then open the ENG Boxes for a Rocket Launcher and a Shield.

New Intel: GAH-41BSL Baylid

Armor: 400
Movement Speed: 18
VS Weapon Slots: 2
Weak Point: Cockpit



Special Functions	
Name	Description
Hover	Can hover in midair for a brief time after jumping.
Dash	Can dash horizontally in any direction, even after a jump.
Self-Destruct	Can self-destruct to catch nearby enemies off-guard (100 damage).

GAH-41BSL Baylids are a close relative of GAH-42BS Bleeds; however, Baylids trade the Bleed's melee attacks and grenade-tossing ability for a second VS weapon slot. Baylids can dash and hover like many other VSs, and they can also self-destruct without warning to eliminate nearby foes, much like a Bleed can.

Party Time

Return to the circular hall and use your newfound weaponry and Baylid to lay waste to the Dongo Gear and the Battle Armor-wearing soldiers that race onto the scene.



TIP

Pause to repair your Baylid whenever things settle down—you don't want to lose it!

Keep pushing northward, heading for Data Post 5. Wipe out the multiple soldiers and enemy Baylid that guard the Data Post, then activate it to maximize your "Activate All the Data Posts!" Episode GJ Award.



Backtrack to the circular hall and continue looping around to discover the final Dongo

Gear. Kill this enemy to max out your "Defeat the Akrid Sentries!" Episode GJ Award. If you like, take a moment to raid the ENG Boxes in the west storage room for Disc Grenades and a fresh suit of Battle Armor.

When you're ready to move on, follow your radar's objective beacon toward a giant elevator. Get aboard to complete the mission.



Mission 2



Enemies Encountered



NEVEC
Soldiers



Boss: Vital
Fortress

Episode C.J Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
CJ1	Take Out the Torpedoes!	Torpedoes Destroyed: Not Bad	Torpedoes Destroyed: Good Try	Torpedoes Destroyed	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
CJ2	Destroy the Experimental Weapon's Armor	Attempted to Destroy Armor	Some Armor Destroyed	All Armor Destroyed	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
CJ3	Escape from the Interdiction Torpedo!	Interdiction Torpedo: Team Member Escaped	—	Interdiction Torpedo: Team Member Rescued	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
CJ4	Defeat the Reinforcements!	Reinforcements Hit	Reinforcements Repelled	Reinforcements Routed	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
CJ5	Get the [?] Boxes!	Casual Collector	Serious Collector	Completest	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

EPISODE 4

Interdiction

Basic

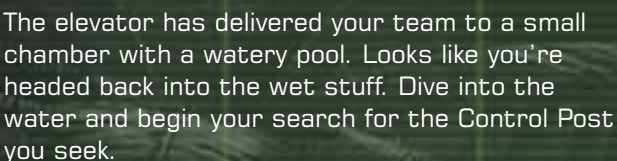
Campaign Mode

Mode

Mode

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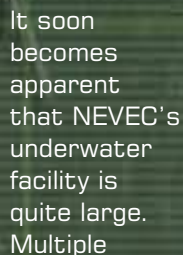


You soon come to a balcony that overlooks a collection of underwater platforms below. NEVEC

soldiers guard the platforms; pick off as many as you can from your elevated vantage.

TIP

Remember: While underwater, you can jump repeatedly to swim about, crossing great distances without setting foot on solid ground.



ramps and platforms extend from the structure's tall cylindrical core, and powerful weapons lie all over the place. Gear up as you investigate the facility, neutralizing all enemy soldiers.

TIP

Once you're happy with your personal arsenal, start making mental notes about where other powerful weapons lie. You'll soon need all the firepower you can muster.

The first Data Post stands under heavy guard near some spotlights on one of the facility's lower

tiers. Eliminate the surrounding soldiers and then activate the Data Post to gain the use of radar.

Follow your radar's objective beacon to locate the next three **Data Posts**, activating each one to **beef up** your Battle Gauge.

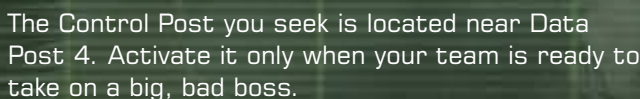


TIP

Fallen too far? Step onto one of the giant circular vents and you'll be rocketed back up!

CAUTION

Do not sink all the way to the bottom of the area or you'll be killed!



Objective 2: Destroy the Experimental Weapon



For the first half of the battle, Vital Fortress faces the cylindrical facility and

circle-strafes around it, keeping its forward weapon systems focused on your team. Be prepared to shoot down the many torpedoes the vessel sends your way, and fire on its mass of red targeting lasers to inflict damage.

Bringing the Control Post online forces NEVEC's hand. They finally decide to use their experimental weapon—a massive underwater gunship known as Vital Fortress—to stop your team. Luckily, you've got two things going in your favor: a huge Battle Gauge and a ton of powerful weapons at your disposal. You'll need both to destroy this mighty vessel!

Team Tactics

When playing with friends, task one or two of them with keeping the waters safe by shooting down Vital Fortress's torpedoes. This allows other teammates to focus on pouring on the damage!

Boss: Vital Fortress

Health: 15,000

Weak Points: Sidearms, stabilizers, front sensors, nuclear power reactor

T-ENG Release: Varies

[?] Box Probability: 100 percent for up to 40 [?] Boxes (on death; amount varies based on where the boss is defeated)



Attack Stats

Name	Damage	Comments
Torpedo	45	Gain homing ability after Vital Fortress suffers significant damage.
Indirection Torpedo	30	Immobilizes victims; teammates can attack to free.
Sea Mine	55	Drawn toward nearby targets.

NEVEC's experimental weapon is a large submersible known as Vital Fortress. This war machine is covered in thick armor and armed to the teeth with an array of lethal weapon systems. Vital Fortress's primary weak points are its forward targeting lasers, its rear propulsion thrusters, and the small orange discs on its top. Attacking the boss from above is the ideal strategy, as it gives you the best angle at all of its weak points while reducing your exposure to its torpedo arrays.

Threat Meter ■■■■■



Of course, fighting such a powerful offensive enemy on its level is never a

wise idea. Use the large circular vents to soar back up to the facility's higher tiers, then rain rockets and such back down on the boss. Target the vulnerable orange discs on top of the vessel to inflict greater damage.

TIP

It's not long before more NEVEC Soldiers arrive. Use your radar to seek out and kill these reinforcements to simplify the battle and earn an Episode GJ Award in the process!

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Don't chase Vital Fortress as it encircles the structure—you'll waste a lot of time trying to keep up. Instead, run in the opposite direction to head it off, greeting the boss with a rocket or two each time you meet up.



As Vital Fortress nears death, its attacks become more frequent and ferocious. You'll soon want to remain on solid ground so you can roll to avoid damage as scores of torpedoes zip all about.



Eventually, Vital Fortress turns sideways, gaining speed as it continues to circle around the structure, launching torpedoes and spiky mines. While it's moving sideways, the vessel's rear thrusters are exposed; take advantage and pound these vulnerable targets with heavy attacks.



When you at last succeed in sinking Vital Fortress, race after it and strive to collect all of the [?] Boxes that spew out. Grab them all to boost your end-of-mission loot—and earn the mission's final Episode GJ Award!



EPISODE 5-CHAPTER 1

Mission 1



Enemies Encountered



NEVEC Soldiers



GAN-36 Ospreys



GTN-A03M/C Zebets



GTN-A01 Turntables



GAN-34 Granseed

Episode C.J Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Get the Hatch Open!	Not So Fast	Fast	Super Fast	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Fiesta Time!	Emote: 1 Player	Emote: Co-op	Emote: All Players	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective 1: Storm the Ship



Throughout the fifth episode, you control a group of desert-dwelling troublemakers known as the Vagabundo, who can't resist trying to steal one of NEVEC's giant Overland Battleships as it passes through the desert. Use the Rocket Launcher you begin the mission with to shoot down enemy Ospreys as you chase after NEVEC's huge mobile weapon platform on your GAF-14 Fastrey.

EPISODE 5

Inter Basic

Campaign Mode

ode

Mode

ix

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the battleship's lower level. Destroying these dangerous turrets before you land makes your infiltration effort far easier. Don't stop until you're out of rockets!

TIP

Even after you exhaust your rockets, you can toss grenades and shoot them in midair to obliterate more turrets!



Open ENG Boxes for goodies and activate the Data Posts to enable radar. There's a Data Post to activate on each side of the ship.

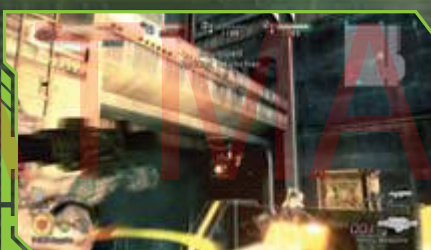
Objective 2: Open the Hatch



The Vagabundo leader is having trouble landing on the vehicle and asks you to open the rear hatch for him. The hatch controls are inside the vehicle; follow your radar's objective beacon to find them, gunning down NEVEC Soldiers that move to stop you.

TIP

If you activated only one of the exterior Data Posts, go get the other one on the vehicle's opposite side for additional Battle Gauge points.



soldiers, some armed with Rocket Launchers. Continue using heavy weapons to annihilate these threats and secure the area.

TIP

Open the many ENG Boxes in the vehicle's interior to score a variety of useful gear, including Battle Armor, Rocket Launchers, and powerful VS weaponry.



open the vehicle's rear hatch. The less time it took you to open the hatch, the better the "Get the Hatch Open" Episode GJ Award you receive!

Mission 2

Enemies Encountered



NEVEC Soldiers



GTN-A03M/C Zebets



GTN-A01 Turntables

Episode CJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
CJ1	Hurry Up and Take Control!	A Little Slow	Made Good Time	In and Out	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
CJ2	Stay in Control!	Barely Kept Control	Almost Lost Control	Kept Control	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
CJ3	Fiesta Time 2!	Emote: 1 Player	Emote: Co-op	Emote: All Players	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective: Activate the Control Posts



Opening the rear hatch has allowed the Vagabundos to overwhelm NEVEC's Overland Battleship. Now you must find the vehicle's control room and take total control!

NOTE

New items and ENG Boxes have been placed for this second mission, and the Data Posts have moved as well. Take advantage of the new spread of firepower!



From the mission's starting point (the rear hatch controls), go through the left

doorway to reach a corridor, then advance toward some stairs. Duck into the room to the right of the stairs to discover a Data Post. It turns out to be Data Post 2.

NOTE

From the Data Post room, you have a perfect angle on a GTN-A03M/C Zebet's sensor orb. Destroy the orb to eliminate the nearby turrets.

Radar Revelations



Now that your radar is up and running, you can see that Control Post 2

should be close by. It's actually above you, near the top of the vehicle. Control Post 1 is also upstairs, to the south. Exit the room and head upstairs in search of the Control Posts, gunning down more NEVEC Soldiers.

TIP

Use your Anchor to scale the vehicle quickly.



When you finally track down a Control Post, activate it to begin the

process of taking over the vehicle. Your team must activate and hold both Control Posts to complete the mission, so leave a friend or two behind to guard the first Control Post you seize.

CAUTION

Beware of enemy snipers that watch over the Control Posts—they'll pick you off from afar if you're careless!

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more Turntable turrets up here before they shred you. Data Post 1 stands on the roof; activate it to extend your Battle Gauge and radar.

NOTE

You can't destroy unmanned Turntables, so don't waste your ammo.

Divide and Conquer



Control Posts online for a full 90 seconds. Split your team into two pairs to defend both sites at once, because hordes of enemy soldiers soon flood the place. The mission ends when the timer ticks down to zero!

TIP

The confines of the Control Posts' rooms make Shotguns ideal.

EPISODE 5-CHAPTER 2

Mission 1



Enemies Encountered






NEVEC Soldiers



GAN-36 Ospreys



GAN-34
Granseed

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Clean Out the Ship!	Third	Second	First	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Smack the Flies Out of the Sky!	Stop Holding Back	Not Bad	Smackdown!	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Fiesta Time 3!	Emote: 1 Player	Emote: Co-op	Emote: All Players	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective 1: Take Out the Trash



While the Vagabundo leader works at assuming control of NEVEC's Overland Battleship, he invites his comrades to slaughter the remaining NEVEC troops on the vehicle. Begin picking off NEVEC Soldiers as you cross the ship's roof, heading for the far Data Post.

Flies in the Sky



By the time you activate the Data Post, a fleet of enemy Ospreys will be zeroing in on your position. Use the vast array of powerful weaponry that litters the rooftop to shoot down the Ospreys, including the GTN-A01 Turntable turrets.

TIP

Increase a turret's firepower by attaching additional VS weaponry to Turntables that have only one weapon mounted.

CAUTION

Keep an eye on your Turntable's health and be ready to eject when it goes critical. Your team's Battle Gauge will suffer a dramatic hit if you die inside a VS, and that includes Turntables!



Troop-toting Ospreys soon begin to appear as well, intent on deploying

additional NEVEC Soldiers and VSs to thwart you. Give priority to these transports, shooting them down to prevent them from landing reinforcements.

TIP

Exit and repair your Turntables whenever there's a break in the action, or ask a teammate to administer repairs for you.

Objective 2: Don't Let NEVEC Open the Hatch



After several minutes of Osprey obliteration, you intercept a NEVEC communication that gives away their plan: They intend to open the mobile weapon platform's rear hatch so that NEVEC troops can flood the vehicle and regain control. You must not let this happen!

LOST PLANET²

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Continue obliterating Ospreys, favoring the troop transports, but send at least one teammate down to defend the twin Control Posts you used to open the rear hatch in this episode's very first mission. Kill any NEVEC Soldiers who attempt to interact with the Control Posts and open the rear hatch.

CAUTION

It's game over if NEVEC opens the rear hatch, so if you're playing solo, ignore the Ospreys at this point and rush to defend the rear hatch's Control Posts.



Continue killing NEVEC's forces while simultaneously defending the rear hatch Control Posts. It won't be long before the heavy casualties NEVEC suffers completely drain their Battle Gauge (shown along the bottom of the screen), bringing the mission to a close.

Mission 2

Enemies Encountered



Trilid



Boss: Baiztencale

Episode CJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
CJ1	Take Out the Legs!	1 Leg—Keep Trying	2–3 Legs—Not Bad	4 Legs—Excellent!	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CJ2	Shoot Down the Akrid Projectiles!	Made an Effort	Missed a Few	Cleared the Skies	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CJ3	Fire at Full Power!	Level 1 Charge Shot	Level 2 Charge Shot	Full Charge Shot	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CJ4	Find the Weak Spot!	—	—	Weak Spot Found	<input type="checkbox"/>
CJ5	Get Those [?] Boxes!	Try Looking for Them	Still Some Out There	Got a Bunch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Objective 1: Gather Thermal Energy

At last, the Vagabundos have succeeded in gaining total control of NEVEC's Overland Battleship. This means the monstrous cannon mounted to the top of the craft is now ready for use! The cannon runs off thermal energy, and you begin this mission next to a pair of T-ENG Chargers. Coincidence? We think not.



Team Tactics

If you're playing with friends, only one of you needs to gather thermal energy. The rest can spread out, collecting weapons and hopping into Turntables.

Hang out near the charger and gather lots of T-ENG. Before long, scores of Trilid begin zipping about. Enjoy some target practice as you continue to amass thermal energy.



Objective 2: Bring Down that Mother!



The Trilid are the least of your worries—a massive Category G Akrid soon appears, dwarfing your stolen ride. Rush to the giant cannon and climb into the gunner's seat—it's bug-blastin' time!

Boss: Baiztencale

Health: 7,200
Weak Points: Arms, face, belly cores, back cores
T-ENG Release: 1,000 points
[?] Box Probability: 100 percent for 30 [?] Boxes (on death)



Attack Stats		
Name	Damage	Comments
Laser	1,000	
Bolsepia Projectile	60–90 (varies)	
Arm Attack	300	

Baiztencale is a colossal spider-like creature that stomps about on four enormous legs. Its weak points are the orange joints on its legs, the small orange sacks on its underside, the large orange patches on its back, and its row of beady little eyes. This Cat-G attacks primarily by firing Bolsepia projectiles and by emitting a powerful laser beam from its mouth. Use the Overland Battleship's giant cannon to annihilate this monstrosity.

Threat Meter



Baiztencale's glowing leg joints are often the easiest weak spots to hit.

Blasting them with the giant cannon can cause the boss to stumble, throwing off its attack rhythm. Target the leg joints to hamper Baiztencale's attacks—and work toward maxing out an Episode GJ Award in the process!

Team Tactics

The giant cannon consumes 500 T-ENG per shot, so it's easy to run out. As your T-ENG reserves begin to dwindle, alert your teammates so someone can move to the T-ENG Chargers and begin harvesting more cannon ammo. That player may then take your place in the gunner's seat when you run out of T-ENG.



Anyone who's not manning the cannon should hop into a Turntable and focus on shooting down the huge, disgusting projectiles Baiztencale that launches. These projectiles soar up into the sky and then come crashing back down, damaging the battleship, but VS Gatling Guns will dispatch them quite nicely. Trilid are also prime targets for Turntables.

TIP

When there are no projectiles or Trilid to shoot, take the opportunity to repair your Turntable or attach new weaponry.



After suffering significant damage, Baiztencale will collapse onto the weapon platform, highly vulnerable. Unleash the battleship's cannon on its beady red eyes to deal the death blow to this massive monster!

EPISODE 5—CHAPTER 3

Mission 1

Enemies Encountered



NEVEC Overland Battleship



GTN-A01 Turntables



GAN-36 Ospreys



NEVEC Soldiers



GAB-25M Cakti

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Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Strip It Down!	Too Slow	Pick Up the Pace	Way to Get the Job Done!	<div><div></div><div></div><div></div></div>
	Team Cheer	I Did It Alone!	I Did My Part!	We Did It!	<div><div></div><div></div><div></div></div>

Objective 1: Shoot Anyone Who Comes Near You



Counterstrike



Charge up your cannon, but wait for the enemy cannon to unfold before firing. Nail the enemy cannon while it's unfolded to interrupt its charging sequence and inflict massive damage. Repeat this until the enemy cannon is at last disabled—look for thick black smoke to billow out.

NOTE

There's no radar for this mission, but activate the roof's two Data Posts anyway to extend your Battle Gauge.



Once you've gathered plenty of T-ENG, grapple over to pilot your battle-



After crippling the opposing cannon, turn your cannon loose on the enemy battleship's Turntables, Ospreys, and "wings"—the four large vertical plates on its sides. Destroying the wings is optional, but you'll earn an Episode GJ Award for blowing them all away!

CAUTION

NEVEC may manage to repair the cannon. Keep an eye on it and be ready to hit it again if it comes back online.

Team Tactics



Other teammates should pilot Turntables, using their powerful weaponry to eliminate the opposing battleship's Turntables and Ospreys. When none of these targets present themselves, the enemy battleship's large, vertical "wings" make ideal secondary targets.

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Objective 2: Storm the Ship—Again!

After suffering heavy damage, the enemy battleship crashes into yours, presenting a prime opportunity for the Vagabundos to capture a second invaluable prize. Load up on weapons and T-ENG, then destroy any remaining Turntables before leaping over to board the enemy ship.



CAUTION

There are more Turntables along the enemy battleship's lower exterior walkway. Many of these are armed with powerful VS Cannons and Rocket Launchers—destroy them all before boarding.

After silencing all turrets, activate Data Post 2 on your battleship's lower walkway to extend your Battle Gauge and create a convenient respawn point.



Team Tactics

NEVEC may try to steal control of your ship as well. Leave a teammate behind to guard your ship and prevent the enemy from climbing aboard and messing with its Control Post, located in the main cargo hold.

Once you're safely aboard the enemy battleship, begin your search for its Control Post. You'll find it

inside the lower cargo hold, defended by numerous NEVEC Soldiers and a formidable GAB-25M Cakti VS. Pick off soldiers and toss grenades through a doorway to thin out the room before entering to finish off the Cakti with powerful weaponry such as VS Rocket Launchers.



After securing the cargo hold, make a quick sweep for weapons and ammo before activating the Control Post. This is turning out to be quite a profitable venture!



The enemy's Control Post must remain active for a full minute. Naturally, NEVEC sends many more

soldiers to reclaim the post. Make a stand and keep that Control Post running until NEVEC's second Overland Battleship is yours.

TIP

The metal crates near the Control Post serve as excellent cover. Also, don't be afraid to fall back and exit the cargo hold to heal if need be—it beats getting killed!



Objective 3: Get Back to the Ship!



Upon losing control of their second battleship, the enemy quickly activates an unstoppable self-destruct sequence. Hurry and collect the many [?] Boxes that flood the enemy battleship's cargo hold before making a mad dash back to "your" ship.

Unfortunately, NEVEC isn't about to make the same costly mistake twice.

TIP

Don't feel too rushed to get back to your battleship; there's plenty of time to grab all those [?] Boxes and still make it back!



Race back to your ship before the timer reaches zero and seek shelter in

the cargo hold to escape an untimely demise. You didn't get the second battleship, but how many of these things do you really need, anyway?

EPISODE 6-CHAPTER 1

Mission 1

Enemies Encountered



NEVEC Soldiers



Bolsepia

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Take Down All Targets!	—	—	Targets Eliminated	<input checked="" type="checkbox"/>
GJ2	Get Back to the Shuttle!	Returned to Shuttle: Heavy Casualties	Returned to Shuttle: Some Casualties	All Aboard	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ3	Team Cheer	I Did It Alone!	I Did My Part!	We Did It!	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective 1: Take Control of the Shuttle



In the campaign's sixth and final Episode, you once again play as the ex-NEVEC agents who succeeded in storming NEVEC's secret ocean facility. The agents have boarded the shuttle headed for space station NEOS and must now fight to gain control of the shuttle!



Advance down the hall from the starting point, firing on the NEVEC

Soldiers in full Battle Armor at the hall's far end. When you gain a clear line of sight, try tossing a grenade to quickly wipe out the

CAUTION

Akrid Bolsepia smash in from overhead windows, ambushing your squad. Show them no mercy!

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Objective 2: Return to the Shuttle



A screenshot from the video game Deus Ex: Human Revolution. The scene is set in a dark, industrial environment with large metal structures and pipes. A character in a futuristic, metallic suit is visible in the foreground, looking towards the right. The background features a large, glowing blue light source, possibly a reactor or a large window. The game's interface is visible, including a health bar at the top left, a mini-map at the bottom left, and a score of 612 at the bottom right.

Mission 2

Enemies Encountered



GAN-34 Granseeds

Objective: Head for the Cannon Engineering Section



Posing as the shuttle's crew, your team is able to dock at space station NEOS without incident—that is, until station security is unable to verify your ID codes. Sensing trouble, the station's soldiers prepare for battle as your team exits the spacecraft.



Collect the Shield near the starting point, then turn around and descend a ramp to locate Data Post 1. Activate the Data Post to enable radar right away.

NOTE

In this low gravity environment, you can jump and float about much like you can underwater. You can also use your jet pack's thrusters to travel through the (incredibly thin) air. Avoid falling too far, however—it's a long way back down to E.D.N. III!

Securing the Station

Data Post 3 is close by, on a lower deck, but it's guarded by multiple GTN-A01



Turntables and a GTN-A03M/C Zebet system. Take out the Zebet's sensor orb, which stands just off to the side, from an elevated vantage. Then toss grenades at the Turntables.

Team Tactics

Throughout this mission, assault the station's defenses from multiple angles to prevent enemies from easily responding. Also, feel free to spread out and complete multiple objectives at once, particularly after securing Data Post 3.



Activate Data Post 3, then hop into one of the nearby vacant Turntables and blast away at the enemies on the far north platform.

TIP

Take advantage of the T-ENG Charger near Data Post 3 before moving on.



With Data Post 3 up and running, proceed up the large west ramp to

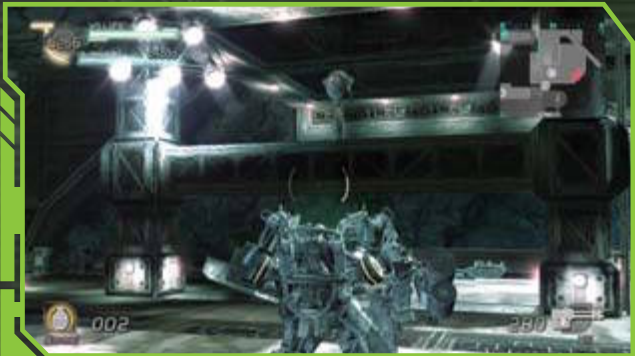
locate Data Post 2, which is largely undefended. Activate the Data Post to extend your Battle Gauge and radar.

Let 'Em Bleed



Go east from Data Post 2 to discover a vacant GAH-42BS Bleed. Climb into the VS and use it to help you secure the rest of the station.

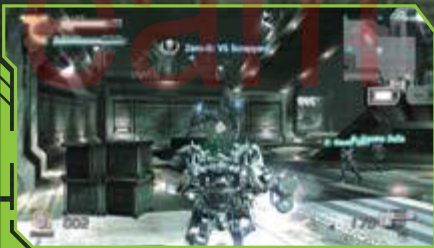
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Return to Data Post 3 and go north toward Data Post 4. Destroy the Zebet system near Data Post 4 by attacking the elevated sensor orb to the north. Activate Data Post 4, then continue north to discover Data Post 6.

NOTE

There are two more vacant Bleed VSs near Data Post 6. Advise your teammates to suit up!



Go west from Data Post 6, battling more NEVEC soldiers and a GTT-01 Nida armed with twin Blast

Shell Launchers. Heave grenades at the Nida to destroy it quickly, then activate Data Post 7, which is close by.

TIP

Remember to retreat and repair your VSs when they suffer heavy damage.

With Data Post 7 up and running, boost up to the overhead ledge and tackle an enemy Bleed



VS. There's a Turntable on a ledge behind you that also needs destroying. Beware: An enemy GAN-34 Granseed will likely drop in from above at this point—show it no mercy.

Data Post 5 stands to the west, and there's another empty Bleed VS in the nearby hallway. Activate the Data Post and allow your final teammate to climb into the Bleed.



Deadly Ramp



With Data Posts 1 through 7 feeding you radar intel, repair your VSs and then march your

army of Bleds up the large west ramp. The ramp is defended by a Zebet system armed with VS Rocket Launchers and an enemy Granseed; keep to the sides of the ramp so the Turntables can't target you, and draw out the Granseed, destroying it with greater ease.



After downing the Granseed, duck out from the sides, aim upward, and pick shots at the Zebet's overhead

sensor orb. Stay mobile, strafing back and forth to dodge the Zebet's rockets until the orb is destroyed, wiping out the turrets.

NOTE

Don't worry too much if you lose your VSs here; the mission's almost over. Just make sure to eject before they explode!

With the Zebets out of the way, advance up the ramp and enter the red light to end the mission.



If you haven't received the highest "Destroy the VSs" Episode GJ Award yet, consider backtracking to make sure you've taken out every turret and mobile VS around the station.

EPISODE 6-CHAPTER 2

Mission 1—Area 1

Enemies Encountered



NEVEC
Soldiers



GTN-A03M/C
Zebets



GAN-A04SD
Cyclopes



GAN-3AM
Triseeds

Episode C3 Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
C31	Break Through the Defenses!	Defenses Crossed: Many Casualties	Defenses Crossed: Some Casualties	Defenses Crossed: No Casualties	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
C32	Fight Off Enemy VSs!	1 VS Destroyed	—	All VSs Destroyed	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
C33	Find the T-ENG Charger	—	—	T-ENG Charger Found	<input checked="" type="checkbox"/>

Objective 1: Activate All Data Posts



New Intel: VS EM Laser

Weapon Type: VS
Firing Speed: Medium
T-ENG Consumption: 350/400 (charge)



Attack Stats

Type	Range	Damage	Hit Radius
Laser (normal)	180	120 (stuns)	65
Laser (charge)	180	240 (stuns)	90

The **VS EM Laser** is a powerful energy weapon that runs off of **T-ENG**. Press and release the trigger to fire normally, or press and hold the trigger to charge up a more powerful blast that gives you far more bang for your **T-ENG** buck. The **VS EM Laser's** attacks are quite powerful and have an stun effect similar to that of a **Plasma Grenade**. With the ability to stun foes and inflict heavy damage, the **VS EM Laser's** only drawback is its high **T-ENG** consumption.

Tower of Power



The tunnel leads to a large circular chamber filled with enemy soldiers.

Cut them down as you explore the place, working your way down.

Your team has breached the space station, but the cannon's control area is locked down. Activating five Data Posts in Engineering should help open things up. Drop down the long vertical shaft to begin your search for the Data Posts, grabbing a Rifle from one of the shaft's ledges as you descend.



The shaft leads to a large tunnel filled with **NEVEC** troops. Yank a **VS EM Laser**

off the remnants of a ruined **VS** and put it to good use against these minor threats.

LOST PLANET 2

Prima Official Game Guide

TIP

Fire on lower foes from elevated vantages to secure each tier of the chamber before dropping down.

A T-ENG Charger and several GAF-14 Fastreys are located near the base of the chamber, close to Data Post 1. Stand near the T-ENG Charger to gain thermal energy and complete an Episode GJ Award. Activate Data Post 1 to enable radar.



CAUTION

A massive energy buildup regularly occurs at the heart of this circular chamber. Flee to the chamber's outer edge when you notice the energy start to build—you do not want to be caught in the blast!

Going Up



Pilot the Fastreys (there are enough for the whole team) and use them to travel up to

the chamber's top tier, back to where you entered. Use your radar to locate a winding ramp to the west and follow it up to a higher level of the tower.

The ramp leads to Data Post 2, which is under heavy guard by several soldiers in Battle Armor.



Neutralize all threats and then activate the second Data Post.

CAUTION

Many enemies wield Rocket Launchers that can blast you off the station. Use your thrusters to return to solid ground if you're knocked for a loop.

VSS Aplenty



Continue climbing the tower, moving toward Data Post 3. This one's guarded by three Zebet defense systems; one pops up near the turret, and another two are poised on the high north ledge. As always, destroy the Zebets' sensor orbs to secure the site before landing and activating the third Data Post.

TIP

If you've lost your Fastrey, keep to the tower's outer edge and use your Anchor to scale the place.



Proceed onward and upward, picking off Cyclops defense drones as you move

toward Data Post 4. You encounter two formidable Triseed VSSs along the way; spread out your team to assault these agile foes from multiple angles and hit them with everything you've got. The VSS Rocket Launcher found near Data Post 4 should be of some use!

TIP

Keep close to the tower's center and the energy buildup may eliminate the Triseeds for you!



Things go much easier for your team once the Triseeds have been dealt with. Activate the fifth and

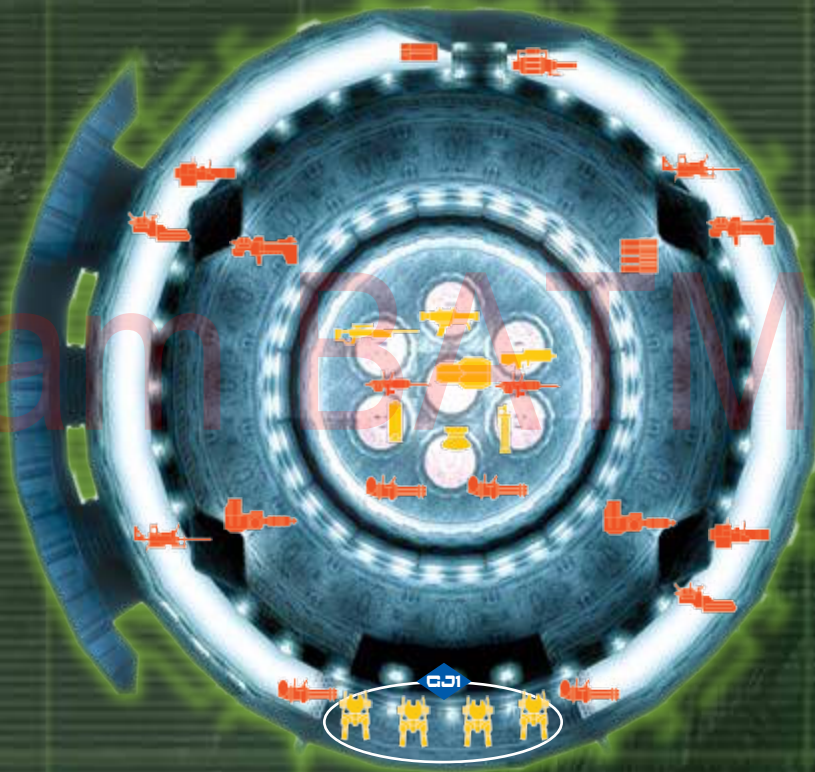
final Data Post to clear the path to the control booth at the tower's top level.

Objective 2: Make for the Control Booth



With all five Data Posts activated, your path to the tower's control booth is made clear. Scale the sloping ramps near Data Post 5 to reach the tower's apex, then run up the ramp outlined in red light to access the control booth.

Mission 1—Area 2



Enemies Encountered



GAN-34
Granseeds



PTX-140R
Hardballers



GAN-34W
Brocakti

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Protect the VSs!	Lost a Few VSs	Lost a VS	No VSs Lost	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Time Challenge: Destroy the Enemy VSs!	Average	A New Record	Super Quick	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>



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Objective 3: Escape from NEOS



Upon reaching the controls, your team discovers that an emergency protocol has been activated—the facility is set to auto-destruct. Punching in a code, you manage to unlock several advanced PTX-140R Hardballer VSs that will help your team complete their mission.



Unfortunately, NEVEC sends a host of VSs to stop you, including several Granseeds and

Hardballers of their own. Use your Hardballer's thrusters for superior mobility, hovering and dashing as you rain down death on each enemy VS in turn.

TIP

If your Hardballer is destroyed, quickly eject and then hop into another one—they line the chamber's walls. Strive to avoid losing any of your initial Hardballers, however—you'll win an Episode GJ Award if they all survive!



The VSs just keep coming, one wave after another. Eventually, a burly GAN-34W Brocakti

arrives to ruin your day. Trade your Hardballers' Gatling Guns for more powerful weaponry, including VS Rocket Launchers, to help even the score. Destroy the Brocakti to at last escape NEOS with your lives.

New Intel: GAN-34W Brocakti

Armor: 5,000

T-ENG Release: 2,700 points
(on death)

VS Weapon Slots: 2

Weak Points: Treads, backpack,
base of foot joint

[?] Box Probability: 100 percent for 20 [?] Boxes
(on death)



Attack Stats

Name	Damage	Comments
Body blow	60	Ramming enemies deals damage.
Plasma Grenade	10	Stuns victims.
VS Grenade (direct hit)	40	—
VS Grenade (blast)	70	—
Drill Missile	200 (per hit)	—
Pulse Laser (direct hit)	400	—
Pulse Laser (grazed)	200	—
VS Electro-magnetic Laser	30	Stuns victims.
Buster Grenade	200	—
Cutter Laser	180	—
Blast Shell Launcher	150 (per hit)	—

The **GAN-34W Brocakti** is a mighty VS armed with a vast array of exclusive weapon systems. It is actually a combination of two **GAB-25M Caktis**, one stacked atop the other. This imposing steel beast is first encountered in the campaign at the end of Episode 6, Chapter 2. Beware its brutal attacks, especially those that can stun you. Surround and flank the Brocakti, assailing its various weak points—for Brocakti suffer no damage unless their weak points are struck.

Threat Meter ■■■■■

Episode 6-Chapter 3

Mission 1

There are no Episode GJ Awards to achieve in this brief mission.

Objective: Navigate the Minefield



Your team's mission has been successful; the control data for NEVEC's orbital cannon has been relayed back to the ex-NEVEC commander on E.D.N. III. Now you must return to the planet and take out that Over G before it's too late. The PTX-140R Hardballers are your ticket home.



Of course, things are never so easy—a dangerous field of orbital mines poses a serious threat to reaching E.D.N. III in one piece. Shoot the mines as they draw near to destroy them, and strafe side to side to dodge the ones you miss. It's OK to get close to a mine so long as you don't touch one.

TIP

Destroy lots of mines to boost your Area Results rating from this short mission.



The Hardballers carry your team to the planet's surface, but passing through the atmosphere takes its toll. The VSs are now beyond repair; you'll have to proceed to the Over G's location on foot.



Episode 6

Inter

Basic

Campaign Mode

ode

mode

ix



Prima Official Game Guide

Mission 2—Area 1

Enemies Encountered

Sepia

Dongos

Chryatis



Episode CJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
CJ1	Activate All the Data Posts!	1 Data Post Online	2 Data Posts Online	All Data Posts Online	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
CJ2	Fight Off the Akrid!	Adequate Fighting	Great Fighting	Outstanding Fighting	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective 1: Rendezvous with Team



Your team begins this mission in various areas; the landing was a bit rough. Advance and activate a Data Post near your starting position to enable radar. You don't gain a map, but your radar does at least show the general location of your next objective.



Press onward through the driving snow, heading toward the objective marker. Grab any weapons you happen to spot and gun down the odd Sepia that tries to start trouble.



The Sepia you've encountered hail from a Genessa that lies just north of Data Post 2. Destroy it to stem the flow of Sepia, then activate Data Post 2 if you haven't already.

Team Tactics

If you notice a teammate's signal on radar, move to join up, pronto. There's strength in numbers, you know!



Continue pressing north toward the next objective, eliminating all Akrid that get in your way, including a third Dongo. Two massive Chryatis emerge from the snow as you near the objective: the area's exit. Kill both Chryatis if you wish to max out the "Fight Off the Akrid!" Episode GJ Award, or simply dash into the red zone to advance to the next area—we won't tell!

TIP

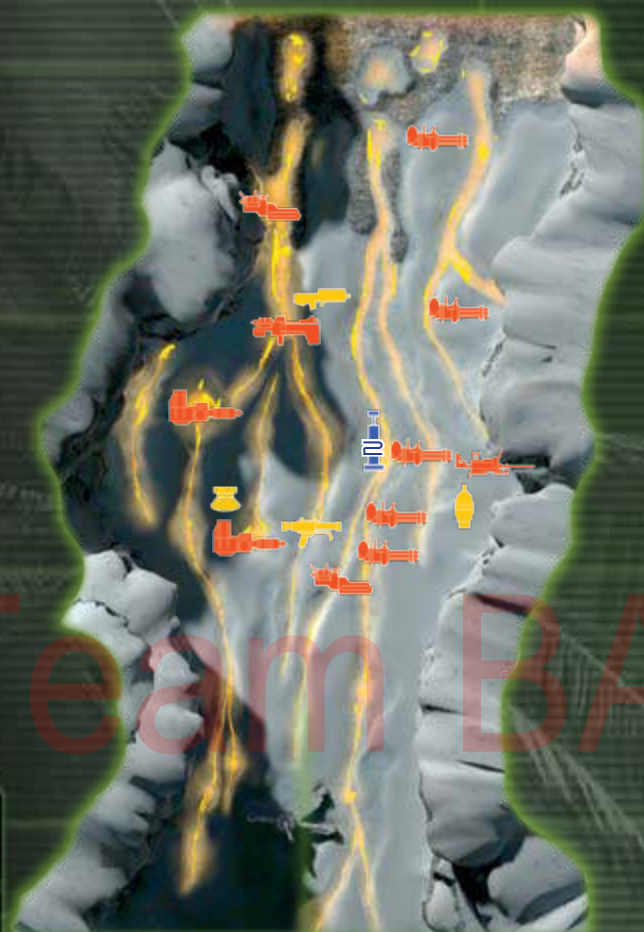
Rely on your radar to keep track of the Chryatis through the blinding snowstorm.



Beware when approaching Data Post 2; two furious Dongos ambush you. Circle around them to avoid their roll attack, and assault their vulnerable tails with grenades and gunfire.

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Mission 2-Area 2



Enemies Encountered

		
Sepia	Dongos	Chryatis
		
Bolsepia	Boss: Undeep	



Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Endure the Akrid Siege!	Held the Fort: Heavy Casualties	Held the Fort: Some Casualties	Held the Fort: No Casualties	  
	Defeat the Category G!	Single G Victory	—	Double G Victory	 



EPISODE 6

Inter Basic

Campaign Mode

ode

Mode

ix

Objective 2: Fend Off the Akrid Attacks



Your team has regrouped at a bunker full of weapons and a T-ENG Charger. These supplies will come in handy, for a vast number of Akrid are inbound. Load up on Machine Gun ammo and grab a Shotgun or Shield before exiting the bunker.

TIP

There are grenades and additional supplies on the lower ground outside.

Activate the lone Data Post outside the bunker, then hop into the two nearby



Turntables. You must hold this position against the horde of Akrid headed your way, and these turrets will help you do just that!

NOTE

The Turntables' VS Laser Vulcans run off T-ENG. Use the T-ENG Charger inside the bunker to build up lots of ammo!

LOST PLANET²

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Lowly Sepia and Bolespia attack at first, followed by more powerful Akrid such as Dongos and Chryatis. You have plenty of firepower to hold this position as long as you exploit the T-ENG Charger and are quick to identify targets. Use your radar to spot inbound Akrid through the haze of snow.

TIP

While moving about on the ground level, seek out Genessa and destroy them to reduce the flow of Akrid.



Be sure to use the Turntables when Chryatis begin to appear—they'll make short work of these giant menaces. Assail the weak points on their arms to cripple the Chryatis and prevent them from knocking you out of your turret. Hurry and return to your Turntable if you're ever sent flying.

Team Tactics

Consider manning the Turntables in shifts, having one teammate always standing near the T-ENG Charger to build up lots of ammo for the Laser Vulcans. Teammates with lots of T-ENG can also switch to their T-ENG Supplier to feed Turntable teammates a steady diet of thermal ammo as they blaze away!



If you prefer a more hands-on approach, drop to the ground level and take to the Akrid with a Shotgun. This comes with obvious risk; use your Anchor to return to the bunker to recover health when you've had enough!

Objective 3: Proceed to the Over G Staging Area



After several minutes of intense Akrid-smashing, your commander radios in, telling you that it's safe enough to proceed. A new objective marker appears on your radar; make a dash for it, leaving any remaining Akrid behind. Dig at snow piles you notice along the way to uncover a variety of powerful VS weaponry—you're going to need it!



As you near Data Post 2, a massive Category G Akrid emerges from the ground in a fury. Great! Better destroy this baddie before carrying on.

Objective 4: Defeat the Category G

Boss: Undeep

Health: 16,000

Weak Points: Mouth, side cores

T-ENG Release: 2,500 points

[?] Box Probability: 100 percent for 10 [?] Boxes (on death per Undeep)



Attack Stats		
Name	Damage	Comments
Surfacing Body Blow	300	
Submerging Body Blow	200	
Bite	600	
Charge	400	
Projectile Volley	220 (per projectile)	

The Undeep are giant worm-like Akrid that travel underground, surfacing to devour the unwary. These creatures come in pairs and primarily attack by charging, biting, and launching volleys of giant projectiles into the sky, which soon come crashing back down all around you. The Undeep's only weak points are their open mouths and the rows of glowing sacks that line their sides—hit these with everything you've got. Keeping off the ground with the use of a Vital Suit is also a sound tactic; it'll help you avoid the brunt of the Undeep's burrowing assaults.

Threat Meter

The Undeep primarily attack by trying to gobble you up—another good reason to circle



around them each time they rise from the snow. If you get a chance, blast the yellow weak spot inside the creatures' mouths—these are their most vulnerable spots. Otherwise, just keep punishing those side pores, darkening each one.

TIP

If an Undeep is headed your way and there's no hope of dodging, make the most of the situation by unloading on its open mouth to score lots of damage.



This boss is actually a pair of huge caterpillar-like creatures. Their weak points are

the insides of their mouths and the rows of glowing pores along their sides. Circle around the Undeep each time one emerges and unload on its weak points with the heavy VS weaponry that lies all about.

TIP

A Hardballer VS is also buried in the snow—look for a large snow pile and dig it out to gain a distinct advantage.



The Undeep also attack by standing tall and spewing a host of large projectiles

into the sky. These projectiles soon come crashing back down all around the area; perform lots of rolls to reduce the odds of taking damage.



Keep punishing the Undeep's weak points and they'll eventually fall. Kill both creatures to max out your "Defeat the Category G" Episode GJ Award, and be quick to grab those [?] Boxes that fly out when the monsters fall!



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Your commander radios in after you take out Undeep, informing you that they've managed to

pinpoint where you need to go next. Follow your objective beacon to the mission's exit.

NOTE

While enjoying the mission's dramatic conclusion, be prepared to imitate any button commands that appear onscreen to help the people of E.D.N. III smash through the barrier that's preventing the ex-NEVEC force from reaching the Over G.

EPISODE 6-CHAPTER 4

Mission 1-Area 1

Enemies Encountered



Chryatis

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Wear Down the Enemy!	Flesh Wound	Injured but Stable	Critical Condition	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ2	Close Up the Akrid Breeding Grounds!	Some Akrid Production Stopped	Akrid Production Reduced	Akrid Production Levels Near Zero	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective: Head for the Core!



In the campaign's epic final chapter, the heroic squad of ex-NEVEC agents must fight their way to the Over G's core and destroy the monstrosity before all hope of saving E.D.N. III is lost. Practically everything you see around you is part of the massive Over G Akrid; waste no time unloading on the surrounding Genessa.



You won't be able to destroy all the Genessa before two massive Chryatis are birthed.

Spread out and surround these huge enemies, bringing them down with grenades and other powerful weapons as you've done so many times in the past.

TIP

Kill every Akrid in this mission to max out your "Wear Down the Enemy!" Episode GJ Award!

Make good use of the armaments that lie strewn about the starting point, especially grenades, Rocket Launchers, and any VS weaponry you might find.



then return your attention to slaughtering Genessa. Some of them are high up on the walls; clear the area before proceeding.

TIP

Destroy all of the Genessa in this mission to earn the highest “Close Up the Akrid Breeding Grounds!” Episode GJ Award!

Data Posts 1 and 2



Bombard the monster with rockets and grenades from afar before moving in to activate Data Post 1. Don't miss the VS Rocket Launcher on a nearby cliff!



onto a higher plateau to discover it, but be prepared to battle another Chryatis guardian. You should have enough firepower at this point to make short work of the monster; if not, the nearby grenades, VS Shotgun, and Pile Bunker should help!



Continue along, using your radar to locate Genessa and Chryatis, eliminating all trace of Akrid life. Follow your objective beacon to locate the area's exit, but don't flee the scene until you've gathered all the firepower you can.

Mission 1—Area 2

Enemies Encountered



Sepia



Bolsepia



Chryatis

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Wear Down the Enemy!	Flesh Wound	Injured but Stable	Critical Condition	<div><div></div><div></div><div></div></div>
GJ2	Close Up the Akrid Breeding Grounds!	Some Akrid Production Stopped	—	Akrid Production Levels Near Zero	<div><div></div><div></div><div></div></div>

Objective: Head for the Core!



Your commander radios in as your team enters the second area, reminding you that your mission has not changed: Continue to overcome the Akrid as you fight your way to the Over G's core. Immediately activate the nearby Data Post to enable radar.

LOST PLANET²

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With Data Post 1 online, use your radar to resume your hunt for Genessa. Notice the

giant orange spheres as well; these are part of the Over G itself, and they can withstand far more punishment than Genessa can. The spheres also periodically launch flaming projectiles at you, so be ready to roll away and dodge. Use powerful weaponry to destroy these spheres, crippling the Over G as you fight to reach its core.

NOTE

Don't worry about falling into the lava; your team's advanced battle suits protect you from the searing heat.

TIP

Kill every Akrid and destroy every Genessa and Over G sphere in this area to earn the highest Episode GJ Awards!

Uphill Battle



After eliminating all Genessa in the area, follow your radar to Data Post 2, collecting

Rocket Launchers and other weapons as you go. Activate the second Data Post to extend your radar and add points to your Battle Gauge.



Continue moving uphill to locate Data Post 3. Hurry and activate the Data Post while a giant

Over G sphere descends, blocking the path ahead.

CAUTION

Beware the Over G sphere's projectile attacks—they really hurt!



Hit the Over G sphere with everything you've got, but be prepared to roll and avoid its fireballs when the sphere begins to charge up an attack. Inflict enough damage and the sphere will withdraw, allowing you to proceed to the area's exit.

TIP

As before, take a moment to resupply your weapons and ammo before advancing to Area 3.

Mission 1—Area 3

Enemies Encountered



Raibees



Dongos



Chryatis

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Wear Down the Enemy!	Flesh Wound	Injured but Stable	Critical Condition	□□□
GJ2	Close Up the Akrid Breeding Grounds!	Some Akrid Production Stopped	Akrid Production Reduced	Akrid Production Levels Near Zero	□□□

Objective: Head for the Core!



The third area presents your team with a choice of heading uphill or down. Turn right and venture uphill to start, eliminating some Chryatis-spawning Genessa.



This area also presents you with new adversaries: Raibeets! Strafe and

roll to avoid these flying fiends' projectiles, and target their wings to bring them crashing down. Once you've grounded a Raibee, hit its glowing belly with everything you've got to ensure it doesn't get back up!

First Contact: Raibee

Health: 1,500

Weak Points: Wings, body

T-ENG Release: 2,000 points

[?] Box Probability: 100 percent for 3 [?] Boxes (on death)



Attack Stats

Name	Damage
Charge	60
Rivet Projectile	20

Raibeets are large flying Akrid that swoop down to assault their prey. After making their initial attack run, Raibeets often fly off to hover at a specific location, periodically firing long-range projectiles from their tails. Attack a Raibee's vulnerable wings to down the pest, then unload on its glowing belly while the Raibee is unable to act.

Threat Meter ■■■■■



Wiping out the Genessa atop the hill reveals a shortcut to the next area. Head through if

you wish to get a move on, but know that you'll miss out on maximizing your Episode GJ Awards for this area of the mission if you do!

Award Hoarder

If you wish to max out your Episode GJ Awards for this area, sprint downhill instead of taking the shortcut to Area 4. Locate and activate Data Post 1 at the bottom of the hill, and don't miss grabbing the nearby grenades and Rocket Launcher—you're going to need them!

Big Bugs



Beware: Dongos erupt from the ground as you advance toward Data Post

3! Circle around and punish the Dongos' tails, defeating them as you've done many times in the past.

As ever, be on the lookout for Genessa and Over G spheres that need obliterating.



Use your radar to spot them all and pound these targets with explosive attacks. Beware the spheres' projectile attacks and be ready to roll to avoid damage.

LOST PLANET²

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Don't relax after making it past the Dongos, for a towering Chrytis comes next! Batter this brute with relentless blasts from grenades and Rocket Launchers.



The area's exit lies just beyond the Chrytis. Track down and activate the remaining Data Posts for Battle Gauge points if you like, or simply advance to the next area.



Mission 1—Area 4

Enemies Encountered



Sepia



Bolsepia

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
GJ1	Wear Down the Enemy!	Flesh Wound	Injured but Stable	Critical Condition	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
GJ2	Close Up the Akrid Breeding Grounds!	Some Akrid Production Stopped	Akrid Production Reduced	Akrid Production Levels Near Zero	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective: Head for the Core!



From the looks of your environment, you're clearly on the right track—the Over G practically blankets everything now. Look across the wide pit near the starting point and notice an Over G sphere emerging from the far wall. Unload on the sphere with everything you've got until it retracts.

Continue monitoring the pit, eliminating another Over G sphere that emerges down below. Drop into the pit afterward to explore a lower trail.



Hit 'Em Low



Take on Sepia and Bolsepia down below, aiming to neutralize their Genessa. You won't have the advantage of

radar at first, so keep a sharp lookout for Genessa and hostiles.

TIP

There are loads of weapons around the lower trail, including multiple Rocket Launchers. Stock up!

Keep circling around the lower trail until you spot Data Post 1 off to the side. Activate this Data Post to enable radar once more.





With your radar up and running, track down all remaining red blips and neutralize every Genessa and Over G sphere. Eliminating the final sphere opens the path to the next area—load up on ammo and then follow your objective marker deeper into this hell.

Mission 1—Area 5

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Wear Down the Enemy!	Flesh Wound	Injured but Stable	Critical Condition	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Close Up the Akrid Breeding Grounds!	Some Akrid Production Stopped	—	Akrid Production Levels Near Zero	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective: Head for the Core!



You're getting close, but there's still a ways to go before you hit the core. Advance and grab the heavy weaponry near Data Post 1 before activating it to enable radar.



An Over G sphere will have emerged to the north by the time you get the Data Post online. Pound it with grenades and rockets to force it to withdraw.



Many more Over G spheres appear, each one popping up to replace the

last. Make a stand near Data Post 1 and burn through plenty of ammo eliminating all Over G spheres. Always be ready to roll at a moment's notice to avoid inbound fireballs.



Destroy the final Over G sphere to reveal the route to the next area. Grab as many weapons as you can before proceeding—the final battle awaits!



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Mission 1—Area 6

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Begin Mission “Safe Return”!	—	—	Mission Accomplished: No Casualties	<input checked="" type="checkbox"/>
	Attach the GPS!	—	—	Anchor Master	<input checked="" type="checkbox"/>
	Hurry!	—	—	Blink of an Eye	<input checked="" type="checkbox"/>

Objective: Attach the GPS Units!



You’ve finally made it: The Over G’s core is just ahead. Use your Anchor to exit the starting pit and race up the narrow path.



The path leads to a huge hill of pure magma. Sprint onto it without fear and activate Data Post 1.

Climb to the top of the scorching hill afterward to at last confront the awesome Over G.

The Over G is a massive, undulating pile of destruction. Circle around the fearsome monstrosity,

pausing only to snatch some of the more attractive weapons that lie around the outskirts of the arena. When the chance permits, use your radar to find and activate Data Posts 2 and 3 for a bigger Battle Gauge.



TIP

Stay mobile throughout this final battle and be ready to roll to avoid the Over G’s fiery projectiles.



The Over G periodically shifts form, revealing giant orbs at the top of its “stalks.” These orbs

are very similar to the spheres you’ve encountered all the way here; punish them with rockets and your most powerful armaments, and always be ready to dodge their fireballs.



The Over G’s orbs can withstand a tremendous amount of damage, but don’t give up. Keep running circles around the boss, punishing its orbs at every opportunity until one of them finally darkens.



After turning black, the orb crashes to the ground, finally within

reach. Make a mad dash for the orb and press the indicated button to insert your GPS locator into the heart of the Over G. Then get the heck out of there, quick!



When you target the Over G with a GPS device, your ex-NEVEC comrades back on

space station NEOS are able to establish a lock and strike the tyrant with a devastating blast from NEVEC's orbital cannon. Just fall back and enjoy the show!



One direct hit from the NEOS cannon is enough to put the Over G down

for the count. Or is it? Within moments, the monstrosity somehow begins to revive itself. Your ex-NEVEC comrades back on NEOS see no other alternative; they decide to sacrifice their lives and bring the entire space station down on the creature to ensure its demise!



The mighty impact is enough to destroy the Over G, and best of all, the ex-NEVEC soldiers were rescued from NEOS just moments before impact—they did not have to sacrifice themselves after all. It appears that the threat to E.D.N. III's continued existence is over...for now!

NOTE

Congratulations, you've beaten *Lost Planet 2*! Now that you've cleared the campaign, you can replay it again at any time with your custom faction characters. This lets you bring your own custom weaponry and character abilities into the campaign for a whole new experience! With these extra advantages, you're sure to have an easier time of earning those tricky S ratings the second time around.



EPISODE 6

Inter

Basic

Campaign Mode

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Mode

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ONLINE MODE

Lost Planet 2's Campaign mode is an unforgettable experience—but it's only half the experience. In Online mode, you play as the custom character you've created at the My Page menu, pitting your skills against other *Lost Planet 2* enthusiasts across the world. Your character gains Career Points as you play, just as you do in the Campaign, and there are more than enough modes and options to keep you coming back for more. This chapter is designed to help you achieve total Online mode superiority!

NOTE

The tips and info contained in the “Basic Training” chapter are fully applicable to Online mode. Make sure to complete basic training—this chapter assumes you’ve done so.

Getting Started



Before we dive into specific strategies, let's review the many options and settings at your command. Many options are linked to the game type and game rules you select.

TIP

Save your favorite created matches and you won't have to edit all the options each time you play!

Settings 1

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- Game Type:** Choose the type of game you wish to play (see the “Game Types” section for details).
- Game Rules:** Set the rules for the game type you've chosen (see the “Game Rules” section for details).
- Battle Gauge (Elimination/Team Elimination only):** Set the size of the starting Battle Gauge. Larger Battle Gauges promote longer matches.
- Points (Elimination/Team Elimination only):** Set the number of points required to win the match.
- Kills (Elimination/Team Elimination only):** Set the number of kills required to win the match.
- Control Time (Data Post Battle only):** Set the amount of time (in seconds) that a team must control the Data Post for to win.
- Goals (Akrid Egg Battle only):** Set the number of goals required to win the match.
- Fugitive Selection (Fugitive only):** Choose whether players with high Career Levels or low Career Levels will play as the Fugitive, or set it to random.

- Rounds (Battle Series only):** Set the number of rounds the Battle Series will feature.
- Players:** Set the maximum number of players for the match. More players means more mayhem.
- Private Slots:** Used to create a private sessions among friends.
- Map:** Choose the map you wish to play, or set it to random (see the “Online Map Overviews” section for details).
- Default Weapons:** Determine the type of weapon players will begin the match with by default. If Custom Weapons is set to On under Settings 2, players will begin with their selected custom weapons of that weapon type.
- Time Limit:** Set a time limit for the match.
- Layout (certain modes):** Change the layout of weapons, Data Posts, Vital Suits, etc. on the map. Set to Type 1 through Type 4, or set to random.
- Friendly Fire (certain modes):** Determine if friendly fire will harm teammates, knock them around only, or have no effect at all.

Settings 2

Unlike the options under Settings 1, the Settings 2 options do not change based on the selected game type.

Custom Weapons: Determine whether or not special unlockable weapons can be brought into the match. When this is set to On, players who have unlocked more game content will have the advantage.

Abilities: Set whether or not special unlockable abilities can be used during the match. When this is set to On, players who have unlocked more game content will have the edge.

Default Grenades: Choose the type of grenades players begin the match with, or deny starting grenades.

Set Weapons/Grenades/VSs: Choose how many or how few weapon/grenade/VS spawns there will be on the map, or go with the map's default amount.

Viewing Mode: When this is set to On, the game's host becomes a spectator and cannot participate in the match.

Settings 3

Like the options under Settings 1, the Settings 3 options vary based on the selected game type.

No. of Players Desired: Informs others how many players you'd like to join the match. This lets players in the lobby know why the host might be waiting to start the game.

Respawn: Determine whether or not players will be able to respawn after dying. Setting this to Off promotes very short matches.

Weather Variations: Determine whether or not environmental weather will have an impact on the match. Weather can play a decisive role by reducing the effectiveness of snipers, etc.

Team Change (team-based matches only): Decide whether or not players may swap teams during the match.

Halftime (team-based matches only): When this is set to On, the teams switch sides of the battlefield halfway through the match. This eliminates the possibility of any terrain advantages.

Teamkill Penalty 1 (team-based matches only): Set a "time out" penalty for players who kill their own teammates.

Teamkill Penalty 2 (team-based matches only): Set a limit for how many times players can kill their own teammates before being kicked (removed) from the game.

Game Types

Let's take a closer look at the various Online game modes.

Elimination

Eliminations are akin to the standard deathmatch games we all know and love. It's everybody for themselves, and anything goes! Elimination's game rules allow for unique experiences, but the primary goal remains the same: Kill your enemies, and don't let them kill you!

Available Game Rules

- Battle Gauge
- Points
- Kills

Team Elimination

Take the concept of Elimination battles, divide all players into two teams, and you have a Team Elimination bout. This opens the door for cooperative tactics, adding a new layer of depth to the standard Elimination free-for-all. Learn to coordinate and work with your teammates—you'll find it to be a very rewarding experience!

Available Game Rules

- Battle Gauge
- Points
- Kills
- VS Annihilator

NOTE

See the "Game Rules" section for details on the various rules you can play under for each game type.



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Data Post Battle

Killing your rivals is still an important part of life in Data Post Battles, but slaughtering foes alone won't net you the win. Instead, activating and maintaining control of Data Posts is the way to achieve victory in a Data Post Battle. This places a heavy focus on territory defense and control. All Data Post Battles are team-based affairs, so coordination and co-op tactics are vital to success.

Available Game Rules

- Post Grab
- Counter Grab

Akrid Egg Battle

New to *Lost Planet 2*, Akrid Egg Battles are similar to capture the flag events, with the Akrid Egg serving as the flag. Only one blue and one red Akrid Egg are on the field at any given time, and they always spawn near the opposing team's goal. This forces both teams to invade their rivals' territory, snatch their egg, and return it to base. When an egg is successfully returned, a goal is scored, and the first team to reach the goal limit wins!

Available Game Rules

- Goals

You cannot use weapons while carrying the Akrid Egg, but you can use the egg itself as a melee weapon. You may also set down the egg and take up arms when the situation calls for it. For the most part, however, it's best to allow teammates to cover you while you focus on racing back to base with the Akrid Egg. Make good use of the roll and dash techniques, as well as the Anchor, to get that egg back to base pronto!

Fugitive

Fugitive matches are unique affairs that cast one player as a fugitive who must flee from (or attempt to kill) all other players, who act as independent hunters. The fugitive begins with minimal weapons, so speed, stealth, and damage avoidance are vital to survival. All other players begin with their default weapons, giving them a clear combat advantage.

Available Game Rules

- Fugitive Selection

The fugitive can achieve victory by fleeing and hiding until the game's time limit expires (usually the best option) or by completely filling his or her Battle Gauge, which can be seen by all players. The fugitive fills the Battle Gauge by killing hunters, while the hunters deplete the fugitive's Battle Gauge each time they kill the fugitive. If the fugitive's Battle Gauge falls to zero, then the last hunter to kill the fugitive is declared the winner—this promotes a competitive edge among the hunters as the fugitive's Battle Gauge dwindles.

Battle Series

Yearning for an epic evening of Online action? Choose to play a Battle Series and let *Lost Planet 2* take care of the rest! In a Battle Series, multiple matches are cycled through at random, and you compete in one match after the other. Each match is called a round, so the more rounds you choose to play, the more epic the Battle Series will be! Most options are automatically tuned to their default settings in Battle Series, so you have less control over the various gameplay nuances.

Available Game Rules

- Rounds

NOTE

Can't decide what match to play, but don't have time for a long-winded Battle Series? Set your game type to Random and let the winds of fate carry you away.

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[GETTING STARTED](#)[GENERAL ONLINE STRATEGIES](#)[ONLINE MAP OVERVIEWS](#)

Game Rules

Now that we've covered the game types, let's take a peek at the various game rules. Note that certain rules are only available to specific game types, as detailed.

Battle Gauge

Elimination/Team Elimination

When playing an Elimination or Team Elimination match under Battle Gauge rules, the object is to deplete your rivals' Battle Gauges until they fall to zero, or to simply have the highest Battle Gauge when time expires (if a time limit has been set). Do the following to increase your Battle Gauge, and avoid letting your adversaries do these unfriendly things to you:

- Kill a rival who's traveling on foot.
- Kill a rival's Vital Suit (rival narrowly escapes the VS explosion).
- Kill a rival who's piloting a Vital Suit (rival is killed by the VS explosion—this is worth huge points!).
- Complete secondary objectives, such as activating Data Posts, etc.

NOTE

The higher a player's Career Level, the more Battle Gauge points you earn for the kill. Similarly, high-level players suffer a greater loss to their Battle Gauge when killed by low-level peers.

Kills

Elimination/Team Elimination

When playing an Elimination or Team Elimination match under Kills rules, the goal is simply to rack up the highest number of kills. Simple, eh? Avoid spending lots of time battling enemies who are piloting Vital Suits and hunt down the most vulnerable targets to quickly boost your kill count. Hop into Vital Suits yourself to gain added protection and firepower—after all, by avoiding death, you prevent your rivals from collecting kills!

Points

Elimination/Team Elimination

Points matches are unique and exciting Elimination bouts. Each player begins the match at a value of one point. When you kill an enemy, you steal all of your victim's points away! To win the event, be the first to reach the target number of points, or have the highest score when time expires.

CAUTION

You lose all your points if you commit suicide. However, if you fear another player is about to kill you, committing suicide can be a sneaky way of robbing them of your points!

VS Annihilator

Team Elimination

Can't get enough Vital Suit action? Then VS Annihilator is the game for you! In these all-out bouts, every player starts off inside a mighty VS. The two teams must struggle to obliterate one another, seeking to deplete the opposing team's Battle Gauge to achieve victory. You cannot exit your VS, so protect those weak spots and use movement abilities, such as dash and hover, to avoid potent attacks. Destroy rivals and activate Data Posts while remaining inside your VS by clicking the left analog stick and rapidly pressing the Dash button—these deeds will extend your team's Battle Gauge, edging your side toward victory!

Post Grab

Data Post Battle

Post Grabs are straightforward Data Post Battles in which teams vie to activate and maintain control of all Data Posts about the map. This places a focus on speed, response time, and territory control. Every Data Post counts, so hurry and spread out to activate them all. Then position your team to defend each site, preventing enemies from overtaking your turf.

NOTE

If time runs out and both teams control the same number of Data Posts, the team that had the most possession time during the match is declared the winner.



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Counter Grab

Data Post Battle

Counter Grab matches are similar to Post Grab events, except that there's only one Data Post to capture and control. The Data Post site therefore becomes a hot zone of intense combat and furious action. The team that activates and maintains control of the lone Data Post for the required amount of time wins the bout, and control time progress is not lost if the opposing team manages to steal control. If a time limit is in play, then the team that controlled the Data Post for the longest amount of time wins by default. Rush to the Data Post and set up a defensive perimeter to lock down the site.

NOTE

The game rules for the Akrid Egg, Fugitive, and Battle Series (Goals, Fugitive Selection, and Rounds, respectively) are very straightforward, and each is described in the "Settings 1" section.

General Online Strategies

The first thing to know about Online mode is that there's no Harmonizer to bail you out when you get into trouble. Learning to avoid taking damage is therefore vital to success. There are several ways to accomplish this.

NOTE

While there are no Harmonizers to exploit in Online mode, T-ENG still has an important role to play. It's needed to power and repair Vital Suits, and it's also used as ammo for energy-based weapons. Make good use of your T-ENG and try not to run out!



The roll technique detailed in the "Basic Training" chapter remains one of the best ways to avoid damage in Online mode. Simply click in the left stick and then press the Jump button to roll in any direction. While rolling you are completely invincible, but you suffer extra damage while standing up from a roll—practically any attack that lands can kill you. Proper timing is therefore vital; practice makes perfect!

TIP

The dash and Anchor cancel techniques will also help you move through perilous areas with less risk of being obliterated. Refer to the "Basic Training" chapter for details on these and other important maneuvers.



Of course, nothing beats hopping into the cockpit of a trusty old Vital Suit (VS). These metal war machines

soak up all damage while providing you with (in most cases) superior firepower and mobility. Use VSs to annihilate your rivals without fear of taking a scratch!

While powerful, Vital Suits are far from invincible—and using them can potentially backfire. For instance, being



killed while piloting a VS causes your Battle Gauge to suffer a dramatic loss (for game types that feature the Battle Gauge). Expect other players to try to take you out using the following anti-VS tactics—and look to use these same strategies when pitted against Vital Suit rivals:

Plasma Grenades: Throw Plasma Grenades at enemy Vital Suits to stun them, then unload on their weak points. If you time it right, the enemy pilot won't be able to escape the VS before it explodes, and their Battle Gauge will take a huge hit! See the "Vital Suit Database" section in the appendix to learn the weak points of every VS.

Energy Gun: A fully charged shot from the Energy Gun forces a VS's pilot to eject. Punish the pilot afterward or steal the VS away!

TIP

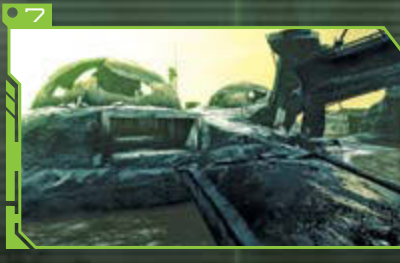
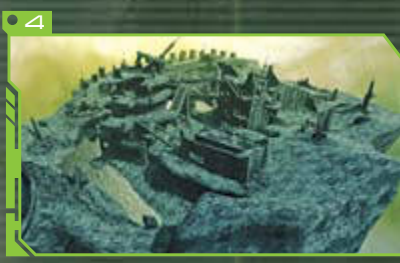
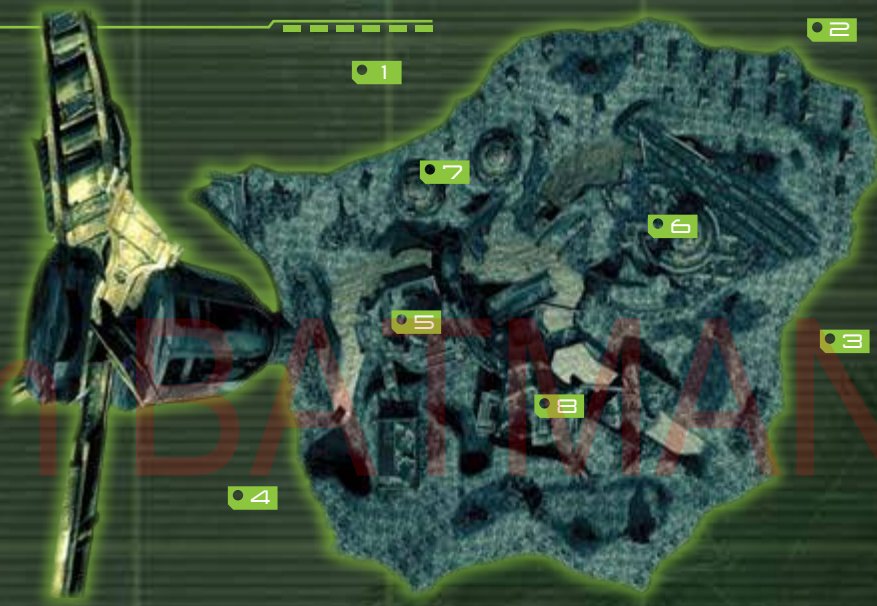
Plasma Grenade or Energy Gun blast headed your way? Eject from your VS just before the impact. If you time it right, both you and the VS will suffer no harm, and you'll be able to quickly hop back inside and carry on with your killing.

Online Map Overviews

Now that we've gone over Online mode's many options and strategies, let's take a closer look at each Online battlefield. Because *Lost Planet 2* allows for so much diversity in the layout of weapons, Data Posts, spawn points, and so on, we'll focus on examining the unique traits of the battlefields themselves.

Desecration

As its name implies, Desecration is a charred wasteland of gloom and despair. Husks of domed bunkers lie along the desolate perimeter, and a river of foul water runs through the center, providing opportunities for stealthy advances. Near the map's center stands a tall stack of crumbling platforms—this is the most vertical region of the map, where fancy Anchor work can quickly get you out of danger.

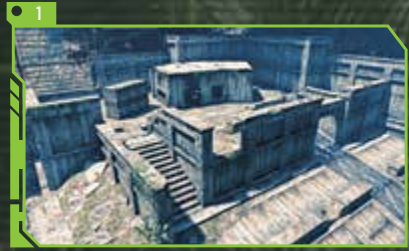


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Turbulent Jungle

This lush battlefield is deceptively vertical, with tall, multi-tiered buildings and scaffolding towering over the lower growth. Avoid spending too much time on the low ground here; grapple up to higher vantages and rain death down on your foes.



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Kraftwerk

Here's a rich map with plenty of depth. Large, multi-tiered structures surround a giant industrial cooling tower, creating an assortment of confined spaces and convenient hiding places. The map features a sizable underground area that's filled with deep water—repeatedly tap the Jump button to swim when venturing down here. Keep on the move at Kraftwerk and you'll be very difficult to kill.

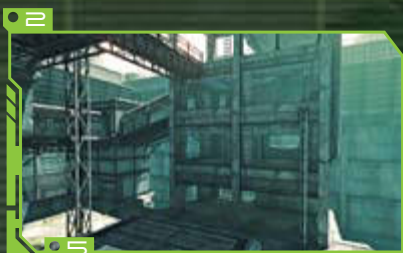
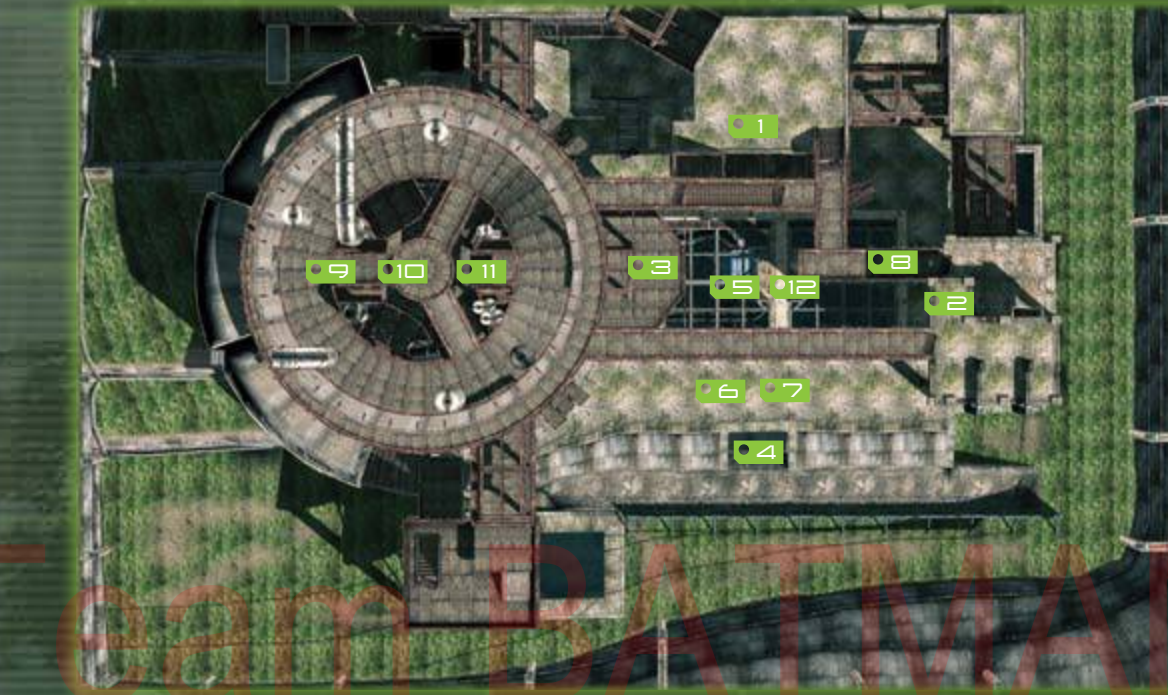
ONLINE MODE

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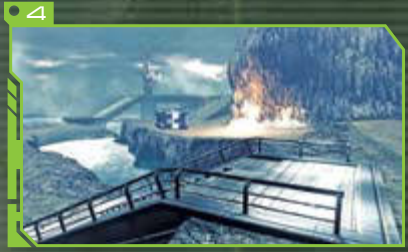
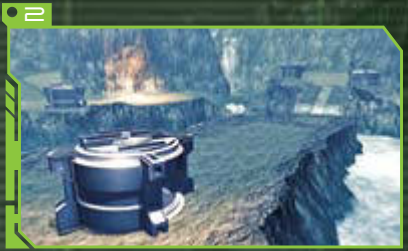
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If you completed the Campaign, then this map might look familiar—it's structurally the same area visited in Episode 1—Chapter 3's second mission! Two mountainside strongholds stand across from one another, a wide metal bridge connecting them. This map's mix of wide outdoor areas and claustrophobic interiors allows for a wide variety of tactics and carnage.



Thunderpeal Precipice

This dark battlefield is taken straight from the Campaign—you may recognize it as the second area visited in Episode 4—Chapter 3. Ramps and walkways link multiple cliffside ledges together. Close-quarters combat is somewhat unlikely in the openness of this forboding map, though the interior of the central mountain can quickly become a chaotic hot spot.



ONLINE MODE

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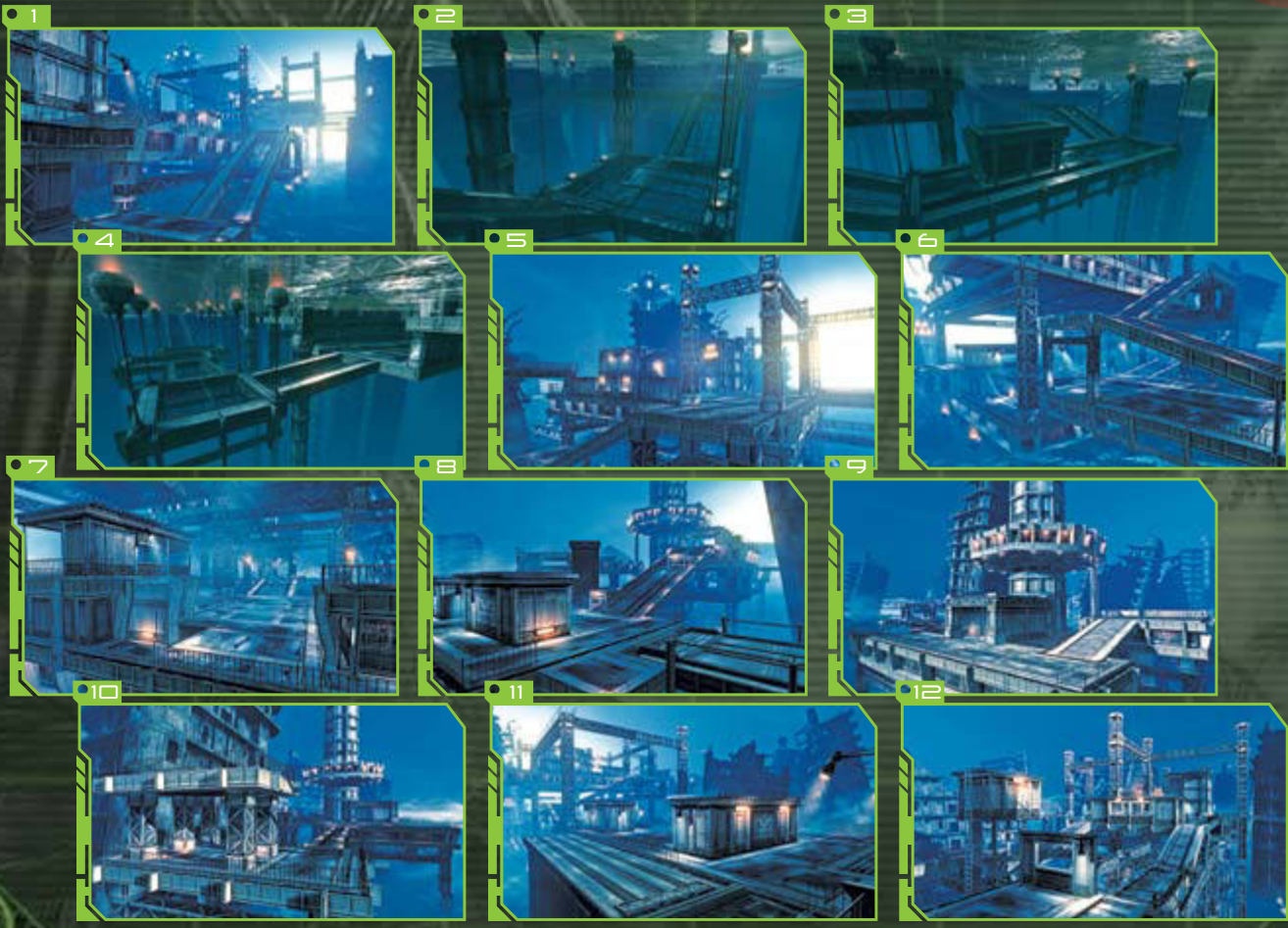
LOST PLANET 2

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Dual Complex



This network of steel platforms and ramps should seem familiar—it's ripped right out of the Campaign. The wide-open nature of the stage makes it an idyllic setting for snipers and Osprey pilots ferrying armed teammates. Underwater walkways are illuminated to show where it's safe to dive, and these sunken paths provide a means for stealthy operatives to navigate the area unseen.



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NEOS

The size, complexity, and low-G atmosphere of space station NEOS make it one of the most thrilling Online battlefields to explore. Use the lower-level launchers to quickly gain speed and soar up to the station's higher tiers, and rapidly press the Jump button to engage your jet pack's thrusters, traveling great distances through the thinnest of air. Make the most out of transformable Triseeds here, entering their ship mode to fly about and raining rockets down on unwary rivals.



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Friction

Beware: The Pulverizer is in full effect here at Friction, another memorable Campaign area repurposed as an Online playground. The long conveyer belts provide perfect areas for Rifle experts to pick off the unwary, while close-quarters enthusiasts will find the cramped stairwells and connecting corridors ideal places to lurk, racking up the kills.



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Pirate Fortress

It doesn't take long for the action to heat up at this frigid battlefield, so don't expect to chill out at the Pirate Fortress. Seek shelter among the stone structures, but beware: Barbwire fences hurt when touched, and low stone walls may give way to explosive attacks. The hillside fortress itself is inaccessible, but the buildings at either side of the area can be entered and controlled quite handily with close-quarters weapons. The windowed top floors of these buildings also make ideal sniper perches.



ONLINE MODE

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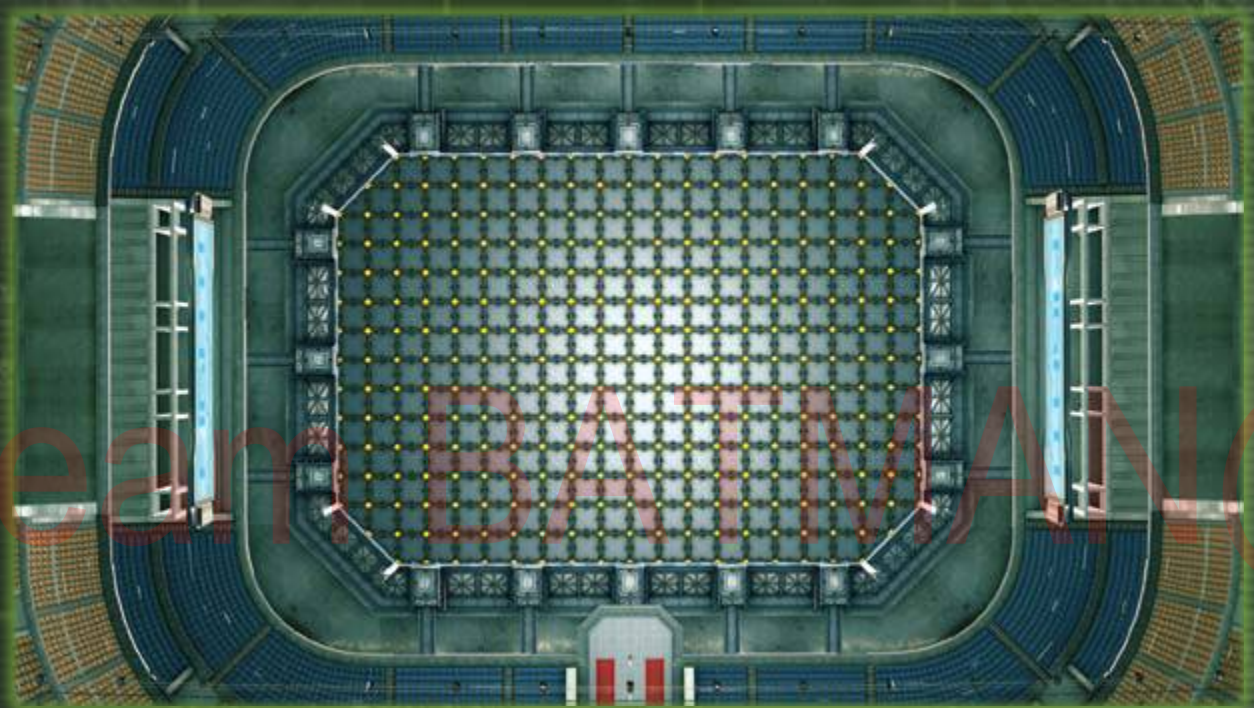
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Cube

Cube is a unique battlefield whose entire layout changes based on the game type and rules you set. It is therefore difficult to become intimately familiar with this modern-day gladiator-style arena, which can be a breath of fresh air when other Online maps start to feel repetitive. Bust out your best moves at Cube and show the crowd what you've got!



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TRAINING MODE

Looking to hone your *Lost Planet 2* skills? There's no better place to do so than Training mode! This unique mode presents you with 10 maps—five for Basic Training and five for Advanced Training—and each course features five different challenge levels, for a total of 50 Training mode challenges for you to master. Beating them all is no easy feat, but our tactical write-ups will help you find your way to the podium. Take home a medal from all 50 Training mode challenges to unlock a special game mode that lets you play Online mode battles against AI bots!

NOTE

Getting gold on these challenges is difficult in the extreme, requiring patience, expert reflexes, and masterful timing. Fortunately, even 50 bronze medals is enough to unlock the AI bot battles!

Basic Training

Stage 1, Level 1



Anchor away—pull yourself forward by Anchoring to the first set of barriers. Immediately Anchor to the next barrier and scurry up the ramp on the other side. Go through the archway to hit the checkpoint, sprinting to reach a narrow catwalk. Dash across, being careful to stop as you round the curve at the opposite end. The moment you're at the other side, pick up the pace to reach the wall down the center path. Pull yourself up to the top, then Anchor up one last time to the highest level. Race to the farthest edge, which is directly on top of the goal. Jump down to finish.

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[BASIC TRAINING](#)

[ADVANCED TRAINING](#)



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Stage 1, Level 2

Gold: 00'53"000
Silver: 00'58"000
Bronze: 01'05"000

Despite the addition of several obstacles—chain-link fences, metal barriers, and a deadly press that threatens to flatten you into a pancake—keep to the same path as in Level 1.

To begin, run through the first set of waist-level barriers instead of Anchoring over them. Keep moving forward, hoofing it up the middle ramp; when you reach the top, don't drop down—instead, jump and maneuver yourself between the next ramp ahead and a chain-link fence. Head up the ramp at your right, toward the archway. When you reach the archway, Anchor over it to avoid dealing with the press. Finish the level by Anchoring your way to the highest platform while avoiding the metal barriers and dropping onto the goal.

Stage 1, Level 3

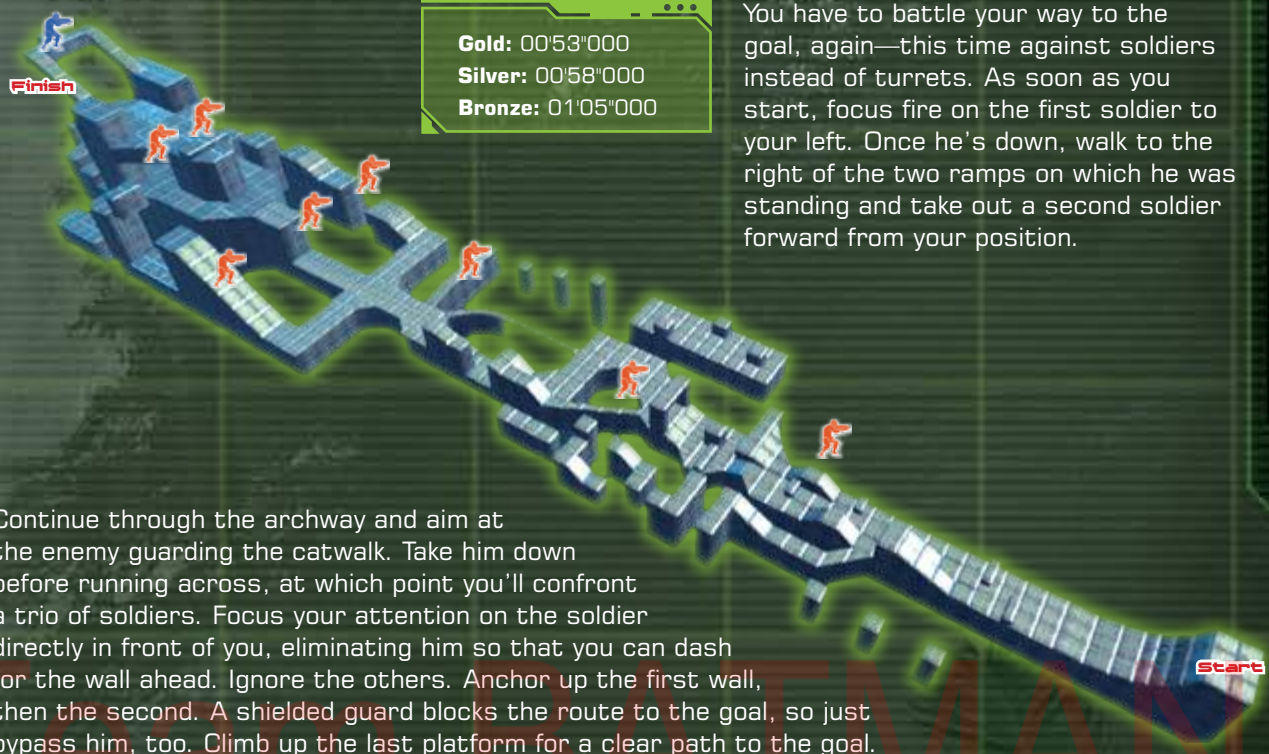


Gold: 00'53"000
Silver: 00'58"000
Bronze: 01'05"000

Now for your first live-fire exercise. Zebet proximity turrets are scattered about the level and shoot on sight. The trick here is to know when to destroy or ignore them. The first three Zebet sensor towers have to be taken out, otherwise the synced turrets will tear you up. Set your sights on the first sensor tower as you hop down from the starting platform. Continue up the ramp where the sensor was located and zero in on another one ahead. You want to drop down and fire on it while using the ramp to your right as cover from enemy fire.

Make your way through an archway, turning to aim at a third tower to the right. It should explode just as you reach the narrow catwalk, which leaves you free to sprint across. Anchor up the wall ahead, ignoring the tower and turrets at the top—forget going to the sides and just go up the second wall. There's a sensor up here, too, but ignore it and Anchor to the top platform to reach the goal.

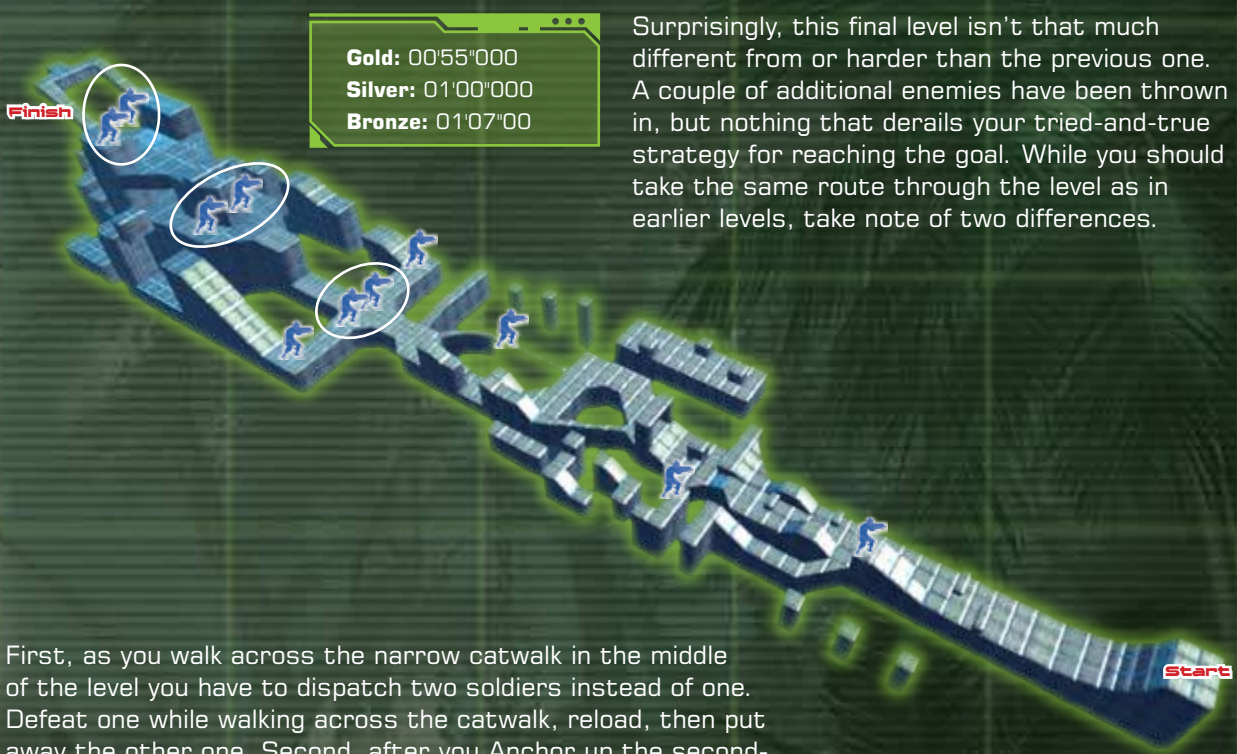
Stage 1, Level 4



Continue through the archway and aim at the enemy guarding the catwalk. Take him down before running across, at which point you'll confront a trio of soldiers. Focus your attention on the soldier directly in front of you, eliminating him so that you can dash for the wall ahead. Ignore the others. Anchor up the first wall, then the second. A shielded guard blocks the route to the goal, so just bypass him, too. Climb up the last platform for a clear path to the goal.

You have to battle your way to the goal, again—this time against soldiers instead of turrets. As soon as you start, focus fire on the first soldier to your left. Once he's down, walk to the right of the two ramps on which he was standing and take out a second soldier forward from your position.

Stage 1, Level 5



First, as you walk across the narrow catwalk in the middle of the level you have to dispatch two soldiers instead of one. Defeat one while walking across the catwalk, reload, then put away the other one. Second, after you Anchor up the second-to-last wall near the goal, move as fast as you can to make it up the final wall. Two guards equipped with Flamethrowers will try to roast you, so move out of reach as soon as possible.

Surprisingly, this final level isn't that much different from or harder than the previous one. A couple of additional enemies have been thrown in, but nothing that derails your tried-and-true strategy for reaching the goal. While you should take the same route through the level as in earlier levels, take note of two differences.

TRAINING MODE

Intro

Basic

Campaign

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LOST PLANET²

Prima Official Game Guide

Stage 2, Level 1

Gold: 01'00"000

Silver: 01'05"000

Bronze: 01'15"000



You have a choice between two routes in the first half of this level. Heading right shaves a few seconds if you're an ace with the Anchor, but going left is simpler. Make the decision whether to go left or right before activating the timer because you want to pull yourself up the initial incline on the corresponding side in order to save a couple seconds.

Go left, and as the path comes back toward the center of the level, follow the red arrow down. Heading right means dashing down a similar corridor; however, instead of continuing forward, take the second pathway on the left. Use the Anchor to pull yourself across to the platform the red arrow is pointing at.

Crouch to advance through the crawlspace underneath the arrow. Dash up the big hill on the other side, moving to the far left side as you do. Once you're at the top, jump down—don't jump out far from the edge, though—then twirl around and pull yourself up to the goal.

Stage 2, Level 2

Gold: 01'05"000

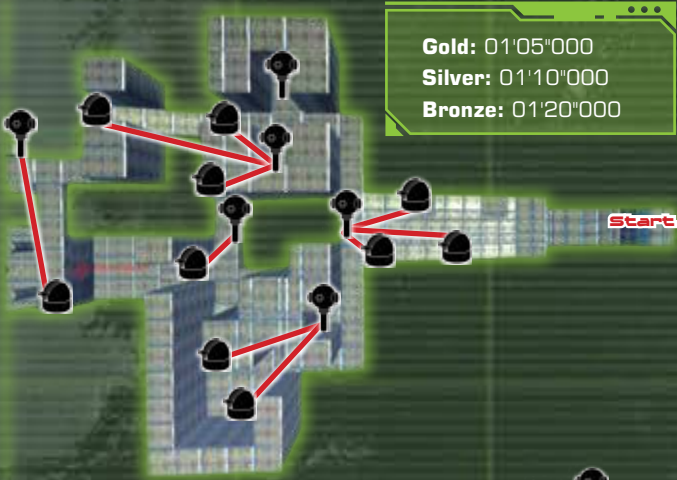
Silver: 01'10"000

Bronze: 01'20"000

Opting for the right path results in a faster finish thanks to fewer obstacles. Dash up the first hill, forgoing the Anchor until you're within grappling distance of the second platform on the right. Pull yourself up, then race through the corridor on the right. Jump over any sandbag barriers or use the Anchor on the walls. Swing yourself down to the crawlspace indicated by the red arrow, noting the twin presses blocking the way. Learn their rhythm in order to pass by without getting smashed. Run up the last hill and drop to the goal below.

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Stage 2, Level 3



Gold: 01'05"000
Silver: 01'10"000
Bronze: 01'20"000

Sticking to the same route charted in the previous two levels makes for a straight-forward run, even if you have to deal with several Zebet turrets along the way. Begin by shooting out the first one directly across from your starting position using the sanctioned Rifle. Ignore the one to its left since the plan is to head right. After ascending the hill, take out a second sensor located on the platform behind and below the one you just destroyed, clearing the area ahead for later.

Continue to the right, preparing yourself for a bit of gunfire as you turn into the corridor. Disable the Zebet turret at the opposite end by obliterating the corresponding sensor in the first alcove to the left. Continue to the crawlspace beneath the giant red arrow.

As you advance through the crawlspace, fire at the Zebet sensor at the far end. When you emerge, a turret will fire on you from above, but keep your back to it and dash up the ramp. You can spot three sensors at the top, but you don't need to worry about them. There aren't any turrets behind them and you can simply dash to the top and drop down to reach the goal.

Stage 2, Level 4



Gold: 01'07"000
Silver: 01'12"000
Bronze: 01'22"000

Good thing you still have a Rifle, because soldiers replace turrets this time around. Nail the four guys visible from the starting platform: three at center and a fourth stationed to the right. Once you're at the top of the incline, continue right and deal with another soldier at the end of the corridor. Anchor down to the crawlspace to proceed.

Instead of a sensor and a couple of turrets, you have to square off against a pair of soldiers on the other side of the crawlspace. Snipe them before emerging, then take out a second set of soldiers midway up the hill. Kill them before running up. When you reach the top, expect heavy fire from three soldiers. Don't try to take them all out; instead, eliminate one or just make a run for the edge and drop to the goal. As long as you didn't take much damage earlier in the level, you ought to make it through.

TRAINING MODE

Inter

Basic

Campa

Onlin

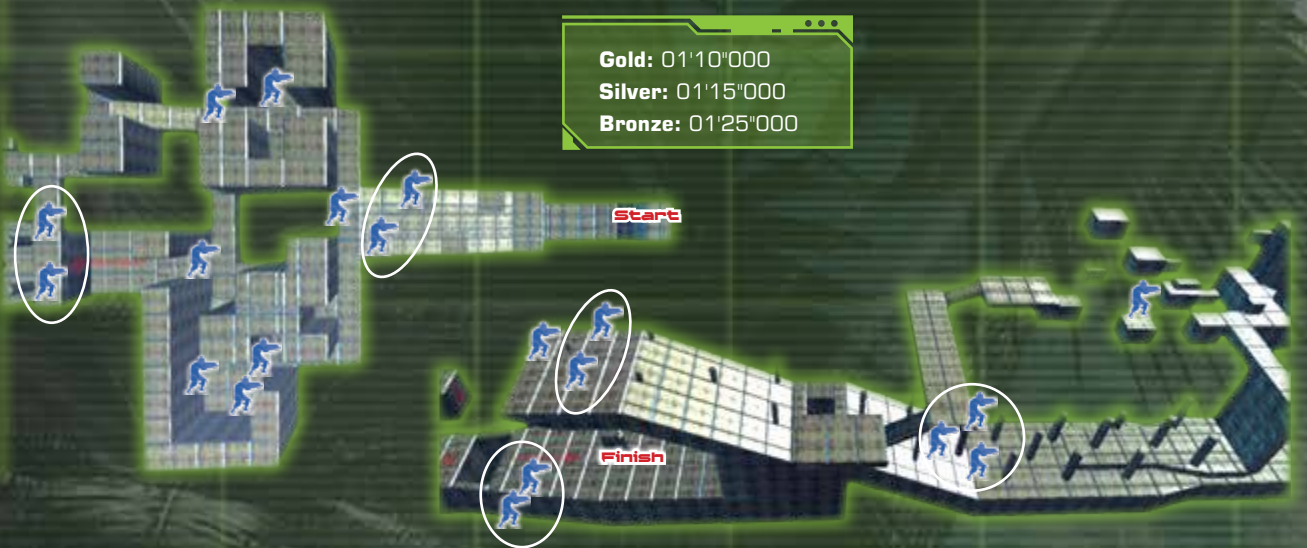
Training Mode

ix

LOST PLANET²

Prima Official Game Guide

Stage 2, Level 5



If at first they don't succeed, these guys try, try again. Enemies are stationed in the same spots as in Level 4, but this time they're carrying more powerful weapons. Lasers and Rocket Launchers are eye-opening experiences if you aren't careful. Follow the same strategy as before, dispatching the soldiers visible from your starting point and then making your way to the crawlspace. After you clear the two guards on the other side and emerge at the bottom of the incline, make a run for it. The Rocket Launcher-equipped enemies will fire at you, as well as one with a Laser, but their rate of fire is slow enough that you can outrun them. At the top, completely ignore the beefed-up bad guys and drop to the goal.

Stage 3, Level 1

Gold: 0'50"000

Silver: 00'55"000

Bronze: 01'05"000



This stage may seem like a pipe dream, but the route to the goal is surprisingly direct. Start by dashing across the first pipe. After it dips and you've hopped over the second ring, the pipe curves. Look down to see another pipe near a platform emblazoned with an arrow. Jump down to that pipe.

Look ahead to spot a row of pipe openings. Eying the opening farthest to the right, dash until you're close enough to Anchor your way in. You can also run around to the side of the opening and jump if you find grappling too tricky.

At the bottom of the pipe is a launcher. Propel yourself across the gap; as you begin descending, position yourself to the left of the covered walkway but slightly to the right of the cylindrical platform in the middle. Underneath that cylinder is the goal, and you want to land on a small ramp next to it. Succeed and it's a small hop from ramp to goal.

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[BASIC TRAINING](#)

[ADVANCED TRAINING](#)

Stage 3, Level 2

Gold: 00'55"000
Silver: 01'00"000
Bronze: 01'10"000

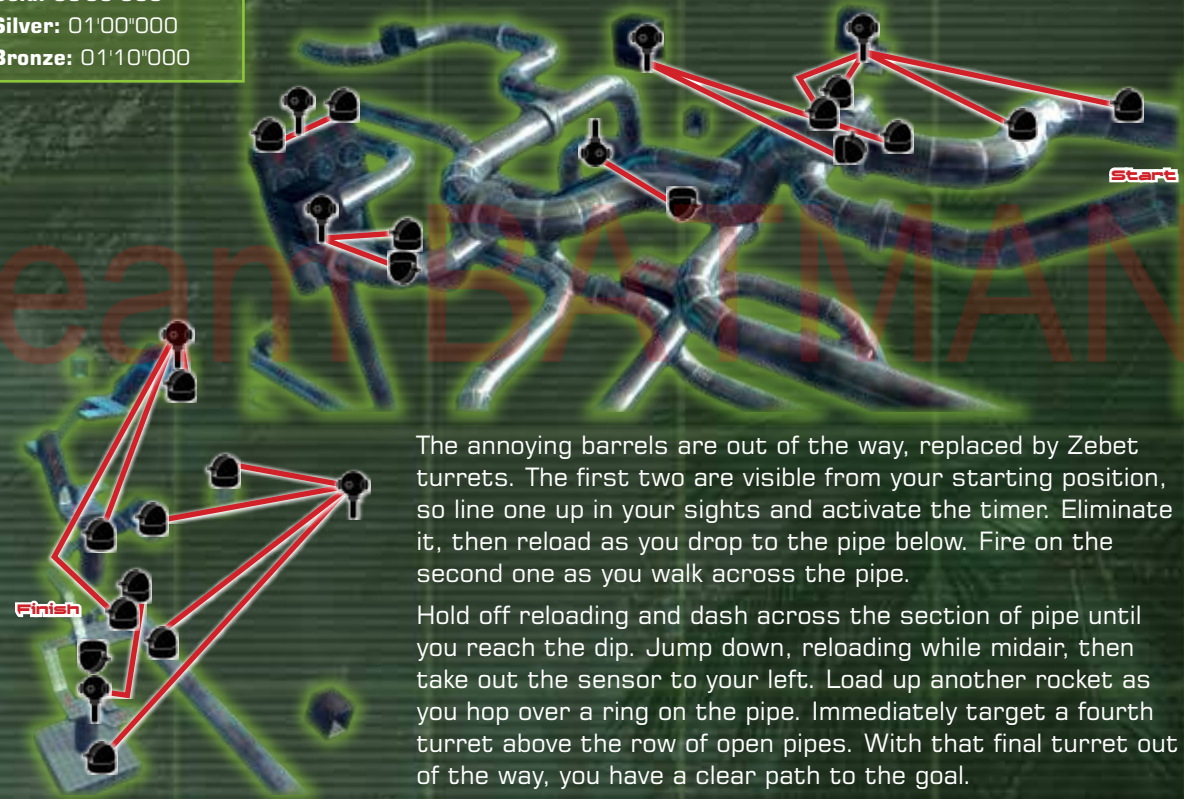
Barrels and a few sections of chain-link fencing attempt to halt your progress, but they're actually easily circumvented. Stick to the outlined route and run to the side of any barrels resting on the pipes.

A row of chain-link fences midway through the level makes it even easier to run across the pipes because you can dash while sidling up against it.

Before dropping down the open pipe farthest to the right, shoot out the barrel blocking the way with the Rocket Launcher. Once at the bottom, launch yourself to the goal.

Stage 3, Level 3

Gold: 00'55"000
Silver: 01'00"000
Bronze: 01'10"000



The annoying barrels are out of the way, replaced by Zebet turrets. The first two are visible from your starting position, so line one up in your sights and activate the timer. Eliminate it, then reload as you drop to the pipe below. Fire on the second one as you walk across the pipe.

Hold off reloading and dash across the section of pipe until you reach the dip. Jump down, reloading while midair, then take out the sensor to your left. Load up another rocket as you hop over a ring on the pipe. Immediately target a fourth turret above the row of open pipes. With that final turret out of the way, you have a clear path to the goal.

TRAINING MODE

Inter Basic Camp Onli Training Mode ix

LOST PLANET²

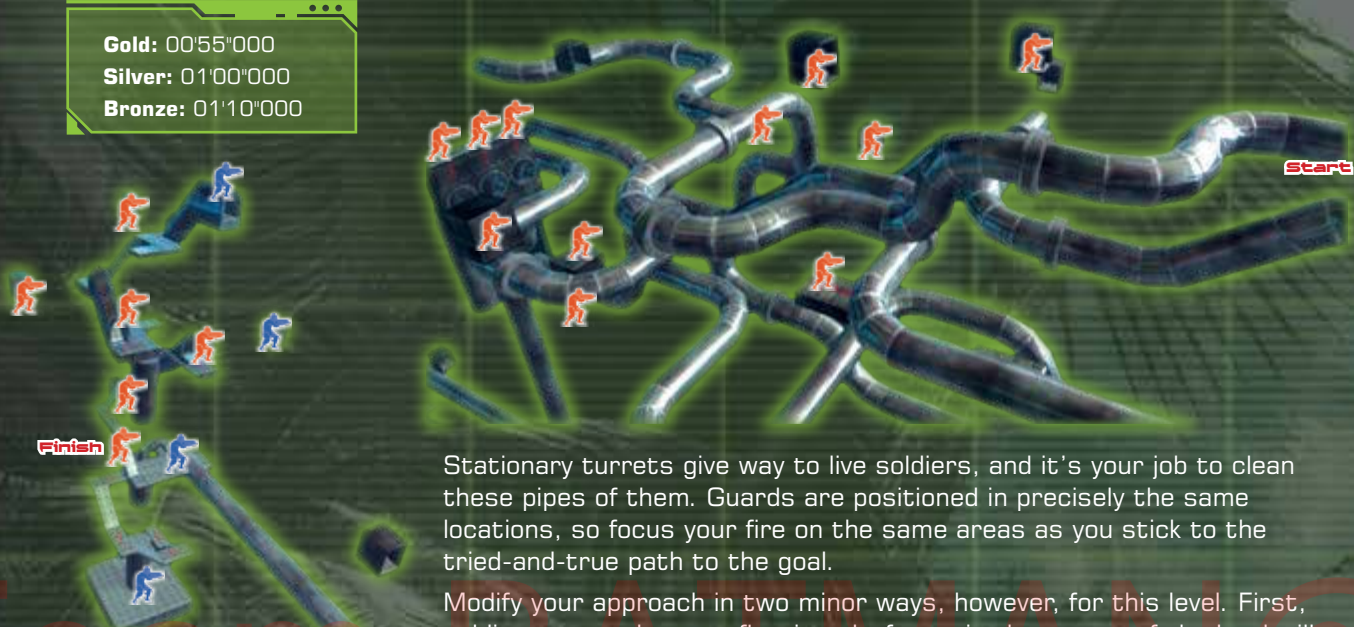
Prima Official Game Guide

Stage 3, Level 4

Gold: 00'55"000

Silver: 01'00"000

Bronze: 01'10"000



Stationary turrets give way to live soldiers, and it's your job to clean these pipes of them. Guards are positioned in precisely the same locations, so focus your fire on the same areas as you stick to the tried-and-true path to the goal.

Modify your approach in two minor ways, however, for this level. First, soldiers camped out on floating platforms in the center of the level will fire at you—don't allow yourself to be distracted by them. Second, three soldiers atop the row of open pipes can be taken out with a single rocket. Aim for the middle man and the blast will knock all three out.

Stage 3, Level 5

Gold: 00'55"000

Silver: 01'00"000

Bronze: 01'10"000



Enemies return with better weapons and are positioned in harder-to-target spots in this final level of Stage 3. As before, zero in on your first target from the starting platform. He's no longer sequestered inside the box—you have to be precise in your targeting since he's standing on top of it. Jump down, then carefully aim at the second soldier.

You're given a brief reprieve since there's not a third soldier in the box to your left, though you do have to deal with a split pair of guards atop the row of open pipes. Instead of trying to get them in a single shot, take each out individually as you make your way across the pipes. When you drop onto the second pipe, ignore the enemies firing at you to reach the open pipe. Although their shots are powerful, they're slow and easy to outrun. Once you drop down the pipe, you're good for the goal.

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Stage 4, Level 1

Gold: 02'30"000
Silver: 02'40"000
Bronze: 02'55"000



As much a driving test as it is an obstacle course, this stage puts your Vital Suit piloting skills to the test. Rev up the Evax Vital Suit and zip along at ground level, going across a small bridge to reach the base of the looming tower. There's another Vital Suit—a double-jumping Faze—sitting above you on a platform to your left. Anchor up there, then buckle up inside.

Make your way up the tower to find a ladder. Exit the Vital Suit and climb the ladder, sprinting to the Osprey helicopter-like Vital Suit parked at the top. It helps to press down on the Dash button while you're still climbing the ladder so that you start dashing as soon as you stand up. Maneuver through the field of electrified tubes. You obviously want to avoid bumping into them, unless you fancy getting a health-draining jolt of electricity. Descend to the landing zone at the other side of the airfield, noting a Hardballer Vital Suit waiting to be revved up.

Hit the launch pad right after activating the Vital Suit; it sends you soaring toward the end of the level. It's straightforward at this point: Jump and boost yourself across the open space. As you approach the end, land atop walls to avoid having to walk through the paths below. Clear the second wall and you'll see the goal.

Stage 4, Level 2

Gold: 02'40"000
Silver: 02'50"000
Bronze: 03'05"000

The addition of metal barriers makes navigating this lengthy stage a bit of a chore, but it's not much harder than before. It's essential that you look ahead to plot your next move, because many of the barriers have been placed specifically to obstruct the optimal route. Begin with the Evax Vital Suit, being mindful to take a sharp right turn as you circle around the raised platform in the center. If you don't bank hard enough around that corner, you end up boxed in by barriers.

When you transfer to the Faze Vital Suit, work to position the camera so that you get a view of the next platform you will be jumping up to. Nearly all of the steps building to the pinnacle of this tower have been blocked by barriers. It's not difficult to bypass them—jumping up a few feet to one side usually does the trick—but if you're blindly jumping up and end up being surprised by a barrier, you're liable to lose precious seconds jumping a second time. Once you reach the ladder leading up to the Osprey, you're essentially clear. Navigating through the electrified field is no different than before, and the barriers littering the final section are hardly of concern. As long as you jump and boost your way through the closing third of the level, the barriers don't pose a threat.

TRAINING MODE

Inter Basic Camp Onli Training Mode ix

LOST PLANET²

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Stage 4, Level 3

Gold: 02'45"000

Silver: 02'55"000

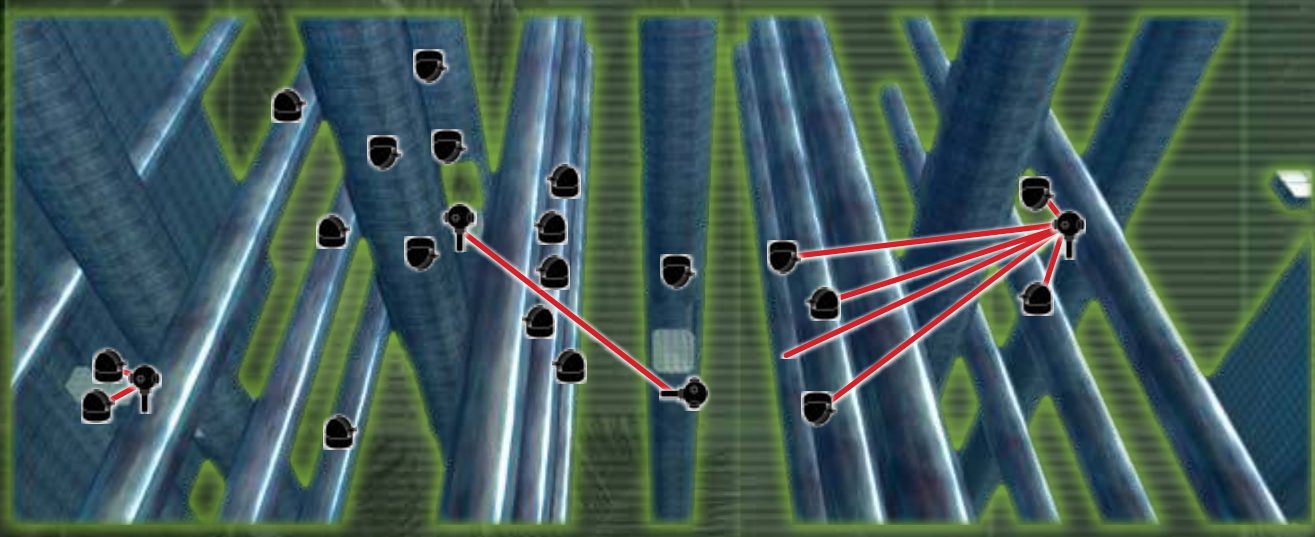
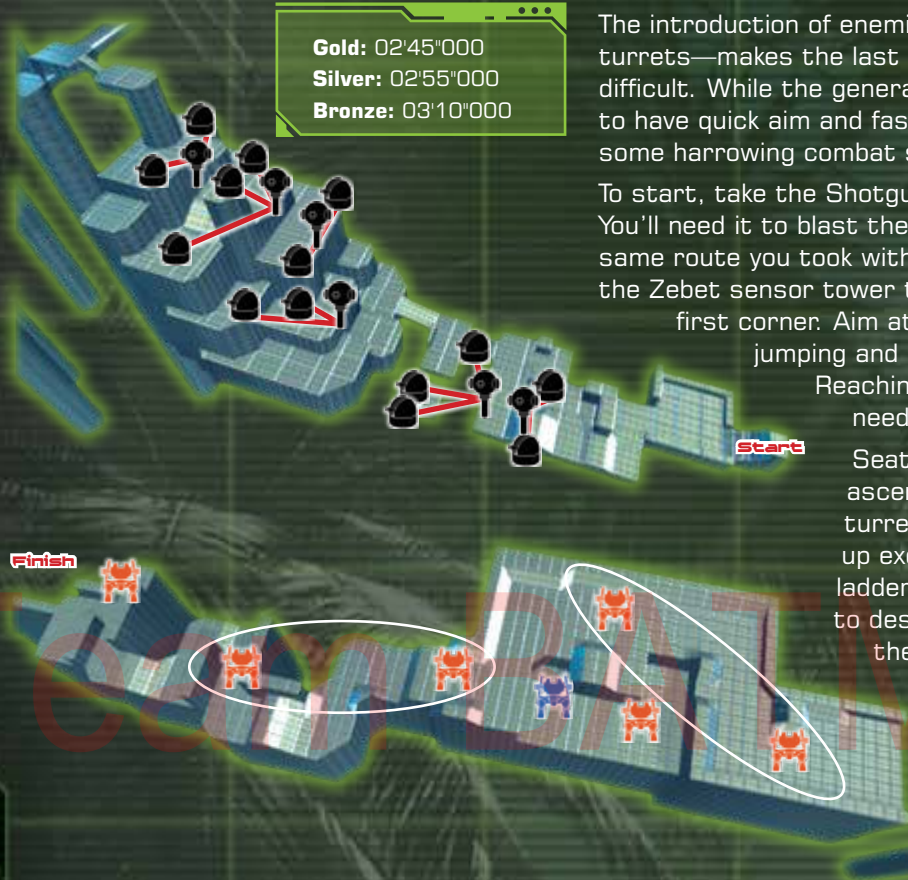
Bronze: 03'10"000

The introduction of enemies—in this particular case, Zebet turrets—makes the last three levels of this stage quite difficult. While the general route remains unchanged, you need to have quick aim and fast reflexes to pull yourself through some harrowing combat scenarios.

To start, take the Shotgun-outfitted Bleed Vital Suit for spin. You'll need it to blast the turrets up ahead. Stomp along the same route you took with the Evax, setting your sights on the Zebet sensor tower that comes into view as you turn the first corner. Aim at a second turret to the right before jumping and boosting to the platform ahead.

Reaching the Faze Vital Suit takes a hop—no need to boost.

Seated in the second suit, you can ascend the tower. Ignore all of the turrets that shoot at you on the way up except for the final set guarding the ladder to the third Vital Suit. You have to destroy this one so you can climb up the ladder. To do this, jump onto the platform and quickly fire your Vital Suit's Laser. If you get pushed off the ledge, jump back up and finish the job.



At the top of the ladder sits a small Fastrey Vital Suit—no Osprey this time—that you must take through the electrified tube field, which is now guarded by turrets. You can avoid their deadly rockets by veering far to the left. You still have to destroy the turret on the landing zone before exiting and buckling up in the final Vital Suit. Wipe the sweat from your brow because you're almost there. This final section is the easiest part of the level. Jump and boost your way past the turrets stationed here; there's no need to bother engaging them since it will waste more time than it's worth. Just hightail it to the goal.

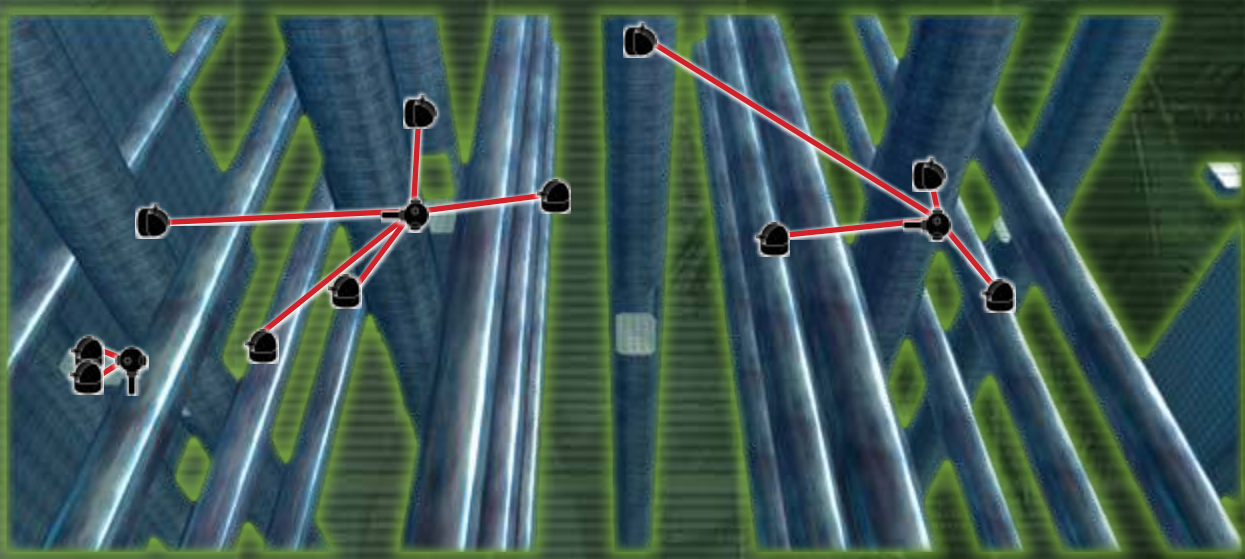
primagames.com

Stage 4, Level 4



Gold: 02'50"000
Silver: 03'00"000
Bronze: 03'15"000

VS vs. VS—it's a Vital Suit showdown in this level. Turrets have been relieved of duty by squads of Vital Suits that make this level a true test of skill. Fortunately, the strategy for surviving the course remains largely similar. The opening section is straightforward: Buckle into the Bleed Vital Suit and ignore the two enemy patrols as you make your way to the base of the tower. Strap into the next Vital Suit, also ignoring the first few enemy units as you jump up the side of the tower.



When you reach the ladder, eliminate the two Vital Suits camped next to it to ensure you don't get shot at while you scale the wall. You're likely to come under some fire while climbing, but if those two Vital Suits are down you can make it to the top. Navigating the electrical field is harder this time because you're back in the Osprey. You can still skirt much of the mayhem by flying to the far left. Of course, you need to destroy the turrets on the landing pad before exiting and zipping on over to the Hardballer.

To finish the level, don't engage any of the enemy Vital Suits in the final section. Just jump and boost your way to the goal, as in previous levels.

TRAINING MODE

Inter Basic Campa Onlin Training Mode

LOST PLANET²

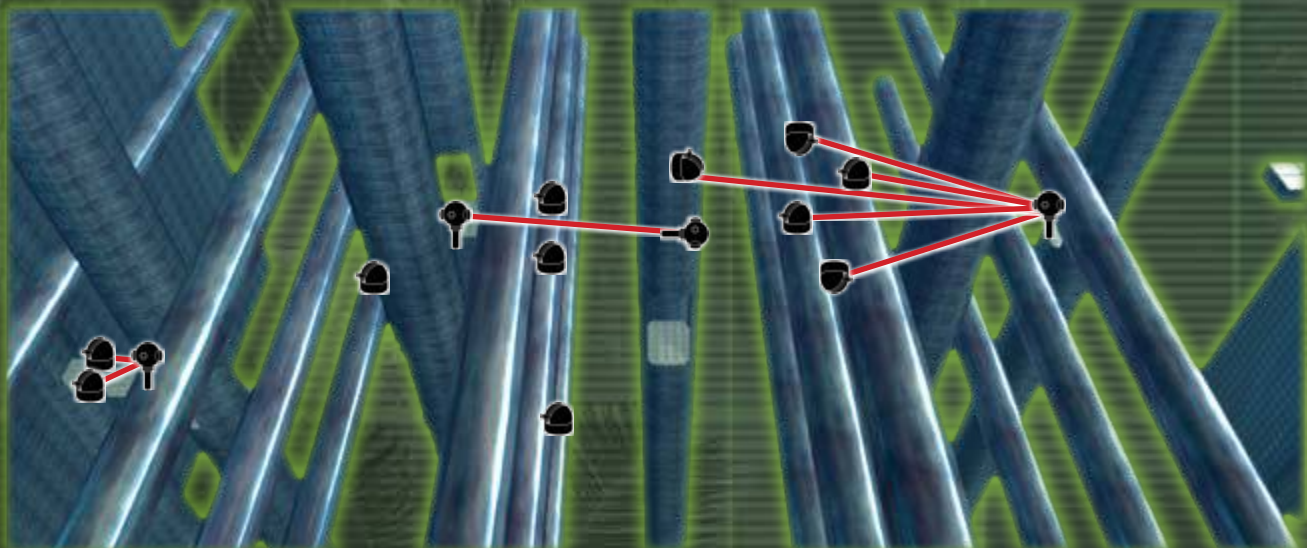
Prima Official Game Guide

Stage 4, Level 5



Your Vital Suit pals aren't throwing in the towel without giving it that old college try. In this last level, they're carrying more powerful weapons and are protected by barriers. After revving up the first Vital Suit, walk toward the platform directly in front of your starting position. The barrier on top is meant to dissuade you from jumping up, but you can actually leap and bypass it at the right. Keep moving to avoid being blasted by a Vital Suit Stun Beam that will eat up valuable time.

Once you're in the second Vital Suit, bounce up the tower, jumping to the side of one lonely barrier halfway up. When you reach the ladder, you face a new enemy: a four-legged Cakti. Maintain a reasonable distance and fill it with lead. A few shots should be enough to put it out of its misery, after which you can scurry up the ladder.

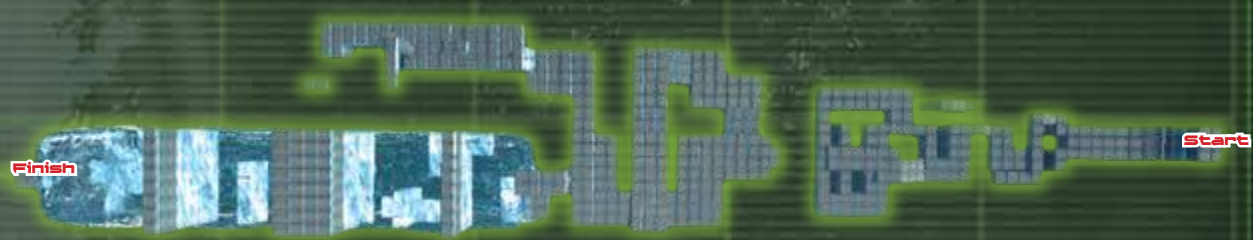


The next two sequences play out largely the same as in previous levels, although the turrets and Vital Suits are much stronger. In the Osprey, make sure to take the farthest route on the left, and constantly move to evade incoming rocket fire. Finally, as you boost toward the goal in the Hardballer, ignore all enemy Vital Suits except for one final unit stationed in front of the goal. Use your rocket to blast it out of the way—if you don't, it'll prevent you from jumping by shooting you with its gun.

[Basic Training](#)

[Advanced Training](#)

Stage 5, Level 1



Gold: 01'05"000
Silver: 01'10"000
Bronze: 01'20"000

Splish, splash, you're going to be taking a bath in this next stage, which features a giant floating pool of water. Dash as soon as you recover from your jump off the starting platform, then Anchor up and over the first platform. Run up the ramp, jump over the gap, then look up to Anchor onto a platform on the left. Pull yourself up, then make a running jump off the end. Speed on over to the wall at your left.

Instead of going over the wall, swing around it by Anchoring to the far corner and pulling yourself around. By doing that, you save a few seconds and put yourself right at the water's edge. From there, you can hook yourself onto a platform submerged in the floating pool of water. Make sure you go underneath any obstacles as you swim through the pool. You know you're close to the goal when you see the edge of the pool and a series of tiered platforms. The first is still underwater, but you want to stand on it so you can grapple onto the higher one. From here, aim for the pillar the goal rests on to finish in time.

Stage 5, Level 2

Gold: 01'15"000
Silver: 01'20"000
Bronze: 01'30"000

With chain-link fences obstructing the optimal route, you have to use some clever workarounds in this level. Get a good sprint going at the start; instead of Anchoring yourself up to the first ledge (which is now blocked by a fence), you want to pull yourself to the lower level. Swivel to your right as soon as you're across to hook onto an incline that will get you past another fence.

Put yourself at the left corner at the top of this incline and aim your Anchor at the opposite platform. Build momentum for a running jump, landing below the set of fences. Here's where it gets tricky. Swing yourself around the fences by Anchoring to either the left or right corner and maneuvering yourself during the jump. Race over to the big wall to the left and swing yourself to the other side as in Level 1. Pull yourself into the water by Anchoring to the platform ahead. Now you can move through the pool, swimming around fences to reach the goal.

TRAINING MODE

Inter

Basic

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ix

LOST PLANET²

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Stage 5, Level 3

Gold: 01'20"000

Silver: 01'25"000

Bronze: 01'40"000



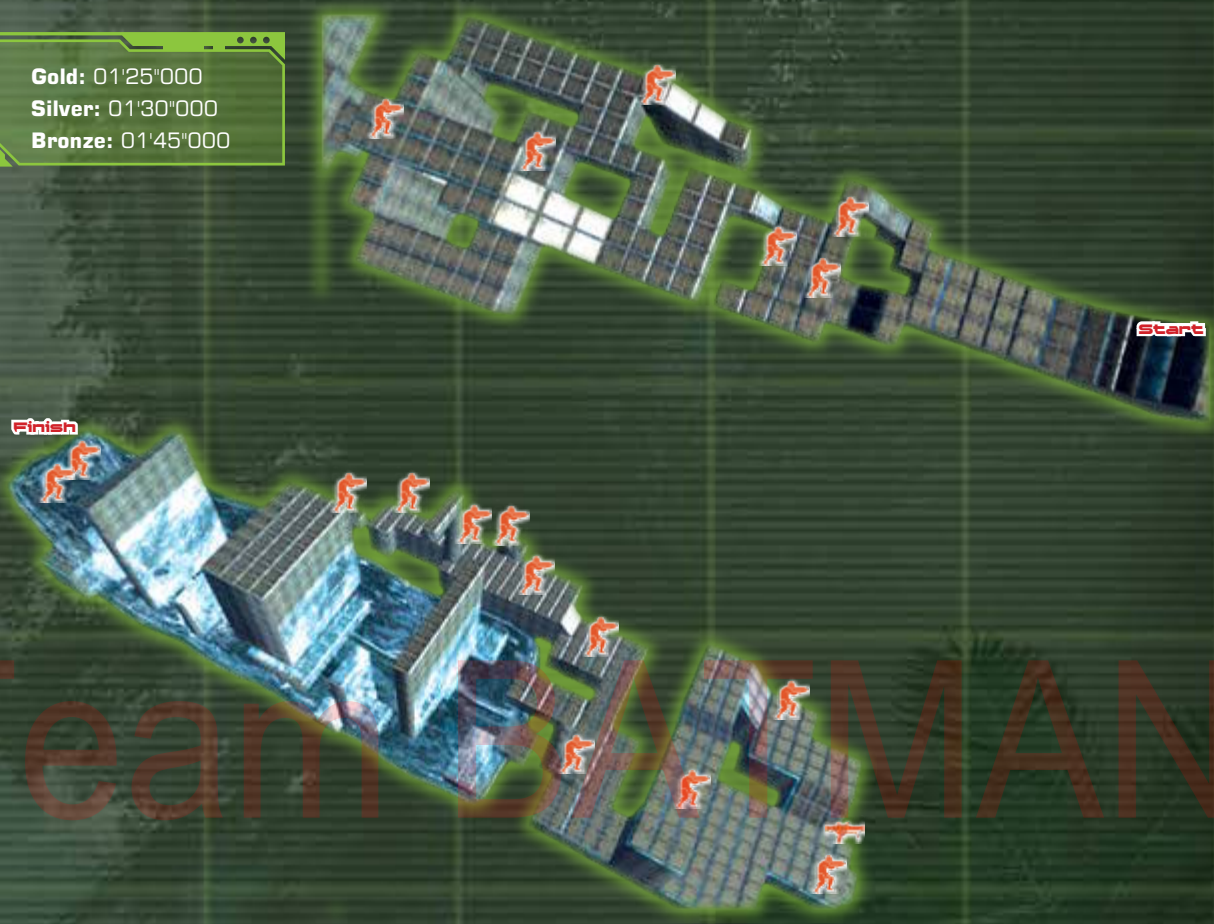
Sharks in the water—Zebet turrets make wading in the pool a dangerous prospect. Begin by taking out the first sensor with a couple of shots from your Rifle. Advance carefully up the incline to the right, popping up to shoot at a second sensor farther ahead. Three turrets will fire at you, so take a shot, then take cover until you destroy the attached sensor.

Make your way to the next raised platform, from which you can hone in on the third Zebet sensor in the distance. Taking it out is essential because it controls a quartet of turrets that will tear you to shreds. Gain some momentum and jump off the platform to the next area, where you can pick up a Rocket Launcher. Dash forward, then swing around the wall to reach the water's edge. Fire a rocket through the water (don't worry, they're water-resistant) to destroy a sensor above you. Now it's safe for a dip, but reload your Rocket Launcher before you dive in.

It's not a clean sweep to the goal, though. As you swim, move to the right of the pool, away from a turret that fires at you. Behind a set of platforms is the controlling tower, which can be taken out with a rocket. Once it's toast, you can paddle to the goal.

Stage 5, Level 4

Gold: 01'25"000
Silver: 01'30"000
Bronze: 01'45"000



You have some buddies who want to hang out with you in the pool, but making it to the goal in time means taking them out. Instead of dashing off right from start, hang back and snipe the first few soldiers from a distance. With those guys out of the way, you can move up safely. Of course, there are more enemies up ahead. Take out the guy in front of the ladder next to the pool of water, then another one next to the location of the Rocket Launcher if you haven't sniped him already. Drop down, grab the Rocket Launcher, and swing over to the water's edge as in the previous level.

Swim toward the goal, prepared to fire a rocket at two soldiers guarding it. You only get one shot at this because reloading for a second attempt will cause you to sink and fail the level. It's best to stand in the small alcove in the water back from the goal and aim between both guards. Firing while swimming is possible but much harder.

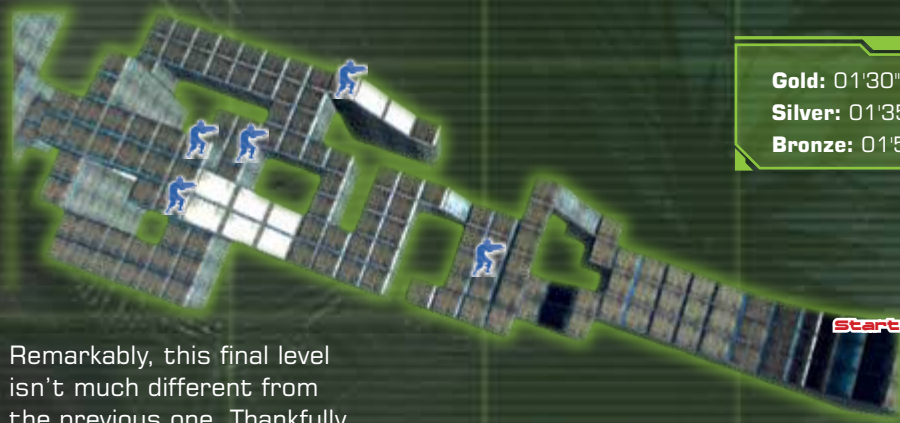
TRAINING MODE

Inter Basic Camp Onli Training Mode ix

LOST PLANET²

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Stage 5, Level 5



Gold: 01'30"000

Silver: 01'35"000

Bronze: 01'50"000

Remarkably, this final level isn't much different from the previous one. Thankfully, there are fewer enemies, but the catch is they're much stronger. Instead of bullets, they're packing some serious heat: Rocket Launchers and Stun Beams. Follow the same strategy as before—wipe out soldiers from the starting platform at a distance, then move up to clear the rest. Grab the Rocket Launcher and dive into the water. Two guards are waiting for you near the goal, so aim carefully to nail your one chance at clearing them out of the way.



Advanced Training

Stage 1, Level 1

Gold: 01'05"000

Silver: 01'10"000

Bronze: 01'20"000

Mobile phone reception is terrible inside Lost Arena, so in this first Advanced Training stage you've been given the illustrious task of activating six Data Posts. Okay, not really, but it sure would make this short level more exciting!

Although they're numbered, finishing with the fastest possible time means hitting up the Data Posts out of numerical order. You can see the positions and numbers of the posts on the mini-map in the upper-right corner. Start the clock and activate the first post, then head to the left and Anchor up to post 6. After this one goes live, resume numerical order by running over to post 2. Posts 3 and 4 are in line of sight from each other, though completing the exercise by activating post 5 requires Anchoring and jumping over a tall wall.

Stage 1, Level 2

Gold: 00'40"000
Silver: 00'45"000
Bronze: 00'55"000

Shooting 20 dummies tossed into the air is your goal in this quick exercise. To minimize your time, stand atop the yellow triangle on the floor near where you start the clock. Look down to the ground and aim your sights at the fourth diamond to either side of the square platform in the center. The dummies appear randomly from the left and right, but they always pass by these two spots. When you see a dummy, move the reticle to the corresponding diamond and fire. Save time by firing in short bursts, which prevents excessive reloading.

Stage 1, Level 3

Gold: 00'45"000
Silver: 00'50"000
Bronze: 01'00"000

Another array of dummies must be shot in this level, though it's run-and-gun instead of stationary shooting. Twenty dummies pop up next to each of the Data Posts you activated in Level 1. Move to each post in numerical order while noting dummy positions on the mini-map; they appear as blue stars. None are placed in particularly tricky locations, and as long as you're noting their positions on the mini-map and firing in short bursts to minimize reloading, you should come in well under time.

Stage 1, Level 4

Gold: 02'00"000
Silver: 02'30"000
Bronze: 03'30"000

You have more than three minutes to kill 10 computer-controlled competitors, which

sounds like plenty of time—but only if you work quickly. Since each AI opponent behaves unpredictably, adhering to the following tips will help you rack up fast kills and avoid getting fragged yourself.

First, always be on the move. If you stand still, you're an easy target for the bots running around the arena. Second, grenades are your friends. Learn to predict enemy movements and chuck grenades so that they are caught within the blast radius. Even if you can't obliterate opponents with a grenade, it can serve as a distraction that forces them to move away from the blast. That enables you to predict their next move and makes them easier to target.

Third, activate a Data Post. This marks the position of every bot on the map, making it much easier to locate targets. Finally, hang around any of the spawn points. Since enemies re-enter the match from these locations, you can rely on a constant stream of bots.

Stage 1, Level 5

Gold: 15,000
Silver: 13,000
Bronze: 10,000

Points, not time, determine your medal in this free-for-all match. You have five minutes during which to accumulate a minimum of 10,000 points. You are awarded 500 points for each kill, as well as for activating the arena's sole Data Post (the other five have been removed for this exercise). Die, however, and you lose 500 points. Since you begin with 10,000, you just need to maintain that balance. The easiest way of nabbing points is to activate a Data Post, let a bot capture it, then reactivate it for 500 points. Don't try hiding because the bots will find you; instead, use these tactics and you shouldn't have any trouble holding your own.



Prima Official Game Guide

Stage 2, Level 1

Gold: 01'18"000
Silver: 01'23"000
Bronze: 01'35"000

Data Post activation is tough in this level due to the distance separating each post, which makes it impossible to spot

them on the mini-map. Achieving an optimal time is a matter of anticipating the next post and running quickly through the snow. After activating the first post, scurry over to the building on your right. Anchor onto the roof for the second post. Swivel around to the southeast end of the map and run toward the third post, in front of the giant metal door.

Follow the brick and wrought-iron fence eastward until you reach an opening. Jump down and walk into the building on your left to find the fourth post. Exit through the door you entered and run toward the brick wall to the north. Left of the boarded-up shack is an opening in the wall to jump through. Dash through the metal gate in the direction of a fallen tower, behind which is the fifth and final post. Anchor onto the tower, then jump over it and activate the post.

Stage 2, Level 2

Gold: 00'45"000
Silver: 00'50"000
Bronze: 01'00"000

It's a snowy shooting gallery in this second level, with dummies set in the distance for you to pop with a Rifle. Good aim

is critical here because you're given only 20 bullets with which to destroy exactly 20 targets. And as if that isn't hard enough, the dummies don't appear on the mini-map because they're too far away.

Start by aiming at the first dummy, located on the roof of the building directly across from your starting position. The next four dummies appear on that roof as well, followed by another on the staircase to the right. Move your sights down from the stairs to nail another dummy at the building's edge. Turn slightly to the right to shoot the next dummy, which pops up at the wooden sandbag box. It's hard to see because it blends in with the

wood, so be certain you're aiming at it and not just shooting the box. After you eliminate that dummy, another appears atop the sandbags. Aim to the right for another one.

On top of the second wooden sandbag box is a dummy, followed by one to the right of the same box. Shooting it requires walking a couple of paces to the right to clear the metal tower blocking your view. As soon as you make that move, a dummy appears on that metal tower. To the west of the tower on the ground near a dilapidated brick wall is the next dummy, along with another behind it. The next two dummies can be found at the edges of the wooden sandbag box behind the brick wall. Nail yet another that appears on top of the adjacent box to the west. Finish the level by shooting the final two dummies on the rooftop closest to you.

Stage 2, Level 3

Gold: 01'05"000
Silver: 01'10"000
Bronze: 01'20"000

You can't always pinpoint the dummies using the mini-map in this level because they're spread far apart. Nevertheless, follow the same route as when you activated the posts in Level 1 since they appear in roughly the same locations. The first nine dummies are easily spotted as you trundle past the first three Data Posts. Pay close attention after reaching post 3. As you approach the

opening in the brick wall north of the post, aim at a dummy on the roof of the building. When you reach the opening, jump to the second level of the adjacent building and pop your head inside to shoot a dummy.

Go back outside, drop to ground level, and then fire on two dummies next to the Data Post. Eliminate a third dummy near the stairs before flipping around and shooting another in the door on your way out. Follow the edge of the building toward the brick wall, taking out two dummies that appear. Upon reaching the corner of the building, turn left and look up to fire on a pair of dummies. Hop over the broken section of the brick wall, then run through the metal gate. Destroy the dummy in the distance and then another as you crest over the snowbank before the fallen metal tower. Anchor onto the tower to leap over it, shooting at the final three dummies surrounding the Data Post while in the air.

Stage 2, Level 4

Gold: 02'30"000
Silver: 03'00"000
Bronze: 04'00"000

While the tactics remain identical for this level as they were for Stage 1's bot battle, the map requires special consideration. You want to avoid traipsing across the open snow fields. These dangerous areas leave you vulnerable to enemy fire from every angle. Instead, stick to the main building complex where you activated Data Post 4 in Level 1. In this area, you can trap enemies in corners with grenades and Anchor onto a rooftop out of the way of heavy fire, if necessary. Activating a Data Post can help by marking enemy locations on the mini-map.

Stage 2, Level 5

Gold: 15,000
Silver: 13,000
Bronze: 10,000

Activating Data Posts is an easy way to earn points during this battle, but you're better off eliminating enemies for points. It's quicker, and as long as you stay around the central building complex, you shouldn't have trouble running into bots to kill. The high spawn rate near the building is such that you can rack up points for a gold without much trouble. Plasma Grenades are extremely useful for paralyzing a bot and then riddling it with bullets. It's even better to plot use of Plasma Grenades so that you catch more than one enemy in the blast. After you've thrown one and seized up an opponent, chuck another to keep your target paralyzed after the first grenade wears off.

Stage 3, Level 1

Gold: 01'05"000
Silver: 01'10"000
Bronze: 01'20"000

You can't see any Data Posts when you start this level—either in your line of sight or on the mini-map—but don't fret. The posts are lined up in two accessible rows, with a seventh in the center of the map. The best time can be achieved by Anchoring to the first platform to the left to activate Data Post 1. The other posts pop up on the mini-map as soon as you do. Activate the remaining posts in this order: 6, 3, 5, 2, 7, 4. Minimize use of the Anchor except at the beginning of the level and when pulling up to Data Post 5.

Stage 3, Level 2

Gold: 01'10"000
Silver: 01'15"000
Bronze: 01'25"000

Grenades are your friend in this dummy-destroying stage. The maze-like layout of the arena ensures that

you can note the position of each dummy on your mini-map, but there's a catch: Nearly all of them are situated behind walls, leaving grenades your only option for taking them out. Dash to start the timer and continue to the edge of the platform to shoot the first dummy. Pick up more grenades—you don't need them now, but you will later—and swivel to the southeast to destroy a pair of dummies hidden behind a wall. Put your reticle at the yellow triangle in the corner when throwing the grenade.

Stand in place and twirl the camera around to line up with the next pair of dummies to the southwest. You can see them through the walls. Chuck a grenade with your sights set on the

floodlight underneath the blue NEVEC Industries sign. Run to the other end of the platform to meet the next set of dummies. Standing in the southwest corner, put the yellow triangle under the similarly colored advertisement in your crosshairs and hurl a grenade to get both dummies. Three new ones appear nearby. Either lob a grenade in the middle of them or move and shoot at an angle to get them all.

Eliminating the next pair of dummies requires aiming at the second triangle to the left of the green advertisement while standing in the northwest corner of the area. Remain in place to lob a grenade at the dummies that appear northeast of your position. Use the floodlight beneath the white sign as a guide. Run all the way back to the other side of the platform for the final two dummies, hurling a grenade toward the triangle in the northeast corner.



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Stage 3, Level 3

Gold: 00'45"000
Silver: 00'50"000
Bronze: 01'00"000

The dummies have come out from hiding and are loitering around the Data Posts in the arena. It's time to get them out of

the way with some well-placed shots from your gun. This is much more straightforward than the last level since dummies are easily spotted. Initiate the timer and shoot the dummies that appear while you make your way to Data Post 1. Another set appears, so pursue them to the other side of the platform.

Four dummies then pop up in a row. Shoot the first two and climb the incline to the center platform, on which you can grab the other two. Don't go down the ramp to the other side because three dummies appear near Data Posts 7 and 5. With those out of commission, a whopping eight dummies pop up. From your position standing near post 7, shoot the ones next to the post, then turn west to get another at a distance. Finish that side by aiming at the dummy a short distance from post 2. Repeat the same technique with the remaining dummies stationed near posts 4, 7, and 2.

Stage 3, Level 4

Gold: 02'00"000
Silver: 02'30"000
Bronze: 03'30"000

The same tactics used in the Stage 1 bot battle apply in this level: Keep on the move, utilize grenades to the fullest, and activate at least one Data Post to reveal the enemies' locations on radar. Additionally, sharp corners are best navigated by turning 90 degrees with the shoulder buttons. This minimizes time spent swiveling the camera and makes you less likely to be caught unaware from behind or at your sides. Camping out near a spawn point is particularly useful in this level. The enclosed spawn points are perfect for lobbing grenades and trapping unsuspecting bots.

Stage 3, Level 5

Gold: 15,000
Silver: 13,000
Bronze: 10,000

Stick to the tactics outlined in Level 4 for this points-based match. You can activate a Data Post at the center of the arena for an easy 500, but it's probably just as simple to hang around a spawn point and pop bots off as they appear.

Stage 4, Level 1

Gold: 01'35"000
Silver: 01'40"000
Bronze: 01'55"000

Like trekking through a real jungle, finding your way to the Data Posts in this large forest is an arduous challenge. Begin

by activating post 1, which is forward from your starting point. Use the gap in the concrete wall to drop to the level below, at which point you can see post 2 to your right. Anchor over and activate it. Make your way east until the next couple of posts appear on the mini-map. Data Post 3 is nestled high in the scrap metal tower, while post 4 can be reached by jumping off the tower following post 3.

To climb the tower, Anchor up to the staging platform and walk to the north side, where you can climb a metal grating. Turn to the north and leap off the edge down to the walkway leading to post 4.

Peer west from post 4 to find a break in the concrete. Hop through it to find post 5 hidden in the foliage. As you activate it, position the camera southwest and you can get a glimpse of the final Data Post. It's sitting on a grassy ledge on the other side of the creek. Dash through the stream and Anchor up to it to complete the level.

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Stage 4, Level 2

Gold: 00'45"000
Silver: 00'50"000
Bronze: 01'00"000

Clearing all 20 dummies isn't difficult, though you need to react fast as they appear. The mini-map can be helpful here, even if many of the dummies have been placed in a conniving fashion behind trees, boulders, or at a distance. After eliminating the first bunch that appear to the south, turn west to shoot four mingling about the spiky barricades. The next four don't show up on your mini-map—they're hanging out in the upper level of the run-down concrete building in the northeast. Once those four are finished, the final eight dummies surround you. Using the mini-map, you shouldn't have any trouble tagging them.

Stage 4, Level 3

Gold: 01'30"000
Silver: 01'40"000
Bronze: 01'55"000

Of all the dummy shootouts, this one is the longest and most difficult. The scale of the map prevents

Track down a pair of dummies via the mini-map up a flight of stairs. Beyond the dummy near Data Post 2, look up and Anchor the jagged concrete edge. Look east for another dummy. A star on the mini-map pinpoints the location of the next one, which requires dashing along the outer edge of the map. Three more appear on the central tower—one halfway up and the others next to Data Post 3 at the top.

Turn around to catch two dummies on the concrete structures in the distance. Eliminate them and rush back to the area above Data Post 2. Shoot a dummy at your level, then peer up at two dummies in the northwest twin pipe structure. Move to the northern edge of the platform and shoot the final pair of dummies located in the dilapidated building in the distance.

many dummies from appearing on your mini-map, so constantly scan for the next one as you move from point to point.

The first couple are easy: Pop them as you pass the first Data Post and drop down through the broken concrete wall to fire at a third in the stream. Go around the wooden barricade toward Data Post 5, shooting a trio of dummies long the way. A dummy appears east of the Data Post when the others have been shot, but before you head to it eliminate two dummies cleverly summoned on the concrete building to the north.

Stage 4, Level 4

Gold: 02'45"000
Silver: 03'15"000
Bronze: 04'15"000

As soon as the battle begins, head northwest and jump to an adjacent platform where a Battle Armor suit is sitting. Before equipping it, though, activate Data Post 2. The armor should last you a few kills, after which you want to spawn next to Data Post 1. Activate this post if your other one has been jacked, and keep guard. Enemies will spawn inside the building next to the Data Post. All you have to do is hurl grenades inside for easy kills. If the bots evade the grenades, you can shoot them as they attempt an escape.

Stage 4, Level 5

Gold: 15,000
Silver: 13,000
Bronze: 10,000

You unfortunately don't have access to the Battle Armor in this level, but you can still use the spawn point trick to nail bots as they come back into play. Activating Data Post 1 should be your first task (it's labeled 1, but it's in the position of what was labeled Data Post 2 in earlier levels). The first time you die, select the same building you used in Level 4 to catch

bots as they spawn into the game.



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Stage 5, Level 1

Gold: 01'05"000
Silver: 01'10"000
Bronze: 01'20"000

While short, this Data Post run is filled with fatal hazards. After activating the first post, sprint down the conveyor belt. When you run out of steam, pick up the pace again to continue down the conveyor belt and avoid getting smashed by a press. Following the drop at the end of the line, jump off the southward-bound belt on which you land to deal with the second Data Post.

Head south to a highlighted contraption that looks like a sewing machine. Activating it switches the direction of the conveyor belts, which is essential for completing the level. As you tap it on, note Data Post 3 one level above you to the southeast. Getting to the Data Post involves Anchoring yourself up to the set of conveyor belts that sandwich it, then jumping over to it. Run east down the adjacent conveyor belt to find the fourth and final Data Post.

Stage 5, Level 2

Gold: 00'40"000
Silver: 00'45"000
Bronze: 00'55"000

Let the conveyor belt do all the hard work of moving you and concentrate on shooting the dummies hurled through the air. Keep your sights centered as the conveyor belt moves you down the corridor. Without moving your body or the reticle, you can nail 10 dummies. When you enter the large room, walk against the direction of the conveyor belt to remain in place. Targeting dummies from a distance requires less movement when aiming than if you're close, so hang back and shoot another 10 dummies to finish the level.

Stage 5, Level 3

Gold: 01'10"000
Silver: 01'15"000
Bronze: 01'25"000

Narrow corridors leave few hiding spots for dummies, making this run-and-gun level straightforward. Stick to the route used for activating the Data Posts in Level 1 and pay attention to the blue stars that appear on the mini-map to pinpoint the location of each dummy. Don't be tempted as you reach the end of the first conveyor belt to veer off course toward the dummy that appears on the mini-map to your left. Continue down the conveyor belt as usual. That dummy can be shot before switching the direction of movement of the belts; spot it to the east from the switch. The only other potential snag is the pair of dummies standing above Data Post 3. Make sure to look up and shoot them before heading down the final conveyor belt.

Stage 5, Level 4

Gold: 02'10"000
Silver: 02'40"000
Bronze: 03'40"000

Camping out at a spawn point is highly effective in this claustrophobic refinery. Data Post 5 is a great spot because the conveyor belts mess with the bots. You can attract them by activating the post. Equip some Plasma Grenades and you can slaughter two, even three bots at a time as they spawn near the post.

Stage 5, Level 5

Gold: 15,000
Silver: 13,000
Bronze: 10,000

While there aren't as many Data Posts in this final training level, the battle tactics remain relevant. Use the spawn point near the now-absent Data Post 5 to pick off bots as they appear. You can play it safe and earn a bronze or perhaps a silver by staying up here, though getting a gold medal requires venturing to the other areas of the map to find bots.

APPENDIX

Welcome to the appendix, where we conveniently reveal all of *Lost Planet 2*'s best-kept secrets. Read on to discover the massive amount of content you can unlock and play around with in *Lost Planet 2*.

Beating the Game



Once you complete your first run through the Campaign, the following major items become unlocked. It's likely that you'll unlock several other items while playing through the game, but these are the big things that become unlocked after Campaign completion:

- Marcus Fenix Character Parts (full body)
- Dominic Santiago Character Parts (full body)
- Ability to bring custom characters into the Campaign

AI Bot Battles

Training mode is certainly tough, but score at least a bronze medal on all 50 challenges and you'll unlock the ability to participate in Online-style battles against AI bots! There's nothing extra to win from the AI bot battles, but you can't argue that this is a pretty sweet feature. See the "Training Mode" chapter on how to complete each challenge!

Load Screen Laughs



Here's a neat trick: Try pressing triggers and buttons at loading screens to make characters appear that you can control! This isn't actually something you unlock; it's just a secret feature you might not be aware of.

Career Level Rewards



How well you perform in *Lost Planet 2* is directly tied to the number of Career Points you receive at the end of each Campaign chapter or Online event. The better you perform, the more points you'll receive, and the faster your Career Level will increase! Your Career Level lets everyone know how experienced you are with *Lost Planet 2*, and also leads to Career Level rewards.

NOTE

You have independent Career Levels for each faction in the game. If you play strictly as one faction you won't be able to level up the others. After you beat the Campaign, you can bring your custom characters (used primarily for Online mode) into the Campaign mode to gain more Career Levels! Playing Online mode increases your Career Levels, too.

APPENDIX

Intro

Basic

Campaign

Online

Training

Appendix



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Career Level Rewards

Rounders			Snow Pirate Elites		
Career Level	Reward Given	Got It?	Career Level	Reward Given	Got It?
0	Mercenary A Model	<input checked="" type="checkbox"/>	0	Crimson Pirate Model	<input checked="" type="checkbox"/>
10	Waysider A (Knit) Model	<input checked="" type="checkbox"/>	10	Carpetbagger A (Tail) Model	<input checked="" type="checkbox"/>
20	Mercenary B (Stranger Style) Model	<input checked="" type="checkbox"/>	20	Mountain Pirate Model	<input checked="" type="checkbox"/>
30	Shuriken	<input checked="" type="checkbox"/>	30	Hunter Model	<input checked="" type="checkbox"/>
40	Mercenary C (Heavy Equipment) Model	<input checked="" type="checkbox"/>	40	Sea Dog Model	<input checked="" type="checkbox"/>
50	Hand Cannon SP	<input checked="" type="checkbox"/>	50	Flamethrower SP	<input checked="" type="checkbox"/>
60	Waysider B (Aviator Cap) Model	<input checked="" type="checkbox"/>	60	Carpetbagger B (Tattered) Model	<input checked="" type="checkbox"/>
70	Gun Sword SP	<input checked="" type="checkbox"/>	70	Bug Rancher Model	<input checked="" type="checkbox"/>
80	Rounders Full Customization Unlocked	<input checked="" type="checkbox"/>	80	Snow Pirate Elites Full Customization Unlocked	<input checked="" type="checkbox"/>
90	Waysider Leader Head Parts	<input checked="" type="checkbox"/>	90	Carpetbagger Leader Head Parts	<input checked="" type="checkbox"/>
99	Mercenary Leader Head Parts	<input checked="" type="checkbox"/>	99	Crimson Pirate Leader Head Parts	<input checked="" type="checkbox"/>

Fight Junkies			NEVEC		
Career Level	Reward Given	Got It?	Career Level	Reward Given	Got It?
0	Jungle Pirate A (Chain) Model	<input checked="" type="checkbox"/>	0	Ex-NEVEC Model	<input checked="" type="checkbox"/>
10	Sandraider A (Bug-Eyed) Model	<input checked="" type="checkbox"/>	10	NEVEC A Model	<input checked="" type="checkbox"/>
20	Vagabundo A (Slim) Model	<input checked="" type="checkbox"/>	20	NEVEC B (Plain Face) Model	<input checked="" type="checkbox"/>
30	Jungle Pirate B (Gilly) Model	<input checked="" type="checkbox"/>	30	Plasma Gun SP	<input checked="" type="checkbox"/>
40	Sandraider B (Hood) Model	<input checked="" type="checkbox"/>	40	NEVEC C (No Fin) Model	<input checked="" type="checkbox"/>
50	Vagabundo B (Fat) Model	<input checked="" type="checkbox"/>	50	Plasma Cannon SP	<input checked="" type="checkbox"/>
60	Sandraider C (Branch) Model	<input checked="" type="checkbox"/>	60	NEVEC C (Fin) Model	<input checked="" type="checkbox"/>
70	Jungle Pirate C (Helmet-less) Model	<input checked="" type="checkbox"/>	70	V-Device SP	<input checked="" type="checkbox"/>
80	Fight Junkies Full Customization Unlocked	<input checked="" type="checkbox"/>	80	NEVEC Full Customization Unlocked	<input checked="" type="checkbox"/>
90	Vagabundo Leader Head Parts	<input checked="" type="checkbox"/>	90	NEVEC Leader Head Parts	<input checked="" type="checkbox"/>
99	Jungle Pirate Leader Head Parts	<input checked="" type="checkbox"/>	99	NEVEC Leader 2 Head Parts	<input checked="" type="checkbox"/>

Femmes Fatales		
Career Level	Reward Given	Got It?
0	Femmes Fatales Carpetbagger Female Model	<input checked="" type="checkbox"/>
10	Femmes Fatales Jungle Pirate Female Model	<input checked="" type="checkbox"/>
20	Femmes Fatales Waysider Female Model	<input checked="" type="checkbox"/>
30	Firecracker	<input checked="" type="checkbox"/>
40	Femmes Fatales Desert Female Model	<input checked="" type="checkbox"/>
50	Shotgun SP	<input checked="" type="checkbox"/>
60	Femmes Fatales NEVEC Model	<input checked="" type="checkbox"/>
70	Energy Gun SP	<input checked="" type="checkbox"/>
80	Femmes Fatales Full Customization Unlocked	<input checked="" type="checkbox"/>
90	Femmes Fatales Desert Female Leader Head Parts	<input checked="" type="checkbox"/>
99	Femmes Fatales Carpetbagger Female Leader Head Parts	<input checked="" type="checkbox"/>

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GJ Awards

There's a huge assortment of special "Good Job" (GJ) challenges for you to complete in *Lost Planet 2*. Aside from granting you serious bragging rights, completing GJ challenges helps you achieve higher ranks from battles, which translates into more Career Points! The challenges fall into three categories—Episode, Battle, and Co-op—and there are usually multiple GJ Awards to win for each challenge (bronze, silver, and gold). Here we list every GJ Challenge, along with the awards you can win from each one and info on how to complete them.

Battle GJ: These are special challenges related to combat and weapon usage, such as killing a number of enemies with a specific weapon. These GJ challenges can be completed over and over again in any game mode, but each challenge can only be completed only once per Online battle/Campaign area.

Co-op GJ: These are special challenges related to teamwork, such as blocking incoming fire with Shields so your team can safely advance. These GJ challenges can be completed over and over again in any game mode, but each challenge can only be completed once per Online battle/Campaign area.

Episode GJ: These are special challenges specific to Campaign missions. The challenges are usually posed to you at the start of each mission area, but sometimes you need to explore a bit to receive all of the challenges. The walkthrough lists the available challenges in each area.

Battle GJ Awards

Battle GJ 1						
Number	Game Message	Gold	Silver	Bronze	Requirement	Got It?
01	Standard Weapon: Soldier Kill Streak	20	15	10	Kill a certain number of enemy soldiers with a standard weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
02	Standard Weapon: S-size Akrid Kill Streak	30	20	15	Kill a certain number of S-size Akrid with a standard weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
03	Standard Weapon: M-size Akrid Kill Streak	10	7	5	Kill a certain number of M-size Akrid with a standard weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
04	Standard Weapon: VS Kill Streak	7	6	5	Kill a certain number of Vital Suits with a standard weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
05	Short-Range Weapon: Soldier Kill Streak	20	15	10	Kill a certain number of enemy soldiers with a short-range weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
06	Short-Range Weapon: S-size Akrid Kill Streak	30	20	15	Kill a certain number of S-size Akrid with a short-range weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
07	Short-Range Weapon: M-size Akrid Kill Streak	10	7	5	Kill a certain number of M-size Akrid with a short-range weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
08	Short-Range Weapon: VS Kill Streak	7	6	5	Kill a certain number of Vital Suits with a short-range weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
09	Long-Range Weapon: Soldier Kill Streak	20	15	10	Kill a certain number of enemy soldiers with a long-range weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
10	Long-Range Weapon: S-size Akrid Kill Streak	20	15	10	Kill a certain number of S-size Akrid with a long-range weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
11	Long-Range Weapon: M-size Akrid Kill Streak	10	7	5	Kill a certain number of M-size Akrid with a long-range weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
12	Long-Range Weapon: VS Kill Streak	7	6	5	Kill a certain number of Vital Suits with a long-range weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
13	Heavy Weapon: Soldier Kill Streak	20	15	10	Kill a certain number of enemy soldiers with a heavy weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>



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Battle GJ 1, continued						
Number	Game Message	Gold	Silver	Bronze	Requirement	Got It?
14	Heavy Weapon: S-size Akrid Kill Streak	20	15	10	Kill a certain number of S-size Akrid with a heavy weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
15	Heavy Weapon: M-size Akrid Kill Streak	10	7	5	Kill a certain number of M-size Akrid with a heavy weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
16	Heavy Weapon: VS Kill Streak	7	6	5	Kill a certain number of Vital Suits with a heavy weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>

Battle GJ 2						
Number	Game Message	Gold	Silver	Bronze	Requirement	Got It?
01	Normal Grenade: Soldier Kill Streak	15	10	5	Kill a certain number of enemy soldiers with Normal Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
02	Normal Grenade: S-size Akrid Kill Streak	20	15	10	Kill a certain number of S-size Akrid with Normal Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
03	Normal Grenade: M-size Akrid Kill Streak	7	5	3	Kill a certain number of M-size Akrid with Normal Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
04	Normal Grenade: VS Kill Streak	7	5	3	Kill a certain number of Vital Suits with Normal Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
05	Gum Grenade: Soldier Kill Streak	15	10	5	Kill a certain number of enemy soldiers with Gum Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
06	Gum Grenade: S-size Akrid Kill Streak	20	15	10	Kill a certain number of S-size Akrid with Gum Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
07	Gum Grenade: M-size Akrid Kill Streak	7	5	3	Kill a certain number of M-size Akrid with Gum Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
08	Gum Grenade: VS Kill Streak	7	5	3	Kill a certain number of Vital Suits with Gum Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
09	Disc Grenade: Soldier Kill Streak	15	10	5	Kill a certain number of enemy soldiers with Disc Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
10	Disc Grenade: S-size Akrid Kill Streak	20	15	10	Kill a certain number of S-size Akrid with Disc Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
11	Disc Grenade: M-size Akrid Kill Streak	7	5	3	Kill a certain number of M-size Akrid with Disc Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
12	Disc Grenade: VS Kill Streak	7	5	3	Kill a certain number of Vital Suits with Disc Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
13	Release Grenade: Soldier Kill Streak	15	10	5	Kill a certain number of enemy soldiers with Release Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
14	Release Grenade: S-size Akrid Kill Streak	20	15	10	Kill a certain number of S-size Akrid with Release Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
15	Release Grenade: M-size Akrid Kill Streak	7	5	3	Kill a certain number of M-size Akrid with Release Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
16	Release Grenade: VS Kill Streak	7	5	3	Kill a certain number of Vital Suits with Release Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>

Battle GJ 3						
Number	Game Message	Gold	Silver	Bronze	Requirement	Got It?
01	Kill Streak	50	40	30	Get a certain number of consecutive kills. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>

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Battle GJ 3, continued						
Number	Game Message	Gold	Silver	Bronze	Requirement	Got It?
02	Headshot! Kill Streak	12	7	3	Kill a certain number of enemy soldiers with a headshot. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
03	Jump Shot! Kill Streak	12	7	3	Kill a certain number of enemy soldiers with a jump shot (jump and then shoot while airborne). If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
04	Swim for It! Kill Streak	12	7	3	Kill a certain number of enemy soldiers while swimming. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
05	Rocketman! Kill Streak	12	7	3	Kill a certain number of enemy soldiers while flying in space (via jet pack thrusters). If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
06	Eliminated Immobilized Targets: Kill Streak	5	3	2	Kill a certain number of enemy soldiers with Plasma Grenades. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
07	Injection Gun—Attack: Kill Streak	5	3	2	Kill a certain number of enemies that have had their attack elevated using an Injection Gun. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
08	Injection Gun—Defense: Kill Streak	5	3	2	Kill a certain number of enemies that have had their defense elevated using an Injection Gun. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
09	VS Weapon: Kill Streak	30	20	10	Kill a certain number of enemies with a Vital Suit weapon. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
10	VS Kill Streak	15	10	7	Destroy a certain number of Vital Suits. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
11	Piloting VS: Kill Streak	15	10	7	Kill a certain number of enemies who are piloting Vital Suits. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
12	Akrid Rider: Kill Streak	7	5	3	Kill a certain number of enemies that are on Akrid riders (Dongo Gear; Tencale 8; Battle Neegal). If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>

Co-op GJ Awards

Co-op GJ 1						
Number	Game Message	Gold	Silver	Bronze	Requirement	Got It?
01	Data Posts Activated: Data Post Streak	7	6	5	Activate a certain number of Data Posts consecutively. Reactivating Data Posts also counts. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
02	T-ENG Boost: Supplied	1,000	500	300	Replenish T-ENG for an ally whose T-ENG level has fallen below 500 with the T-ENG Supplier. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
03	Shield Support: Guard Points	1,000	500	300	Use a Shield to block damage. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
04	Injection Gun Support: Players	5	3	2	Hit allies with the Injection Gun a certain number of times. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
05	Regen Grenade Support: Players	5	3	2	Hit a certain number of people with Regen Grenades you've thrown. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
06	V Device Support: Players	5	3	2	Have a certain number of allies in the effective range of a V Device. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
07	Data Post Activation Stopped: Kill Streak	5	3	2	Kill a certain number of enemies that are trying to activate Data Posts. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
08	"Support Weapon Transform Attack: Kill Streak"	10	5	3	Kill a certain number of enemies with a support weapon transform attack. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
09	Team Osprey Battle: Kill Streak	5	3	2	Kill a certain number of enemies who are riding in Ospreys. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
10	Team Drion Battle: Kill Streak	5	3	2	Kill a certain number of enemies who are riding in Drions. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>



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Co-op GJ 1, continued						
Number	Game Message	Gold	Silver	Bronze	Requirement	Got It?
11	Team VS Battle: Kill Streak	5	3	2	Kill a certain number of enemies who are riding in multi-seat Vital Suits. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
12	Team Merged VS Battle: Kill Streak	5	3	2	Kill a certain number of enemies who are riding in multi-seat merged Vital Suits (such as Brocakti). If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>

Co-op GJ 2						
Number	Game Message	Gold	Silver	Bronze	Requirement	Got It?
01	Team Emote: Players	8	7	6	A certain number of players or more have to emote. Even if the timing is slightly off, as long as everyone emotes while the animation is playing, it will count. This only counts once per game.	<div><div></div><div></div><div></div></div>
02	Anchor Attack: Attacks	5	3	2	Strike an enemy a certain number of times using the Anchor. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
03	Warp Field Opened	1	—	—	Use a Warp Grenade.	<div><div></div></div>
04	Leader Heads: Kill Streak	5	3	2	Kill a certain number of enemies who are Leader Heads (see "Character Parts" section).	<div><div></div><div></div><div></div></div>
05	Kill Streak Ended	1	—	—	Kill an enemy who has received the consecutive kill GJ.	<div><div></div></div>
06	Points Earned: Points	10	5	3	Collect points in a Points match (Online mode). If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
07	5-Point Opponents: Kill Streak	5	3	2	Kill a certain number of enemy soldiers who have received 5 or more points. If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
08	Akrid Egg Goal: Goal Streak	3	2	1	Get the Akrid Egg to the goal a certain number of times (Online mode). If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
09	Akrid Eggs Intercepted: Interception Streak	5	3	2	Kill a certain number of soldiers who are carrying Akrid Eggs (Online mode). If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
10	Fugitive Kill Streak	5	3	2	Kill a certain number of fugitives (Online mode). If you are killed or complete the stage, the streak is reset.	<div><div></div><div></div><div></div></div>
11	Hunter Kill Streak	5	3	2	Kill a certain number of enemies while you are the fugitive (Online mode).	<div><div></div><div></div><div></div></div>
12	VS Leader Killed	1	—	—	In a VS Annihilator battle (Online mode), destroy the enemy leader VS.	<div><div></div></div>

Episode GJ Awards

Episode 1 GJ					
Chapter 1, Mission 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Activate All the Data Posts!	1 Data Post Activated	2 Data Posts Activated	All Data Posts Activated	Activate all Data Posts to receive the Gold GJ.
<div><div></div><div></div><div></div></div>	Defeat the Akrid!	Akrid Defeated	Akrid Destroyed	Akrid Decimated	Damage all the Chryatis's arms, and then kill it for the Gold GJ.
<div><div></div><div></div><div></div></div>	Strike a Pose!	Emote: 1 Player	Emote: Co-op	Emote: All Players	Get four players to cheer for Gold GJ.
Chapter 1, Mission 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Break Through the Enemy Lines!	Enemy Lines Crossed: Heavy Casualties	Enemy Lines Crossed: Some Casualties	Enemy Lines Crossed: No Casualties	Clear the stage without any casualties for the Gold GJ.
<div><div></div></div>	Run the Akrid Gauntlet!	—	—	Survived the Akrid Gauntlet	Run the right-hand route for the Gold GJ.

Episode 1 GJ, continued					
Chapter 1, Mission 3	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
☑☑☑	Keep the Control Units On!	Narrow Victory	Victory	Perfect Victory	Don't allow the enemy to steal control of the Control Units for the Gold GJ.
Chapter 2, Mission 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
☑☑☑	Activate All the Data Posts!	1 Data Post Activated	2 Data Posts Activated	All Data Posts Activated	Activate all Data Posts to receive the Gold GJ.
☑☑☑	Defeat the Akrid!	5 Akrid Defeated	10 Akrid Defeated	All Akrid Defeated	Kill all generic Akrid for the Gold GJ.
☑	Find the Hidden Route	—	—	Hidden Route Found	Find the hidden route for the Gold GJ.
Chapter 2, Mission 1A (Hidden Route)	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
☑☑☑	Defeat the Akrid!	1 Akrid Defeated	2 Akrid Defeated	All Akrid Defeated	Kill all Akrid, Chryatis, and Raibeets for the Gold GJ.
☑☑☑	Get Across the Bridge—Now!	Mission Accomplished: Heavy Casualties	Mission Accomplished: Some Casualties	Mission Accomplished: No Casualties	Get everyone across the bridge with no casualties for the Gold GJ.
Chapter 2, Mission 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
☑☑☑	Decimate the Category G Akrid!	Category G Akrid Defeated	Category G Akrid Destroyed	Category G Akrid Decimated	Damage two of the Queen's arms, and then kill it for the Gold GJ.
☐☑	Escape the Breath of Ice	Team Member Escaped	—	Team Member Rescued	Recover from frozen status by yourself for the Bronze GJ. Be helped by an ally (or help an ally by shooting him or her) for the Gold GJ.
☑☑☑	Akrid Extermination Challenge	Akrid Mop Up	Akrid Slaughter	Akrid Massacre	Kill all Akrid and Genessa for Gold GJ.
Chapter 3, Mission 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
☑☑☑	Break Through the Front Line!	Broke Through: Heavy Casualties	Broke Through: Some Casualties	Broke Through: No Casualties	Clear the stage without any casualties for the Gold GJ.
☑☑	Destroy the Turrets!	Turret Silenced	—	All Turrets Silenced	Destroy all gun turrets for a Gold GJ.
☑	Destroy the VS!	—	—	VS Completely Destroyed	Destroy the VS for Gold GJ.
Chapter 3, Mission 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
☑☑☑	Annihilate the Jungle Pirates	Pyrrhic Victory: Heavy Casualties	Victory: Some Casualties	Perfect Victory: No Casualties	Clear the stage without any casualties for the Gold GJ.
☑☑☑	Use a VS in Battle!	VS Used in Battle	VS Effectively Used in Battle	VS Strategically Used in Battle	Pilot a VS and kill seven enemies for the Gold GJ.
☑	Find the Multi-seat VS	—	—	Multi-seat VS Procured	Pilot the multi-seat VS (must ride it around) for the Gold GJ.
Chapter 3, Mission 3	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
☑☑☑	Defeat the Category G!	Narrow Victory	Victory	Total Victory	Clear the stage without any casualties for the Gold GJ.
☑☑☑	Take Out the Legs!	1 Leg Destroyed	Legs Destroyed	Super Leg Destroyer	Blow off four of Gordiant's legs for the Gold GJ.
☑☑	Aim for the Core!	First Strike	—	Core Fighter	Do heavy damage to Gordiant's "back spire" weak spot four times for the Gold GJ.
☑☑☑	Infiltrate the Category G's Body!	Infiltrated the Category G	Infiltrated: Second Team	Infiltrated: All Players	Four players need to infiltrate Gordiant's body for the Gold GJ (blow off Gordiant's legs to stun it, then enter through the mouth).
☑☑☑	Raise the Battle Gauge!	1 Data Post Activated	2 Data Posts Activated	All Data Posts Activated	Activate all Data Posts to receive the Gold GJ.
☑☑☑	Team Cheer	I Did It Alone!	I Did My Part!	We Did It!	Get four players to cheer for the Gold GJ.



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Episode 2 GJ					
Chapter 1, Mission 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Stay Out of the Search-lights!	—	—	Avoided the Searchlights	Arrive at the first Data Post without being caught by the lights even once to earn the Gold GJ.
	Infiltrate without Casualties!	Infiltrated: Heavy Casualties	Infiltrated: Some Casualties	Infiltrated: No Casualties	Clear the stage without any casualties for the Gold GJ.
	Strike a Pose!	Emote: 1 Player	Emote: Co-op	Emote: All Players	Get four players to cheer for Gold GJ.
Chapter 1, Mission 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Activate All the Data Posts!	1 Data Post Activated	2 Data Posts Activated	All Data Posts Activated	Activate all Data Posts to receive the Gold GJ.
	Get Past the Security System!	B Rank	A Rank	S Rank	Clear the stage without being caught by the security system even once for the Gold GJ.
	Destroy the VS!	—	—	VS Completely Destroyed	Kill the VS that is sent out if you're caught by the security system five times or more for the Gold GJ.
Chapter 1, Mission 3	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Exterminate the Akrid!	Akrid Defeated	—	All Akrid Defeated	Kill all Defolma for the Gold GJ.
	Escape from the Akrid!	Team Member Escaped	—	Team Member Rescued	
	Destroy the Bleed VSs!	1 Bleed VS Destroyed	2 Bleed VSs Destroyed	All Bleed VSs Destroyed	Destroy the Bleeds for the Gold GJ.
Chapter 1, Mission 4	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Beware of the Trains!	—	—	Not a Scratch	Don't get hit by the trains even once for the Gold GJ.
	Maintain Control of the Post!	Narrow Victory	Victory	Total Victory	Don't allow the enemy to steal control of the Control Post for the Gold GJ.
	Destroy the Cyclops Sentries!	Cyclops Removal	Cyclops Destruction	Cyclops Annihilation	Kill all Cyclops sentries for the Gold GJ.
Chapter 2, Mission 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Destroy the Sentry Turrets!	Turret Silenced	Turrets Silenced	All Turrets Silenced	Destroy the equipment controlling all gun turrets for the Gold GJ.
	The Press Is Your Friend!	—	—	The Press Is an Ally	Trick enemy soldiers into being killed by the Press machine (giant crusher) for the Gold GJ.
	The Pulverizer Is Your Friend!	—	—	The Pulverizer Is an Ally	Trick enemy soldiers into being killed by the Pulverizer machine (huge drills) for the Gold GJ.
Chapter 2, Mission 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Infiltration Time Challenge!	Bronze	Silver	Gold	Clear the stage in seven minutes or less for the Gold GJ.
	Wipe Out the Enemy Forces	—	—	Enemy Forces Annihilated	Kill all enemies for the Gold GJ.
	Window Breaker	Broke Some Windows	Still Breaking Windows	Window-Breaking Maniac	Destroy at least six panes of glass in the area for the Gold GJ.
Chapter 2, Mission 3	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Destroy the VSs!	VS Destroyed	VS Scrapyard	Total VS Scrapyard	Destroy at least nine enemy Vital Suites for the Gold GJ.
	Use the VS Weapons!	VS Weapons Used	VS Weapons Effectively Used	VS Weapons Strategically Used	Pilot a VS and kill 10 enemies for the Gold GJ.

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Episode 2 GJ, continued					
Chapter 3	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div></div>	Aim for the Core!	First Strike	—	Core Fighter	Do heavy damage to Akrid X's core weak spot four times for the Gold GJ.
<div><div></div><div></div><div></div></div>	Use the Pile Bunker	Pile Bunker: 1 Time	Pile Bunker: 2 Times	Pile Bunker: 3 Times	Use the VS Pile Bunker on Akrid X three times or more for the Gold GJ.
<div><div></div><div></div><div></div></div>	Defeat the Category G!	Narrow Victory	Victory	Total Victory	Clear the stage without any casualties for the Gold GJ.
<div><div></div><div></div><div></div></div>	Team Cheer	I Did It Alone!	I Did My Part!	We Did It!	Get four players to cheer for Gold GJ.

Episode 3 GJ					
Chapter 1, Mission 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Hold Off the Cat-G!	Scraped By	Held Off the Cat-G	Left the Cat-G in the Dust	Hit Red Eye in the mouth seven times or more for the Gold GJ.
<div><div></div><div></div><div></div></div>	Strike a Pose!	Emote: 1 Player	Emote: Co-op	Emote: All Players	Get four players to cheer for Gold GJ.
Chapter 2, Mission 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div></div>	Exterminate the Akrid!	One Akrid Left	—	Akrid Exterminated	Kill two Akrid for the Gold GJ.
<div><div></div></div>	Avoid the Akrid!	—	—	Avoided the Akrid	Avoid getting even one person found by the Akrid for the Gold GJ.
Chapter 3, Mission 1, Area 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Don't Lose Any Men!	Many Casualties	Some Casualties	No Casualties	Clear the stage without any casualties for the Gold GJ.
<div><div></div><div></div></div>	Destroy the Train's Cannon Turrets!	1 Turret Destroyed	—	All Turrets Destroyed	Destroy two cannon turrets for the Gold GJ.
Chapter 3, Mission 1, Area 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Get to the Front of the Train!	Front of Train: Under 10 Minutes	Front of Train: Under 7 Minutes	Front of Train: Under 5 Minutes	Clear the stage in five minutes or less for the Gold GJ.
Chapter 3, Mission 1, Area 3	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Aim for the Core!	First Strike	Core Attack	Core Fighter	Do heavy damage to Red Eye's side cores four times for the Gold GJ.
<div><div></div><div></div><div></div></div>	Fire the Railway Gun!	Fired Normal Shot	Fired Energized Shot	Fired Powerful Combo Shot	Fully charge the Railway Gun shell and shoot for the Gold GJ.
<div><div></div></div>	Repair the Railway Gun!	—	—	Good As New	Activate the Railway Gun's coolant system to repair the train for the Gold GJ. This GJ will appear if the Railway Gun's health drops below 30%.
<div><div></div><div></div><div></div></div>	Shoot Down the Akrid Projectiles!	Anti-air Greenhorn	Anti-air Sniper	Anti-air Master	Shoot down three or more Akrid projectiles for the Gold GJ.
<div><div></div></div>	One More Hit!	—	—	Bullseye	Appears when Red Eye is near death. Shoot the weak point in Red Eye's mouth with the Railway Gun for the Gold GJ.
<div><div></div><div></div><div></div></div>	Team Cheer	I Did It Alone!	I Did My Part!	We Did It!	Get four players to cheer for the Gold GJ.

Episode 4 GJ					
Chapter 1, Mission 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div></div>	Activate All the Data Posts!	1 Data Post Online	—	All Data Posts Online	Activate all Data Posts to receive the Gold GJ.
<div><div></div><div></div><div></div></div>	Break Through the Enemy Lines Quickly!	Bronze	Silver	Gold	Clear the stage in seven minutes or less for the Gold GJ.
<div><div></div><div></div><div></div></div>	Strike a Pose!	Emote: 1 Player	Emote: Co-op	Emote: All Players	Get four players to cheer for the Gold GJ.



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Episode 4 GJ, continued					
Chapter 1, Mission 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Activate All the Data Posts!	1 Data Post Online	—	All Data Posts Online	Activate all Data Posts to receive the Gold GJ.
	Exterminate the Akrid!	1 Akrid Defeated	2 Akrid Defeated	All Akrid Defeated	Kill three Defolma for the Gold GJ.
	Akrid Extermination Challenge	Akrid Mop Up	Akrid Slaughter	Akrid Massacre	Kill all Sepia, Bolsepia, and Genessa for the Gold GJ.
Chapter 1, Mission 3	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Fight Off Enemy VSs!	1 VS Destroyed	2 VSs Destroyed	All VSs Destroyed	Destroy all enemy Vital Suits for the Gold GJ.
Chapter 2, Mission 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Break Through the Enemy Lines!	Enemy Lines Crossed: Heavy Casualties	Enemy Lines Crossed: Some Casualties	Enemy Lines Crossed: No Casualties	Clear the stage without any casualties for the Gold GJ.
	Fight Off Enemy VSs!	1 VS Destroyed	2 VSs Destroyed	All VSs Destroyed	Destroy all enemy Vital Suits for the Gold GJ.
Chapter 2, Mission 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Time Challenge: Steal a Sub	Quick	Super Quick	Lightning Quick	Clear the stage in seven minutes or less for the Gold GJ.
	Fight Off Enemy VSs!	1 VS Destroyed	2 VSs Destroyed	All VSs Destroyed	Destroy all enemy Vital Suits for the Gold GJ.
	Commandeer a Sub!	Sub Taken: Many Casualties	Sub Taken: Some Casualties	Sub Taken: No Casualties	Clear the stage without any casualties for the Gold GJ.
Chapter 3, Mission 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Break Through the Enemy Lines!	Enemy Lines Crossed: Heavy Casualties	Enemy Lines Crossed: Some Casualties	Enemy Lines Crossed: No Casualties	Clear the stage without any casualties for the Gold GJ.
	Destroy the Bleed VSs!	1 Bleed VS Destroyed	2 Bleed VSs Destroyed	All Bleed VSs Destroyed	Destroy three Bleeds as they appear for the Gold GJ.
	Shoot Down the Ospreys!	1 Osprey Destroyed	3 Ospreys Destroyed	All Ospreys Destroyed	Destroy all enemy Ospreys for the Gold GJ.
Chapter 3, Mission 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Activate All the Data Posts!	1 Data Post Online	2 Data Posts Online	All Data Posts Online	Activate all Data Posts to receive the Gold GJ.
	Defeat the Guardian Akrid!	—	—	Akrid Defeated	Kill the guardian Akrid (Tencale 8) for the Gold GJ.
	Defeat the Akrid Sentries!	1 Sentry Defeated	2 Sentries Defeated	All Sentries Defeated	Kill all Sentries (Dongo Gear) for the Gold GJ.
Chapter 4, Mission 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Fight Off Enemy VSs!	1 VS Destroyed	2 VSs Destroyed	All VSs Destroyed	Destroy all enemy Vital Suits for the Gold GJ. This GJ appears once the Akrid has been killed.
	Exterminate the Akrid!	1 Akrid Defeated	—	Akrid Exterminated	Kill all the Akrid for the Gold GJ.
Chapter 4, Mission 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Get to the Other Side!	—	—	Reached the Other Side	Reach the opposite shore (other side of the bridge) for the Gold GJ. This GJ appears when there's nobody nearby with a flying VS.
	Fight Off Enemy VSs!	1 VS Destroyed	2 VSs Destroyed	All VSs Destroyed	Destroy three enemy Vital Suits for the Gold GJ. This GJ will appear after the player has moved slightly inside from the area where there are two Data Posts.
	Shoot Down the Ospreys!	1 Osprey Destroyed	3 Ospreys Destroyed	All Ospreys Destroyed	Destroy all enemy Ospreys for the Gold GJ.

Episode 4 GJ, continued

Chapter 5, Mission 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Activate All the Data Posts!	1 Data Post Online	2 Data Posts Online	All Data Posts Online	Activate all Data Posts to receive the Gold GJ.
<div><div></div><div></div><div></div></div>	Beware the Cylinders	1 Akrid Defeated	2 Akrid Defeated	All Akrid Defeated	Kill all Akrid in the cylinders for the Gold GJ. This GJ will appear after entering room 2-C.
<div><div></div><div></div><div></div></div>	Defeat the Akrid Sentries!	1 Sentry Defeated	2 Sentries Defeated	All Sentries Defeated	Kill all Dongo Gear for the Gold GJ.
Chapter 5, Mission 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Take Out the Torpedoes!	Torpedoes Destroyed: Not Bad	Torpedoes Destroyed: Good Try	Torpedoes Destroyed	Destroy 20 torpedoes fired by Vital Fortress for the Gold GJ.
<div><div></div><div></div><div></div></div>	Destroy the Experimental Weapon's Armor	Attempted to Destroy Armor	Some Armor Destroyed	All Armor Destroyed	Destroy all eight areas of the Vital Fortress's experimental armor for the Gold GJ. This includes two sensor "eyes," two left arms, two right arms, and two places on the abdomen.
<div><div></div><div></div></div>	Escape from the Interdiction Torpedo!	Interdiction Torpedo: Team Member Escaped	—	Interdiction Torpedo: Team Member Rescued	Escape from the Interdiction Torpedo by yourself for the Bronze GJ, or with help from an ally (or help an ally by shooting him or her) for the Gold GJ.
<div><div></div><div></div><div></div></div>	Defeat the Reinforcements!	Reinforcements Hit	Reinforcements Repelled	Reinforcements Routed	Kill all eight reinforcement soldiers for the Gold GJ.
<div><div></div><div></div><div></div></div>	Get the [?] Boxes!	Casual Collector	Serious Collector	Completest	Collect 20 [?] Boxes for the Gold GJ.

Episode 5 GJ

Chapter 1, Mission 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Get the Hatch Open!	Not So Fast	Fast	Super Fast	Clear the stage in seven minutes or less for the Gold GJ.
<div><div></div><div></div><div></div></div>	Fiesta Time!	Emote: 1 Player	Emote: Co-op	Emote: All Players	Get four players to cheer to earn the Gold GJ.
Chapter 1, Mission 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Hurry Up and Take Control!	A Little Slow	Made Good Time	In and Out	Clear the stage in seven minutes or less for the Gold GJ.
<div><div></div><div></div><div></div></div>	Stay in Control!	Barely Kept Control	Almost Lost Control	Kept Control	Don't allow the enemy to steal control of the Control Post to earn the Gold GJ.
<div><div></div><div></div><div></div></div>	Fiesta Time 2!	Emote: 1 Player	Emote: Co-op	Emote: All Players	Get four players to cheer for Gold GJ.
Chapter 2, Mission 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Clean Out the Ship!	Third	Second	First	Clear the stage in seven minutes or less for the Gold GJ.
<div><div></div><div></div><div></div></div>	Smack the Flies Out of the Sky!	Stop Holding Back	Not Bad	Smackdown!	Destroy all enemy Ospreys for the Gold GJ.
<div><div></div><div></div><div></div></div>	Fiesta Time 3!	Emote: 1 Player	Emote: Co-op	Emote: All Players	Get four players to cheer to earn the Gold GJ.
Chapter 2, Mission 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Take Out the Legs!	1 Leg—Keep Trying	2–3 Legs—Not Bad	4 Legs—Excellent!	Destroy Baiztencale's four leg core areas for the Gold GJ.
<div><div></div><div></div><div></div></div>	Shoot Down the Akrid Projectiles!	Made an Effort	Missed a Few	Cleared the Skies	Destroy 10 projectiles shot by Baiztencale for the Gold GJ.
<div><div></div><div></div><div></div></div>	Fire at Full Power!	Level 1 Charge Shot	Level 2 Charge Shot	Full Charge Shot	Fully charge the gun to the third level and fire for the Gold GJ. This GJ appears when the player approaches the gun.
<div><div></div></div>	Find the Weak Spot!	—	—	Weak Spot Found	After Baiztencale has fallen atop the battleship, grapple up to the weak spot on its back for the Gold GJ.
<div><div></div><div></div><div></div></div>	Get Those [?] Boxes!	Try Looking for Them	Still Some Out There	Got a Bunch	Collect 10 [?] Boxes for the Gold GJ.

APPENDIX

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Appendix



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Episode 5 GJ, continued					
Chapter 3	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Strip It Down!	Too Slow	Pick Up the Pace	Way to Get the Job Done!	Clear the stage in seven minutes or less for the Gold GJ.
	Team Cheer	I Did It Alone!	I Did My Part!	We Did It!	Get four players to cheer to earn the Gold GJ.

Episode 6 GJ					
Chapter 1, Mission 1, Area 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Take Down All Targets!	—	—	Targets Eliminated	Kill all enemies for the Gold GJ.
Chapter 1, Mission 1, Area 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Get Back to the Shuttle!	Returned to Shuttle: Heavy Casualties	Returned to Shuttle: Some Casualties	All Aboard	Clear the stage without any casualties for the Gold GJ.
	Team Cheer	I Did It Alone!	I Did My Part!	We Did It!	Get four players to cheer to earn the Gold GJ.
Chapter 1, Mission 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Destroy the VSs!	Zero-G: VS Destroyed	Zero-G: VS Scrapyard	Zero-G: Total VS Scrapyard	Kill all enemy Vital Suits for the Gold GJ.
Chapter 2, Mission 1, Area 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Break Through the Defenses!	Defenses Crossed: Many Casualties	Defenses Crossed: Some Casualties	Defenses Crossed: No Casualties	Clear the stage without any casualties for the Gold GJ.
	Fight Off Enemy VSs!	1 VS Destroyed	—	All VSs Destroyed	Destroy all Vital Suits for the Gold GJ.
	Find the T-ENG Charger	—	—	T-ENG Charger Found	Find the T-ENG Charger in the underground area for the Gold GJ.
Chapter 2, Mission 1, Area 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Protect the VSs!	Lost a Few VSs	Lost a VS	No VSs Lost	Don't allow any Vital Suits to be destroyed, and clear the stage without any casualties, for the Gold GJ.
	Time Challenge: Destroy the Enemy VSs!	Average	A New Record	Super Quick	Clear the stage in seven minutes or less for the Gold GJ.
Chapter 3, Mission 2, Area 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Activate All the Data Posts!	1 Data Post Online	2 Data Posts Online	All Data Posts Online	Activate all Data Posts to receive the Gold GJ.
	Fight Off the Akrid!	Adequate Fighting	Great Fighting	Outstanding Fighting	Kill 16 enemy Akrid for the Gold GJ.
Chapter 3, Mission 2, Area 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Endure the Akrid Siege!	Held the Fort: Heavy Casualties	Held the Fort: Some Casualties	Held the Fort: No Casualties	Clear the stage without any casualties for the Gold GJ.
	Defeat the Category G!	Single G Victory	—	Double G Victory	Kill all Undeep for the Gold GJ.
Chapter 4, Mission 1, Area 1	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
	Wear Down the Enemy!	Flesh Wound	Injured but Stable	Critical Condition	Kill all enemy Akrid (not including Sepia) for the Gold GJ.

Episode 6 GJ, continued					
<div><div></div><div></div><div></div></div>	Close Up the Akrid Breeding Grounds!	Some Akrid Production Stopped	Akrid Production Reduced	Akrid Production Levels Near Zero	Kill all Genessa and Over G spheres for the Gold GJ.
Chapter 4, Mission 1, Area 2	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Wear Down the Enemy!	Flesh Wound	Injured but Stable	Critical Condition	Kill all enemy Akrid (not including Sepia) for the Gold GJ.
<div><div></div><div></div><div></div></div>	Close Up the Akrid Breeding Grounds!	Some Akrid Production Stopped	—	Akrid Production Levels Near Zero	Kill all Genessa and Over G spheres for the Gold GJ.
Chapter 4, Mission 1, Area 3	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Wear Down the Enemy!	Flesh Wound	Injured but Stable	Critical Condition	Kill all enemy Akrid (not including Sepia) for the Gold GJ.
<div><div></div><div></div><div></div></div>	Close Up the Akrid Breeding Grounds!	Some Akrid Production Stopped	Akrid Production Reduced	Akrid Production Levels Near Zero	Kill all Genessa and Over G spheres for the Gold GJ.
Chapter 4, Mission 1, Area 4	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Wear Down the Enemy!	Flesh Wound	Injured but Stable	Critical Condition	Kill all enemy Akrid (not including Sepia) for the Gold GJ.
<div><div></div><div></div><div></div></div>	Close Up the Akrid Breeding Grounds!	Some Akrid Production Stopped	Akrid Production Reduced	Akrid Production Levels Near Zero	Kill all Genessa and Over G spheres for the Gold GJ.
Chapter 4, Mission 1, Area 5	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div><div></div><div></div></div>	Wear Down the Enemy!	Flesh Wound	Injured but Stable	Critical Condition	Kill all enemy Akrid (not including Sepia) for the Gold GJ.
<div><div></div><div></div></div>	Close Up the Akrid Breeding Grounds!	Some Akrid Production Stopped	—	Akrid Production Levels Near Zero	Kill all Genessa and Over G spheres for the Gold GJ.
Chapter 4, Mission 1, Area 6	Challenge	Bronze Award	Silver Award	Gold Award	How to Beat
<div><div></div></div>	Begin Mission "Safe Return"!	—	—	Mission Accomplished: No Casualties	Clear the stage without any casualties for the Gold GJ.
<div><div></div></div>	Attach the GPS!	—	—	Anchor Master	Pierce the core with the Anchor and shoot the GPS for the Gold GJ.
<div><div></div></div>	Hurry!	—	—	Blink of an Eye	Clear the stage in 15 minutes or less for the Gold GJ.

Character Parts



You can unlock a wide variety of character parts by increasing your Career Levels for each faction. (See the “Career Level Rewards” section for details.) Character parts can be mixed and matched as you like through the My Page menu to add a personal flair to your custom characters, but they offer no gameplay benefits. Here’s the complete list of unlockable character parts.

NOTE

All Leader Head parts are special one-piece “sets” that include only the head.



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Character Parts

Rounders				
Pirate Type	Head	Upper Torso	Legs	Backpack
Mercenary (Standard)				
Mercenary (Variation A)				
Mercenary (Variation B)				
Waysider (Standard)				
Waysider (Variation A)				
Mercenary (Leader Head)		—	—	—
Waysider (Leader Head)		—	—	—
Fight Junkies				
Pirate Type	Head	Upper Torso	Legs	Backpack
Jungle Pirate (Standard)				
Jungle Pirate (Variation A)				
Jungle Pirate (Variation B)				
Sandraider (Standard)				
Sandraider (Variation A)				
Sandraider (Variation B)				
Vagabundo (Standard)				
Vagabundo (Variation A)				
Jungle Pirate (Leader Head)		—	—	—
Vagabundo (Leader Head)		—	—	—
Snow Pirate Elites				
Pirate Type	Head	Upper Torso	Legs	Backpack
Crimson Pirates				
Carpetbagger (Standard)				
Carpetbagger (Variation)				
Mountain Pirate				
Hunter				
Bug Rancher				
Sea Dog				
Crimson Pirates (Leader Head)		—	—	—
Carpetbagger (Leader Head)		—	—	—

NEVEC				
Pirate Type	Head	Upper Torso	Legs	Backpack
Ex-NEVEC				
NEVEC (Standard)				
NEVEC (Variation)				
NEVEC (Sea A)				
NEVEC (Sea B)				
NEVEC (Leader Head 1)		—	—	—
NEVEC (Leader Head 2)		—	—	—
Femmes Fatales				
Pirate Type	Head	Upper Torso	Legs	Backpack
Female Carpet-bagger				
Female Jungle Pirate				
Female Waysider				
Female Sandraider				
Female NEVEC				
Female Sandraider (Leader Head)		—	—	—
Female Carpet-bagger (Leader Head)		—	—	—
Special Character Parts				
Name	Parts	How to Get		Got It?
Frank West	4 (full body)	Save data for Dead Rising present on hard disk.		
Albert Wesker	4 (full body)	Save data for Resident Evil 5 present on hard disk.		
Servbot	1 (head)	Save data for Dead Rising present on hard disk.		
Marcus Fenix	4 (full body)	Beat the entire Campaign.		
Dominic Santiago	4 (full body)	Beat the entire Campaign.		

Abilities



Abilities can be swapped out for one another at the My Page menu, helping you customize your characters to your unique play style by granting them superhuman powers. Characters have two ability slots, and both slots must be filled with abilities. Some abilities require both slots, meaning you cannot equip any other abilities if they are used. All abilities are unlocked at random by playing the Slot Machine, which is also accessed at the My Page menu.

NOTE

Collect [?] Boxes during the Campaign to earn credits, then spend your credits at the Slot Machine to unlock special abilities and much more!

Abilities

Ability	Slots	Content	Rarity	Got It?
Conserve T-ENG	1	Unlocked from the start. Prevents constant consumption of thermal energy. Reduces consumption to half when dashing or doing other special movement.	Initial	<input checked="" type="checkbox"/>
Lifesaver	1	Unlocked from the start. Prevents your life gauge from diminishing when your thermal energy level reaches zero. (No effect for Online battles.)	Initial	<input checked="" type="checkbox"/>
Critical I	1	Increases the chances of scoring a critical hit (double damage) by 10%, but also increases the damage you take to 1.05 times normal.	Common	<input type="checkbox"/>
Critical II	2	Increases the chances of scoring a critical hit (double damage) by 20%, but also increases the damage you take to 1.1 times normal.	Common	<input checked="" type="checkbox"/>
Defense I	1	Reduces the damage you take to 85% of normal but the tradeoff is weaker attacks, 95% of normal (including shooting weapons, melee attacks, and grenades).	Common	<input checked="" type="checkbox"/>
Defense II	2	Reduces the damage you take to 75% of normal, but the tradeoff is weaker attacks, 85% of normal (including shooting weapons, melee attacks, and grenades).	Common	<input checked="" type="checkbox"/>
Evasion I	1	Extends the period of invincibility when rolling by 1.5 times, but also increases the amount of counter damage you take if hit by 2.1 times.	Rare	<input checked="" type="checkbox"/>
Evasion II	2	Extends the period of invincibility when rolling by 2 times, but also increases the amount of counter damage you take if hit by 2.2 times.	Rare	<input checked="" type="checkbox"/>
Fire Power I	1	Increases the strength of your attacks by 1.2 times, but also increases the damage you take by 1.1 times.	Common	<input checked="" type="checkbox"/>
Fire Power II	2	Increases the strength of your attacks by 1.35 times, but also increases the damage you take by 1.2 times.	Common	<input checked="" type="checkbox"/>
Grenades I	1	Increases the power of your grenades by 1.5 times. (No effect in Vital Suits.)	Common	<input checked="" type="checkbox"/>
Grenades II	2	Increases the power of your grenades by 2 times. (No effect in Vital Suits.)	Common	<input checked="" type="checkbox"/>
Head Start (Ammo)	1	Begin with the maximum amount of ammo for your default weapon at the game's start and every time you respawn. Also works when you're the leader of VS Annihilation games. (No effect on T-ENG.)	Common	<input checked="" type="checkbox"/>
Head Start (Disc)	1	Begin the game with the maximum number of Disc Grenades. Even if Online match settings limit the number of grenades, this ability works. When respawning, as long as Disc Grenades are in play you'll start with the maximum number of Disc Grenades.	Common	<input checked="" type="checkbox"/>
Head Start (Gum)	1	Begin the game with the maximum number of Gum Grenades. Even if Online match settings limit the number of grenades, this ability works. When respawning, as long as Gum Grenades are in play you'll start with the maximum number of Gum Grenades.	Common	<input checked="" type="checkbox"/>
Head Start (Normal)	1	Begin the game with the maximum number of Normal Grenades. Even if Online match settings limit the number of grenades, this ability works. When respawning, as long as Normal Grenades are in play you'll start with the maximum number of Normal Grenades.	Common	<input checked="" type="checkbox"/>
Head Start (Plasma)	1	Begin the game with the maximum number of Plasma Grenades. Even if Online match settings limit the number of grenades, this ability works. When respawning, as long as Plasma Grenades are in play you'll start with the maximum number of Plasma Grenades.	Common	<input checked="" type="checkbox"/>
Head Start (Release)	1	Begin the game with the maximum number of Release Grenades. Even if Online match settings limit the number of grenades, this ability works. When respawning, as long as Release Grenades are in play, you'll start with the maximum number of Release Grenades.	Common	<input checked="" type="checkbox"/>



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Abilities, continued

Ability	Slots	Content	Rarity	Got It?
Invisible	1	Prevents your position from being shown on the enemy's radar when walking or running. (Attacking, jumping, grappling, dashing, rolling, and other special actions will still give you away.) When you're playing the Campaign, this ability makes it difficult for enemies to target you.	Rare	<input checked="" type="checkbox"/>
Lag Start	2	Player begins the game with a minimal amount of thermal energy (-1000p), along with a 15% reduced ammo and grenade supply. In exchange, this ability increases the number of Career Points you earn by 1.35 times in Campaign, 1.7 times for Online battles/Training mode bot battles. (Other Training modes only carry the risk.)	Common	<input checked="" type="checkbox"/>
Melee Attack I	1	Increases the strength of your close-range attacks by 2 times. (Most typical melee attacks inflict 40 damage. Special melee weapons and heavier VS weapons inflict greater damage.)	Common	<input checked="" type="checkbox"/>
Melee Attack II	2	Increases the strength of your close-range attacks by 5 times. (Most typical melee attacks inflict 40 damage. Special melee weapons and heavier VS weapons inflict greater damage.)	Common	<input checked="" type="checkbox"/>
Points I	1	Increases the number of Career Points you earn by 1.125 times in the Campaign and by 1.25 times for Online battles/Training mode bot battles. (Other Training modes not affected.)	Common	<input checked="" type="checkbox"/>
Points II	2	Increases the number of Career Points you earn by 1.25 times in the Campaign and 1.5 times for Online battles/Training mode bot battles. (Other Training modes not affected.)	Common	<input checked="" type="checkbox"/>
Quick Return	1	Shortens your respawn time by 3 seconds and causes you to activate Data Posts 5 times faster.	Rare	<input checked="" type="checkbox"/>
Recovery I	1	Triples speed with which life is recovered when using the Harmonizer in Campaign and Training modes.	Rare	<input checked="" type="checkbox"/>
Recovery II	2	Quintuples speed with which life is recovered when using the Harmonizer in Campaign and Training modes.	Rare	<input checked="" type="checkbox"/>
Self-Inflicted Injury	2	Increases the damage you take by 1.25 times. In exchange, increases the number of Career Points you earn by 1.5 times in Campaign, by 2 times for Online battles/Training mode bot battles. (Other Training modes only carry the risk.)	Common	<input checked="" type="checkbox"/>
Soundless	1	Silences your footsteps and reduces Anchor noise. In the Campaign, the enemy detection radius (outside the field of vision) is halved, making locating you difficult.	Common	<input checked="" type="checkbox"/>
Special Guard I	1	Protects you from the effects of plasma/fire/wind damage (stun/extra damage/knockback); however, you still take any normal attack damage from these sorts of attacks.	Rare	<input checked="" type="checkbox"/>
Special Guard II	2	Protects from the same effects as Special Guard I, plus the immobilization effects of ice/vibration/adhesion. However, you still take any normal attack damage from these sorts of attacks.	Rare	<input checked="" type="checkbox"/>
Sprinter I	1	Doubles the length of time you can dash.	Rare	<input checked="" type="checkbox"/>
Sprinter II	2	Triples the length of time you can dash.	Rare	<input checked="" type="checkbox"/>
Superstar	2	Your radar won't work but your enemies' radar will. In the Campaign this makes you an easy target. In exchange, the number of Career Points you earn is increased by 2 times in the Campaign and by 3 times in Online battles/Training mode bot battles. (Other Training modes only carry the risk.)	Common	<input checked="" type="checkbox"/>
Survival	2	You will be left with a sliver of health even when fatally injured. Not effective against grenade explosions, VS explosions, headshots, or long falls.	Rare	<input checked="" type="checkbox"/>
T-ENG Supply	1	You begin with an extra amount of thermal energy (+2000p) at the game's start and every time you respawn. Also, every time you pick up T-ENG you receive 1.5 times the usual amount (including at Data Posts) and 3 times the normal amount at T-ENG Chargers, etc.	Common	<input checked="" type="checkbox"/>
T-ENG Weapon Master I	1	Halves the amount of thermal energy required to use T-ENG-powered weapons. Also, the overheat gauge recovers at 1.2 times speed.	Common	<input checked="" type="checkbox"/>
T-ENG Weapon Master II	2	Reduces (to 1/5) the amount of thermal energy required to use T-ENG-powered weapons. Also, the overheat gauge recovers at 1.2 times speed and fills at half speed.	Common	<input checked="" type="checkbox"/>
Tough Get Going	2	Increases your attack power by 2 times when your health is reduced below 40%. If your health goes back above 40%, your attack power returns to normal.	Rare	<input checked="" type="checkbox"/>
VS Master I	1	Halves the thermal energy consumption when operating a VS, and also speeds up repair time to 3 times normal speed. Also facilitates VS escape (when escape is possible).	Common	<input checked="" type="checkbox"/>
VS Master II	2	No thermal energy is used when operating a VS, repair time is sped up to 3 times normal speed, and piloting a VS does not consume T-ENG. Furthermore, plasma stun and fire damage effects are eliminated while inside a VS, and VS escapes are facilitated (when escape is possible).	Common	<input checked="" type="checkbox"/>
VS Takedown	1	Enhances ability to pierce a VS's armored exterior to 1.5 times, and increases damage to weak points by 1.8 times. Effective even while you are piloting a VS.	Rare	<input checked="" type="checkbox"/>

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Noms de Guerre



The little name that other players see when standing close to your character is known as your *nom de guerre*, which is French for “war name,” or pseudonym. There are scores of special *noms de guerre* to unlock, which you can bestow upon your custom characters by visiting the My Page menu. Use *noms de guerre* to add further flair to your custom characters.

Noms de Guerre-Weapons Master (Right-Hand)

Standard Weapon			
Noms de Guerre	Requirement	Applicable Weapons	Got It?
Machine Gun Novice	Do 5,000 points of damage with this weapon.	Machine Gun, Machine Gun 2, Machine Gun SP	<input checked="" type="checkbox"/>
Machine Gun Maniac	Do 30,000 points of damage with this weapon.	Machine Gun, Machine Gun 2, Machine Gun SP	<input checked="" type="checkbox"/>
Machine Gun Master	Do 300,000 points of damage with this weapon.	Machine Gun, Machine Gun 2, Machine Gun SP	<input checked="" type="checkbox"/>
Gun Sword Novice	Do 5,000 points of damage with this weapon.	Gun Sword, Gun Sword SP	<input checked="" type="checkbox"/>
Gun Sword Maniac	Do 15,000 points of damage with this weapon.	Gun Sword, Gun Sword SP	<input checked="" type="checkbox"/>
Gun Sword Master	Do 100,000 points of damage with this weapon.	Gun Sword, Gun Sword SP	<input checked="" type="checkbox"/>
Energy Gun Novice	Do 5,000 points of damage with this weapon.	Energy Gun, Energy Gun SP	<input checked="" type="checkbox"/>
Energy Gun Maniac	Do 15,000 points of damage with this weapon.	Energy Gun, Energy Gun SP	<input checked="" type="checkbox"/>
Energy Gun Master	Do 100,000 points of damage with this weapon.	Energy Gun, Energy Gun SP	<input checked="" type="checkbox"/>
Standard Weapon Master	Earn all <i>noms de guerre</i> in the Standard Weapon category.	All standard weapons	<input checked="" type="checkbox"/>
Short-Range Weapon			
Noms de Guerre	Requirement	Applicable Weapons	Got It?
Shotgun Novice	Do 5,000 points of damage with this weapon.	Shotgun, Shotgun 2, Shotgun SP	<input checked="" type="checkbox"/>
Shotgun Maniac	Do 30,000 points of damage with this weapon.	Shotgun, Shotgun 2, Shotgun SP	<input checked="" type="checkbox"/>
Shotgun Master	Do 300,000 points of damage with this weapon.	Shotgun, Shotgun 2, Shotgun SP	<input checked="" type="checkbox"/>
Revolver Novice	Do 5,000 points of damage with this weapon.	Revolver, Revolver SP	<input checked="" type="checkbox"/>
Revolver Maniac	Do 15,000 points of damage with this weapon.	Revolver, Revolver SP	<input checked="" type="checkbox"/>
Revolver Master	Do 100,000 points of damage with this weapon.	Revolver, Revolver SP	<input checked="" type="checkbox"/>
Flamethrower Novice	Do 5,000 points of damage with this weapon.	Flamethrower, Flamethrower SP	<input checked="" type="checkbox"/>
Flamethrower Maniac	Do 15,000 points of damage with this weapon.	Flamethrower, Flamethrower SP	<input checked="" type="checkbox"/>
Flamethrower Master	Do 100,000 points of damage with this weapon.	Flamethrower, Flamethrower SP	<input checked="" type="checkbox"/>
Short-Range Weapon Master	Earn all <i>noms de guerre</i> in the Short-Range Weapon category.	All short-range weapons	<input checked="" type="checkbox"/>
Support Weapon			
Noms de Guerre	Requirement	Applicable Weapons	Got It?
Shield Novice	Use 20 times during game (until final stage).	Shield, Shield SP, Shield SP2	<input checked="" type="checkbox"/>
Shield Maniac	Use 200 times during game (until final stage).	Shield, Shield SP, Shield SP2	<input checked="" type="checkbox"/>
Shield Master	Use 1,000 times during game (until final stage).	Shield, Shield SP, Shield SP2	<input checked="" type="checkbox"/>



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Noms de Guerre Weapons Master—Right-Hand Weapons, continued

Noms de Guerre	Requirement	Applicable Weapons	Got It?
Injection Gun Novice	Hit allies 20 times.	Injection Gun, Injection Gun 2	<input checked="" type="checkbox"/>
Injection Gun Maniac	Hit allies 200 times.	Injection Gun, Injection Gun 2	<input checked="" type="checkbox"/>
Injection Gun Master	Hit allies 1,000 times.	Injection Gun, Injection Gun 2	<input checked="" type="checkbox"/>
V Device Novice	Use 20 times during game (until final stage).	V Device, V Device SP	<input checked="" type="checkbox"/>
V Device Maniac	Use 200 times during game (until final stage).	V Device, V Device SP	<input checked="" type="checkbox"/>
V Device Master	Use 1,000 times during game (until final stage).	V Device, V Device SP	<input checked="" type="checkbox"/>
Support Weapon Master	Earn all <i>noms de guerre</i> in the Support Weapon+B81 category.	All support weapons	<input checked="" type="checkbox"/>
Long-Range Weapon			
Noms de Guerre	Requirement	Applicable Weapons	Got It?
Rifle Novice	Do 5,000 points of damage with this weapon.	Rifle, Rifle 2, Rifle SP, Gold Rifle	<input checked="" type="checkbox"/>
Rifle Maniac	Do 30,000 points of damage with this weapon.	Rifle, Rifle 2, Rifle SP, Gold Rifle	<input checked="" type="checkbox"/>
Rifle Master	Do 300,000 points of damage with this weapon.	Rifle, Rifle 2, Rifle SP, Gold Rifle	<input checked="" type="checkbox"/>
Plasma Gun Novice	Do 5,000 points of damage with this weapon.	Plasma Gun, Plasma Gun 2, Plasma Gun SP	<input checked="" type="checkbox"/>
Plasma Gun Maniac	Do 15,000 points of damage with this weapon.	Plasma Gun, Plasma Gun 2, Plasma Gun SP	<input checked="" type="checkbox"/>
Plasma Gun Master	Do 100,000 points of damage with this weapon.	Plasma Gun, Plasma Gun 2, Plasma Gun SP	<input checked="" type="checkbox"/>
Long-Range Weapon Master	Earn all <i>noms de guerre</i> in the Long-Range Weapon category.	All long-range weapons	<input checked="" type="checkbox"/>
Heavy Weapon			
Noms de Guerre	Requirement	Applicable Weapons	Got It?
Rocket Launcher Novice	Do 5,000 points of damage with this weapon.	Rocket Launcher, Rocket Launcher 2, Rocket Launcher SP	<input checked="" type="checkbox"/>
Rocket Launcher Maniac	Do 30,000 points of damage with this weapon.	Rocket Launcher, Rocket Launcher 2, Rocket Launcher SP	<input checked="" type="checkbox"/>
Rocket Launcher Master	Do 300,000 points of damage with this weapon.	Rocket Launcher, Rocket Launcher 2, Rocket Launcher SP	<input checked="" type="checkbox"/>
Hand Cannon Novice	Do 5,000 points of damage with this weapon.	Hand Cannon, Hand Cannon SP	<input checked="" type="checkbox"/>
Hand Cannon Maniac	Do 15,000 points of damage with this weapon.	Hand Cannon, Hand Cannon SP	<input checked="" type="checkbox"/>
Hand Cannon Master	Do 100,000 points of damage with this weapon.	Hand Cannon, Hand Cannon SP	<input checked="" type="checkbox"/>
Plasma Cannon Novice	Do 5,000 points of damage with this weapon.	Plasma Cannon, Plasma Cannon SP	<input checked="" type="checkbox"/>
Plasma Cannon Maniac	Do 15,000 points of damage with this weapon.	Plasma Cannon, Plasma Cannon SP	<input checked="" type="checkbox"/>
Plasma Cannon Master	Do 100,000 points of damage with this weapon.	Plasma Cannon, Plasma Cannon SP	<input checked="" type="checkbox"/>
Heavy Weapon Master	Earn all <i>noms de guerre</i> in the Heavy Weapon category.	All heavy weapons	<input checked="" type="checkbox"/>
Handgun Weapon			
Noms de Guerre	Requirement	Applicable Weapons	Got It?
Handgun Novice	Do 5,000 points of damage with this weapon.	Handgun	<input checked="" type="checkbox"/>
Handgun Maniac	Do 15,000 points of damage with this weapon.	Handgun	<input checked="" type="checkbox"/>
Handgun Master	Do 100,000 points of damage with this weapon.	Handgun	<input checked="" type="checkbox"/>
Right-Hand Weapon			
Nom de Guerre	Requirement	Applicable Weapons	Got It?
Blaster Master	Earn all right-hand weapon <i>noms de guerre</i> .	All right-hand weapons	<input checked="" type="checkbox"/>

Noms de Guerre-Weapons Master (Left-Hand)

Normal Grenade			
Nom de Guerre	Requirement	Applicable Weapons	Got It?
Hand Grenade Novice	Do 5,000 points of damage with this weapon.	Hand Grenade, Hand Grenade 2, Hand Grenade 3	<input checked="" type="checkbox"/>
Hand Grenade Maniac	Do 30,000 points of damage with this weapon.	Hand Grenade, Hand Grenade 2, Hand Grenade 3	<input checked="" type="checkbox"/>
Hand Grenade Master	Do 300,000 points of damage with this weapon.	Hand Grenade, Hand Grenade 2, Hand Grenade 3	<input checked="" type="checkbox"/>
Incendiary Grenade Maniac	Do 20,000 points of damage with this weapon.	Incendiary Grenade	<input checked="" type="checkbox"/>
Incendiary Grenade Master	Do 100,000 points of damage with this weapon.	Incendiary Grenade	<input checked="" type="checkbox"/>
Buster Grenade Maniac	Do 20,000 points of damage with this weapon.	Buster Grenade	<input checked="" type="checkbox"/>
Buster Grenade Master	Do 100,000 points of damage with this weapon.	Buster Grenade	<input checked="" type="checkbox"/>
Normal Grenade Master	Earn all <i>noms de guerre</i> in the Normal Grenade category.	All Normal Grenades	<input checked="" type="checkbox"/>
Gum Grenade			
Nom de Guerre	Requirement	Applicable Weapons	Got It?
Gum Grenade Novice	Do 5,000 points of damage with this weapon.	Gum Grenade, Gum Grenade 2, Gum Grenade 3	<input checked="" type="checkbox"/>
Gum Grenade Maniac	Do 30,000 points of damage with this weapon.	Gum Grenade, Gum Grenade 2, Gum Grenade 3	<input checked="" type="checkbox"/>
Gum Grenade Master	Do 300,000 points of damage with this weapon.	Gum Grenade, Gum Grenade 2, Gum Grenade 3	<input checked="" type="checkbox"/>
Spark Grenade Maniac	Do 20,000 points of damage with this weapon.	Spark Grenade	<input checked="" type="checkbox"/>
Spark Grenade Master	Do 100,000 points of damage with this weapon.	Spark Grenade	<input checked="" type="checkbox"/>
Chameleon Grenade Maniac	Do 20,000 points of damage with this weapon.	Chameleon Grenade	<input checked="" type="checkbox"/>
Chameleon Grenade Master	Do 100,000 points of damage with this weapon.	Chameleon Grenade	<input checked="" type="checkbox"/>
Gum Master	Earn all <i>noms de guerre</i> in the Gum Grenade category.	All Gum Grenades	<input checked="" type="checkbox"/>
Disc Grenade			
Nom de Guerre	Requirement	Applicable Weapons	Got It?
Disc Grenade Novice	Do 5,000 points of damage with this weapon.	Disc Grenade, Disc Grenade 2, Disc Grenade 3	<input checked="" type="checkbox"/>
Disc Grenade Maniac	Do 30,000 points of damage with this weapon.	Disc Grenade, Disc Grenade 2, Disc Grenade 3	<input checked="" type="checkbox"/>
Disc Grenade Master	Do 300,000 points of damage with this weapon.	Disc Grenade, Disc Grenade 2, Disc Grenade 3	<input checked="" type="checkbox"/>
Energy Grenade Maniac	Do 20,000 points of damage with this weapon.	Energy Grenade	<input checked="" type="checkbox"/>
Energy Grenade Master	Do 100,000 points of damage with this weapon.	Energy Grenade	<input checked="" type="checkbox"/>
Shuriken Maniac	Do 20,000 points of damage with this weapon.	Shuriken	<input checked="" type="checkbox"/>
Shuriken Master	Do 100,000 points of damage with this weapon.	Shuriken	<input checked="" type="checkbox"/>
Disc Master	Earn all <i>noms de guerre</i> in the Disc Grenade category.	All Disc Grenades	<input checked="" type="checkbox"/>
Release Grenade			
Nom de Guerre	Requirement	Applicable Weapons	Got It?
Dummy Grenade Novice	Do 5,000 points of damage with this weapon.	Dummy Grenade, Dummy Grenade 2, Dummy Grenade 3	<input checked="" type="checkbox"/>
Dummy Grenade Maniac	Do 30,000 points of damage with this weapon.	Dummy Grenade, Dummy Grenade 2, Dummy Grenade 3	<input checked="" type="checkbox"/>
Dummy Grenade Master	Do 300,000 points of damage with this weapon.	Dummy Grenade, Dummy Grenade 2, Dummy Grenade 3	<input checked="" type="checkbox"/>
Balloon Grenade Maniac	Do 20,000 points of damage with this weapon.	Balloon	<input checked="" type="checkbox"/>



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Noms de Guerre Weapons Master-Left-Hand Weapons, continued

Noms de Guerre	Requirement	Applicable Weapons	Got It?
Balloon Grenade Master	Do 100,000 points of damage with this weapon.	Balloon	<input checked="" type="checkbox"/>
Firecracker Maniac	Do 20,000 points of damage with this weapon.	Firecracker	<input checked="" type="checkbox"/>
Firecracker Master	Do 100,000 points of damage with this weapon.	Firecracker	<input checked="" type="checkbox"/>
Release Grenade Master	Earn all <i>noms de guerre</i> in the Release Grenade category.	All Release Grenades	<input checked="" type="checkbox"/>
Plasma Grenade			
Nom de Guerre	Requirement	Applicable Weapons	Got It?
Plasma Grenade Novice	Do 5,000 points of damage with this weapon.	Plasma Grenade, Plasma Grenade 2, Plasma Grenade 3	<input checked="" type="checkbox"/>
Plasma Grenade Maniac	Do 30,000 points of damage with this weapon.	Plasma Grenade, Plasma Grenade 2, Plasma Grenade 3	<input checked="" type="checkbox"/>
Plasma Grenade Master	Do 300,000 points of damage with this weapon.	Plasma Grenade, Plasma Grenade 2, Plasma Grenade 3	<input checked="" type="checkbox"/>
Regen Grenade Maniac	Regenerate a total of HP 2500 with this type of weapon.	Regen Grenade	<input checked="" type="checkbox"/>
Regen Grenade Master	Regenerate a total of HP 10,000 with this type of weapon.	Regen Grenade	<input checked="" type="checkbox"/>
Warp Grenade Maniac	Use a Warp Grenade to warp 100 times.	Warp Grenade	<input checked="" type="checkbox"/>
Warp Grenade Master	Use a Warp Grenade to warp 500 times.	Warp Grenade	<input checked="" type="checkbox"/>
Plasma Master	Earn all <i>noms de guerre</i> in the Plasma Grenade category.	All Plasma Grenades	<input checked="" type="checkbox"/>
Left-Hand Weapon			
Nom de Guerre	Requirement	Applicable Weapons	Got It?
Grenade Master	Earn all left-hand weapon <i>noms de guerre</i> .	All left-hand weapons	<input checked="" type="checkbox"/>

Noms de Guerre-VS Master

VS Weapons		
Noms de Guerre	Requirement	Got It?
VS EM Laser Attacker	Do 20,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS EM Laser Rampager	Do 100,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Gatling Gun Attacker	Do 20,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Gatling Gun Rampager	Do 100,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Grenade Attacker	Do 20,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Grenade Rampager	Do 100,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Homing Laser Attacker	Do 20,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Homing Laser Rampager	Do 100,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Laser Lance Attacker	Do 20,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Laser Lance Rampager	Do 100,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Laser Rifle Attacker	Do 20,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Laser Rifle Rampager	Do 100,000 points of damage with this weapon.	<input checked="" type="checkbox"/>

Noms de Guerre	Requirement	Got It?
VS Pile Bunker Attacker	Do 20,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Pile Bunker Rampager	Do 100,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Rifle Attacker	Do 20,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Rifle Rampager	Do 100,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Rocket Launcher Attacker	Do 20,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Rocket Launcher Rampager	Do 100,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Rocket Pod Attacker	Do 20,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Rocket Pod Rampager	Do 100,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Shotgun Attacker	Do 20,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
VS Shotgun Rampager	Do 100,000 points of damage with this weapon.	<input checked="" type="checkbox"/>
Walking Armory	Earn all <i>noms de guerre</i> in the VS Weapons category.	<input checked="" type="checkbox"/>

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Vital Suits		
Noms de Guerre	Requirement	Got It?
Baylid Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Baylid Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Bleed Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Bleed Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Brocakti Rookie	Merge a total of 10 times.	<input checked="" type="checkbox"/>
Brocakti Master	Merge a total of 20 times.	<input checked="" type="checkbox"/>
Cakti Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Cakti Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Cannon Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Cannon Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Dongo Jockey	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Dongo Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Drio Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Drio Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Drion Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Drion Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Evax Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Evax Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Fastrey Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Fastrey Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>

Noms de Guerre	Requirement	Got It?
Faze Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Faze Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Granseed Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Granseed Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Hardballer Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Hardballer Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Neegal Jockey	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Neegal Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Nida Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Nida Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Osprey Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Osprey Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Tencale Jockey	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Tencale Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Triseed Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Triseed Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
Vensa Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
Vensa Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>
X-Seed Rookie	Do 10,000 damage while piloting.	<input checked="" type="checkbox"/>
X-Seed Master	Do 100,000 damage while piloting.	<input checked="" type="checkbox"/>

Noms de Guerre-Play Style

Play Style-Campaign and Training Mode		
Noms de Guerre	Requirement	Got It?
Novice	Unlocked from the start.	<input checked="" type="checkbox"/>
Aerial Fighter	Ride in or pilot an Osprey, Fastrey, Triseed (in both fighter and ship form), and X-Seed (in flying form).	<input checked="" type="checkbox"/>
Akrid Hunter	Complete all chapters in Episode 1. (Number of players and difficulty level are irrelevant.)	<input checked="" type="checkbox"/>
All LP2, All the Time	Continuous gameplay time of five hours or more.	<input checked="" type="checkbox"/>
And I'll Form the Head!	Merge two VS units (form the Brocakti).	<input checked="" type="checkbox"/>
Attention Whore	Collect all Femme Fatale emotes.	<input checked="" type="checkbox"/>
Backstabber	Kill three teammates (AI bots included) in one mission area.	<input checked="" type="checkbox"/>

Noms de Guerre	Requirement	Got It?
Band of Brothers	Clear all Campaign Episodes with other players.	<input checked="" type="checkbox"/>
Berserker	Hit a teammate with your weapon 100 times in one game (not including Regen Grenades or Injection Guns).	<input checked="" type="checkbox"/>
Black Ops	Clear all Campaign stages on Extreme difficulty (number of players are irrelevant).	<input checked="" type="checkbox"/>
Blockhead	Kill consistently using headshots in any area.	<input checked="" type="checkbox"/>
Body Armor Machine	Put on Battle Armor and score 20 kills in an area.	<input checked="" type="checkbox"/>
Burnout	Fall off the "world" and die five times in an area.	<input checked="" type="checkbox"/>
Captain Emeritus	Play 100 Campaign areas as the match host. (Difficulty level, number of players, and Episode are irrelevant.)	<input checked="" type="checkbox"/>



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Play Style—Campaign and Training Mode, continued

Noms de Guerre	Requirement	Got It?
Conveyer Belt Warrior	Play the stage with the conveyor belts 10 times (Episode 2-2 or Online map "Friction").	<input checked="" type="checkbox"/>
Damage Control	Complete all chapters in Episode 2. (Number of players and difficulty level are irrelevant.)	<input checked="" type="checkbox"/>
Dead Weight	Sink underwater and drown five times in an area.	<input checked="" type="checkbox"/>
Death Becomes Me	Die more than 444 times (over career).	<input checked="" type="checkbox"/>
Deep-Sea Shark	Clear Episode 4 on all difficulty levels.	<input checked="" type="checkbox"/>
Diamond Dust	Clear the last half of Episode 6 on all difficulty levels.	<input checked="" type="checkbox"/>
E.D.N. III Patrol	Use a Co-op attack (Super Lost Blaster) three times.	<input checked="" type="checkbox"/>
Fabulous Force	Use a Co-op attack (Thermal Energy Escalation) three times.	<input checked="" type="checkbox"/>
Going Alone	Complete 93 Campaign areas without the help of other players. (Difficulty level and episode are irrelevant.)	<input checked="" type="checkbox"/>
Grappler	Score 10 consecutive melee attacks with anything except a Gun Sword.	<input checked="" type="checkbox"/>
Gravity Sucks	Clear the first half of Episode 6 on all difficulty levels.	<input checked="" type="checkbox"/>
Green Beret	Clear all Campaign stages on Hard difficulty (number of players is irrelevant).	<input checked="" type="checkbox"/>
Grounded Pilot	The VS you are piloting is destroyed 10 times (from anyone's attack).	<input checked="" type="checkbox"/>
Gunner	Shoot the Railway Gun five times in one play session.	<input checked="" type="checkbox"/>
Gunslinger	Simultaneously carry a Handgun and a Revolver (one stored as a backup weapon).	<input checked="" type="checkbox"/>
Hardcore Player	Total play time of over 50 hours.	<input checked="" type="checkbox"/>
Heavy Duty Soldier	Put on Battle Armor and score 10 kills in an area.	<input checked="" type="checkbox"/>
Hell Fire	Simultaneously equip a Flame-thrower and Incendiary Grenades.	<input checked="" type="checkbox"/>
Human Spider	Score continuous kills while hanging from the Anchor.	<input checked="" type="checkbox"/>
Infiltrator	Descend a ladder 10 times in one play.	<input checked="" type="checkbox"/>
Jungle Predator	Clear Episode 1 on all difficulty levels.	<input checked="" type="checkbox"/>
Keeper of the Flame	Clear 300 chapters or more, but at least one week after beating the game.	<input checked="" type="checkbox"/>
Knight	Simultaneously carry a Shield (any kind) and Gun Sword (or Gun Sword SP), with the Shield stored on your back.	<input checked="" type="checkbox"/>
Launch Pad Antics	Use the NEOS launch pads five times in one play (Episode 6-1).	<input checked="" type="checkbox"/>

Noms de Guerre	Requirement	Got It?
Leader	While playing with other players, be the first to press the indicated button during cutscene events.	<input checked="" type="checkbox"/>
Least Valuable Player	In any Campaign area, decrease the Battle Gauge by 5,000 points. (Can also be completed in Online team-based matches.)	<input checked="" type="checkbox"/>
Legionnaire	Search and join other players' matches, and play 100 Campaign areas as a "guest." (Difficulty level, number of players, and Episode are irrelevant.)	<input checked="" type="checkbox"/>
Lonely Hearts Club	Clear 39 chapters or more in the Campaign without any teammates (difficulty level and exact chapters are irrelevant).	<input checked="" type="checkbox"/>
Lovin' This Game	Celebrate your six-month anniversary with Lost Planet 2. (Only the date matters; number of times played is irrelevant.)	<input checked="" type="checkbox"/>
Loyal Partner	Complete 386 Campaign areas with one or more other players. (Difficulty level and episode are irrelevant.)	<input checked="" type="checkbox"/>
Man on Fire	Defeat an enemy while on fire.	<input checked="" type="checkbox"/>
Master of Techniques	Earn a Gold in all Training mode stages.	<input checked="" type="checkbox"/>
Master Thief	Open 10 ENG Boxes in a single mission area.	<input checked="" type="checkbox"/>
Master-D	Defeat 30 bosses.	<input checked="" type="checkbox"/>
Mechanic	Transport the Railway Gun shells five times in one play session.	<input checked="" type="checkbox"/>
Medic	Heal four people with a Regen Grenade.	<input checked="" type="checkbox"/>
Melee Master	Score 10 consecutive hits using a Vital Suit's melee attacks.	<input checked="" type="checkbox"/>
Merchant of Death	Unlock all soldier-size weapons and grenades.	<input checked="" type="checkbox"/>
Metal Masher	Complete all chapters in Episode 4. (Number of players and difficulty level are irrelevant.)	<input checked="" type="checkbox"/>
Monster Hunter	Acquire all Gold GJ awards related to Category G (boss) Akrid (and higher).	<input checked="" type="checkbox"/>
Move Out	Complete Episode 1 Chapter O-B (prologue from "Osprey" perspective).	<input checked="" type="checkbox"/>
Mr. Proactive	Achieve 100 different Good Job awards. (GJ type and game difficulty level are irrelevant.)	<input checked="" type="checkbox"/>
Mr. Sangfroid	Do not collect any T-ENG while playing through an area (cannot receive from others either).	<input checked="" type="checkbox"/>
Night Vision Specialist	Use Night Vision mode for more than three minutes.	<input checked="" type="checkbox"/>
Outlaw	Exit to the lobby from the PDA menu during a Co-op game. (Can also be completed in Online mode under different circumstances.)	<input checked="" type="checkbox"/>

Play Style-Campaign and Training Mode, continued

Noms de Guerre	Requirement	Got It?
Overland Battleship Gunner	Get all the Gold GJs during stages while riding the Overland Battleship (Episode 5).	<input checked="" type="checkbox"/>
Paint Licker	In Episode 2-1, get run over by the trains at the end five times.	<input checked="" type="checkbox"/>
Planetary Platoon	Use a co-op attack (Planet Sword, Plasma Milky Way Slice) three times.	<input checked="" type="checkbox"/>
Plasmaniac	Set up a custom Campaign game where the Plasma Gun (any kind), Energy Gun (any kind), Shot Gun 2, Plasma Cannon (any kind), and Plasma Grenade (any kind) are in play for you.	<input checked="" type="checkbox"/>
Prince Charming	Collect all emotes, excluding all Femme Fatale emotes.	<input checked="" type="checkbox"/>
Private	Clear all Campaign stages on Normal difficulty (number of players is irrelevant).	<input checked="" type="checkbox"/>
Proto Man	Defeat 1,000 enemy soldiers.	<input checked="" type="checkbox"/>
Raw Recruit	Clear all Campaign stages on Easy difficulty (number of players is irrelevant).	<input checked="" type="checkbox"/>
Red Eye Slayer	Complete all chapters in Episode 3. (Number of players and difficulty level are irrelevant.)	<input type="checkbox"/>
Robot Master	Defeat 100 enemy Vital Suits.	<input type="checkbox"/>
Running on Empty	Leave your T-ENG gauge empty for over 10 consecutive minutes in any area.	<input type="checkbox"/>
Sandstorm	Clear Episodes 3 and 5 on all difficulty levels.	<input checked="" type="checkbox"/>
Scorched Earth	Defeat 9,999 enemies (Akrid, VS, or enemy soldiers).	<input checked="" type="checkbox"/>
Self-Made Man	Play through all Training mode stages with bot battles.	<input checked="" type="checkbox"/>
Sneaker	Play one or more matches in one area with the Silent Runner and Invisible abilities enabled.	<input checked="" type="checkbox"/>
Snipey McSnipe	Look through a long-range weapon's scope for five straight minutes (at maximum zoom).	<input checked="" type="checkbox"/>
Snow Baron	Achieve a Career Level of Lv. 80 with any faction.	<input checked="" type="checkbox"/>
Snow King	Achieve a Career Level of Lv. 50 with any faction.	<input checked="" type="checkbox"/>
Snowball	Achieve a Career Level of Lv. 10 with any faction.	<input checked="" type="checkbox"/>
Snowman	Achieve a Career Level of Lv. 30 with any faction.	<input checked="" type="checkbox"/>
Space Taker	In Episode 6-4, get killed by the NEOS space station laser five times in one game.	<input checked="" type="checkbox"/>
Speed Demon	Earn a Silver or Gold in all Training mode stages.	<input checked="" type="checkbox"/>
Sprinter	Turn on the ability Sprinter II and run a "full loop" (12 loops) in any area.	<input checked="" type="checkbox"/>
St. Bernard	Have Regen Grenades and Injection Gun simultaneously equipped; have Flamethrower and Incendiary Grenades simultaneously equipped.	<input checked="" type="checkbox"/>

Noms de Guerre	Requirement	Got It?
Stand Up	Complete Episode 1 Chapter 0-A (prologue from "on ground" perspective).	<input checked="" type="checkbox"/>
Stardust Survivor	Complete all chapters in Episode 6. (Number of players and difficulty level are irrelevant.)	<input checked="" type="checkbox"/>
Stealth Assassin	Fire a charged shot from the Energy Gun and hit all targets with the Rocket Launcher 2.	<input checked="" type="checkbox"/>
Steel Acrobat	Clear Episode 2 on all difficulty levels.	<input checked="" type="checkbox"/>
Storyteller	Clear 200 chapters or more, but at least one week after beating the game.	<input checked="" type="checkbox"/>
Suicide King	Hit yourself with your own weapon's attack 100 times.	<input checked="" type="checkbox"/>
Super Fighting Squad	Use a co-op attack (Final Extreme Cannon) three times.	<input checked="" type="checkbox"/>
Swordsman	Score 10 consecutive hits with a Gun Sword's melee attack or a Laser Lance.	<input checked="" type="checkbox"/>
T-ENG Blitzzer	In one area, give 2,000 of your stored T-ENG to another player via T-ENG Supplier. (Can also be performed in Online mode.)	<input checked="" type="checkbox"/>
T-ENG Hog	Leave your T-ENG gauge at full capacity (9,999) for over 10 consecutive minutes in any area.	<input checked="" type="checkbox"/>
T-ENG Monopolizer	Accumulate a combined total of more than 99,999 units of thermal energy (over career).	<input checked="" type="checkbox"/>
Team Player	Play through an area without using most weapons. Only support weapons, grenades, the Anchor, and the T-ENG Supplier are OK to use.	<input checked="" type="checkbox"/>
Thief Extraordinaire	Complete all chapters in Episode 5. (Number of players and difficulty level are irrelevant.)	<input checked="" type="checkbox"/>
Trainspotter	Clear all Railway Gun stages.	<input checked="" type="checkbox"/>
Underdog	Receive two "Game Overs" in a row.	<input checked="" type="checkbox"/>
Ungracious Host	Break up a match that you've established before the game starts 10 times.	<input checked="" type="checkbox"/>
Unknown Super Soldier	Unlock 100 <i>noms de guerre</i> .	<input checked="" type="checkbox"/>
Vagabond	Repeatedly join and leave the game lobby 10 times.	<input checked="" type="checkbox"/>
VS Engineer	Repair a VS three times in one area.	<input checked="" type="checkbox"/>
VS License Revoked	Fail to eject from a critical VS five times in one game (death by falling also counts).	<input checked="" type="checkbox"/>
Wasted Chances	Fail to press the correct buttons during cutscene action events a total of four times.	<input checked="" type="checkbox"/>
Witness	Clear 100 chapters or more, but at least one week after beating the game.	<input checked="" type="checkbox"/>
Workaholic	Dash over 100 times in an area.	<input checked="" type="checkbox"/>
Yashichi	Defeat 3,000 S- and M-sized Akrid.	<input checked="" type="checkbox"/>

APPENDIX

Intro

Basic

Campaign

Online

Training

Appendix



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Play Style—Online Mode		
Noms de Guerre	Requirement	Got It?
100 Point Soldier	Receive only 100 points or fewer in three consecutive Elimination or Team Elimination matches played under Points rules.	<input checked="" type="checkbox"/>
Anti-Fugitive	In a Fugitive match, become a hunter and kill five fugitives.	<input checked="" type="checkbox"/>
Captured Fugitive	Fail three times as the fugitive in Fugitive matches.	<input checked="" type="checkbox"/>
Chatterbox	Remain connected online with Voice Chat turned on for one hour.	<input checked="" type="checkbox"/>
Comeback Kid	In a Team Elimination match, under Points rules, when your team's Battle Gauge is displayed without dropping, your team wins, and your point value is half the number of players or higher (e.g., 8 points in a 16-player battle).	<input checked="" type="checkbox"/>
Destroyer of All	Shoot the Dual Shoulder Big Destruction Missile 10 times.	<input checked="" type="checkbox"/>
Devourer of All	Shoot the Dual Shoulder Gravity Gun 10 times.	<input checked="" type="checkbox"/>
Egg Attacker	Carry three Akrid Eggs in one match.	<input checked="" type="checkbox"/>
Egg Defender	In one match, kill three players who are carrying Akrid Eggs.	<input checked="" type="checkbox"/>
Emcee	Host 100 Online player matches.	<input checked="" type="checkbox"/>
First Blood	Play one Online match.	<input checked="" type="checkbox"/>
Fugitive Survivor	In a Fugitive match, become the fugitive, and don't die even once.	<input checked="" type="checkbox"/>
Killer Fugitive	In a Fugitive match, become the fugitive and kill five hunters.	<input checked="" type="checkbox"/>
Lousy Hunter	Fail three times as a hunter in Fugitive matches.	<input checked="" type="checkbox"/>
Master Fighter	Gain promotion to the rank of Gunner.	<input checked="" type="checkbox"/>
No Time For Data Posts	In any Data Post Battle, do not make any progress at activating Data Posts, and score 10 kills.	<input checked="" type="checkbox"/>
Noob Blaster	In one match, kill five players who are at a lower Career Level than you.	<input checked="" type="checkbox"/>
NUMBER 1	Achieve first place on any country's ranking screen.	<input checked="" type="checkbox"/>
Outlaw	Get kicked from a battle back to the lobby. (Can also be unlocked in Campaign mode through different means.)	<input checked="" type="checkbox"/>
Paper Tiger	Get killed by five players whose Career Level is below yours in a single match.	<input checked="" type="checkbox"/>

Noms de Guerre	Requirement	Got It?
Philanthropist	Don't kill anyone in a match.	<input checked="" type="checkbox"/>
Platinum Fugitive	In a Fugitive match, be the only fugitive to escape.	<input checked="" type="checkbox"/>
Ranked Battle King	Win 100 Online ranked matches.	<input checked="" type="checkbox"/>
Revenger	In one match, find someone who has killed you and kill him or her twice.	<input checked="" type="checkbox"/>
Scapegoat	Continuously kill the same player in any Online match.	<input checked="" type="checkbox"/>
Seasoned Pro	Play 500 Online matches.	<input checked="" type="checkbox"/>
Slayer of 100 Men	Have more than 100 kills.	<input checked="" type="checkbox"/>
Slayer of 1,000 Men	Achieve 1,000 kills in Online matches.	<input checked="" type="checkbox"/>
Still Needs Practice	Amass 10 defeats in Elimination mode.	<input checked="" type="checkbox"/>
Student of History	Play a total of 30 matches on Lost Planet 1 and Lost Planet Colonies Online maps (from any of the 10 Pirate Fortress, 11 Island, or 15 Frozen Wasteland maps).	<input checked="" type="checkbox"/>
Stumbling Block	Your team gets 10 consecutive defeats in team-based matches (Team Eliminations, Data Post Battles, Akrid Egg Battles).	<input checked="" type="checkbox"/>
Supreme Ruler	Have a consecutive victory record of more than 30.	<input checked="" type="checkbox"/>
T-ENG Blitzer	In any game, give 2,000 of your stored T-ENG to another player via T-ENG Supplier. (Can also be performed in Campaign mode.)	<input checked="" type="checkbox"/>
Terminator of All	Shoot the Dual Shoulder Multi-Warhead Missile 10 times.	<input checked="" type="checkbox"/>
The Challenger	Play 100 matches as a guest player (not a match host).	<input checked="" type="checkbox"/>
The General	In a Team Elimination match, under VS Annihilator rules, win three times using a VS.	<input checked="" type="checkbox"/>
Tireless Worker	In a Data Post Battle match, under Counter Grab rules, activate the Data Post three times.	<input checked="" type="checkbox"/>
TOP 10	Land in the top 10 on any country's ranking screen.	<input checked="" type="checkbox"/>
Usurper	In one match, kill three players who are at a higher Career Level than you.	<input checked="" type="checkbox"/>

Noms de Guerre-Character

Slot Machine-Common		Noms de Guerre	Got It?	Noms de Guerre	Got It?	Noms de Guerre	Got It?
Noms de Guerre	Got It?						
A Friend to Noobs	<input checked="" type="checkbox"/>	Hard Boiled	<input checked="" type="checkbox"/>	One Good Deed at a Time	<input checked="" type="checkbox"/>	Trying to Quit Smoking	<input checked="" type="checkbox"/>
Action Gamer	<input checked="" type="checkbox"/>	Hardcore to the Max	<input checked="" type="checkbox"/>	Partisan Fighter	<input checked="" type="checkbox"/>	Undercover Perv	<input checked="" type="checkbox"/>
Anyone Want to Be Friends?	<input checked="" type="checkbox"/>	Health Nut	<input checked="" type="checkbox"/>	Patriot	<input checked="" type="checkbox"/>	Unlocked Everything	<input checked="" type="checkbox"/>
Artsy Fartsy	<input checked="" type="checkbox"/>	Hirsute	<input checked="" type="checkbox"/>	Peerless	<input checked="" type="checkbox"/>	Unyielding	<input checked="" type="checkbox"/>
Audiophile	<input checked="" type="checkbox"/>	Hot-blooded Awesomeness	<input checked="" type="checkbox"/>	Playa!	<input checked="" type="checkbox"/>	Up to No Good	<input checked="" type="checkbox"/>
Ball Breaker	<input checked="" type="checkbox"/>	I Suck at Games	<input checked="" type="checkbox"/>	Playing a Timed Match	<input checked="" type="checkbox"/>	Vegetarian	<input checked="" type="checkbox"/>
Battle Royal	<input checked="" type="checkbox"/>	I Wish I Were Human	<input checked="" type="checkbox"/>	Prince	<input checked="" type="checkbox"/>	Voice Chat, Please	<input checked="" type="checkbox"/>
Big Brother	<input checked="" type="checkbox"/>	I'll Kill You If You Die	<input checked="" type="checkbox"/>	Princess	<input checked="" type="checkbox"/>	Wanna Fight?	<input checked="" type="checkbox"/>
Bipartisan	<input checked="" type="checkbox"/>	Immovable	<input checked="" type="checkbox"/>	Quality Time with the Family	<input checked="" type="checkbox"/>	Wild Man	<input checked="" type="checkbox"/>
Boozehound	<input checked="" type="checkbox"/>	Internet Celebrity	<input checked="" type="checkbox"/>	Real Men Wear Glasses	<input checked="" type="checkbox"/>	Worker Bee	<input checked="" type="checkbox"/>
Buffet Restaurant Patron	<input checked="" type="checkbox"/>	Jekyll-Hyde	<input checked="" type="checkbox"/>	Romantic	<input checked="" type="checkbox"/>	You're Gonna Catch a Cold	<input checked="" type="checkbox"/>
Butterball	<input checked="" type="checkbox"/>	Jitterbug	<input checked="" type="checkbox"/>	Sadist	<input checked="" type="checkbox"/>	Yummy Yummy Food in My Tummy	<input checked="" type="checkbox"/>
Can't See Without My Glasses	<input checked="" type="checkbox"/>	Jump in Anytime!	<input checked="" type="checkbox"/>	Saving Up to Be Broke	<input checked="" type="checkbox"/>	Slot Machine-Rare	
Cat Lover	<input checked="" type="checkbox"/>	King of the Wimps	<input checked="" type="checkbox"/>	Scatterbrain	<input checked="" type="checkbox"/>	Noms de Guerre	Got It?
Celebutante	<input checked="" type="checkbox"/>	Ladylike	<input checked="" type="checkbox"/>	School's Out for Summer	<input checked="" type="checkbox"/>	1942	<input checked="" type="checkbox"/>
Clean-up Crew	<input checked="" type="checkbox"/>	Late Bloomer	<input checked="" type="checkbox"/>	Self Employed	<input checked="" type="checkbox"/>	Armored Warriors	<input checked="" type="checkbox"/>
Cool Under Pressure	<input checked="" type="checkbox"/>	Life of the Party	<input checked="" type="checkbox"/>	Sexpot	<input checked="" type="checkbox"/>	Avengers	<input checked="" type="checkbox"/>
Demigod	<input checked="" type="checkbox"/>	Liquid Courage	<input checked="" type="checkbox"/>	Should Be Working	<input checked="" type="checkbox"/>	Black Tiger	<input checked="" type="checkbox"/>
Dog Lover	<input checked="" type="checkbox"/>	Little Devil	<input checked="" type="checkbox"/>	Shy Around the Ladies	<input checked="" type="checkbox"/>	Captain Commando	<input checked="" type="checkbox"/>
Drill Sergeant	<input checked="" type="checkbox"/>	Little Miss Demure	<input checked="" type="checkbox"/>	Single Minded	<input checked="" type="checkbox"/>	Commando	<input checked="" type="checkbox"/>
Early to Bed, Early to Rise	<input checked="" type="checkbox"/>	Living the Life of Riley	<input checked="" type="checkbox"/>	Sleepy Head	<input checked="" type="checkbox"/>	Cyberbots	<input checked="" type="checkbox"/>
Ecologist	<input checked="" type="checkbox"/>	Lookin' for Love	<input checked="" type="checkbox"/>	Snow Emperor	<input checked="" type="checkbox"/>	Devilotte	<input checked="" type="checkbox"/>
Exams Coming Up	<input checked="" type="checkbox"/>	Looks That Could Kill	<input checked="" type="checkbox"/>	Snow Ninja	<input checked="" type="checkbox"/>	El Dorado Gate	<input checked="" type="checkbox"/>
Fairweather Friend	<input checked="" type="checkbox"/>	Loser	<input checked="" type="checkbox"/>	Snow Samurai	<input checked="" type="checkbox"/>	Exed Exes	<input checked="" type="checkbox"/>
Flirt	<input checked="" type="checkbox"/>	Lost Planet Connoisseur	<input checked="" type="checkbox"/>	Snow Shogun	<input checked="" type="checkbox"/>	Forgotten Worlds	<input checked="" type="checkbox"/>
Gamblin' Man	<input checked="" type="checkbox"/>	Lothario	<input checked="" type="checkbox"/>	Spartan	<input checked="" type="checkbox"/>	Legendary Wings	<input checked="" type="checkbox"/>
Gentle Giant	<input checked="" type="checkbox"/>	Macho, Macho Man	<input checked="" type="checkbox"/>	Strategist	<input checked="" type="checkbox"/>	Mega Crush	<input checked="" type="checkbox"/>
Glam Rocker	<input checked="" type="checkbox"/>	Man Among Men	<input checked="" type="checkbox"/>	Sweet Tooth	<input checked="" type="checkbox"/>	Red Earth	<input checked="" type="checkbox"/>
Glasses Make the Girl	<input checked="" type="checkbox"/>	Masochist	<input checked="" type="checkbox"/>	Takin' It Easy	<input checked="" type="checkbox"/>	Saturday Night Slam Masters	<input checked="" type="checkbox"/>
God Complex	<input checked="" type="checkbox"/>	Midlife Crisis	<input checked="" type="checkbox"/>	The Best There Is	<input checked="" type="checkbox"/>	Son Son	<input checked="" type="checkbox"/>
Gourmand	<input checked="" type="checkbox"/>	Mr. Careless	<input checked="" type="checkbox"/>	Thinking Man's Soldier	<input checked="" type="checkbox"/>	Sylphie	<input checked="" type="checkbox"/>
Graveyard Shift	<input checked="" type="checkbox"/>	Mr. Cool	<input checked="" type="checkbox"/>	Top Tier	<input checked="" type="checkbox"/>	Tech Romancer	<input checked="" type="checkbox"/>
Grinding for Levels	<input checked="" type="checkbox"/>	Mr. Pure of Heart	<input checked="" type="checkbox"/>	TPS Champ	<input checked="" type="checkbox"/>	Tiger Road	<input checked="" type="checkbox"/>
Hard Ass	<input checked="" type="checkbox"/>	No Attention Span	<input checked="" type="checkbox"/>	Troll	<input checked="" type="checkbox"/>	Varth	<input checked="" type="checkbox"/>
		No Nepotism	<input checked="" type="checkbox"/>			Vulgus	<input checked="" type="checkbox"/>
		No Work Tomorrow!	<input checked="" type="checkbox"/>				

APPENDIX

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Appendix



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Progression-Based-Parts		
Noms de Guerre	Requirement	Got It?
Bug Rancher	Acquire all Bug Rancher parts.	<input type="checkbox"/>
Carpetbagger	Acquire Carpetbagger parts A/B.	<input type="checkbox"/>
Carpetbagger Leader	Acquire all Carpetbagger parts.	<input type="checkbox"/>
Crimson Pirate	Acquire all Crimson Pirate parts.	<input type="checkbox"/>
Ex-NEVEC	Collect all ex-NEVEC parts (first time the NEVEC faction has been selected).	<input type="checkbox"/>
Ex-NEVEC Leader	Collect all character parts.	<input type="checkbox"/>
Femme Fatale	Acquire Femme Fatale parts A/B/C/D/E.	<input type="checkbox"/>
Femmes Fatales Leader	Acquire all Femme Fatale parts.	<input type="checkbox"/>
Hunter	Acquire all Hunter parts.	<input type="checkbox"/>
Jungle Pirate	Acquire Jungle Pirate parts A/B/C.	<input type="checkbox"/>
Jungle Pirate Leader	Acquire all Jungle Pirate parts.	<input type="checkbox"/>
Mercenary	Acquire Mercenary parts A/B/C.	<input type="checkbox"/>
Mercenary Leader	Acquire all Mercenary parts.	<input type="checkbox"/>
Mountain Pirate	Acquire all Mountain Pirate parts.	<input type="checkbox"/>
NEVEC	Acquire NEVEC parts A/B/C/D.	<input type="checkbox"/>
NEVEC Leader	Acquire all NEVEC parts.	<input type="checkbox"/>
Sandraider	Collect all Sandraider parts.	<input type="checkbox"/>
Sea Dog	Collect all Sea Dog character parts.	<input type="checkbox"/>
Vagabundo	Acquire Vagabundo parts A/B.	<input type="checkbox"/>
Vagabundo Leader	Acquire all Vagabundo parts.	<input type="checkbox"/>
Waysider	Acquire Waysider parts A/B.	<input type="checkbox"/>
Waysider Leader	Acquire all Waysider parts.	<input type="checkbox"/>

Progression-Based-Factions		
Noms de Guerre	Requirement	Got It?
Rounders	Achieve an overall victory with the Rounders faction one time.	<input type="checkbox"/>
Rounder Commando	Achieve an overall victory with the Rounders faction three times.	<input type="checkbox"/>
Fight Junkies	Achieve an overall victory with the Fight Junkies faction one time.	<input type="checkbox"/>
Fight Junkie Brawler	Achieve an overall victory with the Fight Junkies faction three times.	<input type="checkbox"/>
Snow Pirate Elites	Achieve an overall victory with the Snow Pirate Elite faction one time.	<input type="checkbox"/>
First Among Snow Pirate Elites	Achieve an overall victory with the Snow Pirate Elite faction three times.	<input type="checkbox"/>
NEVEC Soldier	Achieve an overall victory with the NEVEC faction one time.	<input type="checkbox"/>
NEVEC Commander	Achieve an overall victory with the NEVEC faction three times.	<input type="checkbox"/>
Femmes Fatales Member	Achieve an overall victory with the Femme Fatale faction one time.	<input type="checkbox"/>
Femmes Fatales Commander	Achieve an overall victory with the Femme Fatale faction three times.	<input type="checkbox"/>
Rounder Chief	Achieve a Career Level of Lv. 99 with the Rounders.	<input type="checkbox"/>
Fight Junkie Berserker	Achieve a Career Level of Lv. 99 with the Fight Junkies.	<input type="checkbox"/>
Snow Pirate Elite Commander	Achieve a Career Level of Lv. 99 with the Snow Pirate Elites.	<input type="checkbox"/>
NEVEC Commander-in-Chief	Achieve a Career Level of Lv. 99 with the NEVEC Black Ops.	<input type="checkbox"/>
Femmes Fatales General	Achieve a Career Level of Lv. 99 with the Femmes Fatales.	<input type="checkbox"/>
King of the Snow Pirates	Achieve a Career Level of Lv. 99 with all five factions.	<input type="checkbox"/>
Turncoat	Fight for a number of different factions in Faction match.	<input type="checkbox"/>

Noms de Guerre-Special

Special		
Noms de Guerre	Requirement	Got It?
Legendary Warrior	Given if there's a Lost Planet 1 save file (360/PS3).	<input type="checkbox"/>
Decorated Soldier	Given if there's a Lost Planet Colonies save file (360).	<input type="checkbox"/>
I LOVE LP	Given if there's both a Lost Planet 1 and a Lost Planet Colonies save file (360).	<input type="checkbox"/>

Special, continued		
Noms de Guerre	Requirement	Got It?
Played the Demo	Given if there's a Lost Planet 2 Online Battle Demo save file.	<input type="checkbox"/>
Street Fighter	Given if there's a Street Fighter 4 save file.	<input type="checkbox"/>
BSAA	Given if there's a Bio 5 save file.	<input type="checkbox"/>
Devil May Cry	Given if there's a Devil May Cry 4 save file.	<input type="checkbox"/>

Special, continued		
Noms de Guerre	Requirement	Got It?
I've Covered Wars	Given if there's a Dead Rising save file.	<input checked="" type="checkbox"/>
Capcomaniac	Given if three types of save-data related <i>noms de guerre</i> have been awarded (including Lost Planet 1, Lost Planet Colonies).	<input checked="" type="checkbox"/>
Capcom Employee	Given out during official tournaments and promotions.	<input checked="" type="checkbox"/>
LP2 Dev Team	Given out during official tournaments and promotions.	<input checked="" type="checkbox"/>
Tournament Guest	Private nom de guerre. Used for tournaments. Requires exclusive save data.	<input checked="" type="checkbox"/>
Official Tournament Champion	Given out during official tournaments and promotions.	<input checked="" type="checkbox"/>
Mega Man	Distributed at events.	<input checked="" type="checkbox"/>
Completist	Acquired all complete <i>noms de guerre</i> .	<input checked="" type="checkbox"/>
Item Hunter	Unlock all items (custom weapons, abilities, <i>noms de guerre</i>), not counting collaboration parts (T-shirts, etc.) or any of these "special" <i>noms de guerre</i> .	<input checked="" type="checkbox"/>

Special, continued		
Noms de Guerre	Requirement	Got It?
The Works	Earn all the Good Job awards.	<input checked="" type="checkbox"/>
Superstar	Complete emotes.	<input checked="" type="checkbox"/>
Weapons Master	Acquire all <i>noms de guerre</i> in the Weapon Master category.	<input checked="" type="checkbox"/>
VS Master	Acquire all <i>noms de guerre</i> in the VS Master category.	<input checked="" type="checkbox"/>
Play Style Master	Acquire all <i>noms de guerre</i> in the Play Style category.	<input checked="" type="checkbox"/>
Character Master	Acquire all <i>noms de guerre</i> in the Character category.	<input checked="" type="checkbox"/>
Anonymous	Acquire all <i>noms de guerre</i> in the Special category.	<input checked="" type="checkbox"/>
Battle Circuit	Unlock all the abilities.	<input checked="" type="checkbox"/>
Too Good to Put Down	Earn all the Good Job awards, items, and Career Levels available in the game.	<input checked="" type="checkbox"/>

Emotes

Emotes		
Type	Name	Rarity
Communication	Move In!	Default
Communication	This Way!	Default
Communication	Gun Pump	Default
Communication	Over There!	Default
Communication	Over Here, Over Here!	Common
Communication	Fall Down	Common
Communication	Gun Wave	Default
Communication	Nod	Default
Communication	Big Hand Wave	Common
Communication	No, Not Me	Common
Communication	All Good	Common
Communication	Not Good	Common
Communication	No, I Said BAD!	Common
Communication	Team Cheer	Common
Communication	Proceed with Caution	Common
Communication	Watch Yourselves!	Common
Communication	Ohmygod! Ohmygod!	Common
Communication	Whatever!	Common
Communication	Fraidy Cat	Common
Communication	Let's Put That Aside	Common
Communication	Here, Here, HERE!	Common
Communication	All You, Man!	Common
Communication	You Mean Me? ME!?	Common
Communication	Keep Coming	Common
Communication	No-No-No-No-No-No	Common
Respect	Golf Clap	Default

Emotes, continued		
Type	Name	Rarity
Respect	Kneel	Common
Respect	Bow	Common
Respect	Atten-HUT!	Common
Respect	Good Job!	Default
Respect	I'm Sorry!	Common
Respect	I'm So Sorry!	Common
Respect	Fabulous!	Rare
Respect	You Fought with Honor	Common
Respect	Yes, Sir!	Common
Respect	My Bad!	Common
Respect	Sir, Yes, Sir!	Common
Respect	Chivalry	Common
Respect	Yessiree!	Common
Respect	Crazy Good Job	Rare
Joy	Alright!	Default
Joy	Hell Yes!	Common
Joy	Yeah!	Common
Joy	Who's Da Man!?	Common
Joy	Joy!	Rare
Joy	Giddy Schoolgirl!	Default
Joy	Jump for Joy	Common
Joy	Evil Laugh	Common
Joy	Bunny Ears	Rare
Joy	Thank You, Thank You!	Common
Joy	Giddy Laugh	Common
Joy	High Five	Common

APPENDIX



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Emotes, continued		
Type	Name	Rarity
Joy	Big Applause	Common
Taunt	Come and Get It!	Default
Taunt	Bring It	Default
Taunt	Is That It?	Common
Taunt	Laughing Taunt	Common
Taunt	Too Much For You	Common
Taunt	Kiss	Rare
Taunt	You Want Some of This?	Common
Taunt	You Suuuck!	Common
Taunt	Piece of Cake	Common
Taunt	Oh No You Didn't!	Common
Taunt	Monkey Dance	Common
Taunt	All I Need	Common
Taunt	Come On!	Common
Taunt	Here Kitty-Kitty	Common
Taunt	Kiss This	Rare
Taunt	Gorilla Taunt	Common
Taunt	Too Easy	Common
Superhero	Check Me Out	Default
Superhero	Can't Touch This!	Common
Superhero	Shout	Common
Superhero	No Problem	Common
Superhero	Woooooh!	Common
Superhero	Leader Pose 1	Rare
Superhero	Right Side A Pose	Rare
Superhero	Right Side B Pose	Rare
Superhero	Sparkles	Rare
Superhero	Leader Pose 2	Rare
Superhero	Bodybuilding Pose	Common
Superhero	Yeeaaaahh!	Rare
Superhero	Right Side C Pose	Rare
Superhero	Left Side A Pose	Rare
Superhero	Left Side B Pose	Rare
Superhero	Leader Pose 3	Rare

Emotes, continued		
Type	Name	Rarity
Superhero	Left Side C Pose	Rare
Superhero	Drunken Fist 1	Common
Superhero	Drunken Fist 2	Common
Dance	Hip Thrust	Common
Dance	Torso Roll	Default
Dance	Twitchy	Common
Dance	Happy Dance	Common
Dance	Lizard Dance	Common
Dance	Get Down	Common
Dance	Rodeo	Common
Dance	The Nerd	Common
Dance	Step Dance	Common
Dance	Traditional	Common
Dance	Crazy Dance	Common
Dance	The Wave	Common
Dance	Arm Wave	Common
Dance	Bust a Move	Common
Dance	Cancan	Common
Dance	Russian Dance	Common
Misc	Regret	Common
Misc	Don't Shoot!	Common
Misc	Face Wipe	Common
Misc	Life Sucks	Common
Misc	Bullet Time	Common
Misc	I'm Scared!	Common
Misc	Beg for Mercy	Common
Misc	Plead for Mercy	Common
Misc	Whistle	Rare
Misc	Anger	Default
Misc	Three Count	Common
Misc	Temper Tantrum	Common
Misc	Zombie	Common
Misc	You Got Me!	Common
Misc	Freeze, Dirtball!	Common

Sound Menu Tracks



A variety of background music (BGM) tracks unlock as you progress through *Lost Planet 2*. You can view and listen to all of the songs you've unlocked through the Sound menu, which can be accessed at the main menu by pressing the indicated button.

Sound Menu Tracks			
Number	Song Name	Requirement to Unlock	Got It?
01	Title Screen	Unlocked from the start.	<input checked="" type="checkbox"/>
02	Main Menu	Unlocked from the start.	<input checked="" type="checkbox"/>
03	Main Theme LOST PLANET 2	Clear Campaign Episode 6.	<input checked="" type="checkbox"/>

Sound Menu Tracks, continued			
Number	Song Name	Requirement to Unlock	Got It?
04	Sub Theme LOST PLANET 2	Clear Campaign Episode 6.	<input type="checkbox"/>
05	Result	Clear Campaign Episode 1.	<input type="checkbox"/>
06	Episode Result	Clear Campaign Episode 1.	<input type="checkbox"/>
07	Result 2 YOU LOSE	Be defeated in an Online battle, view results, or fail a Training mode AI bot battle.	<input type="checkbox"/>
08	Amaruba Jungle 1	Clear Campaign Episode 1.	<input type="checkbox"/>
09	Amaruba Jungle 2	Clear Campaign Episode 1.	<input type="checkbox"/>
10	Central City 1	Clear Campaign Episode 2.	<input type="checkbox"/>
11	Central City 2	Clear Campaign Episode 2.	<input type="checkbox"/>
12	West Desert 1	Clear Campaign Episode 3.	<input type="checkbox"/>
13	The Polar Sea 1	Clear Campaign Episode 4.	<input type="checkbox"/>
14	The Polar Sea 2	Clear Campaign Episode 4.	<input type="checkbox"/>
15	Sortie 1	Clear Campaign Episode 6.	<input type="checkbox"/>
16	Sortie 2	Clear Campaign Episode 6.	<input type="checkbox"/>
17	Vagabundo	Clear Campaign Episode 5.	<input type="checkbox"/>
18	Queen	Clear Campaign Episode 1.	<input type="checkbox"/>
19	Tencale	Clear Campaign Episode 5.	<input type="checkbox"/>
20	Raibee	Play the Campaign's prologue mission with a friend and fight the Raibeets while traveling aboard the Osprey.	<input type="checkbox"/>
21	Gordiant	Clear Campaign Episode 1.	<input type="checkbox"/>
22	Akrid X	Clear Campaign Episode 2.	<input type="checkbox"/>
23	Red Eye 1	Clear Campaign Episode 3.	<input type="checkbox"/>
24	Red Eye 2	Clear Campaign Episode 3.	<input type="checkbox"/>
25	VF	Clear Campaign Episode 4.	<input type="checkbox"/>
26	The Overland Battleship	Clear Campaign Episode 5.	<input type="checkbox"/>
27	The Over G Akrid 1	Clear Campaign Episode 6.	<input type="checkbox"/>
28	The Over G Akrid 2	Clear Campaign Episode 6.	<input type="checkbox"/>
29	Countdown	Clear Campaign Episode 1.	<input type="checkbox"/>
30	Infiltration	Clear Campaign Episode 2.	<input type="checkbox"/>
31	Team Battle	Clear Campaign Episode 1.	<input type="checkbox"/>
32	The Akrid Appear	Clear Campaign Episode 1.	<input type="checkbox"/>
33	Basic Training	Clear any Training mode map on any level (earn at least a bronze).	<input type="checkbox"/>
34	Advanced Training	Clear any Advanced Training mode map on any level (earn at least a bronze).	<input type="checkbox"/>
35	Online Countdown 1	View results of an Online battle (not including Cube events), or clear/fail a Level 5 Advanced Training mode map (Stages 2, 4, 5 only), or clear/fail a Level 5 Training mode AI bot battle (Stages 2, 4, or 5 only).	<input type="checkbox"/>
36	Online Countdown 2	View results of any Online battle (excluding events held at Cube), or clear/fail an Advanced Training mode map's Level 5 challenge (Stages 2, 4, 5 only), or clear/fail a Level 5 Training mode AI bot battle (Stages 2, 4, or 5 only).	<input type="checkbox"/>
37	Online Countdown 3	View results of any Online battle (excluding events held at Cube), or clear/fail a Level 5 Advanced Training mode map (Stages 2, 4, 5 only), or clear/fail a Level 5 Training mode AI bot battle (Stages 2, 4, or 5 only).	<input type="checkbox"/>
38	Online Countdown 4 (LP1)	View results of any Online battle (excluding events held at Cube), or clear/fail a Level 5 Advanced Training mode map (Stages 2, 4, 5 only), or clear/fail a Level 5 Training mode AI bot battle (Stages 2, 4, or 5 only).	<input type="checkbox"/>
39	Online Countdown 5 (LP1)	View results of any Online battle (excluding events held at Cube), or clear/fail a Level 5 Advanced Training mode map (Stages 2, 4, 5 only), or clear/fail a Level 5 Training mode AI bot battle (Stages 2, 4, or 5 only).	<input type="checkbox"/>
40	Online Stadium Countdown	View results of any Online battle (excluding events held at Cube), or clear/fail a Level 5 Advanced Training mode map (Stages 1 or 3 only), or clear/fail a Level 5 Training mode AI bot battle (Stages 1 or 3 only).	<input type="checkbox"/>



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Achievements and Trophies

Striving to complete every 360 Achievement or earn all those PS3 Trophies? Use these checklists to help you keep track of everything you’ve accomplished!

Achievements and Trophies						
Number	Achievement Name	Requirement	Achievement Points (360)	Trophy Points (PS3)	Comments	Got It?
1	Complete Prologue A	Complete Episode 1 Chapter O-A (prologue from the "on land" perspective).	10	15	Number of players and difficulty level are irrelevant.	<input checked="" type="checkbox"/>
2	Complete Prologue B	Complete Episode 1 Chapter O-B (prologue from the "Osprey" perspective).	10	15	Number of players and difficulty level are irrelevant.	<input checked="" type="checkbox"/>
3	Complete Episode 1	Complete all the chapters in Episode 1.	10	15	Number of players and difficulty level are irrelevant.	<input checked="" type="checkbox"/>
4	Complete Episode 2	Complete all the chapters in Episode 2.	10	15	Number of players and difficulty level are irrelevant.	<input checked="" type="checkbox"/>
5	Complete Episode 3	Complete all the chapters in Episode 3.	10	15	Number of players and difficulty level are irrelevant.	<input checked="" type="checkbox"/>
6	Complete Episode 4	Complete all the chapters in Episode 4.	10	15	Number of players and difficulty level are irrelevant.	<input checked="" type="checkbox"/>
7	Complete Episode 5	Complete all the chapters in Episode 5.	10	15	Number of players and difficulty level are irrelevant.	<input checked="" type="checkbox"/>
8	Complete Episode 6	Complete all the chapters in Episode 6.	10	15	Number of players and difficulty level are irrelevant.	<input checked="" type="checkbox"/>
9	100-Chapter Playback	Play through 100 chapters.	10	15	Number of players, difficulty level, and chapter are irrelevant.	<input checked="" type="checkbox"/>
10	200-Chapter Playback	Play through 200 chapters.	20	15	Number of players, difficulty level, and chapter are irrelevant.	<input checked="" type="checkbox"/>
11	300-Chapter Playback	Play through 300 chapters.	30	30	Number of players, difficulty level, and chapter are irrelevant.	<input checked="" type="checkbox"/>
12	It's So Easy	Play any combination of chapters 39 times on Easy.	20	15	Chapter is irrelevant.	<input checked="" type="checkbox"/>
13	Rookie	Complete the game on Easy.	10	15	Number of players is irrelevant. All "Area Results" rankings acceptable.	<input checked="" type="checkbox"/>
14	Soldier	Complete the game on Normal.	10	15	Number of players is irrelevant. All "Area Results" rankings acceptable.	<input checked="" type="checkbox"/>
15	Super Soldier	Complete the game on Hard.	15	15	Number of players is irrelevant. All "Area Results" rankings acceptable.	<input checked="" type="checkbox"/>
16	Ultimate Warrior	Complete the game on Extreme.	20	30	Number of players is irrelevant. All "Area Results" rankings acceptable.	<input checked="" type="checkbox"/>
17	Snow Pirate	Achieve a Career Level of Lv. 10.	10	15	Faction is irrelevant.	<input checked="" type="checkbox"/>
18	Snow Pirate Warrior	Achieve a Career Level of Lv. 30.	15	15	Faction is irrelevant.	<input checked="" type="checkbox"/>
19	Snow Pirate Leader	Achieve a Career Level of Lv. 50.	20	15	Faction is irrelevant.	<input checked="" type="checkbox"/>
20	Snow Pirate Commander	Achieve a Career Level of Lv. 80.	25	15	Faction is irrelevant.	<input checked="" type="checkbox"/>
21	Rounder Chief	Achieve a Career Level of Lv. 99 with the Rounders.	30	30	—	<input checked="" type="checkbox"/>
22	Fight Junkie Berserker	Achieve a Career Level of Lv. 99 with the Fight Junkies.	30	30	—	<input checked="" type="checkbox"/>
23	First Among Snow Pirate Elites	Achieve a Career Level of Lv. 99 with the Snow Pirate Elites.	30	30	—	<input checked="" type="checkbox"/>
24	NEVEC Black Ops Commander	Achieve a Career Level of Lv. 99 with the NEVEC Black Ops.	30	30	—	<input checked="" type="checkbox"/>

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Achievements and Trophies, continued						
Number	Achievement Name	Requirement	Achievement Points (360)	Trophy Points (PS3)	Comments	Got It?
25	Femmes Fatales Faction Leader	Achieve a Career Level of Lv. 99 with the Femmes Fatales.	30	30	—	<input checked="" type="checkbox"/>
26	Quintuple Factionalism	Achieve a Career Level of Lv. 99 with all five factions.	50	90	—	<input checked="" type="checkbox"/>
27	Endangered Species	Defeat 3,000 S- and M-sized Akrid.	15	15	—	<input checked="" type="checkbox"/>
28	A Thousand Unmarked Graves	Defeat 1,000 enemy soldiers.	15	15	—	<input checked="" type="checkbox"/>
29	VS Graveyard	Destroy 100 enemy VSs.	15	15	—	<input checked="" type="checkbox"/>
30	Monster Hunter	Defeat 30 bosses.	20	15	—	<input checked="" type="checkbox"/>
31	Instrument of Destruction	Defeat 9,999 enemies (Akrid, VS, or enemy soldiers).	20	15	Category is irrelevant.	<input checked="" type="checkbox"/>
32	Thermal Energy Reactor	Accumulate a combined total of more than 99,999 units of thermal energy.	10	15	—	<input checked="" type="checkbox"/>
33	Death Wish	Die more than 444 times.	10	15	—	<input checked="" type="checkbox"/>
34	Weapons Master	Unlock all regular weapons and grenades.	25	15	—	<input checked="" type="checkbox"/>
35	Prove Your Mettle	Unlock all the abilities.	25	15	—	<input checked="" type="checkbox"/>
36	Warrior of Many Names	Unlock 100 noms de guerre.	20	15	Type is irrelevant.	<input checked="" type="checkbox"/>
37	A Collector's Collector	Unlock all items (weapons, character parts, abilities, noms de guerre).	50	30	—	<input checked="" type="checkbox"/>
38	All in a Day's Work	Achieve 100 different Good Job awards.	20	15	Type is irrelevant.	<input checked="" type="checkbox"/>
39	Honeymoon Period	Celebrate your six-month anniversary with Lost Planet 2.	20	15	After 180 days have been counted.	<input checked="" type="checkbox"/>
40	Welcome to the Battle!	Play one Online match.	10	15	Match type, rules, number of players, and outcome are irrelevant.	<input checked="" type="checkbox"/>
41	War Vet	Play 500 Online matches.	15	15	Match type, rules, number of players, and outcome are irrelevant.	<input checked="" type="checkbox"/>
42	Centurion	Win 100 Online ranked matches.	15	15	Rules and number of players are irrelevant.	<input checked="" type="checkbox"/>
43	Slayer of a Thousand Men	Achieve 1,000 kills in Online matches.	15	15	Match type, rules, number of players, and outcome are irrelevant. No team kills.	<input checked="" type="checkbox"/>
44	Me Against the World	Complete 93 areas while online without the help of other players.	10	15	Difficulty, episode, and number of BOTS are irrelevant.	<input checked="" type="checkbox"/>
45	Two Is Better Than One	Complete 386 areas with one or more other players.	10	15	Difficulty and episode are irrelevant.	<input checked="" type="checkbox"/>
46	Let's Go VS Force!	Merge two VS units (form the Brocakti).	10	15	—	<input checked="" type="checkbox"/>
47	Hot Shot	Gain promotion to the rank of Gunner.	15	15	—	<input checked="" type="checkbox"/>
48	Professional Turncoat	Fight for a number of different factions in Faction match.	10	15	—	<input checked="" type="checkbox"/>
49	Good Job, Soldier	Earn all the Good Job awards.	40	30	—	<input checked="" type="checkbox"/>
50	Committed 'til the End	Earn all the Good Job awards, items, and Career Levels available in the game.	100	90	—	<input checked="" type="checkbox"/>

PS3 Exclusive Trophies			
Name	Type	Details	Got It?
Snow Pirate Dominator	PS3 Platinum Trophy	For the one who has gotten everything.	<input checked="" type="checkbox"/>
Lost Planet 2	Trophy Set	Lost Planet 2 Trophy Set.	<input checked="" type="checkbox"/>










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Weapons and Gear








There are loads of special weapons to unlock in *Lost Planet 2*. Here we reveal all of the normal and custom (unlockable) weapons that are available in each category, with statistical information on their effectiveness. Custom weapons grant superior advantages, so strive to collect them all!

Right-Hand Weapons

Standard Weapons

Image	Name	Custom?	Default Ammo	Max Ammo	Clip Size/T-ENG Consumption	Rounds per Shot	Range	
	Machine Gun	No	400	1,000	50	1	70	
	Machine Gun II	Yes	400	1,000	80	2	55	
	Machine Gun SP	Yes	400	1,000	75	3	90	
	Gun Sword	Yes	200	500	50	1	60	
	Gun Sword SP	Yes	200	500	50	1	50	
	Energy Gun	Yes	T-ENG	9,999	8/280 (charge)	1	100	
	Energy Gun SP	Yes	T-ENG	9,999	24/320 (charge)	1	100	

Short-Range Weapons

Image	Name	Custom?	Default Ammo	Max Ammo	Clip Size/T-ENG Consumption	Rounds per Shot	Range	
	Shotgun	No	30	100	10	1	30	
	Shotgun II	Yes	15	50	2	1	20	
	Shotgun SP	Yes	30	100	10	1	15	
	Revolver	Yes	20	67	6	1	40	
	Gold Revolver	Yes	20	67	6	1	40	
	Flamethrower	Yes	T-ENG	9,999	4	1	9	
	Akrid Launcher	Yes	T-ENG	9,999	5	2	30	

NOTE

Many custom weapons are unlocked through raising your Career Level—see the “Career Level Rewards” section for details. Any weapons not unlocked through Career Level Rewards are instead unlocked at random by playing the Slot Machine (accessed at the My Page menu). There are no custom VS weapons to unlock.

	Damage	Hit Radius	Comments	Got It?
	10	20	Rapid-fire weapon.	<input checked="" type="checkbox"/>
	7	15	Dual-shot function.	<input checked="" type="checkbox"/>
	10	20	Multi-shot function.	<input checked="" type="checkbox"/>
	8.5 (bullet)	20	Melee sword: 2 hits (25/50 damage; 75 total).	<input checked="" type="checkbox"/>
	7 (bullet)	20	Melee sword: 3 hits (25/50/30 damage; 105 total).	<input checked="" type="checkbox"/>
	16/75 (charge)	40	Charged shot tracks enemies—forces VS pilots to eject.	<input checked="" type="checkbox"/>
	10/40 (charge)	40	All attacks track enemies and have a chance to stun.	<input checked="" type="checkbox"/>
	Damage	Hit Radius	Comments	Got It?
	Up to 120	45	High potential damage at close range; knockback effect.	<input checked="" type="checkbox"/>
	Up to 75	45	Dual-shot function.	<input checked="" type="checkbox"/>
	Up to 180	30	A powerful Shotgun.	<input checked="" type="checkbox"/>
	80	20	A small yet powerful firearm.	<input checked="" type="checkbox"/>
	80	20	A flashy Revolver.	<input checked="" type="checkbox"/>
	11	75	Rapid damage over time.	<input checked="" type="checkbox"/>
	18	60	“Trilid bullet” tracks enemies.	<input checked="" type="checkbox"/>



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Right-Hand Weapons,

Long-Range Weapons

Image	Name	Custom?	Default Ammo	Max Ammo	Clip Size/T-ENG Consumption	Rounds per Shot	Range	
	Rifle	No	20	100	3	1	400	
	Rifle II	Yes	100	500	25	5	400	
	Rifle SP	Yes	5	25	1	1	400	
	Gold Rifle	Yes	20	100	3	1	400	
	Plasma Gun	Yes	T-ENG	9,999	45	1	400	
	Plasma Gun II	Yes	T-ENG	9,999	55/330 (charge)	1	400	
	Plasma Gun SP	Yes	T-ENG	9,999	5	1	150	

Heavy Weapons

Image	Name	Custom?	Default Ammo	Max Ammo	Clip Size/T-ENG Consumption	Rounds per Shot	Range	
	Rocket Launcher	No	10	20	1	1	300	
	Rocket Launcher II	Yes	5	10	1	1	140	
	Rocket Launcher SP	Yes	10	20	3	1	100	
	Hand Cannon	Yes	8	15	2	1	200	
	Hand Cannon SP	Yes	5	10	1	1	200	
	Plasma Cannon	Yes	T-ENG	9,999	450	1	150	
	Plasma Cannon SP	Yes	T-ENG	9,999	550	3	60	

Support Weapons

Image	Name	Custom?	Default Ammo	Max Ammo	Clip Size/T-ENG Consumption	Rounds per Shot	Range	
	Shield	No	—	—	—	—	—	

continued

	Damage	Hit Radius	Comments	Got It?
	75	0.5	Headshots inflict 4x damage.	<input checked="" type="checkbox"/>
	Up to 65	20	Multi-shot function.	<input checked="" type="checkbox"/>
	120	1	A powerful Rifle.	<input checked="" type="checkbox"/>
	75	0.5	A flashy Rifle.	<input checked="" type="checkbox"/>
	65	15	A powerful energy weapon.	<input checked="" type="checkbox"/>
	50/150 (charge)	15	Melee attacks are more powerful while charged.	<input checked="" type="checkbox"/>
	7	15	Rapid-fire weapon.	<input checked="" type="checkbox"/>

	Damage	Hit Radius	Comments	Got It?
	240 hit/120 blast	20 hit/370 blast	A powerful long-range weapon that yields explosions.	<input checked="" type="checkbox"/>
	160 hit/100 blast	20 hit/250 blast	Rockets track enemies.	<input checked="" type="checkbox"/>
	200 hit/140 blast	20 hit/370 blast	Rockets bounce off walls (one time only).	<input checked="" type="checkbox"/>
	100 hit/90 blast	30 hit/250 blast	Attacks hit and damage, then explode for more damage.	<input checked="" type="checkbox"/>
	70 hit/150 blast	30 hit/150 blast	Attacks hit and damage, then explode for more damage. If a wall is hit, the blast pierces through to damage enemies hiding behind.	<input checked="" type="checkbox"/>
	170 hit/100 blast	35 hit/380 blast	A heavy energy weapon that yields explosions.	<input checked="" type="checkbox"/>
	120 hit/60 blast	35 hit/200 blast	Multi-shot function for massive damage.	<input checked="" type="checkbox"/>

	Damage	Hit Radius	Comments	Got It?
	—	—	Deploy to block all frontal damage.	<input checked="" type="checkbox"/>

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Right-Hand Weapons,

Image	Name	Custom?	Default Ammo	Max Ammo	Clip Size/T-ENG Consumption	Rounds per Shot	Range	
	Shield SP	Yes	—	—	—	—	—	
	Shield SP II	Yes	—	—	—	—	—	
	Injection Gun	Yes	5	50	1	1	—	
	Injection Gun II	Yes	5	50	1	1	—	
	V Device	Yes	—	—	—	—	—	
	V Device SP	Yes	—	—	—	—	—	
Misc.								
Image	Name	Custom?	Default Ammo	Max Ammo	Clip Size/T-ENG Consumption	Rounds per Shot	Range	
	Handgun	No	Unlimited	Unlimited	12	1	40	

Left-Hand Weapons

Normal Grenades									
Image	Name	Custom?	Default Ammo	Max Ammo	Explosion Delay	Damage (Delay/Disrupt)	Hit Radius (Delay/Disrupt)	Comments	Got It?
	Hand Grenade	No	4	10	80	120/190	460/600	Bounces off objects until detonation.	<input checked="" type="checkbox"/>
	Hand Grenade II	Yes	4	10	120	120/190	460/600	Longer delay before detonation.	<input checked="" type="checkbox"/>
	Hand Grenade III	Yes	6	15	80	190	600	Powerful, but cannot be disruption detonated.	<input checked="" type="checkbox"/>
	Incendiary Grenade	Yes	5	12	80	60/60	500/700	Large blast; additional fire damage over time.	<input checked="" type="checkbox"/>

continued

	Damage	Hit Radius	Comments	Got It?
	—	—	Same as Shield, but with a different look.	<input checked="" type="checkbox"/>
	—	—	Same as Shield, but with a different look.	<input checked="" type="checkbox"/>
	—	—	Attacks increase teammate's attack power or decrease enemy's attack power.	<input checked="" type="checkbox"/>
	—	—	Shoot teammates to restore their health and bestow temporary "no T-ENG consumption."	<input checked="" type="checkbox"/>
	—	—	Activate to expand a field that reveals enemy positions through obstacles.	<input checked="" type="checkbox"/>
	—	—	While this is held, you do not appear on enemy radar. Activate to enter "stealth mode."	<input checked="" type="checkbox"/>
	Damage	Hit Radius	Comments	Got It?
	7	20	No auto-fire function.	<input checked="" type="checkbox"/>

Image	Name	Custom?	Default Ammo	Max Ammo	Explosion Delay	Damage (Delay/ Disrupt)	Hit Radius (Delay/ Disrupt)	Comments	Got It?
	Buster Grenade	Yes	3	8	80	380	950	Huge blast; cannot be disruption detonated.	<input checked="" type="checkbox"/>
Gum Grenades									
Image	Name	Custom?	Default Ammo	Max Ammo	Explosion Delay	Damage (Delay/ Disrupt)	Hit Radius (Delay/ Disrupt)	Comments	Got It?
	Gum Grenade	No	5	15	80	200/260	300/360	Adheres to targets.	<input checked="" type="checkbox"/>
	Gum Grenade II	Yes	5	15	80	150/180	360/420	Adheres to targets.	<input checked="" type="checkbox"/>
	Gum Grenade III	Yes	7	20	80	280	420	Very powerful, but cannot be disruption detonated.	<input checked="" type="checkbox"/>



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Left-Hand Weapons.

Image	Name	Custom?	Default Ammo	Max Ammo	Explosion Delay	Damage (Delay/Disrupt)	Hit Radius (Delay/Disrupt)	Comments	Got It?
	Spark Grenade	Yes	5	15	80	400/500	180/180	Adheres to targets. If a wall is hit, the blast will pierce through to hit enemies hiding behind.	<input checked="" type="checkbox"/>
	Chameleon Grenade	Yes	4	12	—	150	500	Can only attach to walls and objects, not enemies. User can view environment through its camera lens. Explodes arbitrarily.	<input checked="" type="checkbox"/>
Disc Grenades									
Image	Name	Custom?	Default Ammo	Max Ammo	Explosion Delay	Damage (Delay/Disrupt)	Hit Radius (Delay/Disrupt)	Comments	Got It?
	Disc Grenade	No	3	8	150	100/180	510/720	Adheres to targets.	<input checked="" type="checkbox"/>
	Disc Grenade II	Yes	3	8	300	200/240	510/720	A powerful Disc Grenade with a long delay.	<input checked="" type="checkbox"/>
	Disc Grenade III	Yes	4	10	150	190	720	Powerful, but cannot be disruption detonated.	<input checked="" type="checkbox"/>
	Energy Grenade	Yes	3	8	30	120/170	600/750	Adheres to targets; the blast forces VS pilots to eject.	<input checked="" type="checkbox"/>
	Shuriken	Yes	5	12	180	120	50	Does not explode; inflicts only direct hit. Ricochets off walls. If stuck to a VS or Akrid, inflicts extra damage over time.	<input checked="" type="checkbox"/>
Release Grenades									
Image	Name	Custom?	Default Ammo	Max Ammo	Explosion Delay	Damage (Delay/Disrupt)	Hit Radius (Delay/Disrupt)	Comments	Got It?
	Dummy Grenade	No	4	12	300	150/220	330/480	After the grenade is thrown, a volatile dummy appears and slowly advances, chasing after enemies to blow them up.	<input checked="" type="checkbox"/>
	Dummy Grenade II	Yes	4	12	300	170/240	330/480	This is a more powerful Dummy Grenade with a different look.	<input checked="" type="checkbox"/>

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continued

Image	Name	Custom?	Default Ammo	Max Ammo	Explosion Delay	Damage (Delay/ Disrupt)	Hit Radius (Delay/ Disrupt)	Comments	Got It?
	Dummy Grenade III	Yes	3	10	600	50	45	Dummy does not explode but chases enemies, attacking with a Machine Gun for a time before expiring.	<input checked="" type="checkbox"/>
	Balloon Grenade	Yes	5	15	300	4	500	After the grenade is thrown a balloon appears and slowly advances until crashing down in a liquid attack on the spot.	<input checked="" type="checkbox"/>
	Firecracker	Yes	6	20	60	80 (land)/200 (air)	200 (land)/700 (air)	Two-stage firework attack (land/air). Cannot be disruptively detonated.	<input checked="" type="checkbox"/>
Plasma Grenades									
Image	Name	Custom?	Default Ammo	Max Ammo	Explosion Delay	Damage (Delay/ Disrupt)	Hit Radius (Delay/ Disrupt)	Comments	Got It?
	Plasma Grenade	No	5	15	35	30/30	650/800	Low damage but prolonged stun effect.	<input checked="" type="checkbox"/>
	Plasma Grenade II	Yes	5	15	110	30/30	650/800	A Plasma Grenade with a longer blast delay.	<input checked="" type="checkbox"/>
	Plasma Grenade III	Yes	7	20	45	40	650	Cannot be detonated by disruption.	<input checked="" type="checkbox"/>
	Regen Grenade	Yes	3	8	30	—	500	Creates a healing field that restores health.	<input checked="" type="checkbox"/>
	Warp Grenade	Yes	2	4	90	—	200	Creates a warp gate that allows instant travel between the grenade's detonation site and the point from which the grenade was thrown.	<input checked="" type="checkbox"/>

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Vital Suit Weapons






VS Weapons									
Image	Name	Default Ammo	Max Ammo	Clip Size/T-ENG Consumption	Rounds per Shot	Range	Damage	Hit Radius	Comments
	VS Gatling Gun	400	999	40	1	180	13	30	Rapid-fire weapon.
	VS Laser Rifle	T-ENG	9,999	300/350 (charge)	1	400	50/120 (charge)	10/40 (charge)	Charged shots are more powerful and efficient.
	VS Rocket Launcher	6	20	1	1	300	360 hit/140 blast	20 hit/500 blast	Extreme long-range damage.
	VS Shotgun	25	100	8	1	64	Up to 300	35	High potential damage at close range; knockback effect.
	VS Grenade Launcher	10	20	5	1	50	50 hit/100 blast	15 hit/400 blast	Initial shell divides into multiple grenades.
	VS EM Laser	T-ENG	9,999	350/400 (charge)	1	180	120 hit/240 blast	65 hit/90 blast	Normal and charged attacks can stun enemies.
	VS Homing Laser	T-ENG	9,999	300/400/500/600	1–4	150	50 (per hit)	12	Can charge and launch up to four shots for powerful, efficient barrages.
	VS Pile Bunker	3	10	1	1	6	500	100	Massive damage to nearby threats; no long-range capability
	VS Rocket Pod	8	20	1	4	50	80 hit/120 blast (per rocket)	30 hit/400 blast (per rocket)	Fires volleys of up to four rockets for widespread damage.
	VS Laser Lance	T-ENG	9,999	150	1	7	120 soldier/180 VS	80	Inflicts more damage against Vital Suits.
	VS Rifle	6	20	2	1	500	150	35	VS-sized Rifle that deals 5x damage when headshots are scored.
	VS Laser Vulcan	T-ENG	9,999	10	1	135	8	30	Rapid-fire energy weapon.

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VS Weapons, continued									
Image	Name	Default Ammo	Max Ammo	Clip Size/T-ENG Consumption	Rounds per Shot	Range	Damage	Hit Radius	Comments
	VS Missile Launcher	Unlimited	Unlimited	4	1	300	200 hit/100 blast	30 hit/300 blast	Missiles are weaker and slower than rockets, but unlimited ammo makes up for it.
	VS Cannon	Unlimited	Unlimited	1	1	280	240 hit/120 blast	20 hit/250 blast	Instant long-range damage with explosive blasts.
	VS Flame-thrower	T-ENG	9,999	2	1	18	11	80	Rapid damage over time.

Vital Suit Database

Here we provide a complete list of all Vital Suits, with statistical information for your quick reference. Learn to master each VS, taking full advantage of its special functions. Note that some Vital Suits can be piloted only during Online battles.









Vital Suits								
Image	Name	Armor	Speed	VS Weapon Slots	Weak Points	Special Attacks	Special Abilities	Comments
	GTN-A01 Turntable	300	—	2	Cockpit	—	—	Immobile VS turret that can rotate 360 degrees. Pilot required to function.
	GTN-A01N Turntable Type B	300	—	1 or 2	Cockpit	—	—	Immobile VS turret that can rotate 360 degrees. Pilot required to function.
	GTT-01 Nida	600	22	2	Knee joint, backpack, cockpit	Exclusive Vulcan (x2)	Activate Data Post; Auto Repair	A burly VS with limited functions.
	GTF-11 Drio	600	23	2	Knee joint, backpack	Exclusive Vulcan (x2)	Activate Data Post; Auto Repair; Dash; Hover	A burly VS with good mobility.
	GTF-13F Vensa	450	8	1	Knee joint, backpack, cockpit	—	—	A light VS with no special abilities.



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Vital Suits, continued								
Image	Name	Armor	Speed	VS Weapon Slots	Weak Points	Special Attacks	Special Abilities	Comments
	GAH-42BS Bleed	450	18	1	Cockpit	Grenade Attack; Melee Attack; Self- Destruct	Dash; Hover	A light VS with good mobility. Can throw pilot's grenades and perform melee attacks. Can also self- destruct to catch nearby enemies off-guard.
	GAH-41BSL Baylid	400	18	2	Cockpit	Self-Destruct	Dash; Hover	Can self- destruct to catch nearby enemies off-guard.
	GAN-36 Osprey	200	28	3	Propeller	Exclusive Vulcan (x1)	Multi-seat (x2); Fly	A helicopter VS with a lower gunner's seat. Some can transport soldiers and other Vital Suits.
	GAF-14 Fastrey	250	31 normal/40 high-speed mode	—	—	—	Fly; High-Speed Mode	A light transport VS with no weapon systems. Pilots can throw grenades and fire their weapons. High-Speed Mode increases velocity.
	GAB-25M Cakti	750	20 walker/35 tank	2 (walker)	Treads, backpack, base of foot joint	Cannon; Laser Vulcan (walker); Drill (tank); Dash Drill (tank)	Transform (walker/tank); Dash; Hover; Combine	A mighty VS that can transform into a tank. Can combine with another Cakti to form the GAN-34W Brocakti.
	GAF-15D Drion	700 body/600 gunner seats	23	2 (1 per gunner)	Knee joint, backpack	Exclusive Vulcan (x3); Exclusive Shotgun (x1)	Multi-seat (x3); Hover	A larger VS with room for a pilot and two gunners.
	PTX-140R Hardballer	650	33	2	Knee joint, backpack	Chain Gun (x1); VS Caliber (x1)	Dash; Hover	A highly mobile VS with unique attacks.
	GAN-34 Granseed	550	23	2	Knee joint, backpack	—	Dash, Hover, Optical Camouflage	An advanced VS that can camouflage for stealth.

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Vital Suits, continued								
Image	Name	Armor	Speed	VS Weapon Slots	Weak Points	Special Attacks	Special Abilities	Comments
	GAN-3AM Triseed	500	35 walker/32 fighter/38 ship	2 (walker/ fighter)	Knee joint, backpack	Blade Attack (walker); Fighter Dash (fighter); Homing Missile (ship)	Transform (walker/ fighter/ship); Dash (walker); Fly (fighter/ ship); Radar is ineffective	A superior VS with three combat modes. Does not appear on enemy radar.
	GAN-34W Brocakti	5,000	35	2	Tread, backpack, base of foot joint	Crush; VS EM Laser; Plasma Grenade; Buster Grenade; VS Grenade; Cutter Laser; Drill Missile; Blast Shell Launcher; Pulse Laser	—	The product of two combined GAB-25M Caktis. A monstrous battle tank with tremendous armor and a vast array of built-in weapon systems.
	GTF-13M Evax	450	8 walker/37 bike	1	Knee joint, backpack, cockpit	—	Transform (walker/bike); Jump Blast (bike)	A light VS that can transform into a swift bike.
	GTB-22 Faze	500	31	2	Knee joint, backpack	Smokescreen; Long Jump Pounce	2-Level Jump; Long Jump; Radar Function	A highly mobile VS that can jump far.
	GAN-37 X-Seed	450	31 walker/23 ship	2	Knee joint, backpack	Smokescreen; Long Jump Pounce	Transform (walker/ ship); Optical Camouflage; 2-Level Jump (walker); Long Jump (walker); Fly (ship)	An advanced VS that can camouflage for stealth. Can also transform from walker to airborne ship.
	Dongo Gear	600 Akrid/750 VS saddle	18	2	Cockpit, tail	Claw Attack; Roll Attack	Sidestep	A subjugated Dongo that has been "enhanced" with VS armor and weapons. Can be piloted in Online mode.
	Battle Neegal	400 Akrid/660 VS saddle	20	2	Cockpit, tail, abdomen	Tail Attack	Sidestep; Glider	A subjugated Akrid that has been "enhanced" with VS armor and weapons. Can be piloted in Online mode.
	Tencale 8	2,300 Akrid/1,200 VS saddle	25	2	Cockpit, arm, head	Adhesive Bullet; Stomp; Exclusive Flamethrower (x1)	Multi-seat (x8)	A monstrous Akrid/VS hybrid with room for up to eight occupants, each controlling different weapon systems. Can be piloted in Online mode.



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Akrid Dossier

This final table lists every Akrid you will encounter during the Campaign, along with their attacks and weak points. Put this information to good use when battling those disgusting bugs.

Akrid Underlings						
Image	Name	Health	T-ENG Release	[?] Boxes	Weak Points	
	Trilid	3	10	1 (10% chance)	Tail	
	Sepia	24	15	1 (10% chance)	Inside of mouth (core)	
	Bolsepia	5	10	1 (10% chance)	Inside of mouth (core)	
	Piranha	30	—	—	—	
	Vodogg	320	—	1 (10% chance)	Head; legs (x2)	
	Jellon	300–500	100	1 (30% chance)	Inside of mouth (core)	
	Dabula	1,500	1,000	10 (100% chance)	Back cores (along spine)	
	Defolma	550	700	3 (100% chance)	Internal core; "feet" (underwater form)	
	Dongo	2,000	150	1 (30% chance)	Tail	
	Raibee	1,500	2,000	3 (100% chance)	Wings (x2); body	
	Chryatis	3,000–7,500	700–2,000	3–8 (100% chance)	Arms; body	

NOTE

The weak point of all enemy soldiers is the head. Defeat enemy soldiers with melee attacks to greatly increase the odds of scoring a [?] Box from them! (Normally you have a 10 percent chance of scoring one [?] Box from enemy soldiers.)

	Attacks (Damage)	Comments
	Charge (32)	Weak flying Akrid. Dangerous only in large groups.
	Bite (45)	Weak Akrid that leap and bite. Dangerous only in large groups.
	Bite (12); Self-Destruct (20-50)	Weak, lumbering Akrid that can violently self-destruct.
	Bite (15)	Weak aquatic Akrid. Dangerous only in large groups.
	Bite (60); Kick (40)	Fast, medium-size Akrid with relentless pursuit. No T-ENG released when killed.
	Inhale; Self-Destruct	Aquatic Akrid that inhale T-ENG and explode if they inhale too much.
	Devour (100; 200 against VS); Tail Thorn (60)	Massive underwater Akrid that inhales and devours its victims. Only the weak points can be damaged.
	Number Tentacle (20, stun); Charge and Devour (lethal; 20 against VS)	A medium-size Akrid that can exist on land or underwater. Can instantly devour soldiers. While underwater, attack the "feet" to reveal the internal core. Resistant to damage except at the weak point.
	Claw (60); Roll (75)	A large Akrid that attacks by rolling over its prey and swiping large claws. Resistant to damage, but not at the weak point.
	Rivet (20); Charge (60)	A large flying Akrid that can fire projectiles from afar and strike with claws up close. If the wings are destroyed it becomes less dangerous.
	Variety of claw and bite attacks (10-200)	Several subspecies exist, each with a wide array of attacks. Destroy the arms and they become less dangerous.

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Akrid Bosses						
Image	Name	Episode	Health	T-ENG Release	[?] Boxes	
	Queen	1-2	2,600	1,000	20 (100% chance)	
	Gordiant	1-3	12,000	5,000	Destroy leg: 4 (100% chance); kill: 20 (100% chance)	
	Akrid X	2-3	10,000	1,000	Damage arm: 4 (100% chance); damage head: 8 (100% chance); kill: 20 (100% chance)	
	Debose	3-2	1,600	3,000	10 each (100% chance)	
	Red Eye	3-1; 3-3	21,000	3,000	20 (100% chance)	
	Vital Fortress	4-5	15,000	8,000	Up to 40 (100% chance; amount varies based on boss's elevation when killed)	
	Baiztencale	5-2	7,200	1,000	30 (100% chance)	
	Undeep	6-3	16,000	2,500	10 each (100% chance)	

	Weak Points	Attacks (Damage)	Comments
	Head; arms; claws	Claw Attacks (45–90); Ice Breath (60, freeze); Ice Shards (80)	Resembles a huge Chryatis. Only the weak points can be damaged. Roll to dodge attacks. Attack the head to stun.
	Back spire; legs; mouth/tongue; internal core	Tongue Lash (75); Tail Smash (250); Stomp (250); Electric Breath (100); Back Shock (75); Gulp Tackle (80; 200 against VS); Outer Body Ejection (up to 75)	Six-legged reptile monster with a long tongue. The legs can be blown off to make it fall; enter the mouth after it falls to reach the internal core. Resistant to damage except at the weak points.
	Head; right arm	Claw Attacks (240–600); Arm Shot (300–400); Crash Landing (800); Rock/Train Toss (150/500); Flame Emission (rapid damage over time)	Huge, agile monster. After being knocked down, it heals and becomes more powerful. Only the weak points can be damaged.
	Head core; body core	Stomp (2,000); Charge (2,000); Laser (2,000)	Two large, blind monsters with powerful attacks. Hit the body core to make it fall, then attack the head core for more damage.
	Inside of mouth; side cores	Surfacing Attack (3,000 against Railway Gun); Bite/Side Tackle (50; 3,000 against Railway Gun); Projectile (900 against Railway Gun); Trilid Summon	Huge-mouthed Akrid that travels beneath the sand. Most attacks target the Railway Gun. Attack the mouth to interrupt its attacks and blast the side cores with the Railway Gun to wound.
	Sidearm; stabilizer; front sensor; nuclear power reactor	Torpedo (45); Indirection Torpedo (30, stun); Sea Mine (55)	A massive aquatic war vessel. Shoot down torpedoes and punish the weak points. Shoot stunned teammates to free them.
	Arms; body cores; face/eyes; back core	Arm Attack (300); String Laser (1,000); Bolsepia Bullet (60–90)	A massive spider-like Akrid that can fire a laser from its mouth. Punish weak points with Overland Battleship's cannon and weapon systems. Only the weak points can be damaged.
	Inside of mouth; body cores	Charge (400); Surfacing Blow (300); Bite (600); Tail Bullet (220 per projectile)	Two giant, worm-like Akrid that travel underground and emerge to devour prey. Blast open mouths and side cores to inflict damage.



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Lost Planet 2 - Developer Interview Questions

Writer: Steve Stratton

1. Thank you for participating in this interview. Please introduce yourself.

My name is Takeuchi; I'm the producer of Lost Planet 2.

2. Please tell us a little bit about leading the development of Lost Planet 2.

The previous Lost Planet was an original work, so we decided to approach this sequel as a continuation. So with the support of the fans, we decided to start development.

3. Please tell us what other games you've worked on.

Resident Evil 1 and 2, Onimusha 1 and 3, and the original Lost Planet are the main titles.

4. What do you feel is the most fun part of video game development?

I'd have to say when I've successfully created a new challenge.

5. And what's the least fun?

Probably the crunch time at the end when we're running out of time in the schedule and working hard to meet deadlines.

6. If you could change one thing about the video game industry, what would it be?

I would consolidate the API (Application Programming Interface) across all platforms.

7. Lost Planet 2 is a game on this beautiful, magnificent scale. How long did it take to develop?

About three years.

8. Please tell us about an episode from Lost Planet 2's development that left a lasting impression.

We had this big boss character, and over a few days it just kept ballooning, getting bigger and bigger, until we finally settled on the size it is now. I think that's stuck with me.

9. What was the biggest difficulty you faced in development?

Managing the inclusion of a huge amount of content data.

10. The previous game, Lost Planet, was a hit among gamers. When you started developing Lost Planet 2, what things did you decide to focus on? Please give us an example.

The one thing we focused on this time through was not to just

pull everything over from the last game and develop from there. We did incorporate everything from the last game, but we built on that and tried hard to exceed the fans' expectations.

The volume of content was the same, especially the evolution of the AK. That was an important theme. In order to give a sense of scale, there was this expectation that we were going to create these huge enemies, and so we focused not on meeting, but exceeding those expectations.

The whole development team has really worked hard to achieve that, spending long hours. I'm really happy with the results—they've done a great job.

11. Was there anything you couldn't put in the game because there just wasn't enough time? If so, could you tell us about it?

That's always the biggest problem. If we had unlimited time, we could just keep adding more and more content to the game forever. That's why it's important to order things according to importance, to work on them in order.

That's why I'm happy to be able to say that we were able to fit everything into LP2 that we wanted to.

12. Please explain the reason why you decided to add a Co-op mode to the Campaign mode.

We had so many requests from players, and when we looked at it, it just added to the game, it complemented it really well. With Co-op as the keyword, it just tied everything together, and it was a huge benefit to the game.

13. What's your favorite scene in the Campaign mode?

Working together with others to take down this huge AK is a really exciting experience, in my opinion. I think a lot of players will agree.

14. The Training mode challenges are incredibly difficult. Can you pass all of them?

Of course! . . . I can't clear them all. Anyone who can clear them all is someone who's got some serious talent they can brag about.

15. In Lost Planet 2, dependent on technique and method, almost all of the weapons can be used for a one-hit kill. You don't usually see that in other online shooters. What was your reasoning for this?

Players who have practiced and developed their technique should be awarded for that, and at the same time new players should still be able to win sometimes. We wanted to balance both sides of that issue.

On the other hand, an important factor in the game itself for both sides is compatibility.

16. What kind of things inspired you during the development of Lost Planet 2?

We come into contact with so many things every single day. Japan, as a country, is a great place for that sort of thing. North American, European, Asian things, there's a lot of that being made here in Japan, and it's easy to see its influence. We were able to take inspiration from everything.

17. What's your favorite weapon and VS (Vital Suit)?

I really like the Sniper Rifle II, and of course the Hardballer VS.

18. What's your favorite Online map and Online mode?

It's kind of standard, but I'd have to say the Turbulent Jungle and Data Post Battles.

19. What's your favorite character part?

Not really the parts, but the development of each character is something that I am really pleased with.

20. There are a lot of huge fans of the Lost Planet series in France. Why do you think that is?

Among French fans there are a lot who are really into things from Japan, and it seems that they've really developed a taste for the LP series and come to enjoy it.

They hold worldview and design in such high esteem, and make it a point to purchase things that fit that ideal.

I feel really honored to have their support.

21. Fans won't tire of Lost Planet 2 for many years—it's a huge game packed with lots of content—but could you tell us if there are any plans for a Lost Planet 3?

I can't talk about any continuation to the series at this time.

22. What are you currently working on, or what do you want to be working on next?

Since Resident Evil 5, I've been working on long, large projects, so I'm thinking I might take a bit of a vacation and relax.

Well, that is, if I could . . .

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Akrid X



Battle Neegal



Chryatis

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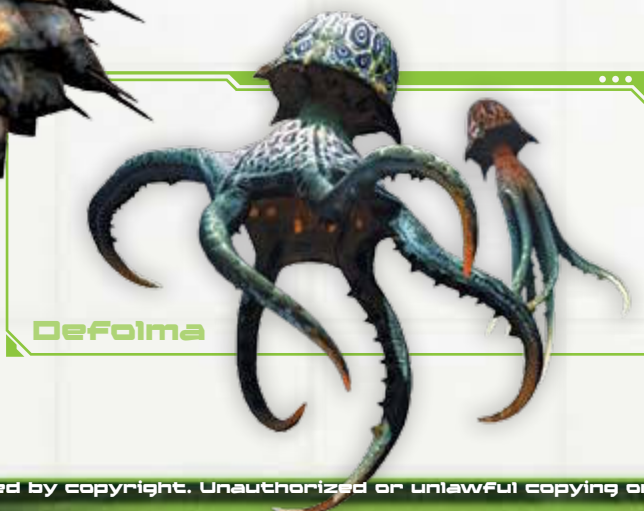
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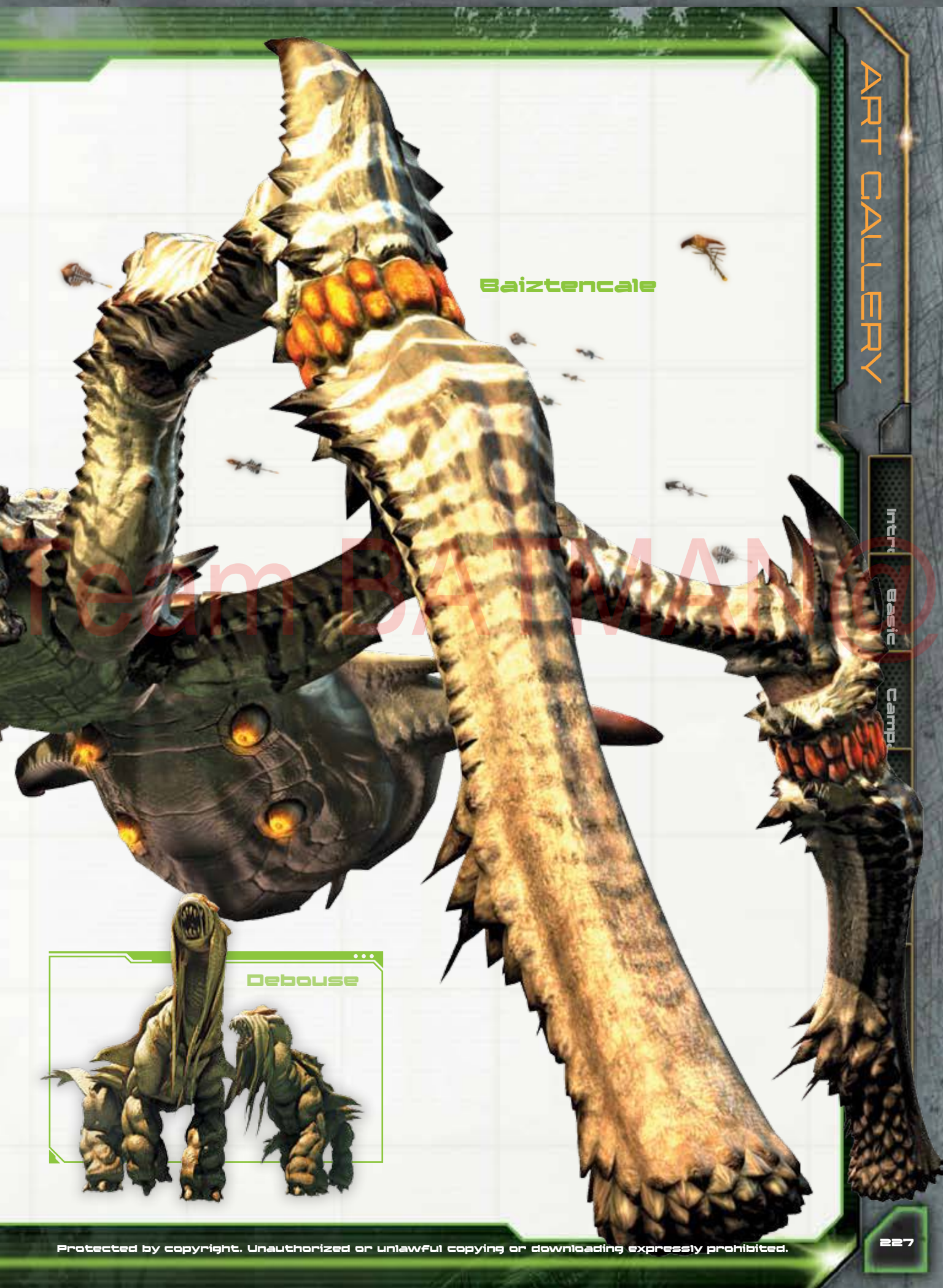
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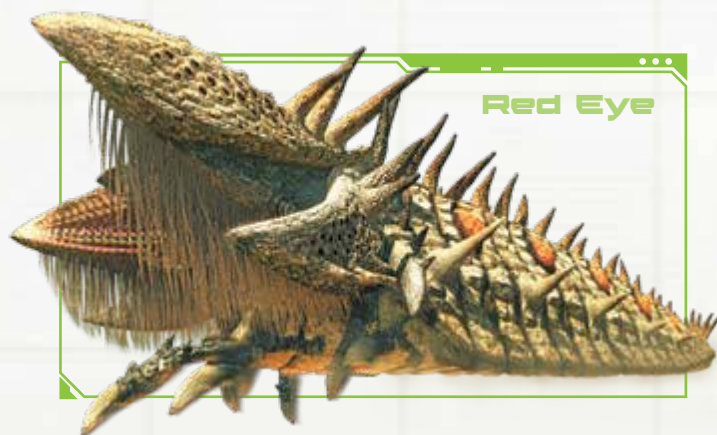
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Raibee



Red Eye



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Trilid

Queen

Undeep

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Carpetbagger
Femme Fatale



Carpetbagger



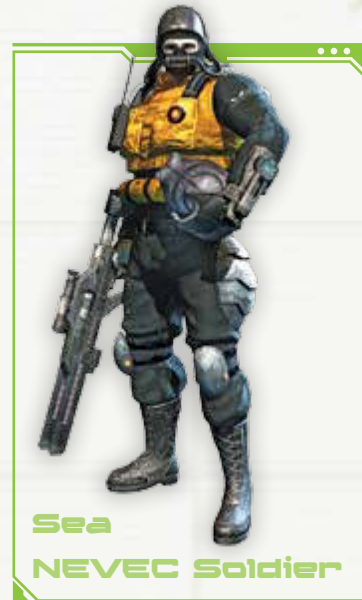
Jungle Pirate



Crimson
Pirate



Ex-NEVEC
Soldier



Sea
NEVEC Soldier



Mercenary 2

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Baylid

Team BATMAN



GAB-25M Cakti

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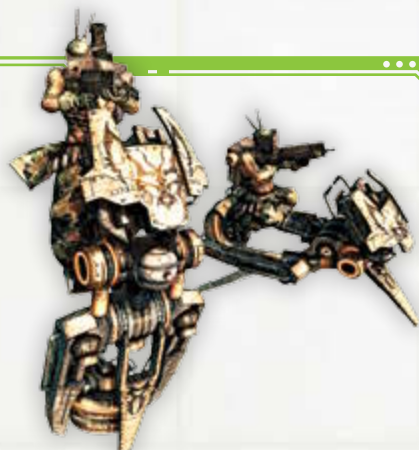
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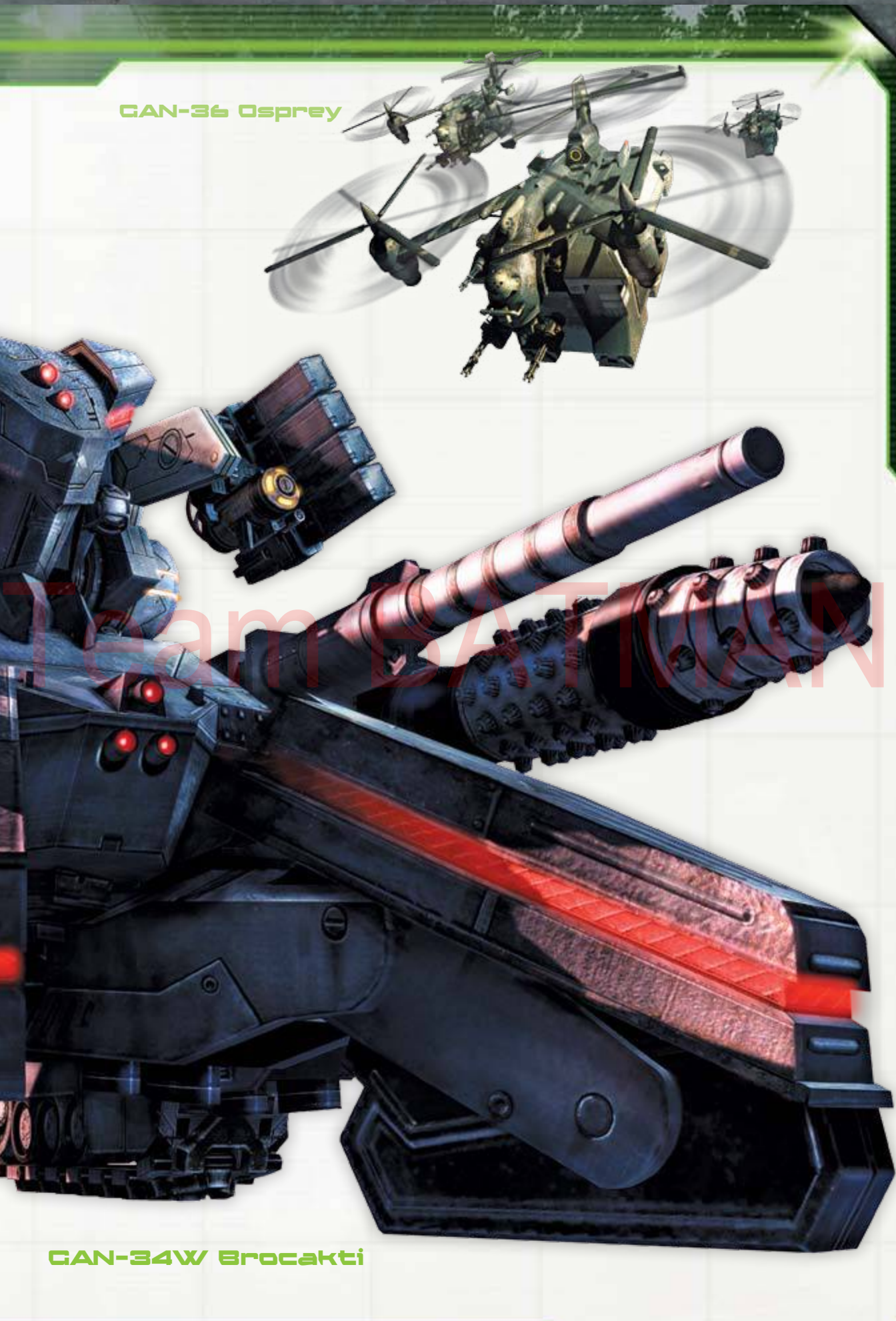


CAN-3AM Triseed



CAF-14 Fastrey





GAN-36 Osprey

GAN-34W Brocakti

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