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THE COMPLETE OFFICIAL GUIDE

METAL GEAR RISING
REVENGEANCE

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FOREWORD

For PlatinumGames, and myself, this project was an extremely large gamble. Making a game with a character from another company's series is enough of a risk in and of itself, but this increases tenfold if the world you are working with is from the beloved Metal Gear. Our game may have a different protagonist, but we still had to be careful not to do anything to betray the fans that have supported this celebrated and long-running series.

At the same time, once we kicked off development, we wanted to be sure to give Rising the distinct feel of a PlatinumGames title. Our goal was to stay true to the Metal Gear universe, while satisfying our desire as action game creators to bring something exhilarating to the project. This was our goal – but it was also what Kojima Productions expected of us. Metal Gear Rising: Revengeance is the result of this mutual drive for something new.

When Rising's Creative Director Kenji Saito and I first discussed the game, we started with a simple concept: "A game that makes cutting feel incredible". Up until the very end of production, we strove to ensure that this concept was reflected in every second of gameplay. We've worked hard to make sure that cutting anything becomes the key pillar of what makes Metal Gear Rising an amazing action game, and are proud to say the final game reflects this.

We've put all of our hearts into Raiden as a character, and we hope you feel that love while having the most fun you've ever had.

Atsushi Inaba
Producer, PlatinumGames Inc.

I'm Yuji Korekado from Kojima Productions. I was a programmer on Metal Gear Solid, and I've worked with Mr. Kojima and other members of the Kojima Productions staff for 17 years.

Metal Gear Rising: Revengeance is a new Metal Gear with a different main character and a unique style and playability. I've long thought that the Metal Gear world, built over 25 years, has enormous potential for different styles of games. When I was appointed as producer for this project, my goal was to actually make it happen.

PlatinumGames has been an amazing partner during our collaboration to create a different style of Metal Gear. Our studios have enjoyed bouncing ideas back and forth, and the process of sharing our respective strengths. The main theme of the Metal Gear Rising story is a clash of beliefs. The game itself could be described as a collision of Kojima Productions and PlatinumGames – which I would hope would be an attractive prospect for many videogame fans.

I hope you enjoy our exhilarating and action-packed redefinition of Metal Gear. This guide is here to help you uncover every secret and subtlety of our creation.

Yuji Korekado
Producer, Kojima Productions

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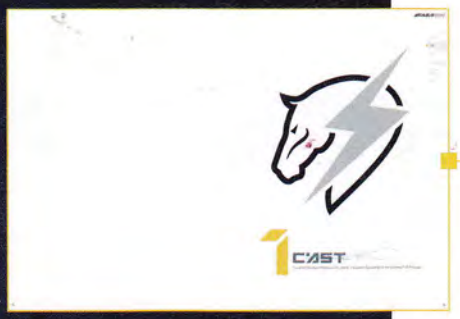
The short **Cast** chapter introduces the central characters that appear in the opening R-00 Prologue.



Our **Primer** presents the game's structure and introduces its various systems. We strongly suggest that you take the time to read it, if only the section on combat, before or as you start playing the game. Consider this a crash course that will ease you into your first playthrough, and gradually help you pick up the right habits to become an expert player.

The **Walkthrough** chapter has been designed for first-time players and experienced gamers alike, offering tailor-made assistance and analysis for all difficulty levels. With story and situational spoilers kept to a bare minimum, you can safely use it whether you need an occasional helping hand, or to follow detailed step-by-step guidance for a "perfect" playthrough.

From underlying systems and advanced play mechanics to unlockable weapons and secrets, the **Reference & Analysis** chapter is designed for players who will settle for nothing less than 100% completion – and, of course, a full understanding of how they can get there. While we avoid making direct references to events in the main narrative where possible, it should go without saying that players who have yet to complete Story Mode may encounter occasional spoilers.

The **Extras** chapter – which contains potential spoiler material – documents all secrets, collectible items, unlockable equipment and "Titles": accolades that acknowledge specific feats during full playthroughs. We also offer walkthroughs for all 20 VR Missions that can be found in Story Mode.

CONTENTS

Quickstart 6

Cast 8
Raiden 10
Raiden's Support Team 12
Desperado Enforcement 14

Primer 16
Onscreen Display 18
Icons & Indicators 19
Controls 19
Menus 20
Movement & Exploration 22
Combat 25
Difficulty Levels 31
Equipment 32
Score & Progression 34

Walkthrough 36
User Instructions 38
File R-00 40
File R-01 46
File R-02 76
File R-03 98
File R-04 130
File R-05 158
File R-06 166
File R-07 170

Reference & Analysis 182
Enemies 184
Bosses 202
Moves & Combos 204
Advanced Combat 206
Weapons 210
Equipment 214
Items 214
Sub-Weapons 215
Customization Items 216
Difficulty Levels 216
The Score System 218
BP 218
Achievements & Trophies 220

Extras 222
Secrets 224
Unlockables 224
Collection 225
Titles 226
Speed Runs 226
VR Missions 228

Lament@Xbox360iso

Quickstart

You will find a "Quickstart" section overleaf, where we suggest how to optimize your progression through the game by using the parts of the guide that are pertinent to you.

Index

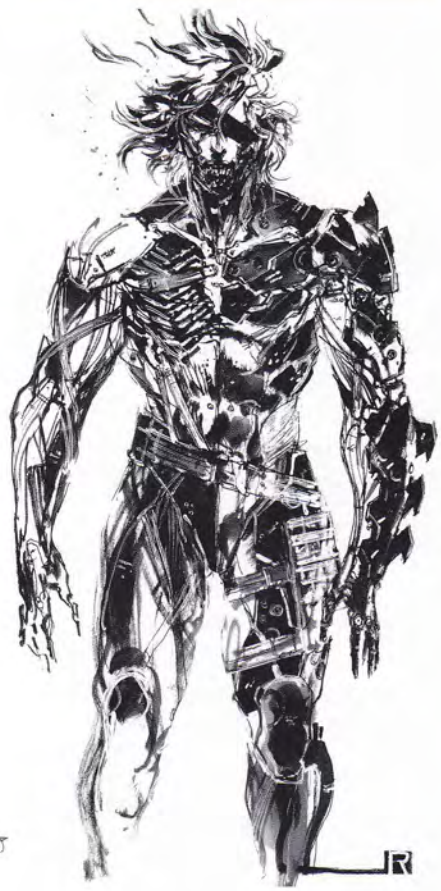
If you would rather play with a minimum of assistance, the guide's comprehensive index can be used to jump to topics of interest whenever you need a hint or specific piece of information.

Vertical Tab

The vertical tab on the right-hand margin of each double-page spread is a navigational tool designed to help you find your way around the guide. The top section lists the individual chapters, while the lower section highlights the part of the chapter you are currently reading.

Update Notice

We have taken every step to ensure that the contents of this guide are correct at the time of going to press. However, future updates to Metal Gear Rising: Revengeance may contain adjustments, gameplay balancing and even feature additions that we cannot anticipate at the time of writing.



QUESTIONS & ANSWERS

Q: I'm concerned that I might encounter story spoilers in this guide. Will it be safe to read it during a first playthrough?

A: The entire book is carefully spoiler-controlled. We take every effort to avoid needlessly giving away plot details. Readers with an extreme aversion to situational spoilers (that is, those more closely related to gameplay) may perhaps wish to avoid the Reference & Analysis and Extras chapters during their debut run through Story Mode.

Q: I'm an experienced and capable player. Should I start on the Hard difficulty level?

A: We would generally advise against this. While starting with a Hard mode playthrough is certainly a faster way to unlock the Very Hard setting, Raiden will be ill-equipped to deal with the challenges of either mode until you have acquired specific weapons and upgrades. See page 31 for an appraisal of each difficulty mode, and the Quickstart section (overleaf) to read our suggested progression path.

Q: Raiden is constantly "dizzy", or being knocked from his feet. What am I doing wrong?

A: Parrying is the most important move in the entire game, but its slightly unorthodox format (you don't use a classic "block" button) takes a little practice to grasp, and rather longer to master. Developing situational awareness and honing defensive techniques is a big part of a first playthrough. See page 25 for further details.

Q: I'm playing on Normal, and it seems really tough. Am I missing something?

A: At first, Metal Gear Rising has a difficulty curve that appears to be punctuated by torturous peaks. However, every time you feel as if you are scaling a cliff face adorned with barbed wire, a liberal film of grease and yes, *crocodiles*, it's usually because you completely overlooked a door at the start of the climb. When you feel overwhelmed during a first playthrough, there is often a simple explanation: perhaps a core technique that you have yet to add to your repertoire, or an over-reliance on a move that may not work against a specific foe. For a crash-course in all fundamental features of the combat system – and, potentially, many "eureka" moments as you discover something that you were previously missing – take the time to read our enlightening Primer chapter, which begins on page 16.

Q: What is the meaning of the two gauges in the top-left corner of the screen, and how do I refill them?

A: The top bar represents Raiden's Life, while the one below shows his current Fuel Cell energy – which is required to activate the essential Blade Mode (see page 27). Both bars can be refilled with consumable items, or via the all-important Zandatsu technique: see page 28 for details. You can actually equip the Repair Nanopaste consumable to be used automatically when Raiden's Life Gauge is exhausted, which will drastically reduce the number of visits you make to the Game Over screen: see page 33.

Q: There are a lot of different collectibles. Is there actually any point in picking them all up?

A: Emphatically, **yes**. The four types of collectible items that have no immediate utility (Data Storage, ID Chips, VR Terminals and "Men in Boxes") all unlock new features, weapons and equipment – which, as a consequence, will make subsequent playthroughs (and high score attempts) much easier. We document all consumable items in a section that begins on page 32.

Q: Why do I get a score sheet for certain battles, but not for others?

A: Combat encounters that lead to a rating – which we refer to as Ranked Battles – have very specific start and end points, with your performance graded in specific categories. We offer the precise conditions for all Ranked Battles in the Walkthrough chapter, and highlight whenever you can bypass optional "unrated combat" situations. You can read a general presentation of the score system on page 34.

Q: When I have completed the game on Normal, will it really be worth completing it again?

A: Definitely. As your playing ability gradually improves over repeat playthroughs, and you aspire to high scores, you will find that the game evolves. Ultimately, the exacting demands of the unlockable Very Hard and Revengeance difficulty settings will present you with a totally different experience. This is Metal Gear Rising: Revengeance at its most pure, compelling and, dare we say, malevolent: the game as it is *meant* to be played.

Q: I have more questions!

A: You can find a comprehensive Index at the back of this book. It covers practically everything, and is a great way to quickly find information on enemy types, items and moves – or, indeed, resolve any other enquiries that you may have while playing.

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QUICKSTART

Metal Gear Rising: Revengeance is a game that is designed to be completed on multiple occasions. Indeed, it is only by making several playthroughs that you can unlock all of its secrets and bonuses – not to mention its supremely demanding (but highly rewarding) ultimate Revengeance difficulty setting.

If you start playing without a clear understanding of what you might hope to accomplish, and of the game's most fundamental techniques, it can seem quite remorselessly cruel. For many hours (indeed, entire playthroughs), winning isn't the real issue: it's all about improving, honing your abilities and refining tactics that will eventually enable you to reach the promised land of perfect S-Rank chapter ratings.

To give you a clear sense of the challenges that lie ahead as you begin the journey to 100% completion, this Quickstart section suggests a natural and efficient approach to mastering Metal Gear Rising: Revengeance.

FIRST PLAYTHROUGH
DIFFICULTY: NORMAL

Notes:

- The Normal setting is the most practical entry point for new players. This will enable you to familiarize yourself with core combat techniques and enemy attack patterns, enjoy the storyline, and hunt for collectibles. High scores should be a satisfying bonus: not your primary objective.
- Players who are unaccustomed to fast-paced action games can optionally make an initial playthrough on the Easy difficulty level. On this setting, enemies attack with reduced frequency and vigor, while Raiden enjoys the benefit of a more generous allocation of Life and Fuel Cell energy.

MAIN OBJECTIVES	RECOMMENDED READING
Develop a solid understanding of the most important gameplay systems – such as parrying, Zandatsu kills, the Parry Counter technique and the more efficient combos.	Primer chapter, particularly the section on combat: see page 25.
Try to obtain most (but ideally all) collectibles – especially ID Chips, as these are much easier to acquire on lower difficulty settings.	Refer to the annotated maps and captions available in the Walkthrough chapter.
Gradually acquire important unlocks and upgrades via the Customize screen, including High-Frequency Blade enhancements, all three Custom Weapons, Life and Fuel Cell expansions, and the most essential Skills.	At the end of each walkthrough section covering a game chapter (called "Files"), you will find a table with a selection of suggested priority upgrades and unlocks.

SECOND PLAYTHROUGH
DIFFICULTY: HARD

Notes:

- Hard is identical to Normal in terms of the enemies you face, though your assailants enjoy 50% extra health and attack more frequently. Raiden's Fuel Cell Gauge empties more rapidly and takes longer to refill.
- It's at this point when players who wish to conquer Metal Gear Rising: Revengeance should start aspiring to attain perfect S-Ranks, and to further refine their technique.

MAIN OBJECTIVES	RECOMMENDED READING
Pick up any collectibles that you might have missed on your first playthrough: the equipment that they unlock will be useful on Hard, but will be pretty much essential on Very Hard and Revengeance.	Refer to the annotated maps and captions in the Walkthrough chapter.
Learn to identify the key attacks performed by all enemy archetypes.	Study the enemy archetype introductions found in the Walkthrough, and the expanded advice in the Reference & Analysis chapter.
Familiarize yourself with score requirements and advanced strategies to obtain S-Ranks whenever possible.	Consult the S-Rank strategies for every Ranked Battle in the Walkthrough chapter.
Unlock most of the game's Achievements/Trophies.	Our section on Achievements and Trophies will help you fulfill this goal: see page 220.
Maximize Raiden's core stats and upgrade key weapons (particularly the Pole-Arm, Sai and Pincer Blades) to their full level. You should also work to unlock the full potential of the potent Murasama blade.	The Reference & Analysis chapter features a complete overview of all customization upgrades, including their effects and BP costs: see page 210 onwards.

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THIRD PLAYTHROUGH
DIFFICULTY: VERY HARD

Notes:

- Very Hard can be a shock: in addition to sizable increases in enemy endurance, attack power and ferocity, this setting features an alternative set of enemies in many combat encounters. At first, it may seem almost incomprehensibly tough.
- With practice, however, you will begin to appreciate that each battle is an action-oriented puzzle to be solved.

MAIN OBJECTIVES	RECOMMENDED READING
Fully maximize Raiden's potential by unlocking all essential upgrades and new equipment in the Customize menu.	Read the Reference & Analysis chapter to find out the availability conditions of all unlockables, and how to put them to good use (see page 210 onwards); you can also find our suggested optimal unlock path in the Reference & Analysis chapter (see page 216).
Master the best moves and combos available to Raiden, and how to use them most efficiently in live combat situations.	Study the Moves & Combos section in the Reference & Analysis chapter: see page 204.
Complete all VR Missions to practice a wide variety of abilities that will be essential on the ultimate Revengeance difficulty level, and obtain unlockable equipment.	You can find solutions to all VR Missions in the Extras chapter: see page 228.
Execute advanced strategies to obtain S-Ranks on Very Hard.	Consult the dedicated S-Rank strategies for Very Hard and Revengeance for every Ranked Battle in the Walkthrough chapter.

FOURTH PLAYTHROUGH
DIFFICULTY: REVENGEANCE

Notes:

- Revengeance shares the same special enemy sets as Very Hard, but even weak opponents attack at a frenetic rate and possess tremendous durability.
- Almost any blow will drain Raiden's entire Life bar immediately; furthermore, Fuel Cell energy refills slowly, and depletes with alarming haste. There is one boon, however: the Parry Counter receives a huge boost in power.

MAIN OBJECTIVES	RECOMMENDED READING
Become a master in the art of defending: parrying, aerial parrying, dodging (Defensive Offense), and other evasive maneuvers. Ultimately, you must negate the awesome strength of your opponents by becoming impossible to hit.	You will find many useful defensive tips in the Advanced Combat section of the Reference & Analysis chapter: see page 206.
Learn to recognize all enemy attacks during the first frames of their animations and – where applicable – practice the use of the essential Parry Counter move against them.	Read the analysis of each enemy archetype in the Reference & Analysis chapter, paying special attention to the Parry Counter notes: see page 184.
Identify the weapons and attacking techniques that will enable you to deal the most damage in the shortest possible time, which is the key to trigger Executions.	Read the section of the Reference & Analysis chapter dedicated to advanced combat techniques: see page 206. Our S-Rank strategy guides in the Walkthrough chapter recommend weapons and attack techniques that work well in each Ranked Battle.

SUBSEQUENT PLAYTHROUGHS

Four playthroughs will be sufficient to approach full competition… but for those who will settle for no less than 100% mastery, it will take several additional runs through Story Mode to conquer every last challenge. The "Thunder God" Title, for example, requires that you complete all difficulty levels with a perfect S-Rank for every chapter.

MAIN OBJECTIVES	RECOMMENDED READING
Complete your collection of Achievements/Trophies and Titles.	Our Achievements & Trophies guide (see page 220) and Titles (see page 226) will help you fulfill this.
Unlock, purchase (and, where appropriate, upgrade) all items in the Customize menu.	Read the Extras chapter to learn the unlock requirements: see page 224.

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QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX

1 CAST

This short chapter introduces the central characters that appear in the opening R-00 Prologue.

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RAIDEN

Raiden – real name Jack – is a cyborg in the employ of Maverick Security Consulting, a "private security provider" (or PMC – Private Military Company). Hired by the Prime Minister of an African nation, Raiden has spent three years contributing his expertise in training the country's new army, and helping to return order after a civil war. He also acts as a bodyguard to the premier. As he escorts his ward in a convoy during the opening events of Metal Gear Rising: Revengeance, Raiden is attacked by cyborgs who kidnap the Prime Minister.

We know from previous Metal Gear episodes that Raiden is an orphan who was exploited as a child soldier. Back then, his bloodthirsty nature and vicious deeds earned him the unsettling sobriquet of "Jack the Ripper". He has long sought to escape these memories and atone for the horrendous actions of his youth in his more principled adult years.

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QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX

Lament@Xbox360iso

RAIDEN'S SUPPORT TEAM

During his missions, Raiden is assisted by a support team that issues objectives and contributes new intelligence and analysis via Codec. Courtney, a communications officer, and Kevin, a military advisor, are both on hand to provide Raiden with information appropriate to his current assignment. Boris is the president of Maverick Security Consulting, Raiden's employer. Last, but not least, Doktor is the maintenance expert responsible for Raiden's cyborg body.

COURTNEY

KEVIN

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QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX

BORIS

DOKTOR

Lament@Xbox360iso

DESPERADO ENFORCEMENT

The attack on the Prime Minister is led by two men working for a rival private military company: Desperado Enforcement, a company that has been implicated in a number of terrorist attacks. Samuel Rodriguez is one of its key operatives, and Sundowner is the unit's commander. Their actions at the start of the story appear to indicate that they are attempting to engineer a coup d'état – but is this putative putsch the limit of their ambitions, or merely an opening gambit?

SAMUEL "JETSTREAM SAM" RODRIGUEZ

Lament@Xbox360iso

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX

SUNDOWNER

Lament@Xbox360iso

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX

2 PRIMER

This chapter presents the game's structure and various systems. We strongly suggest that you take the time to read it, if only the section on combat, before or as you start playing the game. It will offer you a clear and commanding understanding of the challenges awaiting you, and the means at your disposal – without ever getting your lost or confused with unnecessarily complex details. Consider this as a crash course that will ease you into your first playthrough, and gradually help you pick up the right habits to become an expert player.

Once you have mastered most of the game's systems – which should take at least one playthrough – feel free to use the companion Reference & Analysis chapter, where you will find more advanced and in-depth information.

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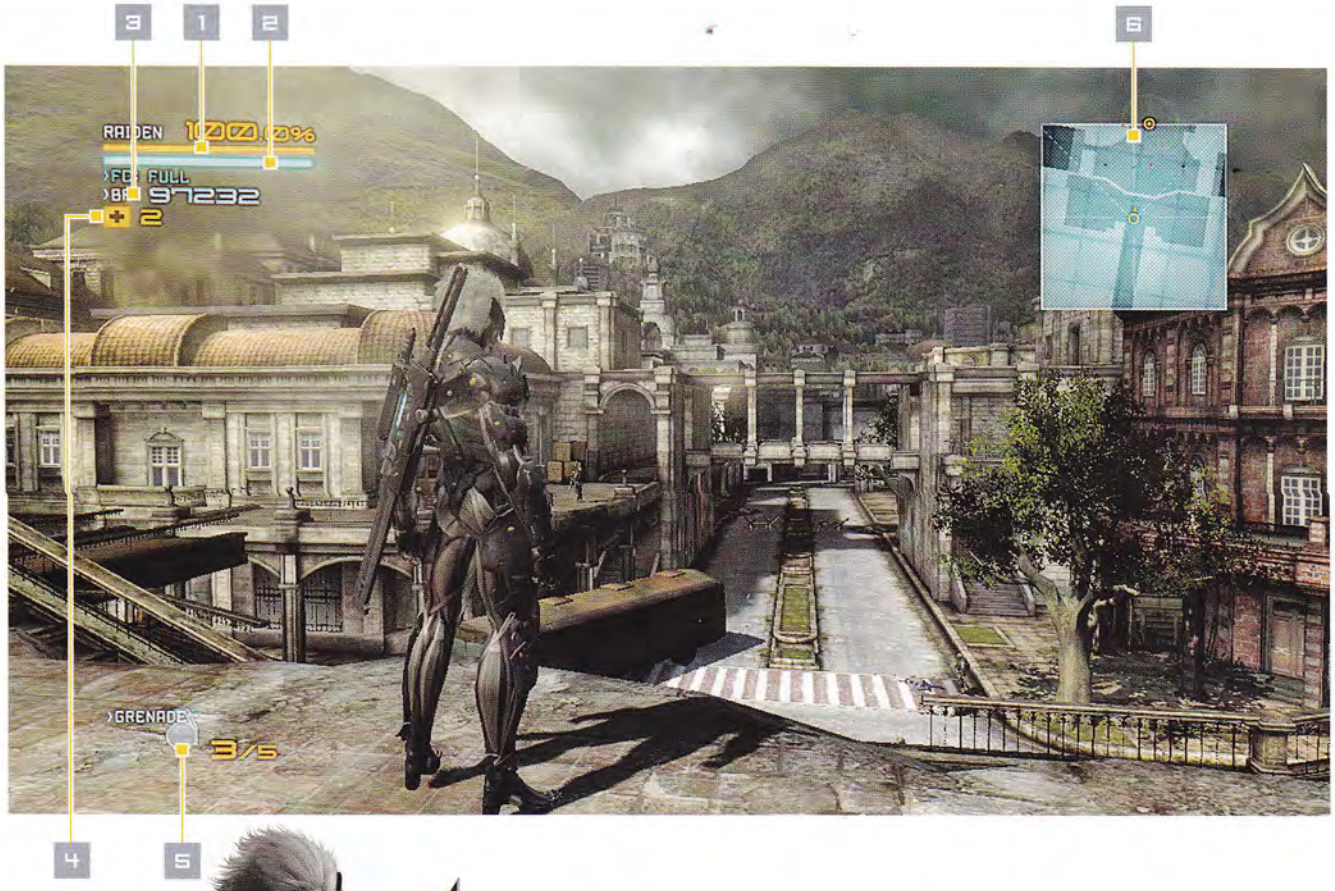
ONSCREEN DISPLAY



1 **Life Gauge:** This bar illustrates Raiden's current physical wellbeing. The percentage offers a numerical representation for ease of reference. Raiden's maximum life begins at 100%, but can gradually be expanded to 200% with collectibles and upgrades in the Customize menu: see page 35.

2 **Fuel Cell Gauge:** Raiden must have Fuel Cell energy to enjoy the full effects of Blade Mode (see page 27). When expanded via upgrades, the enhanced storage capacity is represented by smaller bars to the right of the main bar. When full, the gauge appears to crackle with energy. Once the main segment is partly empty, it turns yellow, at which point Blade Mode is no longer effective.

3 **Battle Points:** BP, or Battle Points, are awarded for combat actions and the collection of certain items; they are also given in large sums as completion or milestone bonuses. Battle Points can be invested via the Customize menu.

4 **Recovery Items:** You can equip Raiden with items that will automatically replenish his Life Gauge (Repair Nanopaste) or Fuel Cells (Electrolyte Packs) when the applicable gauge is depleted. Raiden's current supply of your selected consumable appears here.

5 **Sub-Weapon:** Raiden can collect certain weapons, gadgets and items that enable him to weaken, destroy, distract and even evade certain adversaries. The current item or object of utility in the Sub category (and Raiden's current stock of ammo or units) is visible in the bottom left-hand corner during active play.

6 **Soliton Radar:** This display illustrates Raiden's immediate surroundings. He is represented by the circle that remains fixed at the center. The line that extends from the circle indicates the direction he is facing; the broken lines that form a cone indicate the current camera view area, though you can change this to have a fixed map via the Options menu. Enemies are represented by glowing red dots. Waypoints, when provided, appear as circles with distinct emanating "pulses". Elevated sections of the current area – such as walkways – are shown in a lighter hue than the main floor space beneath them.

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ICONS & INDICATORS

There are a number of icons and visual indicators that confer important information during play. In this gallery, we illustrate the most common examples.

An enemy has noticed Raiden, but has yet to identify him. This generally leads the soldier in question to investigate.

This appears whenever an enemy recognizes Raiden, and immediately leads to a full combat alert. All enemies in the vicinity will move to attack.

This animated indicator appears whenever Raiden or one of his opponents has been temporarily incapacitated.

This icon indicates that an enemy has been weakened, and will be vulnerable to Blade Mode attacks on body parts highlighted in blue (see page 27).

AR Mode only (see page 22): Chests containing items are highlighted with this icon, even if they are situated behind solid walls.

AR Mode only: Destructible scenery and points of interest are highlighted with a shade of blue.

Whenever Raiden can perform contextual attacks or maneuvers, controller icons will appear onscreen.

Enemy attacks are generally telegraphed by a red glow. This is your cue to start parrying. A yellow glow usually indicates an imminent unblockable attack.

CONTROLS

DEFAULT BUTTON COMMANDS

XBOX 360	PS3	DESCRIPTION
L	L	■ Basic movement ■ Parry (with X/□) ■ Blade Mode: Camera alignment
R	R	■ Camera movement ■ Blade Mode: Manual slicing ■ Change target during Target Lock
↑	↑	■ Activate/deactivate AR Mode ■ Navigate menus
←	←	■ Open Inventory menu ■ Navigate menus
→	→	■ Use equipped Recovery Item ■ Navigate menus
A	X	■ Jump
B	O	■ Menus: Close current menu/return to game
X	□	■ Light attack ■ Parry (with L pressed in the direction of an incoming blow)
Y	△	■ Heavy attack ■ Use Custom Weapon (if equipped) ■ Sliding Tackle (during Ninja Run) ■ Codec conversations: Skip to next line
LT	L1	■ Hold to enter Blade Mode
RT	R1	■ Hold to activate Ninja Run (with L) ■ In Manual Aim Mode (hold LB/L2): Fire/throw Sub-Weapon
LB	L2	■ Tap once: Use equipped Sub-Weapon immediately ■ Hold: Aim Sub-Weapon manually; tap RT/R2 to fire or throw as applicable
RB	R2	■ Activate/disable Target Lock
L + R	L3 + R3	■ Enable Ripper Mode (press L + R/L3 + R3 simultaneously)
R	R3	■ Center camera behind Raiden
▶	START	■ Open Pause menu
◀	SELECT	■ Open Codec menu (where you can also access the Customize menu)

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ONSCREEN DISPLAY
ICONS & INDICATORS
CONTROLS
MENUS
MOVEMENT & EXPLORATION
COMBAT
DIFFICULTY LEVELS
EQUIPMENT
SCORE & PROGRESSION

Lament@Xbox360iso

MENUS

Most of the Metal Gear Rising: Revengeance menus have options that are entirely self-explanatory. There are, however, a number of features and functions of interest that warrant at least a few words of explanation.

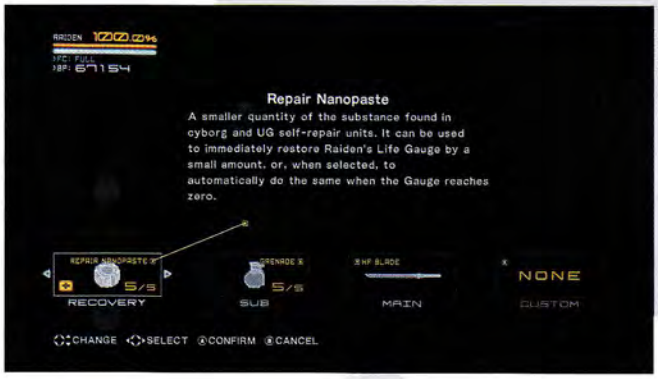
MAIN MENU

Though it consists of only three options (Story, Options and Download) when you first load the game, additional menus will be introduced once you have completed File R-00, the Prologue chapter.

- **Continue** returns you to the main story at your last saved checkpoint.
- The **Story** menu can be used to start a new game from the very beginning. Once you have completed the Prologue, it can also be used to replay individual "Files" via the Chapter option. You can also access the Customize menu here.
- The **VR Missions** option enables you to practice and perfect many unique challenges. Though some initial tutorials are unlocked once you pass early story milestones, others require that Raiden interact with special consoles located (and, sometimes, cleverly hidden) in the places you visit during the main story (see page 23).
- The **Collection** screen details your progress in acquiring all possible collectibles in the main story (see page 23), and also documents your Titles: accolades obtained by achieving distinct feats during the course of a full playthrough.

INVENTORY MENU

To open Raiden's inventory, which freezes the action, tap left or right on ✣. Note that this menu can only be accessed when Raiden is stationary, or moving at his basic jogging pace. The button command will not work if he is under attack, utilizing Ninja Run, jumping, or otherwise engaged in an activity.



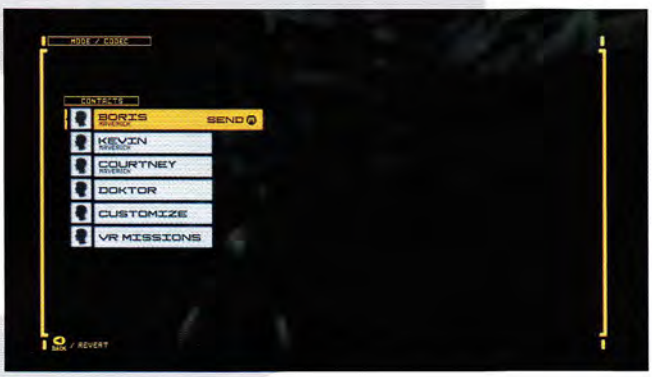
In time, you will unlock a total of four inventory slots, each dedicated to items in a specific category:

- **Recovery:** There are two types of Recovery items – Repair Nanopaste (which partially replenishes the Life Gauge) and Electrolyte Packs (which restore Raiden's Fuel Cells). You can carry a maximum of five units of both at a time. While these can be used manually, you can also select one to be consumed automatically during combat situations. Once the applicable gauge is depleted, your selected Recovery item will be applied instantaneously. See page 33 for further advice.
- **Sub**: Sub-Weapons include rocket launchers, grenades, and items employed in stealth situations. We discuss Raiden's extended arsenal on page 33.
- **Main:** The Main Weapon slot shows Raiden's primary sword.
- **Custom:** Finally, this slot is used to choose between a handful of Unique Weapons with special characteristics. These are unlocked through main story progression, and then purchased via the Customize menu.

Lament@Xbox360iso

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ONSCREEN DISPLAY
ICONS & INDICATORS
CONTROLS
MENUS
MOVEMENT & EXPLORATION
COMBAT
DIFFICULTY LEVELS
EQUIPMENT
SCORE & PROGRESSION

CODEC MENU



Press ◀/SELECT to access the Codec menu during gameplay.

- The upper entries in the Codec menu all feature the names of Raiden's current allies. You can select any of these to engage in a conversation. These dialogue sequences are updated as you advance in the story, and there is a special Achievement/Trophy for discovering all of them. If you intend to beat this optional feat, we will keep you updated on how and when you need to speak to Raiden's contacts throughout the Walkthrough chapter.
- You can speak to Courtney to manually record your progress up to the last checkpoint.
- The **Customize** option (not available in the R-00 Prologue during a first playthrough) is used to invest accumulated BP in upgrades and new skills. Selecting it will automatically return Raiden to the last checkpoint triggered once play resumes.
- The **VR Missions** option is used to play virtual reality combat simulations that function both as progressively more advanced tutorials and challenges in their own right. If accessed via the Codec menu, Raiden will be returned to the last recorded checkpoint once you resume playing the main story.

PAUSE MENU

Though the Inventory and Codec menus are subject to certain restrictions during play, you can press ▶/START to take a break at any time.

- During cutscenes, you can press ▶/START, then select **Skip** from the truncated Pause menu to jump past the current cinematic. This is essential for repeat playthroughs, where viewing events in the storyline can disrupt your rhythm or slow you down.
- In the standard Pause menu, **Restart** returns Raiden to the previous checkpoint. When the time comes to play for perfect scores, this enables you to immediately jump back to the most recent milestone – these are, fortunately, plentiful – whenever the events of a fight go awry.
- The Help menu offers a full list of all combos available to Raiden in accordance with his current weapon setup. You can also study our illustrated combo guides in the section that begins on page 204.

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MOVEMENT & EXPLORATION

BASIC MOVEMENT

If you have ever played a third-person action game before, traversal in Metal Gear Rising is something that you will pick up within moments. L controls Raiden's direction of movement, with R used to manually direct the camera. You can tap R/R3 to center the camera behind his back at any time. A/✕ causes him to jump in accordance with the length of the button press – longer presses lead to maximum elevation – and that, in essence, is all you need for mastery of Raiden's default jogging gait.

NINJA RUN

Though you certainly can navigate many environments with basic L movement alone, doing so is akin to racing a high-performance sports car exclusively in first gear, or driving a fighter jet along a highway. To unleash Raiden's true physical potential, you must hold RT/R1 to activate Ninja Run. This leads to a vast increase in his movement speed and athleticism and, with a few pertinent but occasional exceptions, should be your primary mode of moving around.

01

- While Ninja Run is active, Raiden will often automatically vault over or slide beneath obstructions and barriers. Ninja Run also leads Raiden to leap over many small gaps without further input, or to scale objects – even walls – to reach an elevated platform or a floor above via the available footholds (03). However, there are certain instances – particularly while hunting collectibles – where a manual jump is required to reach a specific platform. The Walkthrough chapter highlights all occasions where exploration and item acquisition call for additional button presses.

- Ninja Run also has numerous applications in combat. The most obvious benefit is that Raiden will automatically block small-arms fire (think in terms of barrages of bullets, not rockets) as he moves around a battlefield. During Ninja Run, you can also attack with your blade (✕/□) and perform the very useful Sliding Tackle move (Y/△).

- Despite its obvious benefits, Raiden's momentum and wider turning circle during Ninja Run movement can make it a rather imprecise method of lining him up for certain actions. Whenever it's appropriate to do so, try to release the button just before you reach a point of interactivity and steer him with L alone. This also applies to small positional adjustments during combat.

EXPLORATION & AR MODE

As an arcade action game, Raiden's path between combat encounters is always straightforward in Metal Gear Rising: Revengeance. That said, do not make the mistake of assuming that its environments lack opportunities for exploration and discovery. The game actually has many hidden collectibles to reward the curious and acquisitive, with Achievements, Trophies and in-game bonuses on offer for those who regularly take the time to take a step or two off the beaten path.

The process of exploring environments for collectibles and hidden areas is much easier if you make use of Raiden's **Augmented Reality Mode**.

02

- To activate AR Mode, tap ⌖; press it again to return to the standard view. The Augmented Reality functionality is automatically disabled when Raiden launches an attack or performs the Ninja Run.

- AR Mode reveals the position of certain item containers and objects of note in relatively close proximity, even if they are situated behind barriers of brick or steel (02). This also applies to enemies, revealing their orientation and movements, which makes AR Mode a great tool during stealth approaches.

- AR Mode also highlights scenery that can be cut into shreds by Raiden's High-Frequency Blade, or weapons of equivalent power, which makes it easy to espy destructible walls, doors and furniture that lead to or conceal collectibles.

- Though rare, there are instances where destructible scenery is actually required to reach a collectible item. If a battle or a simple moment of wanton vandalism leads you to destroy a platform that represents an essential stepping stone, you must either return to a previous checkpoint, if possible, or resign yourself to picking the object up on a subsequent visit to the area.

Lament@Xbox360iso

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ONSCREEN DISPLAY
ICONS & INDICATORS
CONTROLS
MENUS
MOVEMENT & EXPLORATION
COMBAT
DIFFICULTY LEVELS
EQUIPMENT
SCORE & PROGRESSION

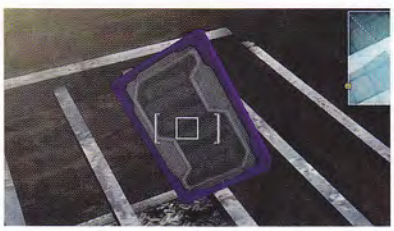
COLLECTIBLES

The gallery that follows introduces all collectibles and "secrets" that must be acquired or destroyed in order to obtain Achievements and Trophies, or secure in-game bonuses. Note that your progress in picking up collectibles is recorded permanently once you pass a checkpoint, so finding all items is actually a task that you can accomplish over multiple runs through the storyline or individual chapters.

This **Standard Container** type usually yields Sub-Weapons and Recovery Items when struck by any attack type. Even if your stocks of consumable items are at maximum, you should still take the time to open these: there is a BP reward for collecting surplus objects.

This **Rare Container** type must be opened by slashing the lock on the front of the container in Blade Mode. These surrender high-value Holo-Chips (which provide BP bonuses) and, more importantly, a total of five "Endurance +1" upgrades that permanently increase Raiden's Life Gauge.

Approach **VR Terminals** and follow the button prompt to download data. Each one unlocks a new VR Mission. Once you have interacted with a terminal, its screen will be blank on subsequent playthroughs.



Data Storage devices are a more traditional form of collectible item, and are usually placed out of sight.

Men in Boxes are an affectionate homage to the Metal Gear Solid series, and a celebrated soldier who pioneered the art of infiltrating heavily militarized zones with an audacious improvised cardboard disguise. Revengeance features five soldiers hidden in cardboard boxes. Slash their hiding space to reveal them; thereafter, finish them in any manner you see fit to "collect" them.

Certain high-ranking soldiers have data chips implanted in their **Left Hands**. These valuable limbs are highlighted in both AR Mode and Blade Mode: simply slice the forearm and grab the chip when it falls to the ground.

In certain areas, Raiden will encounter two soldiers standing over a **Civilian Hostage**. To spare this captive from an imminent execution, you must disable both captors with great speed and efficiency. Note that all other enemies in an area will ignore the civilian in any battle that ensues – though they're vulnerable to collateral damage of course. After combat ends, approach and interact with a captive to set them free and receive a BP reward.

The Tripod enemy type (or Dwarf Gekko, as MGS4 veterans might recall it) appears for the first time in File R-01. After certain battles where these foes make an appearance, exploring the immediate environment (usually by backtracking a little) will lead you to find two of them combined. This prompts an entirely optional fight. Destroying all of these will unlock an Achievement/Trophy.

Last, but by no means least, there is an Achievement/Trophy for listening to a certain amount of optional **Codec Conversations** in the main storyline. See page 220 for details.

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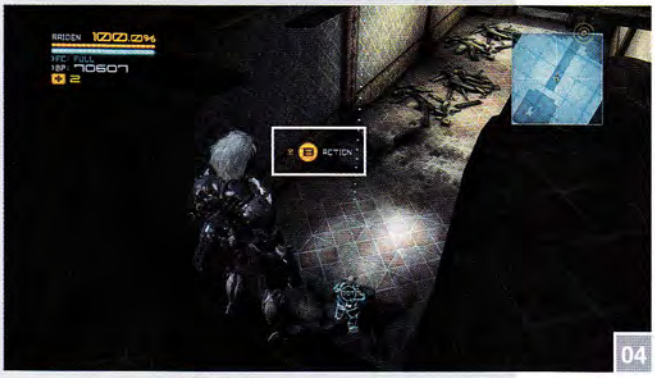
03



04

STEALTH

Though Metal Gear Rising: Revengeance is resolutely an action game, there are numerous encounters where you can adopt stealth tactics to evade or disable opponents. However, while bypassing open combat encounters can be an enjoyable technical exercise (and, on occasion, is actively encouraged by Raiden's support staff via Codec link), you should note that the use of stealth can sometimes lead to the loss of a rating (or a reduced score) for that section of a gameplay chapter.

Our Walkthrough chapter reveals all instances where stealth is possible (or, indeed, beneficial). For now, though, we'll just focus on the fundamentals.

- Whenever Raiden hasn't been detected, all potentially hostile combatants in the area will stand guard or dutifully follow fixed patrol routes. Most enemies have a very limited line of sight (03). As long as you don't move directly into their field of view at close range, Raiden can even Ninja Run without attracting their attention.

- If an enemy espies or detects something suspicious, but does not identify Raiden, a Caution phase will begin. The adversary in question (and, on occasion, nearby allies) will move to investigate the sighting. If you quickly move Raiden out of their potential field of view, ideally behind cover, the enemy will eventually return to an assigned post or patrol. If you fail to do so, being detected immediately leads to a full combat Alert. All enemies in the immediate vicinity will move to engage Raiden.

- To perform a stealth Ninja Kill, move close behind an enemy – or, if on a higher elevation, to within sufficient proximity – until a contextual Ⓑ/◎ button prompt appears (04). Once you press to strike, Raiden will instantly kill his quarry (giving you the opportunity to dispatch the enemy with a Zandatsu finish – see page 28). Despite the apparent noise and spray of arterial or mechanical gore that occurs during these assaults, other assailants in the area will only notice the event if it occurs within their field of vision.

- Stealth attacks are extremely effective on occasions where you encounter an optional objective to rescue a hostage. In these instances, you need to eliminate both guards quickly or efficiently; any delay will lead one of them to mercilessly murder the citizen before he engages Raiden. By employing at least one stealth kill, however, you can effortlessly incapacitate one soldier before engaging the second without pause.

- There are three items that can be employed in stealth situations: Drum Cans, Cardboard Boxes and 3D Photo Frames. The first two enable Raiden to hide in plain sight, as long as he does not attract attention by moving while an opponent is looking directly at him; the latter can be thrown as a distraction that can lure enemy soldiers to a specific position. You can learn more about these on page 33.

Lament@Xbox360iso

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ONSCREEN DISPLAY
ICONS & INDICATORS
CONTROLS
MENUS
MOVEMENT & EXPLORATION
COMBAT
DIFFICULTY LEVELS
EQUIPMENT
SCORE & PROGRESSION

PARRYING

Raiden's ability to parry attacks is, without question, the most important move in the entire game. With the exception of a small number of unblockable attacks (almost always telegraphed by distinct animations), the parry move can be employed to avert all damage from 99% of assaults – even multi-hit combo attacks.

Though it is possible to complete the R-00 Prologue chapter without it, R-01 soon becomes witheringly difficult without the parry move. Unless you practice its use and make it the very foundation of your strategy in most battles, Raiden will die repeatedly against seemingly indomitable foes. With a modicum of defensive mastery, however, the very same opponents will appear trivial by comparison.

To parry an attack, you must simultaneously tilt L from a neutral position towards your opponent and tap X/□. If the opponent is charging up or in the process of executing an attack, Raiden will automatically adopt a blocking posture for a couple of seconds. If no attack is incoming, Raiden will instead strike out in the direction of the adversary with a standard blow.

As the parrying technique is replaced by attacking moves if no enemy assault is imminent, with Raiden only adopting the blocking stance as and when required, this means that there is a very easy way to develop your defensive prowess in gradual steps:

1. As soon as you move within range of an enemy, repeatedly tap L in their direction while simultaneously pressing X/□. This doesn't need to be frenetic: just a steady, regular tapping rhythm, like the beating of a bass drum. If an enemy is not attempting to attack Raiden, each press will lead to a succession of simple blows, progressively weakening the assailant. If an opponent withstands or evades a strike and launches an attack, however, Raiden will automatically switch to a defensive posture (01). This is parrying at its most fundamental level. Indeed, the "steady rhythm" blocking/attacking technique is sufficiently effective to see you through a Normal playthrough without too many complications.

2. Once you are familiar with the command, performing it successfully at a steady rhythm against weak opponents, start to press X/□ alone in steady rhythm, without superfluous L inputs, when Raiden is safe from immediate harm. This will lead to basic combos. The moment you notice an enemy poised to attack while you perform this simple combo, briefly tilt L in their direction, timing the command so that it connects at the same time as a X/□ button press. Refining your technique to perform parries manually in this fashion will greatly improve your combat efficiency.

3. With practice, you can execute faster, more varied combos that involve more complex commands and button inputs. Whenever you are under attack during this process, immediately interrupt your move and parry with a quick and clean L + X/□ input.

With enemies who perform multi-hit attacks, you will need to perform multiple parries in sync with the combo assault. As a general rule, you should favor combos that predominately involve X/□, as longer combos featuring Y/△ presses can involve Raiden in lengthy animations that temporarily restrict your ability to parry. This is especially true on higher difficulty levels, where enemies attack relentlessly.

4. The final stage of honing your defensive prowess is to refine your timing of a parry to the split-second before an enemy actually lands a blow. Once you ascend to this lofty plateau of pure defensive technique, you don't parry immediately when you first identify an incoming attack, but instead wait until the very last possible moment. When performed successfully, this leads to a "Perfect Guard" situation, which triggers the mighty Parry Counter (02).

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PARRY COUNTER

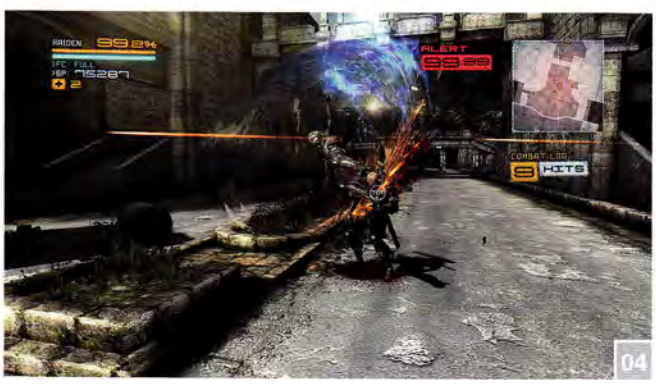
A Parry Counter is the strike that follows a successful parry performed during the final frames of an enemy attack animation. In many situations, this slow but extremely powerful riposte automatically stuns a foe for an immediate finishing move opportunity.

The best way to train in the use of the Parry Counter move is to simply stand idle and wait for an enemy to begin an attack animation. In the split-second before the attack connects, perform the parry.

- If timed correctly – and this will take practice – Raiden will automatically perform a Parry Counter. A successful hit often means that the adversary in question is doomed (03), offering you a chance to finish them with a Zandatsu (see page 28).
- More agile opponents (such as Gekkos) can occasionally evade this strike by stepping backwards the moment you parry. However most of the enemies in the game are highly susceptible to the Parry Counter move.
- There is no need to practice and perfect the Parry Counter on your first playthrough: indeed, if you can gradually wean yourself away from rhythmic or frenetic parrying in favor of a measured and manual approach to defense, you can congratulate yourself on making good progress. The Parry Counter is most important once you unlock and undertake higher difficulty levels, especially the ultimate Revengeance mode, where it becomes the most singularly powerful and efficient attack strategy available – and the key to many perfect S ranks (see page 34).

ATTACKS & COMBOS

By far the most common method of dispatching enemies is to build combos with ⊗/□ and ⊙/△ attacks (04).



- ⊗/□ is the **Light Attack** button. These attacks usually offer the shortest animation sequences (with reduced damage), which enables you to react swiftly to changing circumstances. The primary benefit of the Light Attack is its relationship with the indispensable parry and Parry Counter.
- ⊙/△ is the **Strong Attack** button. These strikes are usually slower but more damaging, and may boast a wider area of effect – enabling Raiden to strike multiple enemies simultaneously. However, the more protracted animation sequences can leave Raiden vulnerable to enemy attacks if used indiscriminately. Later in the story, you can purchase and equip Custom Weapons that enable you to perform unique signature moves whenever you press the Strong Attack button.
- Though you can launch assaults with ad-hoc mixtures of Light Attacks and Strong Attacks, or simply favor one button, there are also numerous combination attacks that require specific button sequences and/or special timing. Some of these are available immediately (select the Help entry in the Pause menu to consult the list of combos currently at your disposal), while others are purchased by investing Battle Points (BP) at the Customize screen once the feature is unlocked on completion of the R-00 Prologue.

As gaining a mastery of the Parry move is far more important than any individual combo, especially during a debut playthrough, we would suggest that you focus on keeping things simple during your opening hours. Once you feel comfortable with the process of blocking damage – and therefore exerting control over combat encounters – you can then gradually begin to add effective combos or impressive flourishes to your repertoire of techniques. We cover the strengths, weaknesses and special applications of all combos in a dedicated section that begins on page 204 of the Reference & Analysis chapter.

Most combos cannot compare to a single Parry Counter in terms of strength. Most of the time, a Parry Counter will instantly incapacitate or enable you to kill a target, whereas a combo (even a powerful one) may only weaken the same foe.

Lament@Xbox360iso

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ONSCREEN DISPLAY
ICONS & INDICATORS
CONTROLS
MENUS
MOVEMENT & EXPLORATION
COMBAT
DIFFICULTY LEVELS
EQUIPMENT
SCORE & PROGRESSION

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03

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04

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BLADE MODE

Blade Mode is a special, slow-motion system that you can access as long as Raiden has enough energy in his Fuel Cells, as represented by the second bar down in the top left-hand corner of the screen. However, you only have access to Blade Mode when the gauge is blue – past that point, you lose the ability to cut limbs, and the slow-motion effect. Simply hold LT/L1 to activate Blade Mode. You can then use the following controls:

- L controls the positioning of the camera, not Raiden's movement. Note that you can swap the function of both sticks in the Options menu.
- Press X/□ to perform rapid horizontal strikes of Raiden's sword, and Y/△ to make vertical slashes.
- R can be employed to make precision slices. If you tilt the stick in a direction, a transparent guide line appears on the screen (); simply release (or press a button) to strike. strike. As a general rule, this "manual" sword control is slower than button presses, but allows for surgical precision when you are aiming for a very specific body part (to cut off an enemy's limb, for instance). Some challenges in the story require you to use this function to neutralize potential hazards.
- By default, Raiden remains frozen in place (upper body motion notwithstanding) for as long as Blade Mode is active. This makes it easier to aim. However, you can make Raiden strafe by holding L/L3 and tilting the stick at the same time. You can also activate Blade Mode while Raiden is performing a sliding tackle or a context-sensitive Execution (see page 29). In these instances, you may find that Raiden's movement makes the process of aiming a little more difficult, though the slow-motion effect partly compensates for this.

Time slows down while Blade Mode is active. Enemies will continue to move and attack Raiden, but they are by default 50% slower than Raiden. You gain an edge through this speed advantage, but you lose the ability to parry or make evasive maneuvers, which leaves you highly vulnerable to any incoming assaults or projectiles. Using Blade Mode in these conditions only makes sense if you are very fast and accurate, striking your enemies where it hurts before they have a chance to hit you.

If, however, you activate Blade Mode after weakening an enemy, the slow-motion effect is improved to a mere 10% of the standard game speed, meaning that enemies move significantly slower than Raiden. With such an edge, it becomes much easier and safer to aim accurate blade strikes, even if Raiden and the enemy are moving during the process. This "super" slow-motion effect occurs when you kill an opponent, break an enemy's guard or destroy their armor, or use specific attacks, and can also happen in a wide variety of contextual situations.

Most enemies can only be sliced in Blade Mode once you have sufficiently weakened them. This is especially true against armored units, who can only be sliced once their armor is destroyed. Visual cues (the 斬 icon; body parts highlighted in blue –) are used to inform you when you can profit with an attack in Blade Mode. There is also a distinctive yet brief "flash" effect () and fractional slowing of time, when you have an opportunity to enter Blade Mode at 10% of standard speed. If you successfully hold LT/L1 during this optimal window of opportunity, you will usually find that enemies are positioned perfectly for a Zandatsu finish.

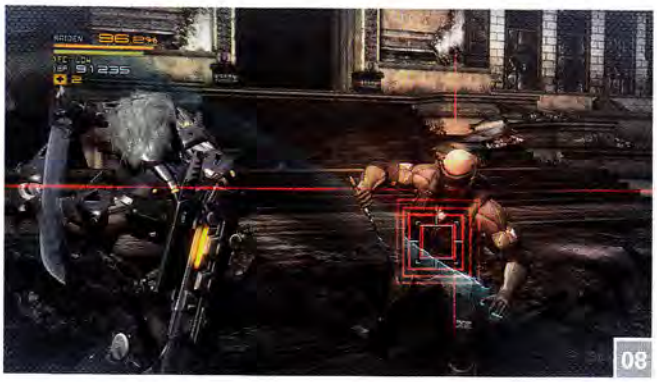
There are four ways to refill Raiden's Fuel Cell Gauge (and therefore have access to Blade Mode):

- Deal damage to enemies.
- Collect Repair Units dropped by dead enemies.
- Use Electrolyte Packs from your inventory.
- Perform a Zandatsu.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ONSCREEN DISPLAY
ICONS & INDICATORS
CONTROLS
MENUS
MOVEMENT & EXPLORATION
COMBAT
DIFFICULTY LEVELS
EQUIPMENT
SCORE & PROGRESSION

Lament@Xbox360iso

ZANDATSU



Zandatsu is the finishing move that can be performed when you hit an enemy's weak point in Blade Mode, which is represented by a red square (08). A small cross appears inside the square when you aim correctly, and you can hear a sound as a confirmation. Once you have sliced through a weak point, you can then press B/○ to absorb the target's Electrolyte Core before it disappears or touches the ground. This process completely refills the Life and Fuel Cell Gauges, and kills or destroys the victim instantly. You have a limited opportunity to slice a weak spot and perform the Zandatsu move. If you're too slow; or if you slice the body part that the weak point belongs to too many times, the weak spot will disappear, denying you the chance to absorb the Electrolyte Core.

Zandatsu and Blade Mode are intricately linked, as Zandatsu can only be performed in Blade Mode, and Blade Mode drains Fuel Cell energy that is fully replenished by the Zandatsu move. Once again, the optimal time to enter Blade Mode for a Zandatsu finish is signposted by a brief flash effect and momentary slowing of time. This leads to the "best case" slow motion: 10% of normal speed. This can also be triggered via contextual button presses, where appropriate.

ALIGNING A ZANDATSU

There are two ways to perform a Zandatsu. The first is to employ precision aiming. You choose the exact direction of the sword swing with R, and then release the stick or press an attack button to slice in that direction. This is essential for advanced use of Blade Mode, such as when attempting to land a quick Zandatsu on non-weakened moving targets, or while employing Blade Mode to counter scripted enemy attacks.

In other cases, there is a second and more immediate method that can be put to use. Use L to align the camera with the target's weak point, then press X/□ or Y/△ repeatedly to perform multiple slicing blows in rapid succession. After a few strikes, on the assumption that the camera was properly aligned, you will usually hit the weak point, enabling you to complete the Zandatsu. You may find it slightly more efficient to adjust horizontal alignment with L, then perform vertical slices with Y/△ only. Furthermore, vertical slices are far more convenient when you enter Blade Mode while in motion, as the weak point will usually remain on the same approximate vertical axis despite Raiden's forward momentum. Overall, this method works fantastically well if you struggle at aiming in Blade Mode, and it helps to build long combos. Expert players will usually prefer precision aiming, though, as it makes for lightning-fast, first-attempt Zandatsu.

NOTEWORTHY APPLICATIONS

- One interesting feature of the Zandatsu move is that Raiden is completely immune to damage during the entire animation sequence where he absorbs the Electrolyte Core. The slow-motion effect no longer applies during this interlude, meaning that all surviving enemies can attack Raiden at full speed – but to no avail (09). By observing their actions, you can exploit this brief moment of invulnerability to plan your next move.

- Low-rank enemies, such as standard Cyborgs, can be hit with a Zandatsu at any time. If you don't weaken them first, they will continue to move even if you enter Blade Mode, making the maneuver more demanding. However, it is entirely possible (and, with a little practice, reasonably easy) to strike their weak point nonetheless, and therefore remove them from the battle immediately. This is an essential step on higher difficulty settings. When you face numerous weak enemies, you can simply rush into a crowd (with a Ninja Run or a Sliding Tackle) and instantly perform multiple Zandatsu for a quick finish, or to reduce enemy numbers in a decisive fashion.

- When you face multiple low-rank enemies, you may (sometimes inadvertently) slice two or more weak points with a single Blade Mode activation (10). When this happens, you will need to press B/○ multiple times to collect each Electrolyte Core in turn.

- Zandatsu finishes can be used to build long combos. Indeed, if you manage to strike a weak point quickly, you can then afford to slice the target repeatedly (adding many hits to your running combo total) while the Electrolyte Core is slowly flying away (11). Your Fuel Cell Gauge will obviously deplete during the process, but you will refill it completely by completing the Zandatsu (which has to be done before the Core touches the ground or disappears). Fail to press B/○ before the Electrolyte Core disappears, however, and you will lose the opportunity altogether. The amount of time you have to spare varies in accordance with the movement of Raiden and his target, but is usually several seconds following a successful slash on the weak point.

- If enemies are fatally damaged or injured and you fail to perform a Zandatsu, they will explode. This usually leads them to drop a collectible item. However, on occasions where you miss the "optimal" window for a Zandatsu after grievously wounding certain assailants, you can still enter Blade Mode to hit their weak point and quickly grab the Electrolyte Core before the explosive conclusion of their death animations.

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CONTEXT-SENSITIVE MOVES

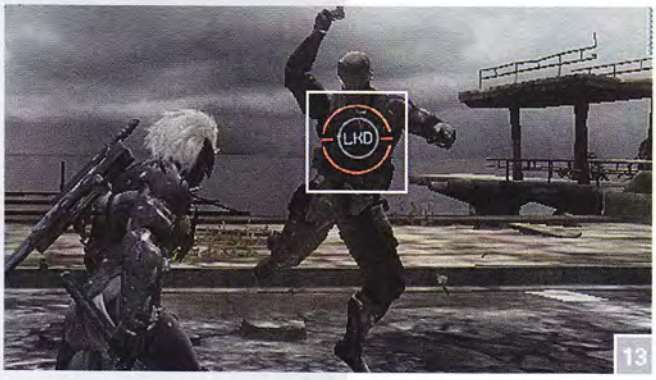
12

A wide range of special finishing moves can be performed by following button prompts after meeting certain requirements. By reducing the health of a Hammerhead helicopter to 33%, for example, you can subsequently Ninja Run on a salvo of missiles to reach it for a Blade Mode killing opportunity. These events are always accompanied by onscreen instructions.

In general combat, context-sensitive attacks are known as Execution moves. Opportunities to perform these only arise if you meet specific conditions: usually, that you have weakened the target in a specific fashion to stun them, and that the Fuel Cell Gauge is completely full. Whenever the requirements are met, you will see a Y+B/△+○ prompt appear on the screen (12). Press these two buttons simultaneously before they disappear to perform a deadly Execution, and enjoy a free Zandatsu opportunity.

Context-sensitive controller prompts are also employed during cinematic action sequences, to defend against special enemy attacks, and to recover whenever Raiden is incapacitated by an opponent. You will gradually learn to recognize and react quickly whenever these appear; in time, you will actively seek to engineer situations that lead to contextual attacks. When a Gekko charges at Raiden, for example, a successful parry leads to a sequence where you must rapidly press Y/△ to withstand the subsequent battle of raw strength. Winning this brief struggle leads to an instant Execution opportunity. As this often proves to be the most convenient way to defeat this enemy type, positioning Raiden to provoke the charge can be a successful strategy.

CAMERA CONTROL & TARGET LOCK



13

You can align the camera with R, which is a great tool in terms of battlefield management, enabling you to locate and identify your enemies and prioritize them in any way you see fit.

Once your opponents arrive at close range, however, keeping them neatly in your field of view can become far more awkward. This is where Target Lock comes in. Simply press RB/R2 and the camera will be locked on the currently highlighted opponent (13). Press it again to restore standard camera movement. Once you activate Target Lock, you can switch to a nearby target with R.

The Target Lock feature attempts to position the camera in intuitive positions, and guarantees that your attacks will be directed at a specific enemy. This applies not only to melee strikes, but also to Sub-Weapons. To be efficient on higher difficulty levels, you will generally need to employ Target Lock at all times unless attempting to achieve a specific goal, such as escaping an area-effect attack. By locking the most dangerous opponent in a group, for example, you can ensure that you will have advance warning of its attacks. Another application is to lock a target that travels at very high speed.

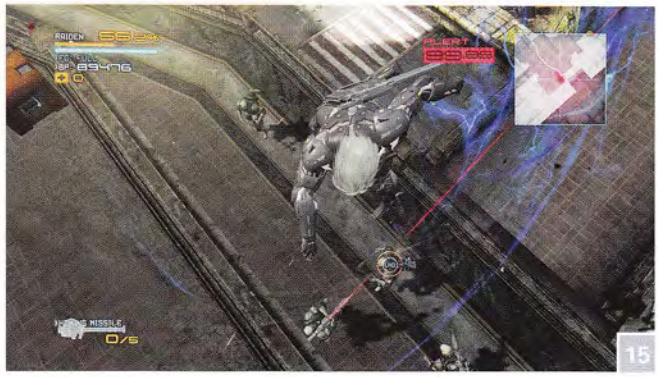
Most of Raiden's attacks will actually have a homing effect if used with the Target Lock feature. For example, the Falling Lightning combo (L+Y/△ while in the air) will cause Raiden to accurately dive at the locked target, irrespective of the distance between them.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ONSCREEN DISPLAY
ICONS & INDICATORS
CONTROLS
MENUS
MOVEMENT & EXPLORATION
COMBAT
DIFFICULTY LEVELS
EQUIPMENT
SCORE & PROGRESSION

Lament@Xbox360iso

USING THE ENVIRONMENT

14



15

There are many ways to use the environment to your advantage:

- When facing large crowds, it can be efficient to lock on to the closest target, and retreat a little until you have a wall or corner behind you. This means that other enemies cannot surround Raiden.
- Positioning Raiden in narrow corridors can create choke points where enemies are forced to attack from one direction only (14), reducing their efficiency as a group. It also enables you to hit multiple foes simultaneously, which can be devastating if you land a Parry Counter.
- Climbing to vantage points or upper floors can be a worthwhile tactic, as it increases the range of the Ninja Kill and Target Lock features – and, as a consequence, Raiden's ability to home in towards foes with diving moves (15).
- If you are playing for a No Damage score bonus to secure an S-Rank, tactical retreats – especially those that involve moving to a different elevation – can enable you to engage certain foes alone while the rest of the hostile pack moves to catch up.

DODGING

16

The dodge move (known as "Defensive Offense") isn't available by default, though it can be purchased early on a first playthrough. Once acquired, you can perform this move by pressing X + A/B + X simultaneously. Raiden will deal a single blow while leaping away (16). This move features a brief yet significant period of invulnerability.

- By default, Raiden will dodge backwards, but you can tilt L simultaneously in any direction (even forward) to specify where he should leap.
- Though not nearly as efficient as the Parry move, dodging has some highly useful applications. The most important of these is the ability to escape unblockable attacks from bosses or other powerful enemies. As dodging grants you a few frames of invincibility, it's a great way to evade attacks that would otherwise break Raiden's guard – assuming that the move is timed with great precision, of course.
- Dodging can also be very useful when you face large groups of enemies. On higher difficulty levels, enemies tend to attack at a ferocious rate – meaning that even a handful of weak Cyborgs can become problematic. Once they begin to attack, you can find yourself locked in an endless succession of parries, with no clear opportunity to launch attacks of your own. In these cases, dodging can be better than parrying, offering you an opportunity to break up a relentless assault, or simply move Raiden to a more favorable position without sustaining damage.

FURTHER READING

The combat techniques and advice we offer in this chapter will more than suffice for your debut playthrough on Normal – and, for that matter, a second on Hard. However, the punishing standard of excellence required on the unlockable Very Hard and Revengeance settings requires a more intimate understanding of the mechanics that underpin the Metal Gear Rising: Revengeance experience. When you are ready to take the next step in refining and expanding your skillset, the Reference & Analysis chapter (see page 182) awaits your attention.

Note: While we take every effort to avoid explicit descriptions of plot events, we cannot guarantee that the Reference & Analysis chapter is entirely spoiler-free. Readers who are sensitive to incidental (and unavoidable) minor story reveals may wish to complete their debut playthrough before they consult the chapter.

Lament@Xbox360iso

DIFFICULTY LEVELS

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ONSCREEN DISPLAY
ICONS & INDICATORS
CONTROLS
MENUS
MOVEMENT & EXPLORATION
COMBAT
DIFFICULTY LEVELS
EQUIPMENT
SCORE & PROGRESSION

At the start of your first playthrough, there are three difficulty levels to choose from: Easy, Normal and Hard. Completing Hard unlocks Very Hard, which in turn offers the ultimate Revengeance setting as its reward.

- **Easy** is designed for those who do not play action games. On this difficulty setting, enemies attack at a reduced frequency, while you have additional Fuel Cell energy at your disposal, increased Life and attack power, as well as prolonged parrying windows.

- **Normal** is probably the most practical entry point for new players. This will enable you to familiarize yourself with core combat techniques and enemy attack patterns, enjoy the storyline, and hunt for collectibles. At this stage, the most important consideration is to enjoy the game as a spectacle, without worrying too much about securing perfect scores.

- **Hard** is similar to Normal in terms of enemy sets, though they enjoy 50% extra health and attack more frequently, while Raiden's Fuel Cell Gauge empties comparatively more rapidly and refills more slowly. However, the Battle Points that you acquired during your first run through the story on Normal can be invested in upgrades via the Customize menu to make Raiden sufficiently powerful for a taxing but eminently approachable run on Hard. It's at this point when players who wish to conquer Metal Gear Rising: Revengeance should start aspiring to attain perfect S Ranks, and to further refine their technique. Though some challenges may offer a stern test of your prowess, the upgrades and new Custom Weapons missing during your first playthrough serve to flatten the difficulty curve.

- **Very Hard** can be a shock: in addition to increases in enemy endurance, attack power and ferocity, this setting (and later, Revengeance) features a revised enemy set for each chapter. At first, Very Hard may seem almost incomprehensibly tough – but, gradually, its exacting requirements force you to address shortcomings in your playing style as you acquire a commanding grasp of defensive strategy and the increasingly vital Parry Counter. In short, you will begin to appreciate that each battle is an action-oriented puzzle to be solved, with solutions often involving specific tools and tactics – such as attacks or Custom Weapons acquired from the Customize menu and, where appropriate, fully upgraded to their maximum level.

- **Revengeance** shares the same special enemy sets as Very Hard, but even the weakest opponents attack at a frenetic rate and possess tremendous durability, whereas Raiden's endurance is so diminished that almost any blow will drain the entire Life Gauge. In addition, Fuel Cell energy refills slowly, and depletes with alarming haste. All these factors combined mean that achieving top scores (and, indeed, even basic progression) will be implausible unless you develop a mastery of the Parry Counter move. The power of this riposte is boosted tenfold on Revengeance, which means that a successful Parry Counter will kill almost all enemies instantly.

To reach true 100% completion, finishing the story on Revengeance – though a great accomplishment in its own right – is not enough: you must obtain perfect S-Ranks for every chapter on all difficulty levels. As your playing ability gradually improves over repeat playthroughs, you will find that the game evolves. Instead of simply beating chapters, you will find that you strive to perfect them – and nothing short of that will suffice.

The Reference & Analysis chapter that starts on page 182 reveals all the details and exact values that are specific to each difficulty level.

CHECKPOINTS & GAME OVER

If Raiden's Life Gauge is exhausted during a battle, and he has no Repair Nanopaste equipped and ready to use, the Game Over screen is his stark and unsentimental epitaph. To continue from the last activated checkpoint and put history to rights, select Retry. Raiden's inventory and equipment settings will be restored to their status as of the previous checkpoint. However, his Life and Fuel Cell Gauges will be completely filled: a perk that can make a difference, especially on higher difficulty levels.

The second option, Title, returns you to the main menu. You will be returned to the last checkpoint once you resume your session via the Continue option.

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EQUIPMENT

SUB-WEAPONS

In addition to Raiden's High-Frequency Blade (and, later, Custom Weapons), you will acquire secondary weapons and tools that can prove useful in a variety of scenarios. These Sub-Weapons are most frequently encountered in fixed positions, though you will occasionally collect them as item drops from slain opponents. Raiden can carry a maximum of five of each type at once. If your stock of any item is already at the maximum five, collecting them will simply lead to a BP bonus.

01

Broadly speaking, Sub-Weapons can be divided into three categories, based on their method of use: projectiles, grenades and disguises. To equip a Sub-Weapon, press left or right on ✪ and highlight the Sub category. Tap ✪ up or down to move to the required item, then press Ⓐ/⊗ to confirm your selection.

To conceal Raiden inside the Cardboard Box and Drum Can disguises, hold LB /L2 (01); release it to return to standard movement. Your stock of either item will only be reduced if Raiden is discovered while in motion or attacked while wearing one, though you will also lose Drum Cans by over-using their unique rolling function.

02

Projectiles and grenades can be fired or thrown via a dedicated aiming mode (see "Aimed Shots"), or deployed quickly with a less accurate "snap shot" function (see "Snap Shots").

AIMED SHOTS

Press and hold LB /L2 to switch to the dedicated aiming mode. You can reposition Raiden with Ⓛ – albeit at a vastly reduced pace that leaves him vulnerable to enemy attacks – and target the weapon with Ⓡ. Press RT /R1 to fire or throw.

03

Homing Missiles are directed towards the targeting reticule at the center of the screen (02).

Grenades – including the 3D Photo Frame, which essentially acts as a "distraction grenade" – have a unique indicator that reveals the projected arc of the throw (03). To hurl the device over longer distances, you must aim high and make your best estimate on its landing position.

SUB-WEAPONS SUMMARY

ICON	NAME	DESCRIPTION
	Rocket Launcher	Can damage and knock down weaker soldiers, and may stun larger enemies.
	Homing Missile	Primarily used to briefly incapacitate or destroy airborne foes, with the limited homing function more effective at medium-to-long range. A reticle clearly identifies the target that is currently locked.
	Grenade	This will damage and knock down smaller enemies caught in the explosion; larger enemies may be stunned.
	RP Grenade	The Red Phosphorus Grenade creates a temporary fog, causing enemies to lose sight of Raiden; it will often prevent them from employing ranged projectile attacks.
	Jamming Grenade	Used exclusively for disabling Gun Cameras during infiltrations.
	EM Grenade	The Electromagnetic Grenade can be employed to briefly incapacitate opponents within its blast radius.
	3D Photo Frame	Can be used to lure soldiers to a specific position – but only if they are unaware of Raiden's presence in the area.
	Cardboard Box	This improvised method of concealment is foil-lined, which makes Raiden invisible to the infrared vision used by many assailants – but only when stationary. Raiden's range of movement is restricted to waddling at a slow pace while wearing this disguise.
	Drum Can	The Drum Can is used in the same fashion as the Cardboard Box, but leaves Raiden visible in the infrared spectrum. However, it has a unique function: you can hold RT /R1 to roll (with an Easter egg for those who do so for long periods of time).

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QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ONSCREEN DISPLAY
ICONS & INDICATORS
CONTROLS
MENUS
MOVEMENT & EXPLORATION
COMBAT
DIFFICULTY LEVELS
EQUIPMENT
SCORE & PROGRESSION

SNAP SHOTS

In the heat of battle, there is rarely an opportunity to manually aim a rocket or grenade. In these instances, you can instead briefly tap LB/L2 to perform a snap shot. This action is unavailable while Ninja Run is active.

With rocket launchers, Raiden will swiftly wield and fire the weapon in the direction he is facing. Snap shots with grenades will cause Raiden to bowl them with an underarm technique – again, in the direction he is facing or towards the currently locked target.

RECOVERY ITEMS

Raiden has a finite level of physical endurance and electrical energy stored within his body, as represented by the Life and Fuel Cell Gauges. Whenever damage sustained and physical exertions take a terrible toll, and a Zandatsu finish (which, of course, automatically restores Raiden to full efficiency), is unlikely or unavailable, you can replenish both meters with the following methods:

REPAIR NANOPASTE

Repair Nanopaste is a collectible item that can be acquired as item drops or found by exploring the environment. As with Sub-Weapons, Raiden can carry five units at once. If you open the Inventory screen by tapping left or right on ✥, you can equip them in the Recovery slot. Once assigned in this fashion, a single unit of Repair Nanopaste will be automatically applied to save Raiden whenever his Life Gauge is exhausted. Alternatively, you can also manually use Repair Nanopaste by highlighting the item and pressing X/□ in the Inventory menu, though this is impractical in the heat of battle.

Once Repair Nanopaste has been equipped, you can also instantly consume one unit by tapping ✥. This is generally unnecessary during combat, but can be useful if you encounter these items while your stocks are full, but the Life Gauge is below maximum. In such instances, tap ✥ to top-up Raiden's health before you collect the item.

ELECTROLYTE PACK

The Electrolyte Pack is identical in terms of basic use (collection, equipping, et al. to Repair Nanopaste, but instead serves to fully restore Raiden's Fuel Cell Gauge.

As maintaining the Life Gauge is invariably of paramount importance during battles, especially boss encounters, we generally recommend that you opt to manually replenish the Fuel Cell Gauge via the Inventory screen as and when required.

REPAIR UNITS

Most commonly found as item drops, Repair Units automatically replenish a small portion of the Life and Fuel Cell Gauge when collected.

ALTERNATIVE WEAPONS

By defeating three specific "boss" enemies during your first playthrough, you will unlock their weapon and be able to equip it as an alternative mode of attack. Whenever you equip a Custom Weapon, X/□ continues to employ Raiden's Main Weapon, but Y/△ causes him to wield his secondary weapon. Once unlocked, these Custom Weapons are available from the start on all subsequent playthroughs.

Custom Weapons have very specific (and, on higher difficulty levels, essential) applications, though with the drawback that they interfere with Raiden's ability to parry if brandished without care. With practice, you can use them for their unique attacks to exploit enemy vulnerabilities or counter their strengths, and stick with Raiden's Main Weapon in all other instances.

As all three Custom Weapons are referred to in the Very Hard/Revengeance strategies in the Walkthrough chapter, it makes sense to offer a brief introduction to each one for those who hazard a glance at the challenges that face them in the future:

CUSTOM WEAPONS SUMMARY

ICON	NAME	DESCRIPTION
	Pole-Arm	The Pole-arm is great for crowd control, as it strikes multiple enemies at once, incapacitating weaker foes with each hit. It is also very efficient for building long combos.
	Sai	The Sai is useful to pull Raiden instantly to a target – a very handy feature against flying or very mobile units. When charged, the Sai can briefly incapacitate targets, both human and mechanical. The effect has a fixed cooldown of approximately five seconds.
	Pincer Blades	The Pincer Blades are slow but deal powerful blows with a wide area of effect.

In addition to Raiden's initial High-Frequency Blade, other Main Weapons become available on further playthroughs, or by fulfilling certain challenges. Some of these weapons have special effects that have a huge impact on combat encounters. We detail all of these in the Reference & Analysis chapter.

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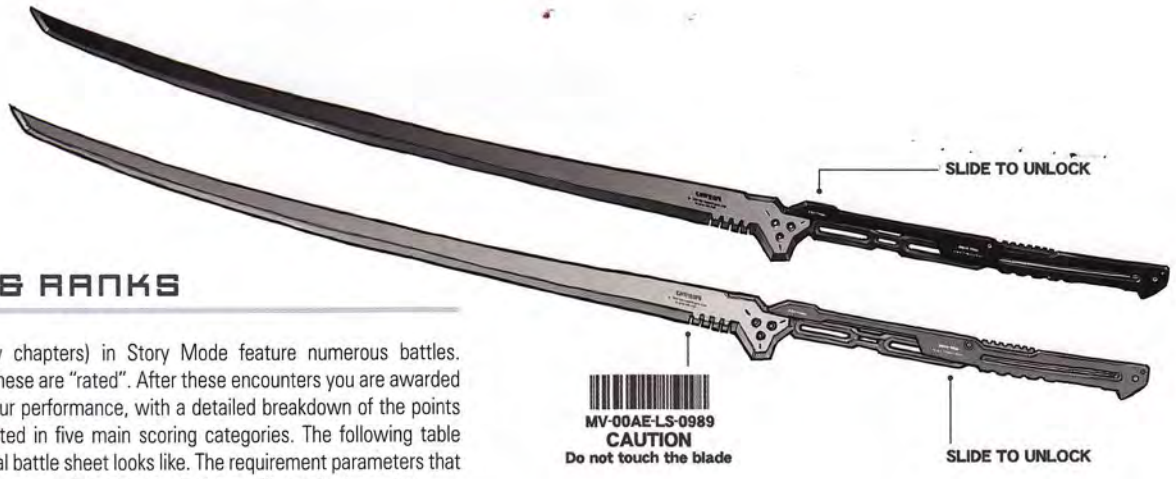
SCORE & PROGRESSION



SCORE & RANKS

All Files (gameplay chapters) in Story Mode feature numerous battles. However, some of these are "rated". After these encounters you are awarded a Rank based on your performance, with a detailed breakdown of the points you have accumulated in five main scoring categories. The following table shows what a typical battle sheet looks like. The requirement parameters that you encounter will vary, but the general principles will remain the same.

A TYPICAL BATTLE SHEET

CATEGORY	DESCRIPTION	REQUIREMENT (EXAMPLE)	SCORE
Time	How long it takes you to progress from the start of a ranked section to its conclusion. The faster you are, the better your rank. Getting the highest score usually requires a flawless (and, therefore, practiced) performance.	1:15	1,000
		1:30	900
		1:45	750
		2:00	600
		4:00	500
BP	The sum of BP acquired via combos, kills, sliced body parts, Zandatsu, and item collection. Against most enemies, you can slice all four limbs and the head before you finish them off. This is usually one of the easiest criteria to fulfill.	1,000	1,000
		800	900
		500	750
		300	600
		100	500
Zandatsu	The number of Zandatsu finishing moves performed. Slicing a weak point isn't enough: you need to absorb the target's Electrolyte Core for the move to be counted. To reach the highest score, you will usually need to perform a Zandatsu on all enemies in a given battle (unless you receive score bonuses – more on which shortly).	5	1,000
		4	900
		3	750
		2	600
		1	500
Longest Combo	A grade based on your longest uninterrupted combo. The number of hits in your current combo is displayed onscreen. Certain unlockable weapons will enable you to build longer combos. You can also switch to Blade Mode and slice a target repeatedly to increase your hit total.	20	1,000
		16	900
		12	750
		8	600
		5	500
Kills	The number of opponents slain. This includes: standard kills (hit a target until they have no health and blow up); Zandatsu; context-sensitive Executions; lethal Parry Counters; enemies sliced to death (either in Blade Mode or, later in the story, Ripper Mode); and any Ninja Kills taken into account.	5	1,000
		4	900
		3	750
		2	600
		1	500
Combat Rank	The grade assigned in accordance with your cumulative score in all categories. In other words, this is determined by the total of your scores in the five main categories. A perfect score usually amounts to 5,000, which corresponds to a top 1,000 performance in all five core categories – or a slightly less polished performance with an additional score bonus (more on which in a moment).	5,000	S
		4,500	A
		3,750	B
		3,000	C
		0	D

Throughout the Walkthrough chapter, we will inform you whenever you are due to begin a section of a chapter that has a score rating, and when smaller battles have no Rank-related repercussions.

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STRIVING FOR S RANKS

There are two ways to achieve an S-Rank in a battle: you can either obtain a "perfect sheet", or take advantage of score bonuses:

- **Perfect Sheet:** This requires you to achieve a flawless performance in a battle, getting a perfect score in the five main criteria (Time, BP, Zandatsu, Longest Combo, and Kills). This can only be achieved once you've mastered all of the game's systems and learned to identify the attacks from all enemy types – and how to react accordingly. On the hardest difficulty settings, this is only a realistic challenge for action game experts with lightning-fast reactions.

- **Score Bonuses:** Most battles feature one or two hidden bonuses that become apparent only if you fulfill them: taking no damage, and killing no human enemies. Each of these usually offers a generous 1,500 score bonus. The No Damage and No Kill bonuses can therefore be seen as "jokers". As long as you take no damage and/or do not kill human opponents, you can afford to make certain errors in each fight (such as missing a Zandatsu or failing to complete a very long combo). The No Damage and No Kills bonuses offer alternative (and often creative) ways to attain an S-Rank without troubling yourself with some of the more technically demanding objectives.

SCORE BONUSES

NAME	NOTES	SCORE
No Damage	An award for completing a ranked section without sustaining a single blow – which requires practice and a cautious approach. This can be achieved in practically every battle in the game.	1,500
No Kills	An award for not killing human enemies. Naturally, this is only possible in battles that feature at least one applicable opponent. All you have to do is cut a limb (leg or arm) from the enemies in question, then move away until they disappear.	1,500

At the end of a File, your chapter performance is graded with an overall Rank. This takes into account your cumulated performance in every rated battle. Your chapter Rank determines the final BP reward you receive.

CHAPTER RANK

RANK	BP REWARD	RANK	BP REWARD
S	10,000	**C**	7,000
A	9,000	**D**	6,000
B	8,000		

BP & CUSTOMIZATION

You automatically accrue Battle Points by fighting battles – indeed, your combat score is directly converted to BP. The better you perform (in other words, the higher your combat Ranks), the more points you receive.

You also get BP by picking up collectibles. Of special interest are Holo-Chips, which you can acquire by dispatching enemies with a Ninja Kill or a standard kill (causing them to explode). Holo-Chips can also be found inside containers. There are three varieties of Holo-Chip that all offer an immediate Battle Point bonus.

HOLO-CHIPS

NAME	BP
Holo-Chip (S)	300
Holo-Chip (M)	500
Holo-Chip (L)	5,000

You are free to invest your hard-earned BP as you see fit in upgrades via the Customize menu (not available in the R-00 Prologue during a first playthrough). You can access this menu at the end of each chapter, and at any time during gameplay via the Codec menu: selecting it will automatically return Raiden to the last checkpoint triggered once play resumes.

You will find a complete breakdown of the bonuses and upgrades available to customize Raiden on page 216. For now, all you need to know is that this will give you access to extensions of your Life and Fuel Cell Gauges, more moves and skills, new weapons and upgrades to your existing equipment, as well as special armor and other noteworthy accessories. On average it takes two to three complete playthroughs (depending on how well you perform) to unlock most of Raiden's arsenal.

There are four Life Gauge upgrades (called "Endurance +1") that can be bought via the Customize screen, unlocked as you progress through your first playthrough. Each adds 10% to your total health. An additional six must be found in "rare" containers hidden in Story Mode. The Walkthrough chapter reveals where to find these to reach the maximum 200% Life Gauge.

If you are not sure of how you should invest your hard-earned BP once unlocked in R-01 during your first playthrough, feel free to follow our suggested priorities:

- **Skill: Defensive Offense (3,000 BP)**
  This move is cheap and very useful for dodging enemy attacks (see page 30). If you initially struggle with the Parry move, this offers a viable alternative solution for emergency situations.

- **Skill: Aerial Parry (3,000 BP)**
  Another cheap but essential purchase, enabling you to perform the all-important Parry move (see page 25) while airborne.

- **Skill: Sky High (6,000 BP)**
  This simple attack is great to launch enemies into the air. Not only does this temporarily neutralize the victims (and thus reduce the danger of incoming attacks), but it's also a move that you can perform easily while you practice your use of the Parry move. Indeed both techniques have a very similar button input, making them entirely compatible.

- **Main Weapon Enhancement: Strength +1 (6,000 BP)**
  Increasing your blade's strength will help kill or weaken enemies faster. This is generally more efficient than investing in the more expensive Life or Fuel Cell upgrades early on, as both gauges will be entirely refilled whenever you die or perform a Zandatsu (see page 28).

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ONSCREEN DISPLAY
ICONS & INDICATORS
CONTROLS
MENUS
MOVEMENT & EXPLORATION
COMBAT
DIFFICULTY LEVELS
EQUIPMENT
SCORE & PROGRESSION

Lament@Xbox360iso

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX

WALKTHROUGH

This chapter has been designed for first-time players and experienced gamers alike, offering tailor-made assistance and analysis for all difficulty levels. With story and situational spoilers kept to a bare minimum, you can safely use the walkthrough whether you need an occasional helping hand, or want to follow detailed step-by-step guidance for a "perfect" playthrough.

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USER INSTRUCTIONS

Before you continue, take a few moments to familiarize yourself with the structure and systems used throughout the Walkthrough chapter.

If you have only had time to flick through the book so far, you may be experiencing a dawning comprehension that there is a *lot* of information to digest. There's no reason to feel daunted by this. To help you use it in an optimal way, the guide begins with a short **Quickstart** section (see page 6), where we suggest how to optimize your progression through the game by using the parts of the guide that are pertinent to you.

FILE INTRODUCTION

A **Overview Map:** For major game chapters (called "Files"), we begin the corresponding walkthrough section with an introductory double-page spread featuring an overview map of the area explored during that section of the story. This shows where key battles occur, and reveals the names of the locations that you visit.

B **Timeline Diagram:** Our introductory double-page spreads also feature a timeline diagram. This provides an assessment of how difficult it is to achieve a perfect "S" score in each Ranked Battle, and documents important events and available collectibles, with references to the pages where you can find more information. Essentially, the timeline and the overview map act as a directory, enabling you to locate points of interest with ease.

MAIN WALKTHROUGH

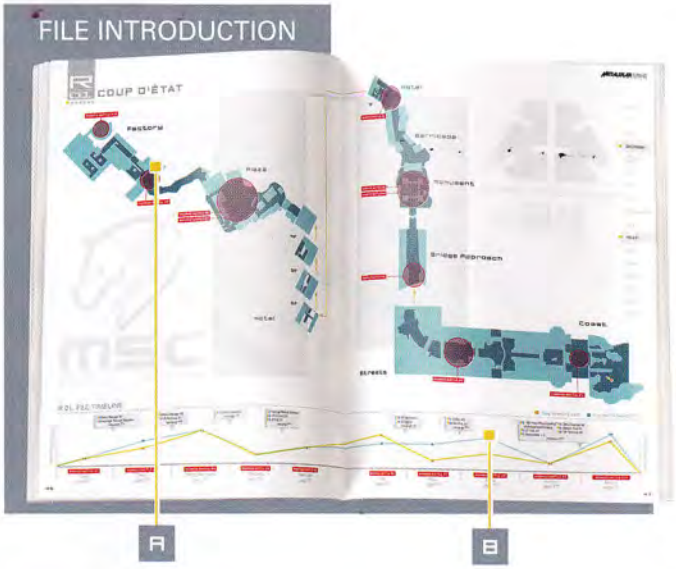
C **Area Map & Walkthrough:** Each "classic" walkthrough section – of the "go there, do that, collect this" genus – features a map portion, taken from the introductory map, which offers an enhanced view of the area in question, with all collectibles. The numbered captions provide a balanced range of step-by-step instructions, useful tips and, of course, prompts to pick up all available items of interest. For topics that require visual assistance (important collectibles, a tricky climb, locating a point of interest, et al.), we offer an annotated screenshot in addition to written advice. We also cover "unrated combat" (that is, small skirmishes that do not lead to a rating or other bonuses) in these sections. These secondary battles do not count toward your overall chapter rank, and can sometimes be bypassed entirely.

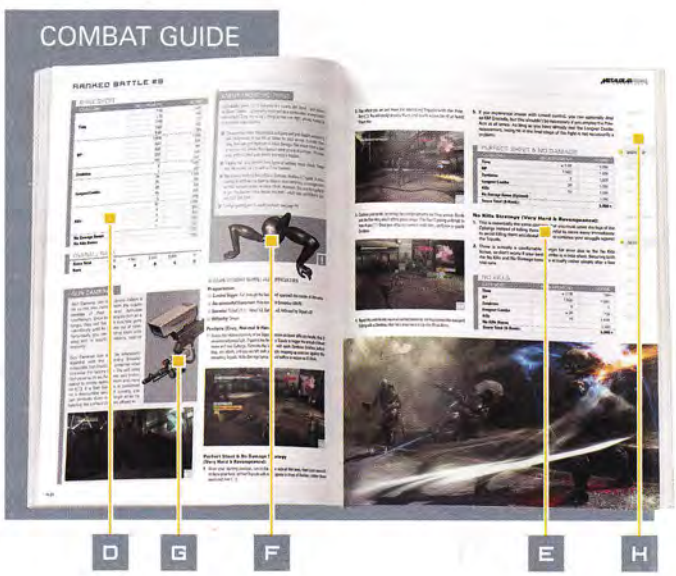
COMBAT GUIDE

D **Rank Sheets:** Ranked Battles are the beating heart of Metal Gear Rising: Revengeance, as the rating you obtain in these confrontations determines your overall chapter rating. Every Ranked Battle in the game is covered in a dedicated section. This always begins with a Rank Sheet for the engagement in question, which offers a breakdown of the points you can potentially obtain in the five core scoring categories – **Time**, **BP**, **Zandatsu**, **Longest Combo**, and **Kills**. In addition to these five main categories, you can also pick up score bonuses for avoiding injury entirely (No Damage), and for completing battles without human casualties (No Kills). If you have yet to do so, we highly recommend that you read our introduction to the score system on page 34.

E **S-Rank Strategies:** For each Ranked Battle, our combat guides offer multiple solutions to help you to attain S-Rank results on all difficulty levels. On a first playthrough, we strongly advise you to ignore scores, and just play for fun. Striving for perfect results requires a mastery of Raiden's abilities, not to mention a commanding understanding of the enemies you fight. Instead, your debut Normal playthrough is the perfect time to obtain all possible collectibles, and to familiarize yourself with core gameplay techniques.

Ultimately, though, Metal Gear Rising: Revengeance is very much a score-based game. Once you have honed your skills and acquired essential upgrades and unlockables, you will be ready to begin fighting for S-Rank battle results. When you reach this stage, our combat guides will help you to find a solution to every Ranked Battle.





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In most instances, we offer a strategy specific to the Easy, Normal and Hard settings, and separate, in-depth solutions designed specifically for the unlockable Very Hard and Revengeance difficulty levels. There are two reasons for this approach. Firstly, Very Hard and Revengeance often feature different and more demanding sets of opponents, who attack with greater ferocity. Secondly, the Very Hard and Revengeance settings can be brutally difficult… which is why we always offer multiple potential approaches, giving you the means to find a solution that suits your particular play style.

- **Perfect Sheet Strategy:** This requires a flawless performance in a battle, obtaining a perfect result in the five main score categories: Time, BP, Zandatsu, Longest Combo, and Kills. To meet the S-Rank requirements in all five categories requires speed, great precision and – more often than not – no small amount of patience and improvisational flair. On the hardest difficulty settings, these results will be the sole preserve of action game experts with lightning-fast reactions.

- **No Damage Strategy:** Completing a Ranked Battle without sustaining damage leads to a sizable score bonus. If you have the ability to maintain a watertight defense, this means that you can lose points in other score categories and still secure an S-Rank. In our tables, the margin for error that you have is represented with the "≥" sign. For example, if a Perfect Sheet requires that you secure five Zandatsu kills, a No Damage strategy may mean that a single Zandatsu (≥1: one or more) will suffice.

- **No Kills Strategy:** The No Kills score bonus is only available in battles where Raiden faces at least one human opponent. To qualify, you must defeat all eligible targets in a non-lethal fashion: usually via a surgical Blade Mode strike to remove at least one limb. In battles with multiple mechanical foes and few human assailants, we always present an S-Rank solution that takes advantage of this bonus. In other instances, we present strategies that take advantage of dual No Damage and No Kill bonuses to meet specific score requirements.

Our suggested strategies are designed to be reproducible and efficient. However this doesn't mean that you must slavishly attempt to replicate every step for each battle. In fact, it is likely that you will often adapt our guidance to take your personal preferences and skills into account. The scope for variations in each battle means that there is rarely a single foolproof solution; it's also true that some players will perform certain key techniques repeatedly with consummate ease, while others will struggle. This is why we felt it necessary to present multiple strategies. If one approach does not work for you, an epiphany can be found a mere paragraph away…

Note that most Ranked Battles are immediately followed by a checkpoint on completion. If you fail to obtain a satisfactory rating, you can use the Restart option to try again at any point until the Combat Results screen disappears. You can find a complete explanation of the score and checkpoint system on page 219 of the Reference & Analysis chapter.

F **Enemy Archetype Introduction:** Whenever a new enemy variety appears in the storyline, you will find a dedicated introduction. These offer tried-and-tested tips and tactics that can be easily reproduced to defeat new adversaries in an optimal fashion. This means that the walkthrough offers a reliable "all-in-one" solution to avoid needless page-flipping. You will, of course, find additional (and much more technical) information regarding enemies in the Reference & Analysis chapter – but this can wait until you are ready to acquire a deeper understanding of the game's underlying mechanics.

G **Points of Interest:** Throughout the Walkthrough chapter you will find additional advice on subjects or features pertinent to your current position in the storyline. These asides cover varied subjects such as secrets, Achievements and Trophies, and suggestions on useful upgrades for Raiden when they become available.

H **Primer (page 16):** Metal Gear Rising: Revengeance is *not* the type of game that offers lengthy tutorials, or any amount of extended hand-holding beyond its short introductory chapter: as you will soon discover, it's more of a "kick you while you're down" type of game. We suggest that you take the time to study the Primer chapter, if only to peruse the section on combat, before you start playing. This will provide you with a clear understanding of core game systems (particularly the all-important parry move), and the challenges that await you. It is a crash-course that will ease you into your first playthrough without unnecessary suffering, and enable you to acquire good habits from an early stage.

MAP LEGEND

CATEGORY	ICON	MEANING
Navigation & Events		Area Starting Point
		Checkpoint
		Ranked Battle
		Raiden Movement
		Enemy Movement
Unique Collectibles		Civilian Hostage
		Data Storage Device
		Double Tripod
		Endurance +1 Upgrade
		ID Chip (Left Hand)
		Man In Box
		VR Terminal
Consumables		3D Photo Frame
		Cardboard Box
		Drum Can
		Electrolyte Pack
		Repair Nanopaste
		Grenade
		EM Grenade
		Jamming Grenade
		RP Grenade
		Holo-Chip (L)
		Holo-Chip (M)
		Holo-Chip (S)
		Homing Missile
		Rocket Launcher

INDEX

If you are keen to play with a minimum of assistance, you can use our comprehensive **Index** at the end of this guide to jump to your topic of interest whenever you need a hint or a specific piece of information.

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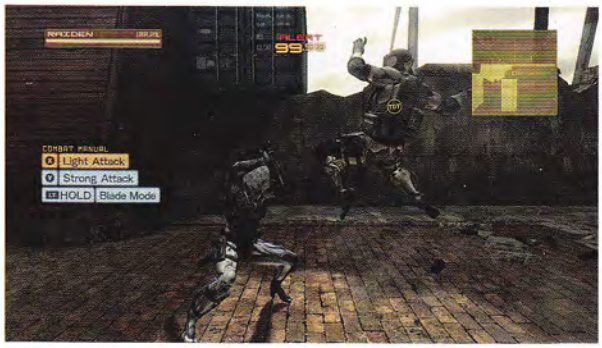
R-00 GUARD DUTY

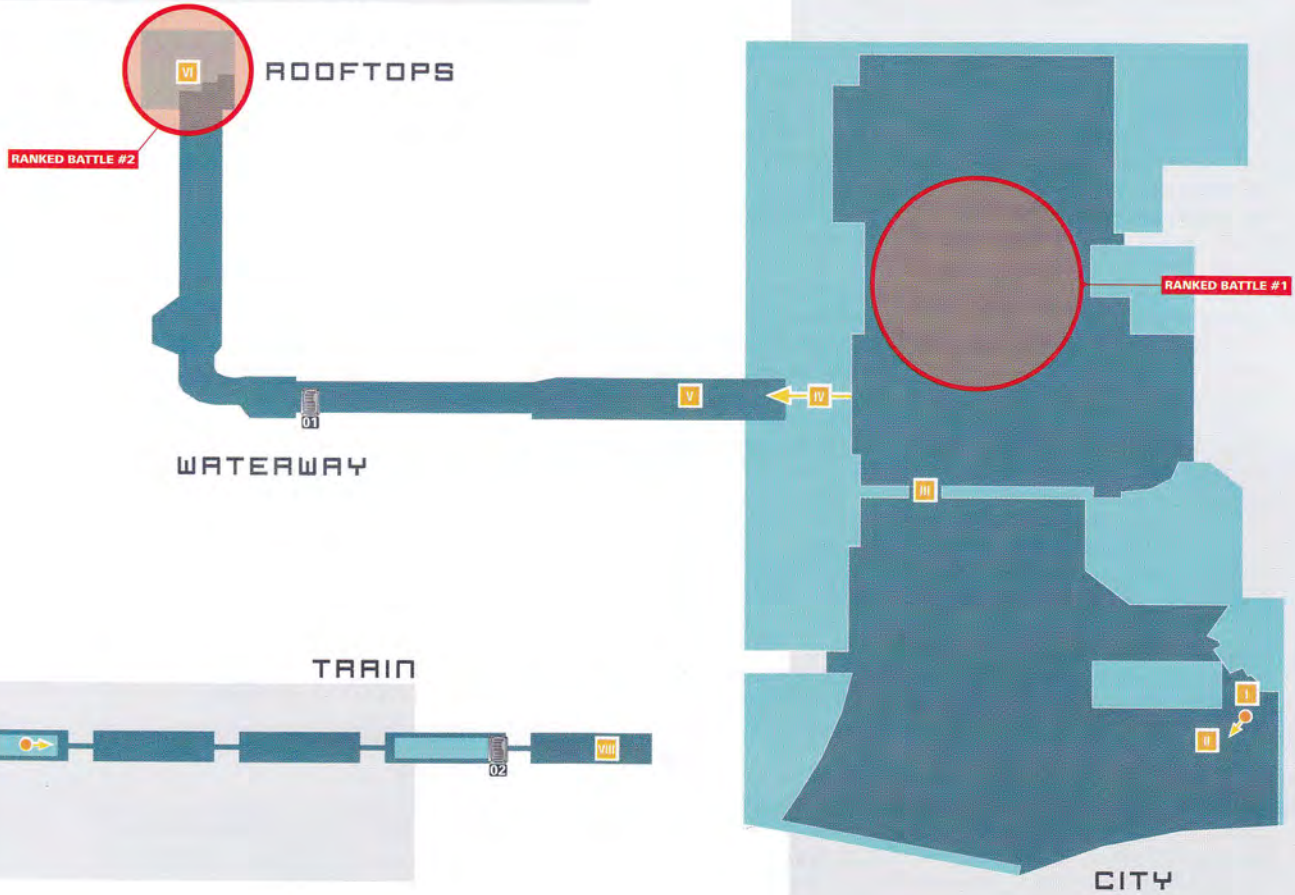
I If this is your first playthrough, you will be offered the opportunity to play a "virtual reality"-style tutorial. Accept this: it offers a brief introduction to core techniques, and an opportunity to get a feel for Raiden's distinctive movement style.



II **Unrated Combat.** The opening battle of File R-00 features a succession of the basic Cyborg enemy archetype (three at the start, followed by another trio and reinforcements when you round the corner). This is an opportunity to familiarize yourself with basic combo attacks – and, if you are prudent, the utterly essential parry technique. Read the section that begins on page 25 of the Primer chapter for further advice. On later playthroughs and higher difficulty levels, use Parry Counters followed by slices in Blade Mode to dispatch the Cyborgs, and grind down the Gekko... then simply run for the gate and slice through it to skip the battle when the opportunity arises.

III After the opening fight, slice through the metal barrier to begin **Ranked Battle #1** (see page 44). On a first playthrough, your priority is only to finish this battle: the score you achieve is broadly an irrelevance. If you are feeling adventurous, you can obtain an Achievement/Trophy for severing Metal Gear Ray's tail (see "Metal Gear Ray's Attacks" for details), but this is something that you can easily return to accomplish at a later date.

IV When the confrontation ends, proceed through the building, as directed by Boris via the Codec link, using Ninja Run to climb the broken staircase.



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QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

V You must use Ninja Run (hold L1/R1) to negotiate obstructions as you chase Sundowner, slicing barriers with ✕/□ when you encounter them. However, there is no actual hurry here: the events of the story will be the same no matter how long you take to reach the final destination. This means that you can take a brief detour when you reach the position shown in the accompanying screenshot. Slash the metal bars of the drain, then Ninja Run and perform a Slide Tackle (tap Y/△) to squeeze through the gap and find **Data Storage 01** in the secret room: the first collectible of many in the main storyline. You can then use Ninja Run alone to return outside.

VI **Ranked Battle #2** (see page 44) begins when you reach a rooftop. Once again, there is no pressure to obtain a high score here on a debut playthrough: simply surviving to reach the next chapter will suffice.

VII Play will resume on a freight train. Run forward until you reach a pile of shipping containers, then pause at the far edge before the next car in line. **Data Storage 02** can be found in this position. You must carefully inch forward and drop down to collect it: even touching the next freight car will trigger a cutscene, and prevent you from picking up this item until a return visit.

VIII **Unrated Combat**. The battle with Sam Rodriguez is not one that you can triumph in (it's more a narrative event than a true fight), though you can feel free to prolong it for as long as possible if you wish. It ends as a contest once Raiden's Life Gauge falls below 0.1%.

ENEMY ARCHETYPE: CYBORG

The most common variety of enemy, the Cyborg (an augmented soldier, "man plus" – but ultimately a human, flesh and blood, all the same) is simple to defeat, with practice. It is enough to dispatch the first group you encounter at the start of the story with combos to get a feel for Raiden's basic capabilities. In time, though, you will acquire the ability to eliminate these foes in little more than a second.

- Your first encounter with Cyborgs at the start of File R-00 is not a "true" representation of a typical fight against these foes, as the core Blade Mode gameplay mechanic (see page 27) is not introduced until the start of R-01. Once you unlock the full power of Raiden's High-Frequency Blade, you will soon learn to stagger Cyborgs with a single attack, then follow up with immediate Blade Mode slices to kill them. A single incision made to their heads or torsos is always fatal, and slicing the weak point (marked by a red box) enables you to perform the all-important Zandatsu technique (see page 28). Alternatively, you can slice off a limb to deliver a non-lethal takedown. If you move out of range after this "humane" dismemberment, they will disappear shortly afterwards.
- Some Cyborgs carry machine guns. You can avoid injury by employing Ninja Run to deflect the bullets. However, there are a few important things to note about damage inflicted by small-arms fire. Firstly, individual hits – indeed, even several in succession – cause negligible damage on lower difficulty levels, and will never interrupt an active combo count (unlike other attacks). They will also never seriously impede Raiden's movements or stagger him unless he is subjected to sustained barrages of bullets.
- Many Cyborgs carry batons or blades by default, and even those carrying machine guns will switch to these weapons to engage Raiden in melee combat when he moves close to them. Their attacks are usually foreshadowed by a red glow, in addition to obvious animation cues. These assaults are easy to parry, and even meet with a Parry Counter (see page 26) for an immediate opportunity to enter Blade Mode and neutralize the target in question.
- Though less common (and rarely encountered once you acquire the knack of eliminating them quickly), Cyborgs can perform an unblockable grab attack. This is presaged by a brief yellow glow before they dart to restrain Raiden. You can escape this by waggling L when the prompt appears onscreen.
- Further information and in-depth analysis: see page 184.

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BATTLE OVERVIEW

- Metal Gear Ray has three positions that you can attack directly: his head, his right foot and his left foot. Whenever you strike these, you will cause approximately 0.5% damage per hit.
- Your giant adversary also has eight body parts that you can destroy in Blade Mode (hold LT/L1 when the prompt appears) after parrying certain attacks, or by causing sufficient damage to the body parts that you can reach (see "Metal Gear Ray's Attacks"). Your opponent instantly loses a significant portion of his health after you slice a body part in Blade Mode, with the destruction of the tail dealing the most damage. It doesn't matter how often you slice in Blade Mode, as there are no combo-related bonuses or score requirements in this fight: a single incision is sufficient.
- Metal Gear Ray will regularly leap away from Raiden. Whenever this happens, use Ninja Run to reach it quickly and avoid its projectile attacks.
- Once you have reduced Metal Gear Ray's health to 0.1%, Boris will contact Raiden via Codec and instruct him to finish his assailant off. Evade the plasma beams as you move in close, and then press Y+B/△+○ when the prompt appears as Ray swings down its blade-like arm. You will then need to press X/□ repeatedly, then the same with Y/△, and finally X/□ again to finish this fight.

METAL GEAR RAY'S ATTACKS

- **Head attacks:** There are two of these: a quick "bite" (01), and a running charge (02). The first time that you parry a head attack, you will obtain a Blade Mode opportunity to destroy Metal Gear Ray's headplate. The second and third instances will enable you to slice its shoulder-mounted gun turrets.
- **Leg attacks:** Metal Gear Ray will attempt to stamp Raiden; a red marker on the ground shows the position where the foot will land (03). While you can easily run to evade this, parrying instead will lead to an opportunity to slice the armor plating from the leg. The second time you parry, you can destroy the gun turret on the corresponding hip. You can perform these Blade Mode sequences with both legs.
- **Tail swipe:** This is a relatively uncommon attack. If you parry the tail as it reaches Raiden (04), you receive a Blade Mode prompt to sever it. This leads to massive damage, and the award of the "Steel Tail" Achievement/Trophy. The best way to provoke this particular assault is to stand in front of Metal Gear Ray, but not beneath his body. Make sure you parry towards Ray, and not towards the incoming tail.

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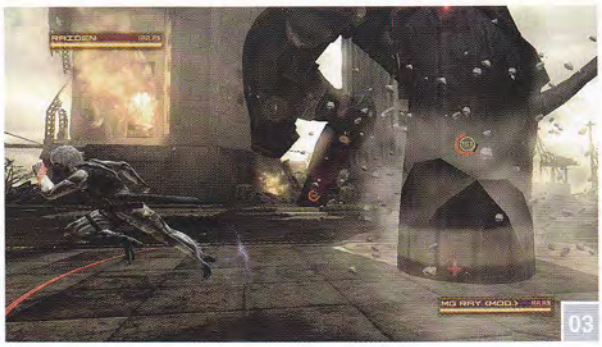
QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

02

- **Arm attack:** Your opponent swings one of its blade arms at Raiden. This can be evaded or parried (02), but there is no Blade Mode opportunity connected to these appendages.
- **Machine gun:** The mighty war machine will regularly fire at Raiden with its machine guns. You can avoid all damage by employing Ninja Run.
- **Rocket salvo:** Ray fires a barrage of missiles that land in Raiden's approximate position. While it is possible to slice these in Blade Mode, there is little point in doing so.
- **Laser beam:** Metal Gear Ray fires a powerful, sustained energy beam from its head. This is unblockable, so Ninja Run to either side to avoid it (06).



03

06

04

05

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RANKED BATTLE #1: METAL GEAR RAY

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	3:00	1,000
	3:30	800
	5:00	500
	6:00	200
	8:00	100
BP	-	-
Zandatsu	-	-
Longest Combo	-	-
Kills	-	-
No Damage Bonus		1,000

OVERALL RANK

Score Total	1,000	800	500	200	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** The fight begins after a cutscene once you slice through the barrier.
- **Enemy:** Metal Gear Ray
- **Difficulty:** Moderate (E/N/H), Challenging (VH/R)
- **Note:** Mastering Metal Gear Ray for an S-Rank is a matter of learning its attack patterns, and parrying attacks to trigger Blade Mode opportunities to finish the battle in less than three minutes. This will take many attempts and restarts on higher difficulty levels. On a first playthrough, don't worry about your final score. Just fight to survive and move on – you can easily return here to improve your performance at a later date.

Perfect Sheet Strategy:

1. Metal Gear Ray's first move is often a quick "bite" attack or running charge. Parry this for the opportunity to destroy its head armor.
2. Now attack a foot with combos and try to cause a damage-based Blade Mode sequence. If Ray raises this foot to stomp Raiden, pause for a moment and then parry to trigger a Blade Mode sequence where you slice the armor. As you land after the cutting sequence, immediately attack the foot again. If you are quick (and lucky), you might reach the damage threshold before Ray jumps away. This will enable you to cut the related gun turret in Blade Mode. If you can do this, you will be making great progress.
3. If Ray jumps away to a medium distance (the middle of the highway, rather than the opposite end), try to provoke a tail swipe by remaining at a moderate distance from its head, in front of the giant war machine. Ray will usually attack with missiles first, so be ready to evade these. If you miss the first tail sweep, your opponent will swing it again. If Ray attacks with an arm, evade it and run in to attack his second leg. The most important thing here, given the pressing time constraint, is to avoid scenarios where you are forced to chase after your opponent.
4. Destroy the remaining body parts by parrying head-based attacks (the "bite" and the charge), or by attacking a leg. If you have already destroyed both leg-related parts on one side, focus on the other leg, using the Target Lock feature to keep track of it (see page 29).
5. When Ray's health is down to 0.1%, he will jump to the far end of the battle arena. Evade his laser attack as you close in to trigger the closing timed button press sequence.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	1,000
BP	-	-
Zandatsu	-	-
Longest Combo	-	-
Kills	-	-
Score Total (S-Rank)		1,000

No Damage Strategy:

- You can broadly follow the (fairly universal) Perfect Sheet strategy to achieve a No Damage bonus though, naturally, you will need to take a little more care to avoid your opponent's projectile attacks. The key is to stay close, parry all melee attacks, and Ninja Run constantly whenever Metal Gear Ray jumps away from Raiden. With a No Damage bonus, you can take as much time as you like to finish this fight.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≥ 8:00	0
BP	-	-
Zandatsu	-	-
Longest Combo	-	-
Kills	-	-
No Damage Bonus		1,000
Score Total (S-Rank):		1,000

RANKED BATTLE #2: METAL GEAR RAY

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	3:00	1,000
	3:30	800
	5:00	500
	6:00	200
	8:00	100
BP	-	-
Zandatsu	-	-
Longest Combo	-	-
Kills	1	1,000
No Damage Bonus		1,000

OVERALL RANK

Score Total	2,000	1,800	1,500	1,200	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** The fight begins when you reach a small roof after chasing Sundowner.
- **Enemy:** Metal Gear Ray
- **Difficulty:** Moderate
- **Note:** Once again, survival is your only real concern on a first playthrough. To secure an S-Rank in this battle, you need to either complete it within three minutes, or receive the No Damage bonus. A fast finish is definitely the easiest way to obtain a perfect score.

Perfect Sheet Strategy & No Damage Strategy:

1. Ray begins by charging up a plasma beam attack. Immediately approach its head and cause as much damage as possible. If you launch a combo without delay, it's possible to deplete over a quarter of its overall health immediately and avert the

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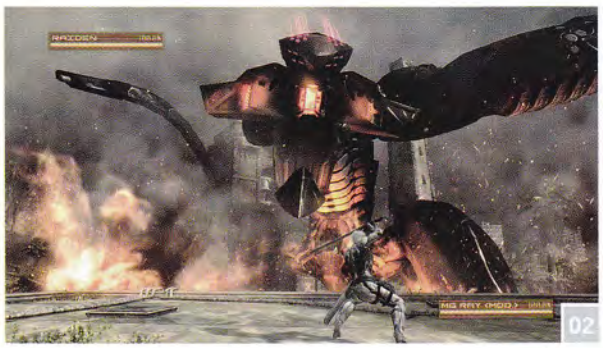

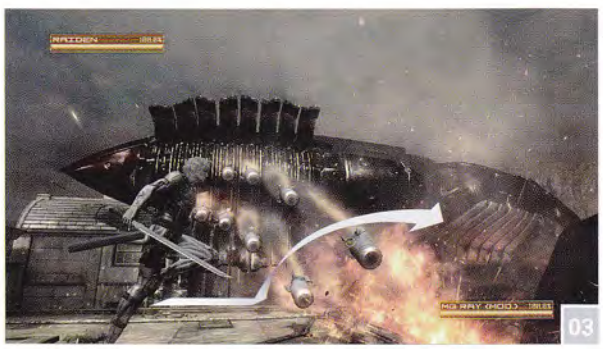

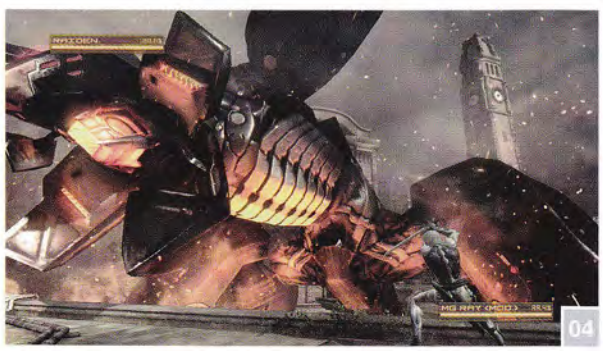

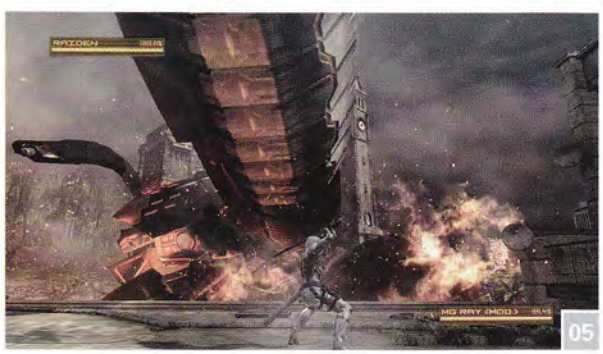

opening assault: this leads to the first Blade Mode prompt to slice the head. If you fail to reach the damage threshold, note that your opponent will always begin firing the beam from the right-hand side of the rooftop. Pull back towards the camera (the beam is angled slightly downwards) and jump the first sweep (01), then hop the return swipe as it moves from left to right. When you reach the Blade Mode prompt, a single slice is sufficient to save time.

2. The next attack is a headbutt (02). Parry this to enter Blade Mode once again to destroy a shoulder-mounted turret (as before, one slice is enough). On a No Damage attempt, there is a danger that your opponent may fire a few bullets just before the headbutt occurs. To avoid being hit, Ninja Run very briefly from the right of the screen to the left to block the bullets, then parry the headbutt. The timing of this maneuver may take a few attempts to perfect.
3. With its next attack, Metal Gear Ray positions his arm on the left-hand side of the rooftop, and fires waves of missiles. To avoid taking damage, you can either cut the projectiles in Blade Mode, or exploit the staggered firing pattern to jump over each barrage. The latter approach is much easier to accomplish (03).
4. Metal Gear Ray will then slam its head into the right-hand wall. Move forward and parry this (04), and the head will fall down close to you: hit it as hard and as fast as you can.
5. With its last attack in the main sequence, Metal Gear Ray will swing its remaining arm (05). Parry it, and you will have another opportunity to attack the head in Blade Mode.
6. Ray may now fire missiles that land on the rooftop and explode after a short delay; Ninja Run to avoid damage. It will then usually repeat the horizontal missile assault and head slam until you reduce its health to 0.1%. If you are still fighting at this stage, you have almost certainly failed the S-Rank time requirement. If that was your goal, be sure to select Restart and try again.
7. During the interactive sequence where Raiden runs down the clock tower, stay on the right-hand side; it's much easier to dodge obstacles on that part of the course (06).

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	1,000
BP	-	-
Zandatsu	-	-
Longest Combo	-	-
Kills	1	1,000
Score Total (S-Rank):		**2,000**

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≥ 8:00	0
BP	-	-
Zandatsu	-	-
Longest Combo	-	-
Kills	1	1,000
No Damage Bonus		1,000
Score Total (S-Rank):		**2,000**

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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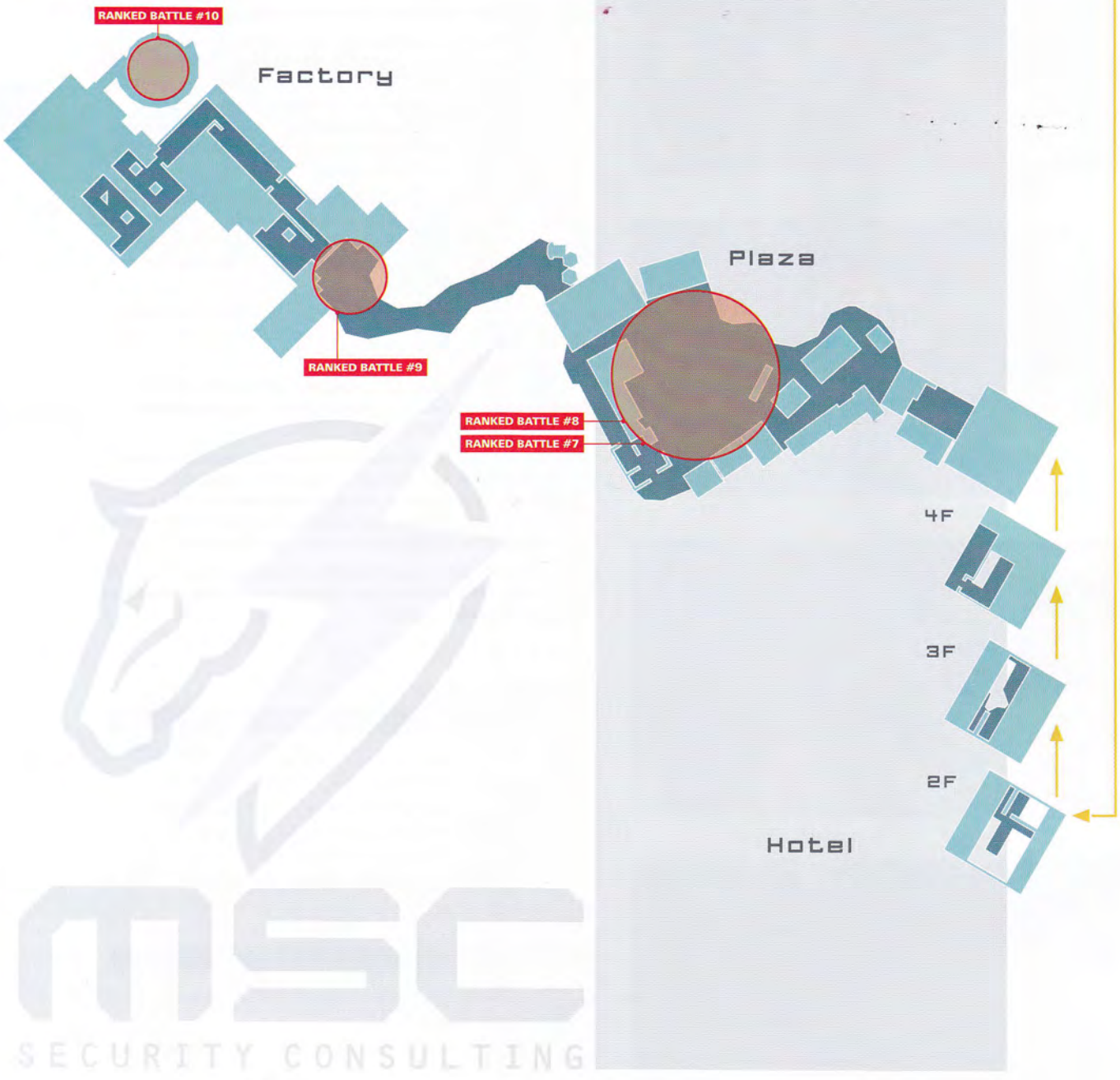
01 COUP D'ÉTAT



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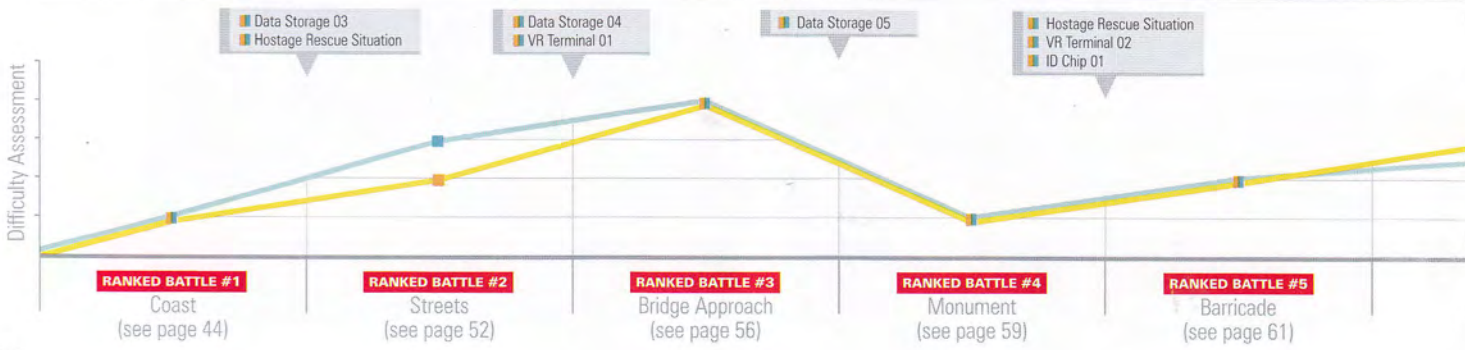
R-01: FILE TIMELINE



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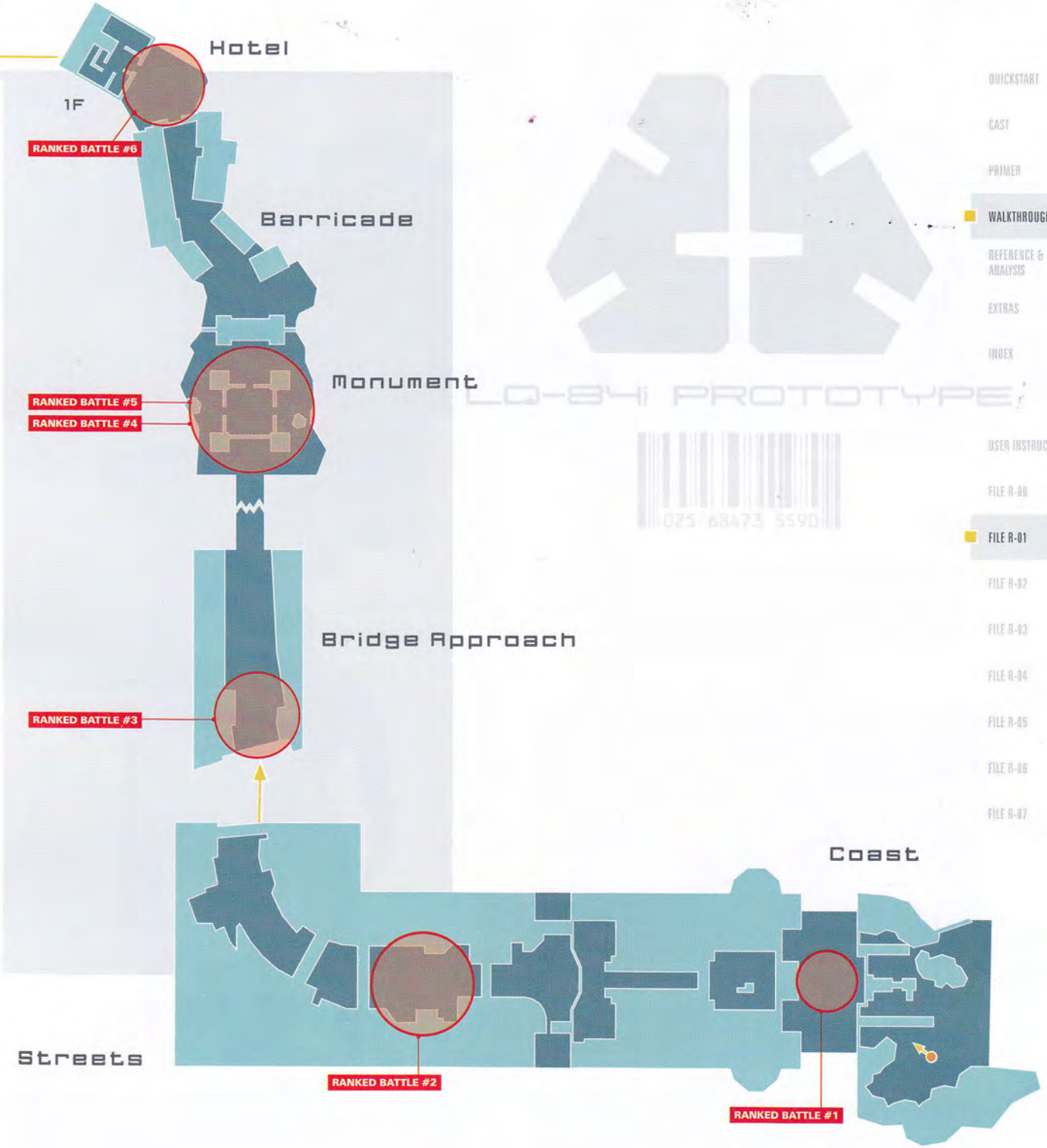
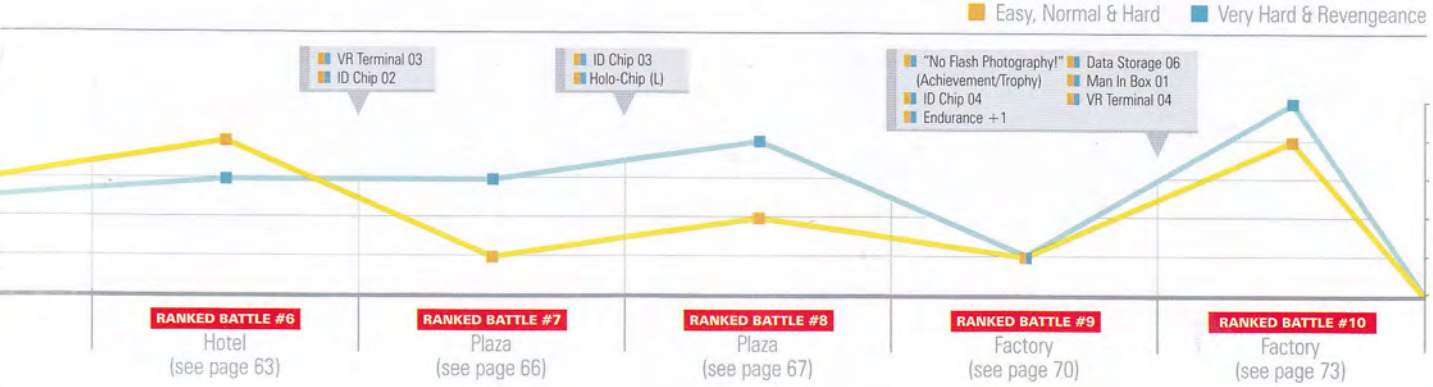
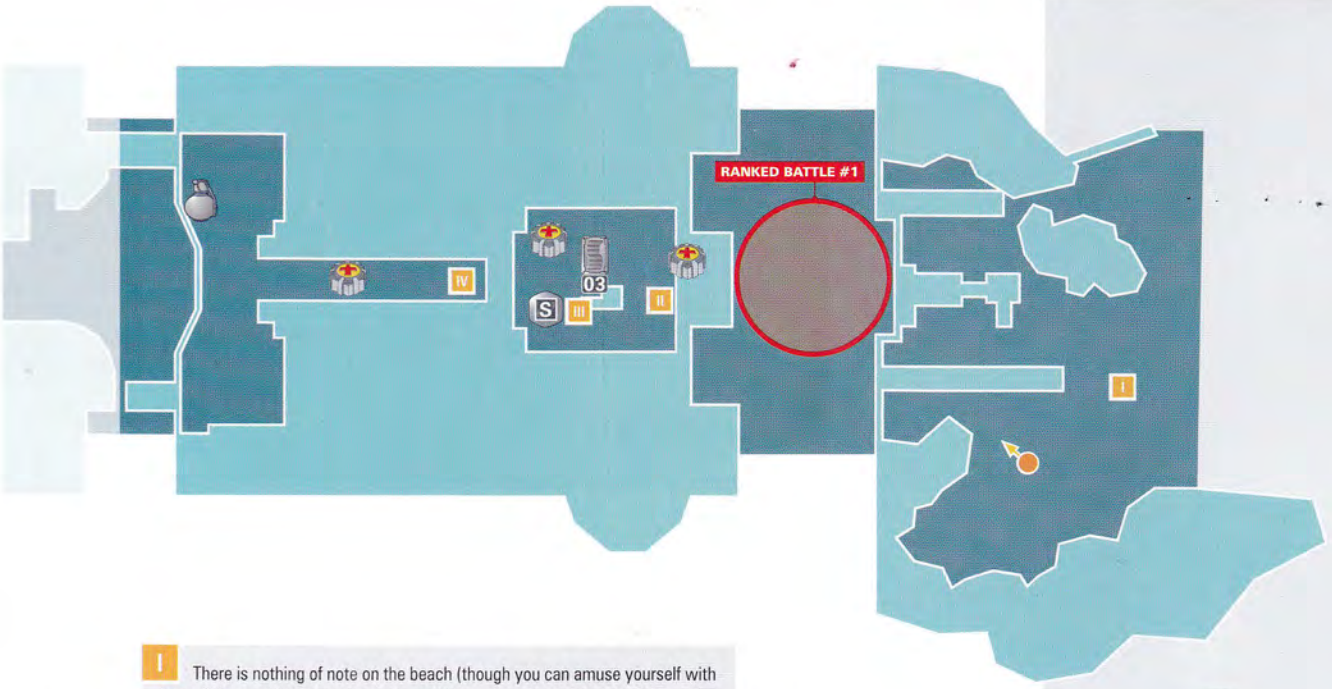


QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

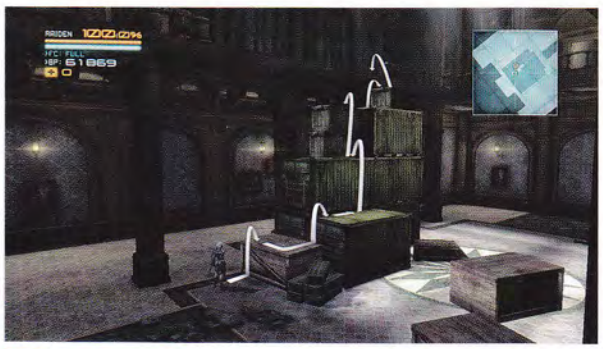
Easy, Normal & Hard Very Hard & Revengeance



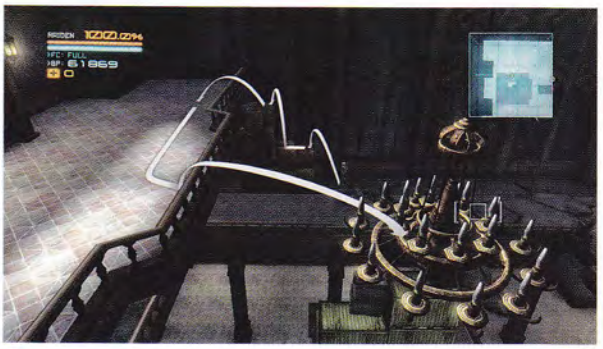
Lament@Xbox360iso



I There is nothing of note on the beach (though you can amuse yourself with tree slicing and by harassing a remarkably agile cat), so head straight up the metal steps to begin **Ranked Battle #1** (see right-hand page). Once this ends, enter the building.



II Hold RT/R1 to activate Ninja Run (see page 22) and direct Raiden at these crates. He will automatically perform the necessary feats of athleticism to reach the floor above.



III **Data Storage 03** can be found on top of a chandelier on the upper floor. Don't neglect to collect Repair Nanopaste in this building: these restorative collectibles serve as additional "lives" for Raiden when equipped (see page 33).

IV This is your first opportunity to perform a Ninja Kill (see page 24). Stand above the hostile until the contextual button prompt appears, then press B/○ to leap down and attack. When time slows down, hold LT/L1 to finish the kill with a Zandatsu conclusion (see page 28).

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RANKED BATTLE #1

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	0:20	1,000
	0:40	900
	1:00	750
	1:30	600
	2:00	500
BP	800	1,000
	500	900
	300	750
	100	600
	50	500
Zandatsu	3	1,000
	2	750
	1	500
Longest Combo	15	1,000
	12	900
	10	750
	8	600
	5	500
Kills	3	1,000
	2	750
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

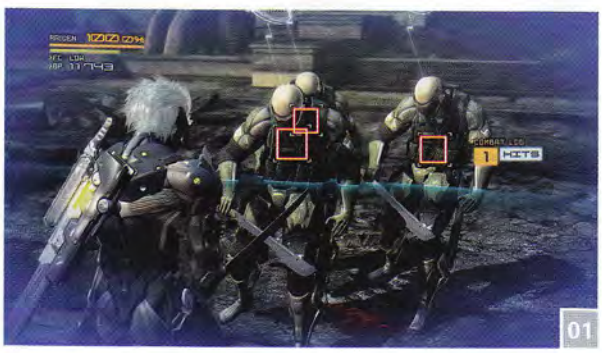
S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** The fight begins (after a short cutscene) when you reach the street in front of the building.
- **Enemies:** Cyborg x3
- **Difficulty:** Simple

Strategy:

1. Stand and wait for the first Cyborg to perform a leaping attack, and try to delay your defensive instincts until the last split-second to perform a Parry Counter (see page 26). If successful, you can eliminate all three assailants with a Zandatsu finish while in Blade Mode. The trick is to hit all three weak spots before you press B/◎ for the first time (01); you can then collect all three Electrolyte Cores in rapid succession. In this instance, the No Damage bonus will comfortably secure you an S-Rank, even if you miss a Zandatsu or exceed the stringent "perfect" time requirement.
2. If you miss the Parry Counter and get a standard block (which is highly likely on a first playthrough), maintaining a watertight defense as you dispatch the trio of Cyborgs is usually enough to achieve an S-Rank.



"ASSAULT WITH A DEADLY WEAPON"

Achievement/Trophy: Though it's perfectly possible to obtain it elsewhere, this short opening battle is tailor-made for obtaining this Achievement/Trophy ("Dismember three enemies during Blade Mode with a single attack") on Easy, Normal and Hard. With an opening Parry Counter, and a deft horizontal strike while in Blade Mode, it's easy to divest each Cyborg of at least one limb.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Enemies:** Cyborg x3, Mastiff x1
- **Difficulty:** Simple

Perfect Sheet Strategy:

1. Wait for a second and Parry Counter the attacking Cyborgs. Finish each of them with a Zandatsu. Watch out for the Mastiff that usually attacks with a running dropkick during the slow-motion sequence! Time your Zandatsu so that this Mastiff's attack will not hit you (press B/◎ before it connects to enjoy brief invulnerability).
2. After that, defeat the Mastiff with a Parry Counter, or stun it with the Sai and attack until you trigger an Execution.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 0:20	1,000
BP	800	1,000
Zandatsu	3	1,000
Longest Combo	15	1,000
Kills	3	1,000
Score Total (S-Rank):		5,000

No Damage Strategy:

- As soon as the battle starts, activate Ripper Mode and cut your assailants into shreds.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 0:20	1,000
BP	800	1,000
Zandatsu	≥ 0	0+
Longest Combo	≥ 5	500+
Kills	3	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

No Kills Strategy:

1. Throw an RP Grenade as soon as the battle begins, and quickly chop off the legs of all three Cyborgs.
2. Move away (you don't want to kill them inadvertently) and take care of the Mastiff in any way you see fit: a Parry Counter, a charged Sai attack followed by a combo and an Execution, or even a quick burst of Ripper Mode with a Zandatsu finish. Make sure you build up a 12-hit combo while in Blade Mode.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 0:40	900+
BP	≥ 300	750+
Zandatsu	1 (Mastiff)	500
Longest Combo	≥ 12	900+
Kills	1	500
No Kills Bonus		1,500
Score Total (S-Rank):		5,050+

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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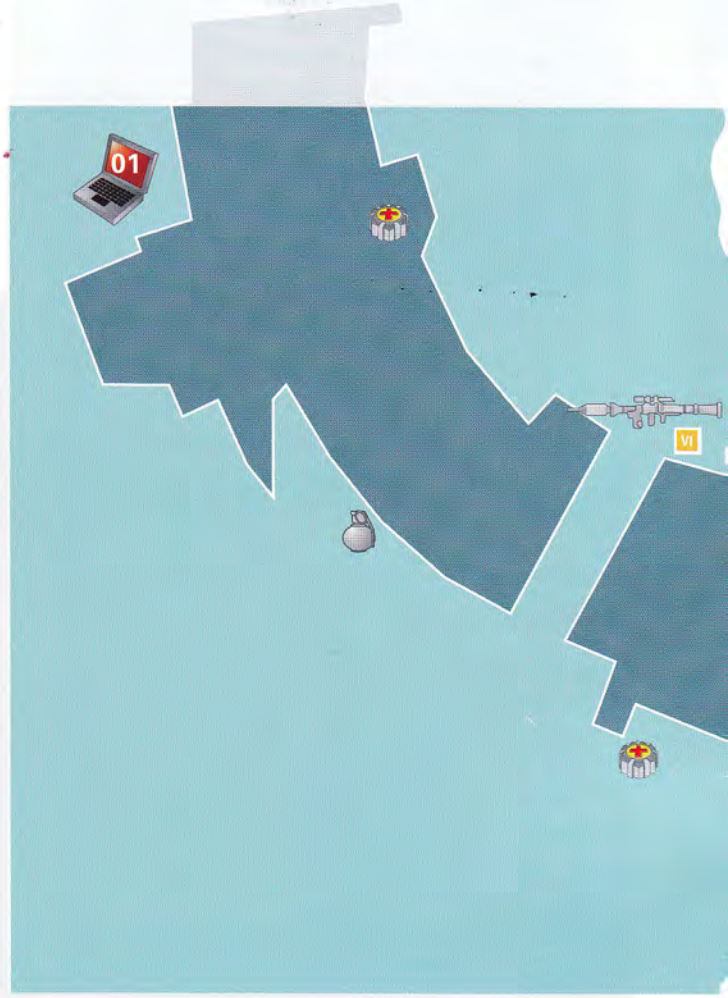
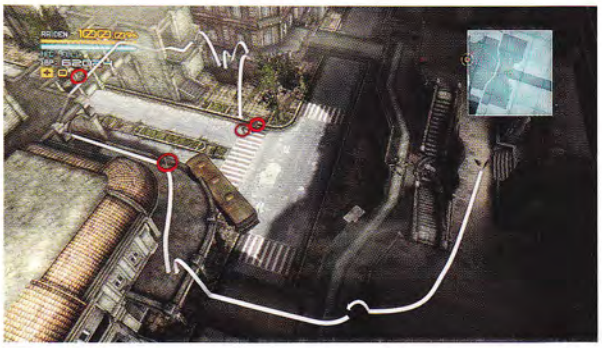


I Before you go any further, open the Inventory (tap ✪ left or right), then equip the Repair Nanopaste in the Recovery slot (see page 33). This will ensure that this restorative collectible will be used automatically if Raiden's Life Gauge is depleted.



II **Unrated Combat.** The first battle in this area is unrated, and involves a **hostage** situation: a scenario where you must quickly eliminate soldiers before they execute a civilian. You gain bonus BP for a successful save, and will unlock the "Humanitarian Assistance" Achievement/Trophy for freeing all civilians found in the story. The easiest way to resolve this first instance is with a stealth approach. Start by crossing the bridge on the left-hand side of the street, then perform a Ninja Kill on the first Cyborg. A second Cyborg is patrolling on the walkway above the street. Activate AR Mode to get a clearer sense of which way he is facing, then approach when his back is turned for another stealth kill. Ninja Run onto the walkway behind the two Cyborgs – move quickly, as an execution will be imminent once you hear the captors begin to converse with the civilian – then press Ⓑ/◎ to perform a Ninja Kill. If you are quick, you can eliminate the second Cyborg in the same fashion before he has time to react. If not, immediately unleash a combo and dispatch him in a more standard fashion before he can open fire. Once the final soldier falls, approach the captive and press Ⓑ/◎ to free him.

III Use Ninja Run and the crate marked here to reach the Holo-Chip (M) on the rooftop.

IV **Ranked Battle #2** (see overleaf). This confrontation begins as soon as you pass the "Czech hedgehog" anti-tank defenses on the road, and introduces a new (though, for many, doubtlessly familiar) foe: the Gekko.

V The container at this location must be opened in Blade Mode (see page 27); aim for the lock. It contains **Data Storage 04**.

VI **Unrated Combat.** While you can potentially stealth kill all antagonists – even the Gekkos – without entering open conflict in this area, it's also possible to sneak past to the exit at the end of the street by following the route detailed here. You only need to Ninja Kill a single Cyborg. On higher difficulty levels, note that the first soldier here will begin a patrol as you approach him, so it will be necessary to hide out of sight until a suitable kill opportunity arises. Approach the door and press Ⓑ/◎ to operate the adjacent panel; note that it will be disabled if there is an active Alert status. **VR Terminal 01** can be found directly ahead once you pass through the opening.

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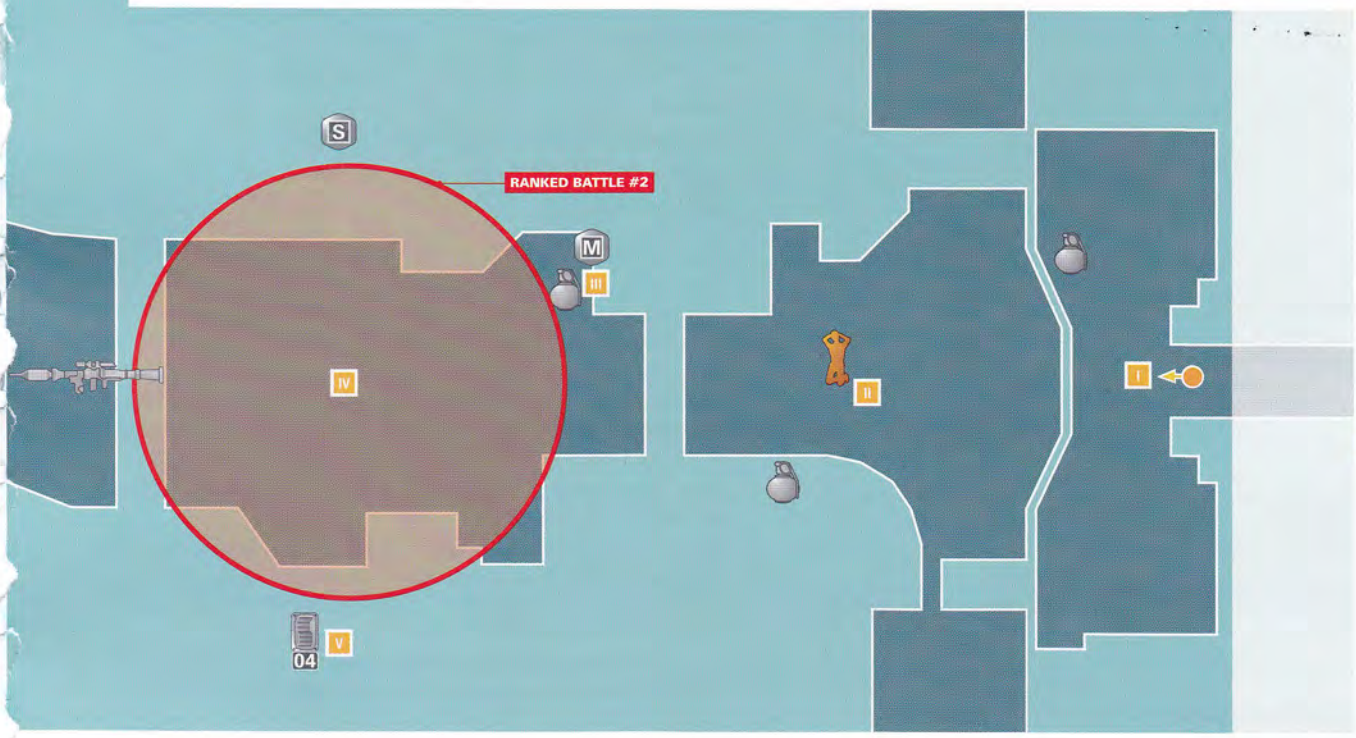
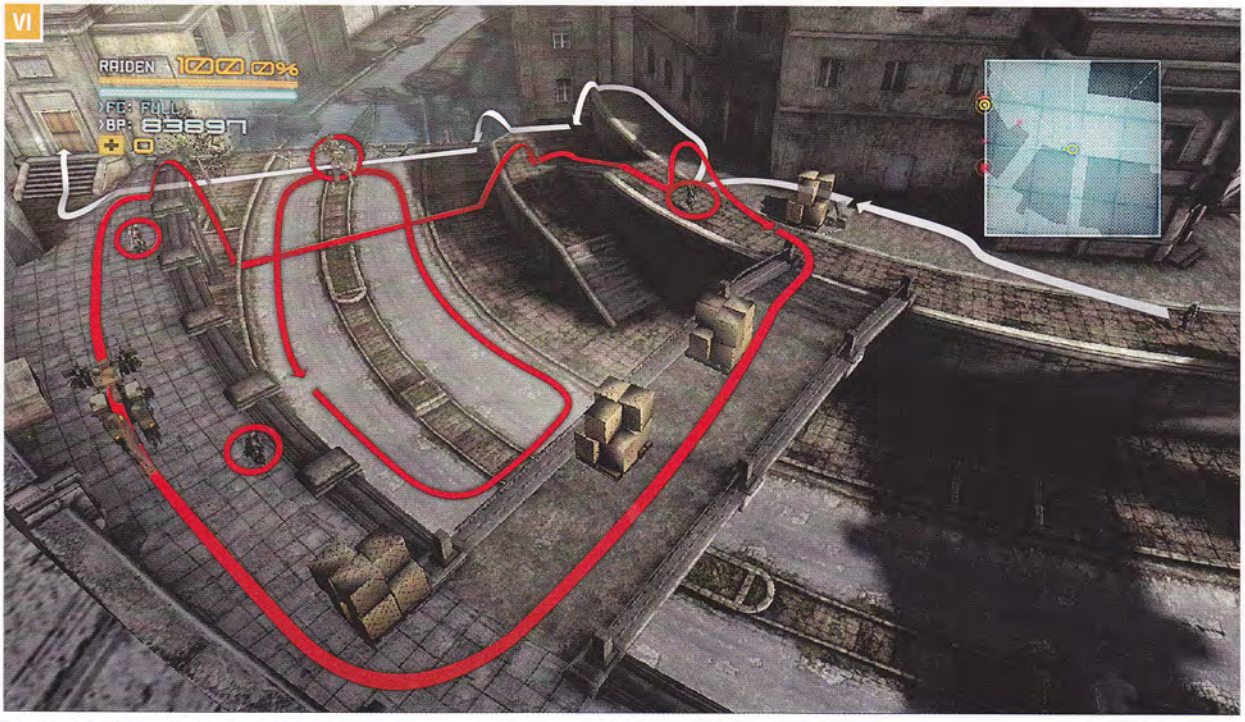
QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07





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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:00	1,000
	1:30	900
	2:00	750
	3:00	600
	4:00	500
BP	1,000	1,000
	800	900
	600	750
	300	600
	100	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500
Longest Combo	20	1,000
	16	900
	12	750
	8	600
	5	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

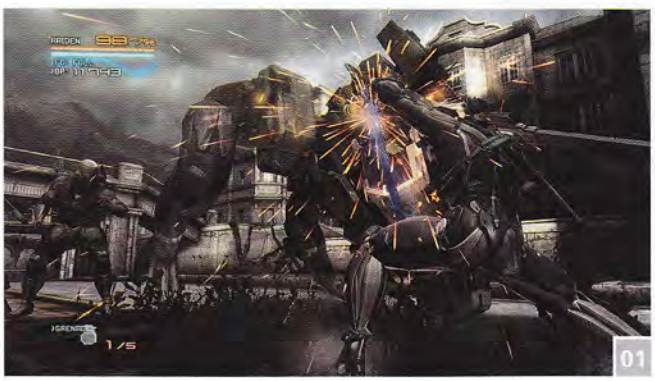
S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** The battle begins after the introductory cutscene where the Gekko arrives.
- **Enemies:** Gekko x1, Cyborg x2 (+ Cyborg x2)
- **Difficulty:** Moderate

Strategy:

1. Due to the fairly generous S-grade time limit, a No Damage bonus will be sufficient to secure a perfect Rank.
2. If you engage the two soldiers first (they approach to Raiden's left after the opening cutscene), the Gekko will usually charge Raiden from the right shortly afterwards. If you can parry this (01), and beat the contextual button-tapping challenge that appears, you will remove this foe from the battle immediately. Be quick to exploit the Execution prompt when the button icons appear (see page 29): it does not last long. During the Blade Mode finish, you may be lucky enough to have one or even both Cyborgs within range for a convenient multiple kill.



3. On your first playthrough, the "rhythmic tapping" block/attack method is a consistently successful way to both strike the Cyborgs and parry the Gekko's opening charge: see page 25.
4. With the Gekko down, the battle becomes much easier. Neutralizing the two Cyborgs leads to another pair to enter the battle. Disable these to end the graded battle.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** RP Grenades, Pincer Blades
- **Enemies:** Gekko x1, Cyborg x2 (+ Armored Cyborg x2)
- **Difficulty:** Challenging

Perfect Sheet Strategy:

1. Start by dropping an RP Grenade. While you can easily dispatch the Cyborgs first, this is unwise: the two Armored Cyborgs will immediately arrive as reinforcements, and fighting them and the Gekko at the same time is more dangerous.
2. Approach the Gekko and quickly hit it twice with the Pincer Blades to stun it, opening up an instant Execution and Zandatsu chance (if you have full Fuel Cell energy, that is). Cut the weak point, but don't grab the Electrolyte Core straight away: keep slicing until you fulfill the 20-hit combo requirement.
3. Turn and deal with the Cyborgs: a Sliding Tackle followed by Zandatsu finish is the most time-efficient technique.
4. When the Armored Cyborgs appear, get yourself in position to greet them with an immediate Pincer Blades combo of three consecutive attacks; these need to strike both of them simultaneously (02). You can optionally toss in an RP Grenade at this point if it helps.
5. Having sufficiently weakened the reinforcements, you can kill them with a Zandatsu in Blade Mode. Sever a limb or two beforehand for score purposes.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	1,000
BP	1,000	1,000
Zandatsu	5	1,000
Longest Combo	20	1,000
Kills	5	1,000
Score Total (S-Rank):		5,000

No Damage Strategy:

1. You can broadly follow the Perfect Sheet strategy, but with one important addition: right at the beginning of the fight, you must immediately take evasive action to avoid the Gekko's opening projectile attack. After that, drop the RP Grenade without further delay. Due to the No Damage bonus, you don't actually need to concern yourself with a lengthy combo while dispatching the Gekko.
2. Ripper Mode, as always, facilitates a straightforward No Damage strategy of relentlessly swift kills. As before, though, RP Grenades can make this process a little easier.

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NO DAMAGE

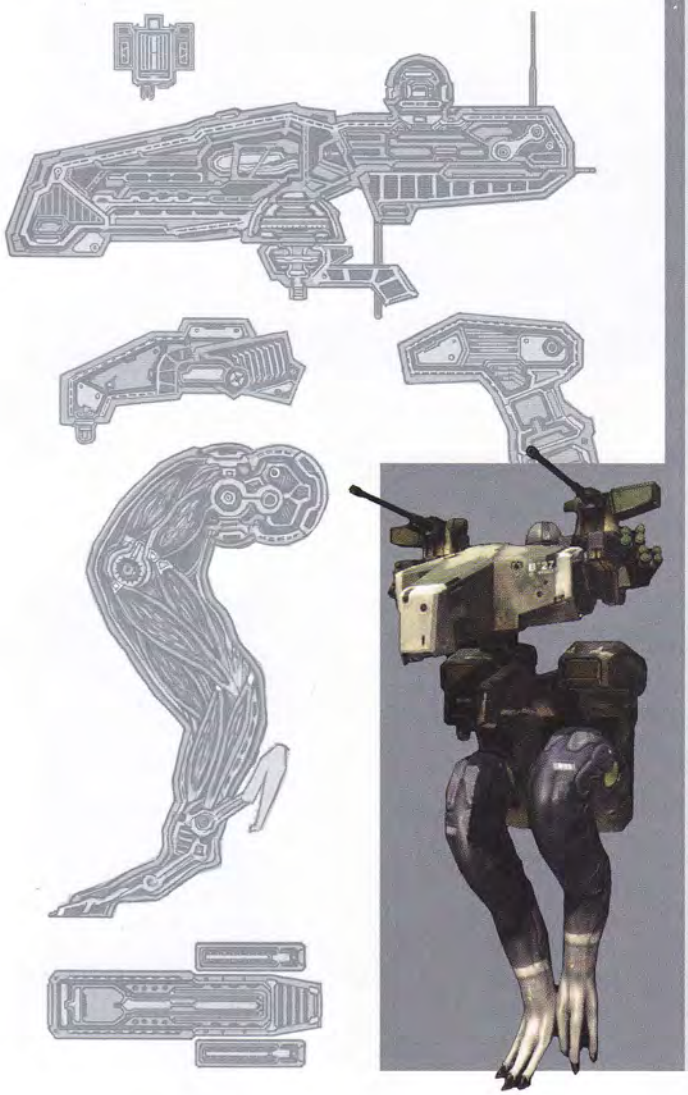
CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	750+
BP	≥ 600	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	5	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		**5,000+**

No Kills Strategy:

- Once again, follow the Perfect Sheet strategy, but simply divest the Cyborgs of their legs instead of employing Zandatsu finishes. Move away from the first pair of Cyborgs before their more redoubtable replacements arrive – this will help you to avoid inadvertently striking them before they disappear.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	1,000
BP	≥ 300	600+
Zandatsu	1 (Gekko)	500
Longest Combo	≥ 16	900+
Kills	1	500
No Kills Bonus		1,500
Score Total (S-Rank):		**5,000+**



ENEMY ARCHETYPE: ROCKET LAUNCHER CYBORG

A dangerous nuisance on lower difficulty levels, and a devastating menace on the Very Hard and Revengeance settings, knowing how – and, moreover, when – to deal with Cyborgs armed with rocket launchers is pivotal if you aspire to attain perfect S-Ranks.

- Rocket launcher missiles cannot be parried, though it's possible to disarm the rockets with a deft Blade Mode slice.
- Cyborgs armed with rocket launchers fire their weapons at a rate dictated by the difficulty level. On Easy, Normal and Hard, expect a frequency that will periodically disrupt attacks (and cost you No Damage bonuses in ranked battles) if these assailants are left unchecked. On Very Hard and Revengeance, the number of missiles can be relentless.
- Attacking these soldiers at close range – even with a single sword swipe during Ninja Run – will force them to draw a melee weapon instead. In time, you will acquire the knack of dispatching them with instant Zandatsu kills. You can also incapacitate them with RP or EM Grenades.
- Further reading and in-depth analysis: see page 184.

ENEMY ARCHETYPE: GEKKO

Also known by its military designation "Irving", the Gekko is an aggressive, hard-hitting adversary. If you have neglected to acquire a working knowledge of the parrying system (see page 25), the first two battles featuring this bipedal tank will act as a pitilessly cruel baptism of fire.

- Gekkos are highly mobile, and faster than Cyborgs. They can also leap onto higher surfaces, though the brief pause before they power up a jump means that tactical retreats via different elevations can work well – if only to briefly isolate the Gekko from their allies. They often attack by attempting to land on Raiden – a move that can be greeted with a Parry Counter even if the creature is at full health for an immediate Execution chance. You can actually move to a different floor level and await their arrival to manually engineer such opportunities.
- When Raiden is moderately far away from a Gekko and on the same elevation, they will often perform a signature charging attack telegraphed by the fact that they paw the ground. Parrying this attempted assault leads to a contextual button prompt (tap Ⓨ/△ rapidly to win the battle of strength) which, if successful, offers an immediate Execution opportunity if Raiden has a full Fuel Cell bar (Ⓨ+Ⓑ/ △+◎). This is by far the easiest way to dispatch these opponents.
- At close range, Gekkos will usually lash out at Raiden with straight kicks and roundhouse sweeps. Unless the positioning of the Gekko prevents evasive maneuvers, Parry Counters performed during these standard attacks won't connect until the Gekko has been weakened (at least one body part highlighted in blue).
- The Gekko can perform a powerful stomp attack, which can be met with a Parry Counter irrespective of the Gekko's status. If you dodge this, and Raiden is sufficiently close, a button prompt appears for an Execution move while the biped briefly struggles to free its trapped leg.
- The last Gekko assault of note is to fire a wire at Raiden. In the battle cutscene that follows, you must waggle Ⓛ rapidly to free him and avoid damage. If successful, the Gekko will be briefly stunned when open combat resumes.
- Further reading and in-depth analysis: see page 190.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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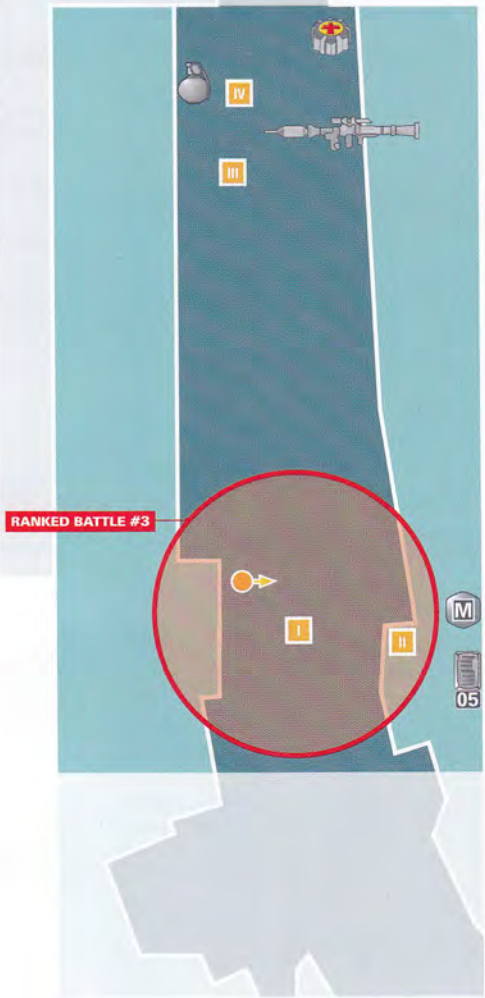
I **Ranked Battle #3** (see overleaf). Enter the upper corridor of the building to trigger a cinematic interlude, which is followed by a confrontation with LQ-84i.



II When the battle ends, enter this building (destroying the door if necessary) to collect **Data Storage 05** and a Holo-Chip from the container.

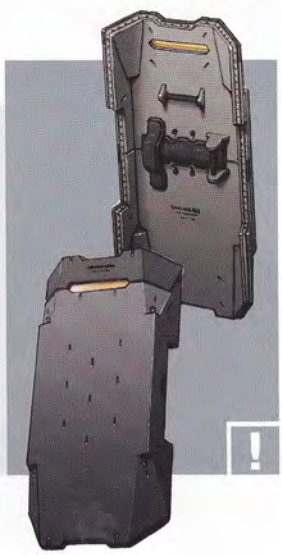
IV Pick up all collectibles in the area before you approach the bridge, as it triggers an interactive cutscene that sees Raiden cross the river in dramatic fashion.

III **Unrated Combat.** Continue onto the bridge. You can Ninja Kill the patrolling Cyborg, but this nonetheless triggers the arrival of two additional soldiers bearing riot shields: see box-out below for details.

ENEMY ARCHETYPE: RIOT SHIELD CYBORG

Uncommon until later in the story (and never a regular opponent), Cyborgs armed with riot shields are easy to dispatch once you learn to exploit at least one of two effective tactics.

- These opponents have two attacks: a jumping strike (often employed as an opening gambit) that provides a relatively easy Parry Counter opportunity, and a standing blow in close proximity. A Parry Counter will destroy the shield instantly, and cause the user to recoil; this provides a window for a follow-up Zandatsu or a combo assault. Once the shield has been destroyed, these opponents behave as standard Cyborgs.
- Though there is no need to purchase it specifically for this encounter, the unlockable Defensive Offense dodge move (see page 30) is hugely efficient against these foes. Simply direct Raiden to sidestep around the shielded opponent with the appropriate direction on L, and you can immediately perform a Zandatsu from behind them (or even slightly to the side) before they can adjust their position.
- Further reading and in-depth analysis: page 30.



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LQ-84i

As with the earlier Gekko confrontation, the fight with LQ-84i will compel you to refine your parrying technique on a debut playthrough. The sheer speed of his attacks can be bewildering at first, though the battle becomes much, much easier once you understand your opponent's repertoire of assaults – and, of course, how and when to counter or evade them.

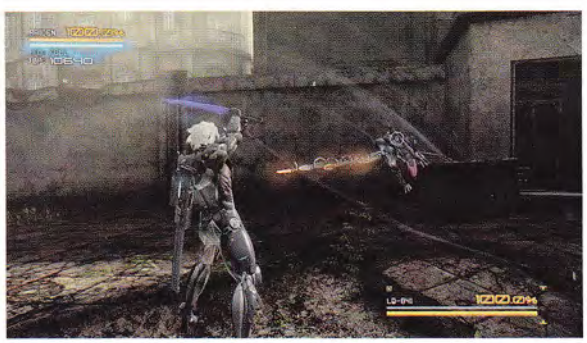
Pounce: LQ-84i will leap forward and use his whole body as a projectile; if it connects, this will propel Raiden from his feet. However, the glowing of LQ-84i's body as it crouches prior to the attack completely telegraphs its intentions. If you notice this obvious cue, you can easily parry this attack. As your opponent tends to repeat this assault in rapid succession, this provides a great opportunity for a Parry Counter.

Claws: LQ-84i will jump forward and swipe with a mechanical claw. This attack will often stun Raiden, but you can parry or even Parry Counter it.

Wall Pounce: This is similar to the Pounce attack, but it begins with a wall launch, which is harder to dodge with Ninja Run or jumping. It can still be parried or even stalled with a Parry Counter.

Chainsaw Swing: A single vertical or horizontal area-of-effect slash with the chainsaw. Easy to spot and parry, or to evade by withdrawing to a safe distance.

Chainsaw Combo: Three successive strikes of the chainsaw; you must parry each blow to avoid damage.



Knife Throw: LQ-84i will jump back and simultaneously hurl a throwing knife at Raiden. This can be parried.

Pin & Chainsaw Stab: This is LQ-84i's most dangerous attack. It is always foreshadowed by a series of non-attacking leaps around Raiden (look for the faint orange outline around its body), before LQ-84i briefly crouches prior to a pounce. You can block (or even Parry Counter), though the timing window is tight. If LQ-84i succeeds with this assault, he will pin Raiden to the ground and employ an unavoidable stabbing attack for heavy damage. For all but the most adept players, evasion is the best tactic. The easiest way to achieve this is to wait, then leap high into the air and perform a long combo to keep Raiden airborne until the danger passes.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

Lament@Xbox360iso

RANKED BATTLE #3: LQ-84i

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	3:00	1,000
	3:30	900
	4:00	750
	4:30	600
	6:00	500
BP	600	1,000
	500	900
	400	750
	200	600
	100	500
Zandatsu	4	1,000
	3	900
	2	750
	1	500
Longest Combo	30	1,000
	25	900
	20	750
	10	600
	5	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

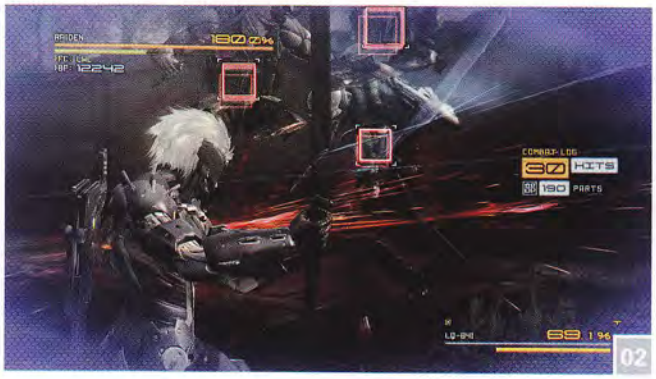
S-RANK COMBAT GUIDE: EASY, NORMAL, HARD & VERY HARD

Preparation:

- **Combat Trigger:** Fight begins automatically at the end of the cutscene that introduces LQ-84i.
- **Enemies:** LQ-84i (+ scripted arrival of Cyborg x3 and, later, Gekko x1)
- **Difficulty:** Challenging

Strategy:

1. Be sure to study the introduction to LQ-84i (and the gallery of his primary attacks) on the previous page before you fight this battle for the first time.
2. Due to the speed of LQ-84i's movement and attacks, the Target Lock function is extremely useful in this fight: see page 29.
3. Until you have acquired a full set of upgrades for the High Frequency Blade, and have mastered the art of parrying (let alone the Parry Counter technique), attempting a Perfect Sheet finish is extremely unlikely. If you are determined to obtain an S-Rank on your first attempt, securing a No Damage bonus may be your best bet. A No Kills bonus is also a possibility, but rather harder to secure. Many players will probably prefer to return at a later date to perfect this battle.
4. Focus on parrying LQ-84i's assaults (optimally with Parry Counters when he performs the predictable Pounce attack – 01) and try to diminish his Life Gauge with short, measured Light Attack combos whenever there is an opportunity to do so.
5. Once LQ-84i falls below 70% health, he will retreat from the battle and summon three Cyborgs. If you are aiming for a high score, you can Parry Counter the first attack from the lead Cyborg, go to town with horizontal strikes in Blade Mode to secure the 30-hit combo requirement (02), then follow up with a multiple-Zandatsu conclusion.
6. LQ-84i will return to the field at this point. Resume your previous approach until he withdraws after falling below 40% health. At this point, a Gekko will enter the battle. If you are trying for a No Kills bonus, you definitely need to secure a Zandatsu finish here. If you can also rack up a long combo (ideally 20 hits) before you grab the Electrolyte Core, you will be able to breathe easy as you enter the final stage of the battle. For a No Damage bonus, just focus on defense and a quick Zandatsu conclusion.
7. When LQ-84i returns, you must reduce his health to 10% or less to trigger an Execution prompt: press the specified buttons to bring the battle to a close (03). If you failed to achieve a 30-hit combo earlier, your final blows and the closing dismemberment in Blade Mode are your last chance to secure the maximum score in that category.



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S-RANK COMBAT GUIDE: REVENGEANCE

Preparation:

- **Enemies:** LQ-84i (+ scripted arrival of Cyborg x3 and, later, Gekko x1)
- **Difficulty:** Challenging; simple with No Damage bonus

No Damage Strategy:

1. This is definitely the easiest way to secure an S-Rank on Revengeance, due to the awesome augmented power of the Parry Counter. Whereas this technique only removes approximately 9% health on Very Hard, it will deplete 70% immediately on Revengeance. The best time to employ it is when LQ-84i performs its distinctive Pounce attack, avoiding or parrying all other moves.
2. After this heavy blow, LQ-84i leaves the arena to call the three Cyborgs, which you can defeat by any means you deem appropriate. Perform another Parry Counter when LQ-84i returns, and the battle will be over.
3. Note: If you reduce LQ-84i's energy to between 80% and 70.1% before performing the Parry Counter, he will be ready for an immediate Execution finish after you eliminate the three Cyborgs.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 4:30	600+
BP	600	1,000
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	4	900
No Damage Bonus		1,500
Score Total (S-Rank):		**5,000+**

No Kills Strategy:

1. Reduce LQ-84i's energy to below 70% (with or without the Parry Counter) to force his temporary withdrawal.
2. Throw an RP Grenade to befuddle the three Cyborgs (though this is not strictly necessary), then cut off their legs and left arms and move away to expedite their departure. The biggest challenge on a No Kills attempt is to secure the required Longest Combo total. One way to do this, if you have the composure and precision, is to slash the legs of the Cyborgs on multiple occasions, either individually or collectively, without causing further injury (04). Alternatively, you can also achieve this against the Gekko, and even finish it off with a Zandatsu.
3. The last step is to finish off LQ-84i – and, if you failed to secure the required combo earlier, build up a 30-hit combo between your second Parry Counter and the end of the Execution that follows.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	1,000
BP	600	1,000
Zandatsu	≥ 0	0+
Longest Combo	30	1,000
Kills	1	500
No Kills Bonus		1,500
Score Total (S-Rank):		**5,000+**

Perfect Sheet Strategy:

1. The only way to secure this "pure" conclusion is to avoid the Parry Counter technique until the final stage of the fight. Reduce LQ-84i's energy to 70% using regular attacks, then secure a 30-hit combo and three Zandatsu finishes against the three Cyborgs when they arrive.
2. Carefully reduce LQ-84i's health to 40% to trigger the arrival of the Gekko. Though a Zandatsu finish is mandatory, you could alternatively aim to secure the required combo total against this opponent.
3. When LQ-84i returns, aim for a Parry Counter to trigger the closing Execution.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	1,000
BP	600	1,000
Zandatsu	4	1,000
Longest Combo	30	1,000
Kills	5	1,000
Score Total (S-Rank):		**5,000**

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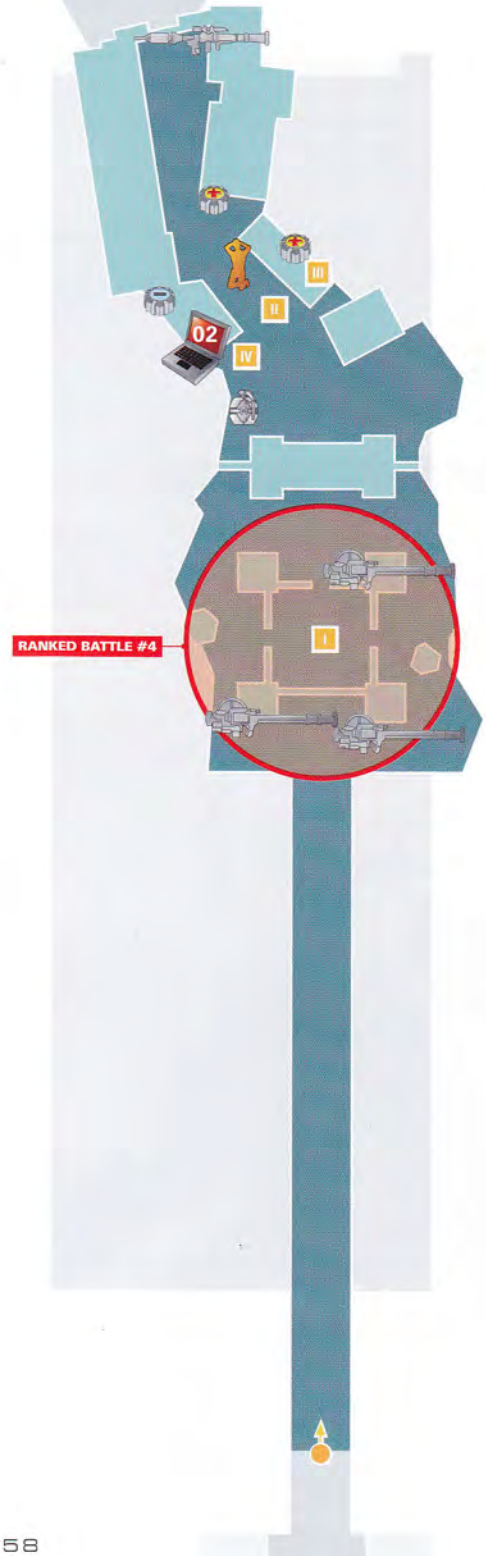
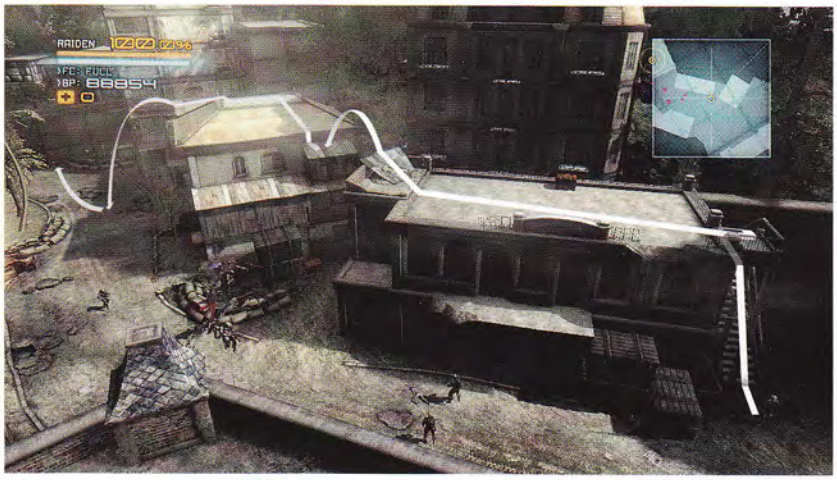
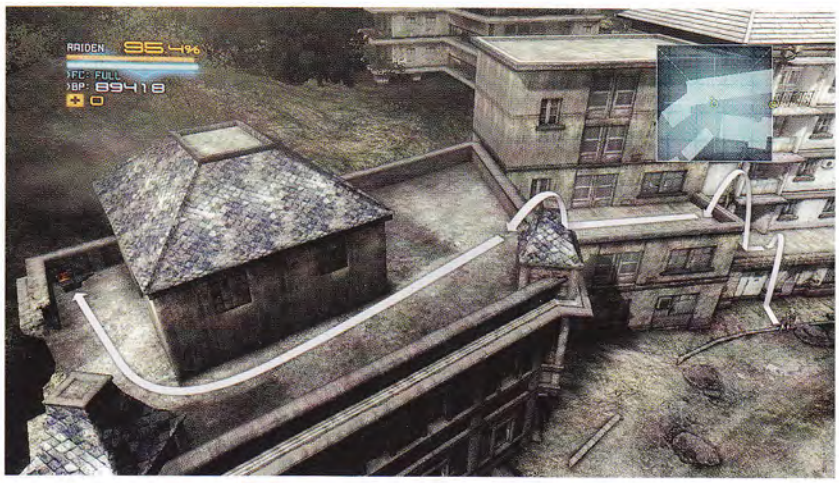
I Once you set foot on the bridge, Ninja Run towards the right of the screen (the camera is fixed for this setpiece), and be ready to rapidly tap Ⓨ/△ when prompted. After this, just Ninja Run "into" the screen as the bridge collapses: there is no need to jump obstacles manually (and, indeed, this will slow you down). **Ranked Battle #4** begins on the opposite side of the river (see right-hand page).



II **Unrated Combat.** There is a **hostage** to save when you reach the street. Collect the EM Grenade from the nearby container, then move to the left of the parked APC. Throw the EM Grenade at the two soldiers standing over the hostage, then draw the Sliders to your position at the end of the street; when the Cyborgs recover, they will ignore the civilian in their haste to engage Raiden. When the battle ends – see overleaf for tips on fighting the airborne Sliders – you will find him unharmed. (Another strategy, which will save you an EM Grenade, is to select Restart and, when play resumes, Ninja Run towards the Cyborgs immediately. Pass close to the burning car on the right to narrowly avoid detection by the Sliders as they fly into position, then – with not a moment to spare – Ninja Kill the Cyborg on the left. Enter Blade Mode to kill the second guard, then take the battle away from the hostage.)



III **Speed Run.** If you have already freed the hostage on a previous playthrough, you can bypass this confrontation entirely. Wait until the Sliders fly into position, then run up the steps as illustrated here. You can then Ninja Run over the rooftops, hugging the right-hand side of the route, to reach the waypoint. After the cutscene, the earlier group of hostiles will be removed from the area. You can now jump directly to page 60.



IV After freeing the hostage, approach this building and Ninja Run to reach the walkway, then climb to the south to find **VR Terminal 02** hidden on the far side of the last building. You can then pick up all other collectible items in the area, if required, before you approach the barricade at the end of the street to trigger a checkpoint and the next objective. This includes the Homing Missiles in the area where you fought the Hammerhead: on a first playthrough, these can be useful in an imminent ranked battle.

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RANKED BATTLE #4

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:00	1,000
	1:15	900
	1:30	750
	2:00	600
	4:00	500
BP	150	1,000
	100	900
	50	750
	25	600
	10	500
Zandatsu	-	-
Longest Combo	20	1,000
	16	900
	12	750
	8	600
	5	500
Kills	1	1,000
No Damage Bonus		1,500

OVERALL RANK

Score Total	4,000	3,600	3,000	2,400	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** Starts immediately on completion of the bridge set-piece.
- **Enemies:** Hammerhead x1
- **Difficulty:** Simple

Strategy:

1. Ninja Run at all times (or take cover behind scenery) to avoid sustaining damage from barrages of machine gun fire or missiles. A No Damage bonus is the key to an easy S-Rank conclusion.
2. The Homing Missiles dotted around the arena can be used to stun the Hammerhead with a direct hit, forcing it to descend to ground level for a follow-up combo. However, firing this weapon leaves Raiden vulnerable to attack unless you emerge from cover to hit the chopper while its guns are inactive.
3. An alternative plan is to take cover until the Hammerhead moves to a specific side of the arena, then Ninja Run onto the monument to reach it. Though the "walkways" are narrow, it's not too difficult to sprint over them to reach your target (01). Jump and unleash a long aerial combo when you move within range, ideally angling your approach to hit your target on either side of its cockpit to avoid its guns. It should take no more than two combos to engineer a stun, enabling you to inflict even more damage. When the Hammerhead recovers, simply repeat your previous approach.
4. Once the Hammerhead's endurance falls below 30%, it will automatically move to one edge of the area, hovering over the river. Move to the opposite side of the arena then, when the onscreen prompt appears, Ninja Run towards the rockets to reach the Hammerhead. You can then eliminate the vehicle with a Blade Mode finish as Raiden flies overhead.

ENEMY ARCHETYPE: HAMMERHEAD

Rarely a threat when encountered on its own, the Hammerhead's primary role in later battles is usually to offer fire support to its allies as they engage Raiden on the ground. Your early encounters with these airborne foes, then, are opportunities to learn how to dispatch them without ceremony.

- The Hammerhead fires volleys of bullets with its machine guns. These don't inflict massive damage, but a single shot will prevent you from securing a No Damage score bonus. You can deflect these bullets by using Ninja Run whenever Raiden is in the line of fire.
- Hammerheads also launch rockets, which you can parry or slice in Blade Mode. Though it's invariably more practical to evade these, cleaved rockets will often drop recovery items.
- Once you reduce its health to 30%, a Hammerhead will fly away and fire a relentless salvo of rockets. This offers you a free Execution opportunity, as signaled by the onscreen prompt. All you have to do then is Ninja Run towards the Hammerhead; Raiden will automatically use the rockets as stepping stones prior to the Blade Mode finish.
- During your early encounters, you can employ Homing Missiles to stun a Hammerhead, then hit it with combos when it descends to the ground. Later in the story, a new weapon facilitates a much faster and aggressive attack strategy).
- Further reading and in-depth analysis: page 200.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** Sai
- **Difficulty:** Simple

Perfect Sheet Strategy:

1. Quickly acquire Target Lock, Ninja Run towards the Hammerhead and pull yourself to it with the Sai. As soon as you reach it, launch a couple of standard attacks. It's possible to repeat this a few times without ever touching the ground. Stunning the helicopter enables you to perform lengthy combos before it returns to its standard hovering position.
2. After you have caused sufficient damage (indicated by a blue highlight), the Hammerhead will retreat for the usual missile-jumping denouement. You can reach the 20-hit combo milestone while slicing the helicopter in Blade Mode.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	1,000
BP	150	1,000
Zandatsu	-	-
Longest Combo	20	1,000
Kills	1	1,000
Score Total (S-Rank):		5,000

No Damage Strategy:

1. You broadly need to follow the same strategy as above, but pay more attention to the Hammerhead's weapon systems. Use Ninja Run constantly to avoid machine gun fire whenever you are on the ground. When you lock on to pull Raiden close with the Sai, try to approach it from the side: this prevents unfortunate instances where you are hit during the approach. Alternatively, you can also use Homing Missiles to stun the Hammerhead.
2. The extra points from the No Damage bonus mean that you can afford to take your time and still achieve the required score.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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I Approach the waypoint at the barricade to trigger a cutscene. Once this ends, you have two objectives: to obtain an ID Chip from a specific soldier (see **II**), and to complete a "secret" ranked battle (see **III**). While it is possible to simply cut through the barricade to reach the next area, this has severe repercussions on your final Rank for the chapter, and makes the following battle far more difficult.

II **Unrated Combat.** Start by sprinting back along the street. If you are quick, you can completely evade the Cyborgs that leap from the vehicle. Sneak up behind the Cyborg stationed by the sand bags and perform a Ninja Kill. Focus on cutting off his left arm before you aim for a Zandatsu finish. This furnishes you with **ID Chip 01**, a special collectible that can only be acquired by severing the left hand of specific Cyborgs before their corpses self-destruct (see page 23). If you fail to obtain the hand – it is a distinctive item drop, with a special Codec conversation when you collect it on this occasion – then be sure to restart.

III Backtrack to the area where you fought the Hammerhead earlier and approach the river to participate in the "secret" **Ranked Battle #5** (see right-hand page). If you decide to restart at any point, note that there is no need to collect the ID Chip again: though the checkpoint positions you close to the barricade, the APCs and the soldier with the ID Chip do not reappear, and the item is permanently credited to your haul of collectibles.

IV Finally, return to the console and interact with Ⓑ/◎ to open the barricade.

ENEMY ARCHETYPE: SLIDER

Another assailant that should be familiar to Metal Gear devotees, Sliders are aerial foes with long, distinctive wings. They come in two varieties: unmanned, or with a Cyborg pilot.

- As an unmanned combat air vehicle (UCAV), Sliders primarily employ their machine guns and wing-mounted rockets to engage Raiden from their default hovering altitude. They will, however, move in to perform sweeping melee attacks on occasion. All direct physical attacks can be parried; they are also susceptible to Parry Counters.
- As with standard Cyborgs, Sliders can be destroyed at any time in Blade Mode: even slicing a wing is sufficient to secure a kill.
- Cyborgs piloting Sliders may immediately deploy onto the ground, or continue to engage Raiden from the air. Destroying a Slider will cause a pilot to fall to the ground.
- Further reading and in-depth analysis: page 197.

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RANKED BATTLE #5

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	0:45	1,000
	1:00	900
	1:30	750
	3:00	600
	6:00	500
BP	800	1,000
	600	900
	400	750
	200	600
	100	500
Zandatsu	4	1,000
	3	900
	2	750
	1	500
Longest Combo	20	1,000
	16	900
	12	750
	8	600
	5	500
Kills	4	1,000
	3	900
	2	750
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** Return to the area where you fought the Hammerhead and approach the river.
- **Recommended Equipment:** Homing Missile
- **Enemies:** Slider x3, Cyborg x1
- **Difficulty:** Moderate

Strategy:

1. A No Damage bonus and the Homing Missiles collected earlier are the key to this fight. Trigger the battle by running through the center of the area towards the river. As soon as the two Sliders appear from the river, hold LB/L2 to aim and destroy the Slider on the left. Immediately move your aim to the second to the right, wait for the Cyborg to drop to the ground, then destroy the next Slider. Ignore the Cyborg for now.
2. If you are sufficiently fast in dispatching the first two airborne foes, you can now Ninja Run to the north side of the arena before any of the assailants fire at Raiden. When it is safe to aim, hit the third Slider with a Homing Missile.

3. All being well, the Cyborg will now be approaching your position. If Raiden has not been scratched during the fight, you can kill this final opponent with a minimum 12-hit combo and Zandatsu finish. This, with an eminently achievable No Damage bonus, secures an S-Rank. You can alternatively slash his legs instead (cut them repeatedly to enhance your combo count) for an additional No Kills bonus to maximize your BP rewards.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** Sai
- **Difficulty:** Moderate

No Damage Strategy:

- The strategy for lower difficulty levels works perfectly well on Very Hard and Revengeance. If you are suitably confident, it's possible to Parry Counter the third Slider as it performs a swooping melee attack – which, if you secure a Zandatsu, leads to an improved BP haul.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	600+
BP	≥ 600	900+
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	4	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

No Kills Strategy:

1. You only need to avoid killing the Cyborg to secure this bonus. Run straight for his landing position, enter Blade Mode as he descends, then relieve him of his legs.
2. You can now destroy the Sliders; use the Sai to move in close before finishing each one with a Zandatsu.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	600+
BP	≥ 400	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 12	750+
Kills	3	900
No Kills Bonus		1,500
Score Total (S-Rank):		5,000+

Perfect Sheet Strategy:

- To achieve a flawless result in all core score categories, you need to act swiftly – especially as you must defeat all four opponents with a Zandatsu. Quickly lock onto the left-hand Slider, target it with the Sai and pull yourself up to it (01). Destroy it in Blade Mode. After that, turn to your right and attack the Slider there, then dispatch its former pilot on the ground beneath. These three kills need to occur in an uninterrupted sequence to achieve a 20-hit combo, ideally without ever touching the ground thanks to the Sai. The final step is to eliminate the third Slider without error.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 0:45	1,000
BP	800	1,000
Zandatsu	4	1,000
Longest Combo	20	1,000
Kills	4	1,000
Score Total (S-Rank):		5,000

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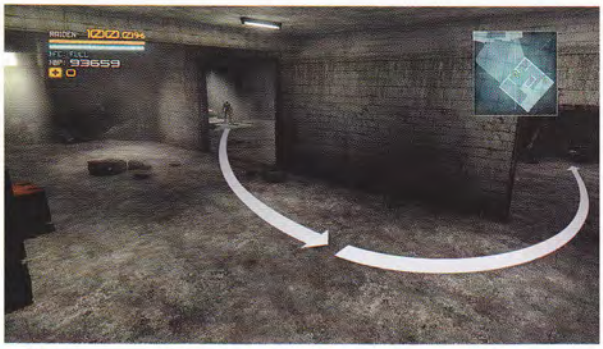
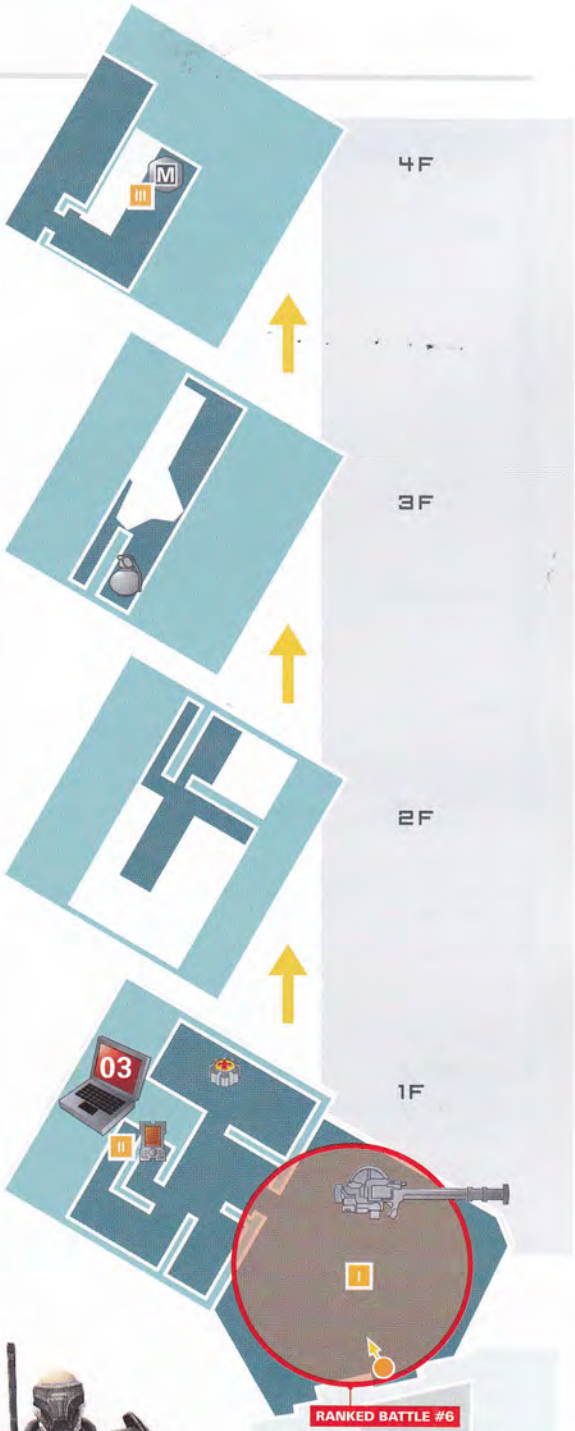
HOTEL

I After opening the barricade, **Ranked Battle #6** (see right-hand page) begins once you approach the fountain: three Cyborgs (one of a new Armored archetype) will emerge from the main door of the hotel. **Note:** If you chose to cut through the barricade instead of obtaining the ID Chip, there will be two additional Cyborgs (armed with rocket launchers on higher difficulty levels) above the hotel entrance. This can significantly complicate the process of obtaining a good score in this battle.



II Enter the hotel and take the first right, then head through the opening at the back of the room to find **VR Terminal 03**.

III Take the stairs to reach the top floor of the hotel, and trigger a checkpoint. Leave via the only exit after you collect the Holo-Chip (M) from the nearby container.



ENEMY ARCHETYPE: ARMORED CYBORG

Unless you can master the strategies required to defeat them conclusively, these aggressive and resilient "damage sponges" can disrupt your battle strategies in a disastrous fashion. This is particularly true on higher difficulty levels, where they often replace individual Cyborgs, or are more likely to appear in pairs.

- Armored Cyborgs have two potential weapon configurations. During the earlier stages of the story, they generally wield a blade and occasionally throw grenades. A later variation can also brandish a rocket launcher.
- You cannot sever limbs or kill Armored Cyborgs in Blade Mode until you have depleted their overall health. The body plating worn by these opponents is always destroyed in a predefined order as they sustain damage from Raiden's attacks. Each weakened body part is marked by a blue highlight. To increase your damage output, try to launch these enemies in the air, and keep the combo going while they're airborne.
- The most distinctive feature of the Armored Cyborg is their ability to meet each parry and Parry Counter performed by Raiden with an immediate follow-up strike, which must in turn be blocked or rebuffed with a Parry Counter. These "parry wars" can last three rounds on Normal, and up to eight on Revengeance. These wars of attrition are to be avoided at all costs while other assailants are active in the area, as they act as lengthy distractions. Armored Cyborgs lose this ability and become vulnerable to Parry Counters once you have weakened one of their limbs.
- The unlockable Defensive Offense ability (see page 35) enables you to avoid parry-based wars of attrition. By directing each attacking dodge to circle these opponents, you can both inflict damage and reposition Raiden to launch an immediate combo.
- Despite their protective garments, Armored Cyborgs can be slain instantly with a Ninja Kill.
- In a toe-to-toe brawl, a combo that inflicts sufficiently high damage in a short period of time will trigger an Execution opportunity. In battles where they accompany other enemies, EM and RP Grenades can be used to incapacitate Armored Cyborgs while you dispatch their allies, or to pacify them before an opening combo.
- Further reading and in-depth analysis: see page 186.

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RANKED BATTLE #6

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:15	1,000
	1:30	900
	1:45	750
	2:00	600
	4:00	500
BP	1,000	1,000
	800	900
	500	750
	300	600
	100	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500
Longest Combo	20	1,000
	16	900
	12	750
	8	600
	5	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** Once the enemies that emerge from the hotel detect Raiden.
- **Recommended Equipment:** Rocket Launcher, EM Grenades
- **Enemies:** Armored Cyborg x1, Cyborg x2 (+ Cyborg x2)
- **Difficulty:** Challenging

Strategy:

1. As you lack advanced tools, weapons and upgrades on your first playthrough, this can be a difficult battle to obtain an S-Rank, unless you are experienced in eliminating rank-and-file Cyborgs with immediate Zandatsu kills. If you care to take up the challenge, the Perfect Sheet strategy for higher difficulty levels can work just as well here.
2. One way to triumph in this fight with a No Damage bonus is to begin by hitting the Armored Cyborg with a rocket or two to weaken him, then sprint over and sever his arm before his allies can open fire. If you can then stagger the two Cyborgs with a single blow followed by a double Zandatsu, only the two reinforcements in the fountain will remain.
3. Another approach is to employ EM Grenades. If you have been diligently picking up all collectibles, you should have at least two of these at this stage. Use one to incapacitate the first three opponents, then perform Zandatsu finishes on the first two Cyborgs. When the next two drop into the fountain, throw a second and eliminate them in the same way. This enables you to get rid of all weaker enemies, leaving only the Armored Cyborg to fight.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** EM Grenades, Pincer Blades
- **Enemies:** Armored Cyborg x1, Cyborg x2 (+ Cyborg x2)
- **Difficulty:** Medium
- **Additional Information:** Unlike lower difficulty levels, the two Cyborg reinforcements wield double blades, and will pursue Raiden to engage him in melee combat.

Perfect Sheet Strategy:

1. Once you are detected by the Armored Cyborg that emerges at the head of the initial group, lure this more dangerous (but slightly ponderous) foe in an anticlockwise route around the fountain, running back towards the entrance. This gives you a brief period of grace in which you can quickly eliminate the two standard Cyborgs (with Sliding Tackles and immediate Zandatsu finishes, for example) before the Armored Cyborg can move within range. The two reinforcements will land in the fountain shortly afterwards; with practice, you can also engage and defeat them before the Armored Cyborg is poised to attack.
2. You can now dedicate your full attention to the Armored Cyborg. Stop your opponent in his tracks with an EM Grenade, then sprint in close and hit him repeatedly in Blade Mode. This inflicts limited damage, but enables you to fulfill the Longest Combo requirement. As the effect wears off, you should need no more than a couple of heavy strikes to make him susceptible to a Zandatsu finale.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:15	1,000
BP	1,000	1,000
Zandatsu	5	1,000
Longest Combo	20	1,000
Kills	5	1,000
Score Total (S-Rank):		5,000

No Damage Strategy:

1. Follow the Perfect Sheet strategy to begin: lure the Armored Cyborg on a brisk jog, then quickly dispatch the two Cyborgs with hasty Zandatsu finishes.
2. As the reinforcements appear, you can now "kite" the three melee-focused assailants in a line trailing in Raiden's wake. Keep running until they accrete into a bunch in close proximity, then – when the moment is right – stop and hit all three simultaneously with a heavy Pincer Blades attack (01). Repeat this until they are beaten.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 4:00	500+
BP	1,000	1,000
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	5	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

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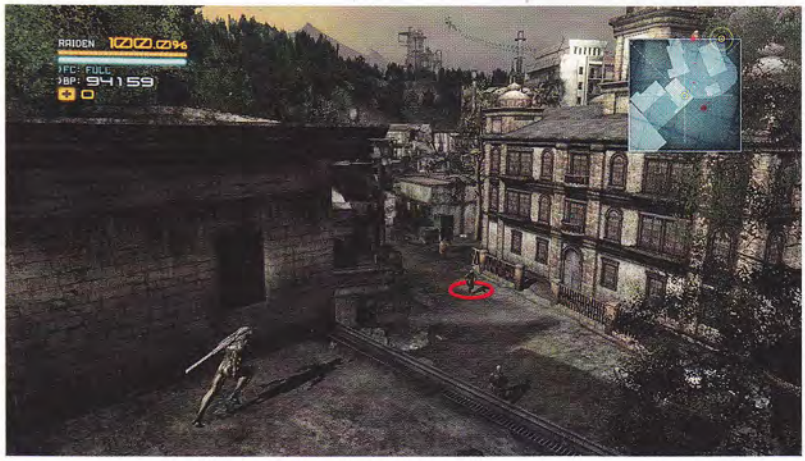
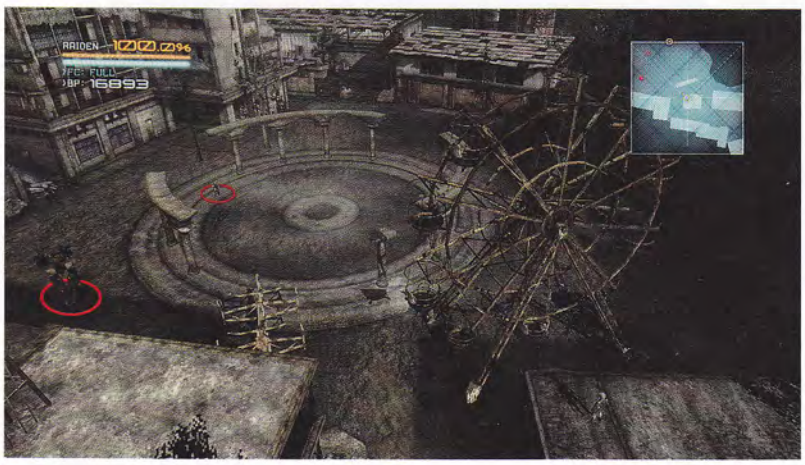
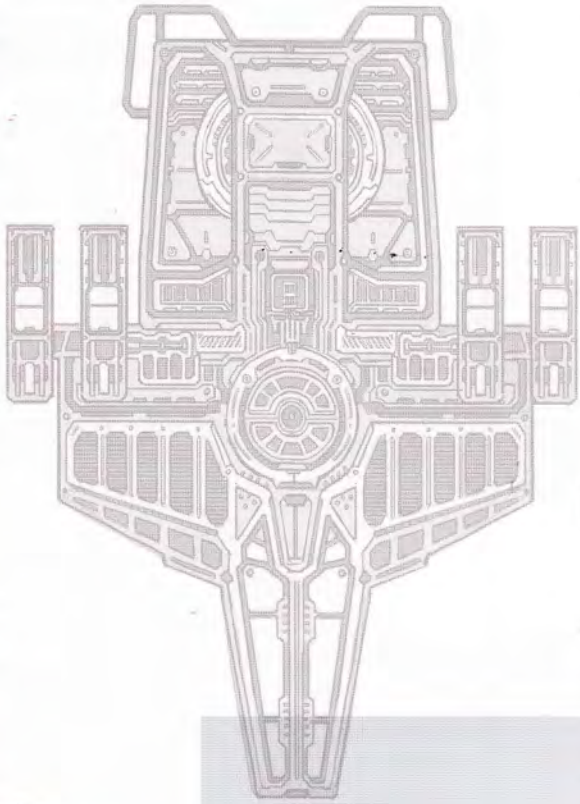


I **Unrated Combat.** As you exit the hotel and climb the steps, you will encounter two Cyborgs. Dispatch them in any manner you see fit, but be sure to sever the left hand of the one on patrol to obtain **ID Chip 02**. If you approach quickly after the cutscene, there is an easy Ninja Kill opportunity.

II **Unrated Combat.** After observing his movements in AR Mode, leap onto this roof and Ninja Kill the Cyborg here to prevent him from complicating an imminent Ranked Battle with his rocket launcher. If you restart the next fight, this is where Raiden will begin.



III **Ranked Battle #7** (see overleaf). The confrontation formally begins when the Cyborg here detects Raiden and calls for reinforcements. If you employ Ninja Kills to eliminate both the Gekko and Cyborg without entering open conflict, you won't receive a Rank for this fight. You can also choose to skip this fight entirely (with obvious final score consequences) by simply sneaking past via the right-hand side of the plaza to reach the next waypoint marker.



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QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

IV **Unrated Combat.** Don't take the time to pick up collectibles just yet. Instead, carefully approach the alleyway close to the waypoint marker, then backtrack and hide behind the corner of the building when the music makes a contextual shift and hostiles appear on the Soliton Radar. Two Cyborgs emerge to patrol as an Armored Cyborg stands in a fixed position inside the ruined building. Focus on the Cyborg who approaches along this path: wait until he turns away, then perform a Ninja Kill and sever his left hand to obtain **ID Chip 03**. Be warned: the last recorded checkpoint at this stage is prior to Ranked Battle #7. If you fail to acquire the ID Chip, you will need to replay that confrontation to try again. If all goes well, you can silently and effortlessly eliminate the Armored Cyborg by sneaking up behind him: just cut through the fence to the rear of his position. The third is then no trial at all.

V The locked container on this rooftop (accessible from the left or right side with Ninja Run) contains a **Holo-Chip (L)**, worth 5,000 BP.

VI **Ranked Battle #8** (see overleaf). Approach the waypoint marker to trigger a welcome checkpoint and a cutscene where Raiden is offered the opportunity to engage in an "optional" confrontation.

VII When you are ready to move on, approach the wall panel next to the shutter door and press B/◎ to take a one-way trip to the next area.

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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:15	1,000
	1:30	900
	2:00	750
	3:00	600
	6:00	500
BP	1,000	1,000
	800	900
	600	750
	300	600
	100	500
Zandatsu	4	1,000
	3	900
	2	750
	1	500
Longest Combo	20	1,000
	16	900
	12	750
	8	600
	5	500
Kills	4	1,000
	3	900
	2	750
	1	600
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** Once Raiden is detected by the stationary Cyborg or patrolling Gekko.
- **Enemies:** Cyborg x1 (+ Cyborg x1), Gekko x1 (+ Gekko x1)
- **Difficulty:** Simple

Strategy:

1. From your position on the rooftop after slaying the Cyborg with the rocket launcher, activate AR Mode and study the patrolling Gekko and stationary Cyborg. When the Gekko faces away from Raiden, drop down and – being careful to stay close to the building on the left to avoid detection – approach and perform a Ninja Kill on the bipedal war machine. (If you fail, don't hesitate to restart.)
2. If the Cyborg did not notice this kill, attract his attention straight away. As he calls for reinforcements, aim to eliminate him quickly.
3. A second pairing of a Gekko and a Cyborg land and enter the battle now; if you are swift, they should become active as you finish off the Cyborg who summoned them. At this point, a No Damage bonus will be within your grasp.
4. You can optionally forsake a Zandatsu finish in favor of non-lethal dismemberment of both Cyborgs to gain a No Kills bonus. This should enable you to narrowly secure an S-Rank after sustaining injuries, or simply enhance your BP rewards in conjunction with No Damage.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** Sai, EM Grenades, Pole-Arm
- **Enemies:** Gekko x1 (+ GRAD x1), Cyborg x1 (+ Cyborg x1)
- **Difficulty:** Challenging

Additional Information: The reinforcements (a Cyborg and a GRAD) appear as soon as the first Cyborg detects Raiden. The Cyborg appears near the center of the plaza (a red ring marks the spot shortly before he arrives), while the GRAD rushes in from the area entrance, close to the restart point. It will stop a few meters in, next to the Ferris wheel, and begin its attack (01).

Perfect Sheet Strategy:

1. Start by circling the area in a clockwise direction to reach the Cyborg without being detected. Once you are close, step into the soldier's field of vision to trigger the battle (and imminent reinforcements). Immediately kill him in Blade Mode with a Zandatsu finish.
2. The Gekko will rush over to attack: stun it with the Sai or temporarily disable it with an RP Grenade, then instantly run to the position where the GRAD spawns, close to the Ferris wheel.
3. If you are directly in front of the GRAD when it becomes active, it will always open with a melee attack. Meet this with a Parry Counter, and follow up with an Execution, or a quick burst of Ripper Mode. Fail to make a clean, quick kill here and the battle will become ridiculously chaotic; we recommend that you restart and try again.
4. As you land after the Zandatsu, the remaining Cyborg and the Gekko will be rushing over to engage you. Run away quickly, then hit the Cyborg with a Sliding Tackle and a Zandatsu finish.
5. Only the Gekko remains. You need a 20-hit combo to secure a Perfect Sheet result. One possibility is to throw an EM Grenade and employ a long Pole-Arm combo; relentless slicing in Blade Mode prior to the final Zandatsu is another possibility.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:15	1,000
BP	1,000	1,000
Zandatsu	4	1,000
Longest Combo	20	1,000
Kills	4	1,000
Score Total (S-Rank):		5,000

No Damage Strategy:

- If you stealthily kill the Cyborg first, without being discovered, no reinforcements will appear. This means that you only need to battle the Gekko. This foe will usually fire as soon as it detects you; Ninja Run to avoid this. Wear the Gekko down until you can perform an Execution. Alternatively, you can engage the Gekko by firing a Homing Missile: it will often react by charging Raiden, which leads to an easy Execution. This automatically adds three hits, which helps to meet the 20-hit combo requirement with additional slices while in Blade Mode.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:15	1,000
BP	≥ 100	500+
Zandatsu	1 (Gekko)	500
Longest Combo	≥ 20	1,000
Kills	1	500
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

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No Kills Strategy:

1. Sneak behind the Gekko and Ninja Kill it. Approach the first Cyborg from behind and sever his legs in Blade Mode. Now sprint to the second Cyborg and sever his legs as well, before moving away.
2. Disable the GRAD with a charged Sai attack, then attack relentlessly until you trigger an Execution, stunning it with the Sai as often as required. Finish it off with a Zandatsu, making sure you complete a 20-hit combo with slices beforehand.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	900+
BP	≥ 300	600+
Zandatsu	1 (GRAD)	500
Longest Combo	20	1,000
Kills	1 (GRAD)	500
No Kills Bonus		1,500
Score Total (S-Rank):		**5,000+**

RANKED BATTLE #8

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:00	1,000
	1:30	900
	2:00	750
	3:00	600
	6:00	500
BP	300	1,000
	200	900
	150	750
	100	600
	25	500
Zandatsu	-	-
Longest Combo	20	1,000
	16	900
	12	750
	8	600
	5	500
Kills	2	1,000
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	4,000	3,600	3,000	2,400	0
Rank	**S**	**A**	**B**	**C**	**D**

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** Return to the center of the plaza after the Codec conversation that informs you of incoming reinforcements.
- **Recommended Equipment:** Homing Missile
- **Enemies:** Hammerhead x2
- **Difficulty:** Moderate

Strategy:

1. This battle pits you against two Hammerheads simultaneously. The key to a perfect S-Rank is to employ Homing Missiles.
2. When the audio prompt heralds the arrival of your opponents, face the Ferris wheel and hold LB/L2 to target (02). The Hammerheads will arrive from the left, with one quickly slowing to a halt and the second continuing to the right. Fire at the latter, then immediately Ninja Run to engage it as it descends during its stun phase: you should just about avoid an opening salvo of rockets from the other helicopter. Run to the far side of the stricken Hammerhead (this enables you to avoid fire from its ally) and unleash your most devastating combos to make it turn blue. Keep it in sight and stay in motion with Ninja Run, then – when the prompt appears – use its barrage of rockets as a stepping stone to a Blade Mode finish.
3. With a flawless start to the battle (which may take a few attempts), you should be in good form for a Perfect Sheet. The trick now is to keep moving until there is a brief gap in the second Hammerhead's ranged attacks, then hit it with a "snap-shot" blast with a Homing Missile (see page 32). As it descends, run over and perform combos as before. When it rises in a weakened state, get into position for the rocket jumping that acts as a prelude to the Blade Mode finale.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** Homing Missile, Sai
- **Enemies:** Hammerhead x2
- **Difficulty:** Challenging

Perfect Sheet & No Damage Strategy:

1. Target Lock the closest Hammerhead immediately and hit it with a Homing Missile, which should stun it. Ninja Run to it (or pull Raiden close with the Sai) and perform a long combo. If you destroy it, great. If not, finish it off with another Homing Missile or a combo involving the Sai and standard attacks.
2. Ninja Run to avoid any incoming attacks from the other helicopter, and grab the nearby Homing Missile if your stocks are low.
3. You may be hit by shots from the second Hammerhead while you are attacking the first one, which will cost you the No Damage bonus. This bonus isn't strictly necessary, but feel free to restart. If you do get the bonus, this can compensate for any other score-based shortcomings during the battle.

PERFECT SHEET & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	1,000
BP	300	1,000
Zandatsu	-	-
Longest Combo	20	1,000
Kills	2	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		**4,000+**

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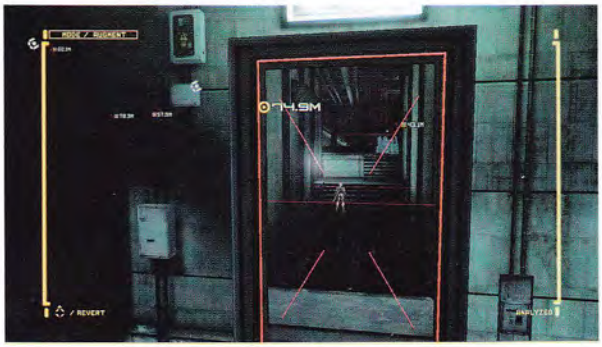
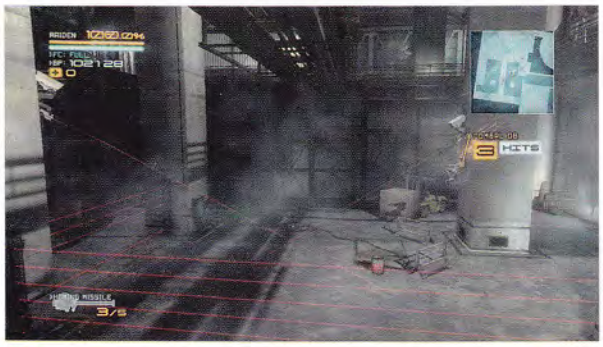
I Follow the sloped path to the left, then cut through the chain link fence. As you approach the center of the area, **Ranked Battle #9** begins (see overleaf).



II Ninja Run onto the shipping containers, then cut through the ventilation fans to gain access to the interior. The factory contains Gun Cameras (see box-out overleaf), a new hazard that you can destroy without reply as long as you avoid the red beams. There are two in this first room. In the corridor at the top of the stairs, activate AR Mode to reveal infrared detection arrays. Once these have been discovered, Raiden will automatically vault over or slide beneath them when Ninja Run is active. Triggering the security system in this area will cause three Tripods and a sole Cyborg to respond to the alarm in an unranked battle. At the end of the L-shaped corridor, interact with the panel to open the door.



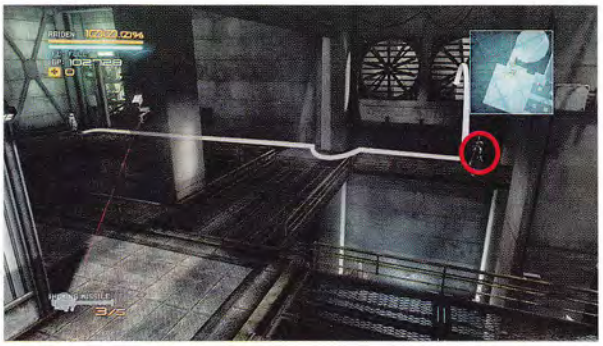
III **Unrated Combat.** This room features multiple Gun Cameras, infrared detection arrays and three Cyborgs patrolling the upper walkways. One of these has an ID Chip to collect (see **V**). Immediately activate AR Mode to reveal the infrared security beams. Note that any Alert situation in this room will cause two Armored Cyborgs to enter the resultant battle; a second Alert after this point will cause three Tripods to arrive. For now, pick up collectibles and destroy the two Gun Cameras on the lower level before you approach the stairs.

"NO FLASH PHOTOGRAPHY!"

Achievement/Trophy: You can unlock "No Flash Photography!" by destroying all nine Gun Cameras during the factory infiltration. There are two in the first room, another pair in the L-shaped corridor beyond it, and five in the final room before you head back outside.

IV Run to the top of the stairs to trigger a checkpoint, then pause and select Restart: this will position Raiden at the bottom of the steps, and move the three Cyborgs to preset locations. As soon as the action resumes, run to the top of the stairs and destroy the Gun Camera. Stand beneath its former position and watch the two Cyborgs further along the upper level. When they enter Caution status, immediately Ninja Run to the lower level and hide behind the pillar at the bottom. Once the Caution phase ends, jog back up the stairs and stealth kill the guard strolling back to his original position.

V Stand and watch for a moment: you will see one Cyborg close to the nearby walkway, and another further away. When they turn and walk to the right, sneak up behind the closest target to perform a Ninja Kill. Before you complete the Zandatsu, be sure to sever his left arm to collect **ID Chip 04**. If you have picked up all collectibles on a previous walkthrough, you can choose to run straight for the exit at this point.



VI Turn 180 degrees and run to the other end of the room, being careful to avoid the Gun Camera. From here, you can observe the final Cyborg. He walks a short patrol on a small walkway. When he turns to face away from Raiden, Ninja Run to his position to eliminate him. With this task achieved, leap up and smash the extractor fan. Jump through the hole to reach a walkway outside, and open the locked container in Blade Mode to obtain your first **Endurance +1** upgrade. This permanently increases Raiden's Life Gauge by 10%.

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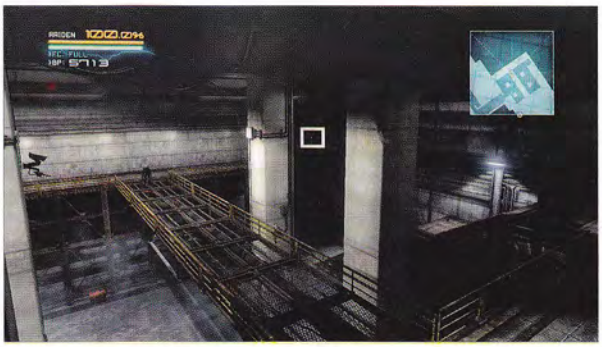
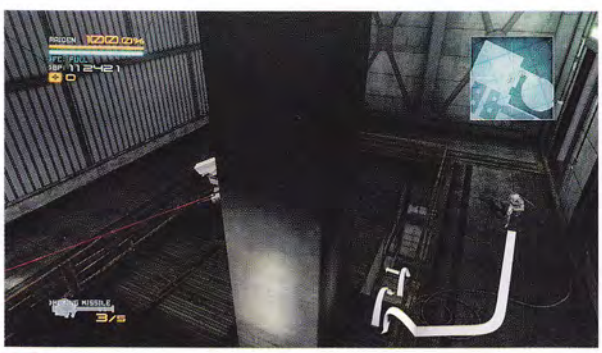
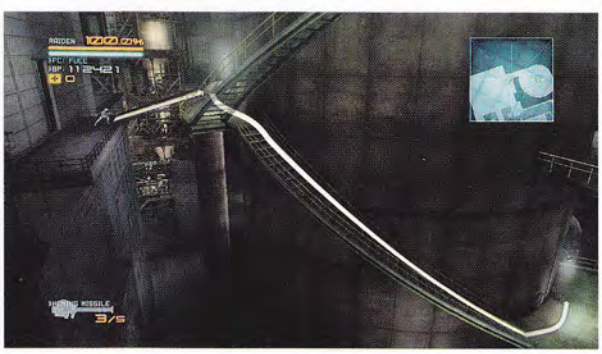
QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07



VII **Data Storage 06** can be found in this position. All that remains is to destroy any other Gun Cameras in the room, and collect additional consumables. The Gun Camera on the pillar by the central walkway can be difficult to reach; there's no harm in simply blasting it with a rocket if you prefer.



VIII Close to the exit, examine the nearby pile of shipping containers to find a route down to the level below. You can find a Repair Nanopaste and, in the next dead end, a Cardboard Box. Slash this to reveal **Man in Box 01** (see page 23). Simply kill the Cyborg with a Zandatsu to add him to your growing haul of collectibles.



IX Finally, leave via the door on the upper level. When you reach the curved steps, head down one flight to find **VR Terminal 04**. You can now run to the top of the steps to reach the final section of this chapter.

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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:00	1,000
	1:30	900
	2:00	750
	3:00	600
	6:00	500
BP	1,000	1,000
	800	900
	600	750
	300	600
	100	500
Zandatsu	2	1,000
	1	500
Longest Combo	30	1,000
	25	900
	20	750
	10	600
	5	500
Kills	10	1,000
	8	900
	6	750
	4	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

ENEMY ARCHETYPE: TRIPOD

Individually weak, but a nuisance in a swarm, the Tripod – also known as Dwarf Gekko – is primarily employed as a complication in your early encounters. They are rarely a threat in their own right, serving instead to exacerbate other dangers.

- The most common Tripod attack is to jump and grab Raiden, restraining him completely. If you fail to follow the stick prompt to shake them free, they can self-destruct to inflict damage. This makes them a pest in encounters where they support other enemy archetypes. The best way to avoid their grab attack is to stay in motion.
- Tripods can also perform two types of jumping melee attack. These can be parried (or met with a Parry Counter).
- You cannot perform Ninja Kills or Zandatsu finishes on Tripods. A short combo is sufficient to destroy them in most instances, or a single slice of their circular bodies in Blade Mode. However, this enemy regularly drops the instant-effect Repair Unit item, which tops up Raiden's Life and Fuel Cell Bars.
- Further reading and in-depth analysis: see page 189.

GUN CAMERA

Gun Cameras can only detect Raiden if he comes into contact with the regular sweeps of their infrared detection mechanism. Once they acquire him as a target, they will fire their machine guns relentlessly until he moves out of view. Fortunately, you can destroy them with ease and, in stealth situations, relative impunity.

Gun Cameras can also be temporarily disabled with the Jamming Grenade collectible, first found in a container when you enter the factory area. You will rarely find cause to do so, however, as it's often easier to simply destroy them and move on (01). If a Gun Camera is positioned on a destructible piece of scenery, you can eliminate it in a single strike by toppling the surface it is affixed to.

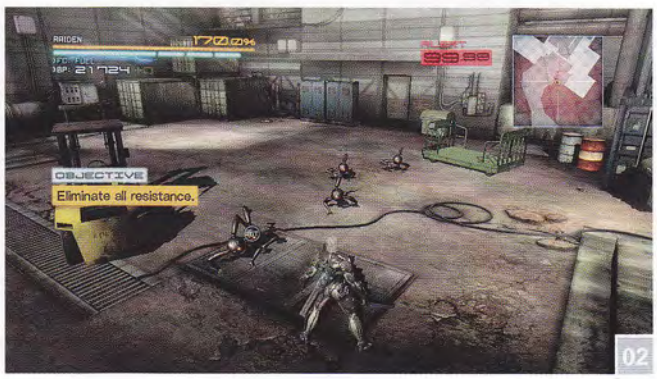
S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** Cut through the fence and approach the center of the area.
- **Recommended Equipment:** Pole-Arm, EM Grenades (VH/R)
- **Enemies:** Tripod x5 (+ Tripod x3, Cyborg x2; followed by Tripod x3)
- **Difficulty:** Simple

Preface (Easy, Normal & Hard):

- Due to the relative passivity of the Tripod enemies on lower difficulty levels, this is an extremely easy fight. Dispatch the first five Tripods to trigger the arrival of three more and two Cyborgs. Eliminate the latter with quick Zandatsu finishes before they can attack, and you are left with a simple mopping-up exercise against the remaining Tripods. A No Damage bonus should suffice to secure an S-Rank.



Perfect Sheet & No Damage Strategy (Very Hard & Revengeance):

1. From your starting position, run to the right side of the area, then turn around to face your foes: all five Tripods will now appear in front of Raiden, rather than surround him (02).

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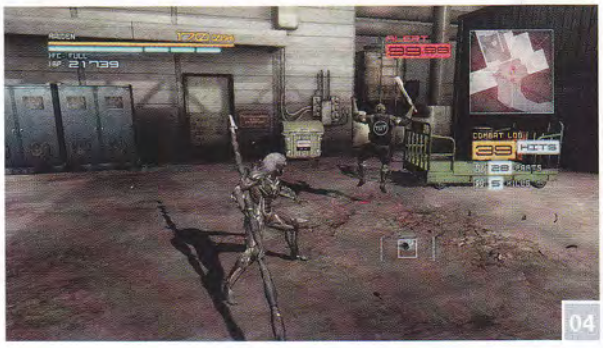
QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

2. Stay where you are and meet the advancing Tripods with the Pole-Arm (02). You will easily destroy them and reach a combo of at least 10 hits.

3. Continue your combo by hitting the reinforcements as they arrive. Stick with the Pole-Arm, which offers great range. The first Cyborg will fall in front of you (04). Once your attacks connect with him, perform a quick Zandatsu.



4. Repeat this with the last wave of reinforcements, taking down the second Cyborg with a Zandatsu after he's been struck by the Pole-Arm.

5. If you experience issues with crowd control, you can optionally drop an EM Grenade, but this shouldn't be necessary if you employ the Pole-Arm at all times. As long as you have already met the Longest Combo requirement, being hit in the final stage of the fight is not necessarily a problem.

PERFECT SHEET & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	1,000
BP	1,000	1,000
Zandatsu	2	1,000
Longest Combo	30	1,000
Kills	10	1,000
No Damage Bonus (Optional)		1,500
Score Total (S-Rank):		**5,000+**

No Kills Strategy (Very Hard & Revengeance):

1. This is essentially the same strategy, but you must sever the legs of the Cyborgs instead of killing them. Be careful to move away immediately to avoid killing them accidentally as you continue your struggle against the Tripods.
2. There is actually a comfortable margin for error due to the No Kills bonus, so don't worry if your best combo is a little short. Securing both the No Kills and No Damage bonus is, in fact, rather simple after a few trial runs.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	750+
BP	1,000	1,000
Zandatsu	0	0
Longest Combo	≥ 20	750+
Kills	10	1,000
No Kills Bonus		1,500
Score Total (S-Rank):		**5,000+**

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MISTRAL

Mistral is the first true "boss" you will encounter on your first playthrough. Though the battle might initially seem chaotic, you will soon learn to identify your opponent's attacks – and react accordingly.

Pole attack: This is Mistral's most frequent attack. She can perform single blows or multiple hits in rapid succession. All of them can be parried, and even met with a Parry Counter.

Pinwheel attack: Mistral usually deploys this move several times in a row, rolling across the battle area. It's possible to parry all of them, though the timing is tight – and may entail multiple parries in quick succession. It's wise to stay away from walls when this attack is in progress, as the timing required to parry two split-second "passes" is ridiculously tight.

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QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

Whip grab: This assault is easy to recognize, as Mistral's whip has a characteristic yellow glow. It can be dodged, but not parried – though you can still set yourself free by rapidly moving from side to side. If you fail to do so, Mistral will hit Raiden with a flurry of blows in a scripted cutscene, causing significant damage.

Diving kick: Another attack that only appears during the second Stage, this recognizable move starts with a single blow, and is followed by a diving kick that has a very long range – but is rather easy to Parry Counter.

Tripod throw: When Mistral is close to a Tripod, she will often grab one and hurl it at Raiden. Thrown Tripods can be dodged, parried, or even sliced in Blade Mode (often dropping recovery items).

Buried whip: This assault is employed in the third and final Stage. Mistral's whip is buried and moves forward at high speed. It can be dodged sideways or parried; a block will propel Raiden backwards.

Whip slashes: During Stage 2 of the confrontation (see overleaf), Mistral employs new whip attacks that have a huge range in all directions, and inflict heavy damage. These can be parried, but the quick pace of the attacks makes it an awkward maneuver. It can be easier to back off and wait out of range.

RANKED BATTLE #10: MISTRAL

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	4:30	2,000
	5:00	1,800
	6:00	1,500
	8:00	1,200
	12:00	1,000
BP	2,500	2,000
	2,000	1,800
	1,500	1,500
	1,000	1,200
	100	1,000
Zandatsu	-	-
Longest Combo	30	2,000
	25	1,800
	20	1,500
	10	1,200
	5	1,000
Kills	25	2,000
	20	1,800
	10	1,500
	5	1,200
	1	1,000
No Damage Bonus		2,000

OVERALL RANK

Score Total	8,000	7,200	6,000	4,800	0
Rank	S	A	B	C	D

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S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** Reach the top of the metal staircase.
- **Recommended Equipment:** EM or RP Grenades
- **Enemies:** Mistral, Tripod x5 (+ endless Tripod reinforcements)
- **Difficulty:** Challenging

Strategy:

1. **Stage 1:** In the opening section of this fight, Raiden must engage Mistral in a circular battle arena. Mistral is accompanied by five Tripods. If you defeat these, their numbers will be replenished by reinforcements. This endless stream of Tripods is the secret to securing 25 kills, as well as a 30-hit combo. Tripods are affected by EM and RP Grenades, so you can use these to becalm them if required. After Mistral has sustained a number of hits (or a single Parry Counter), it is possible to sever her Pole-Arm weapon in Blade Mode (01). This leaves her almost entirely defenseless, so use the opportunity to inflict massive damage. She will eventually fashion another weapon after retreating to a vantage point: wait for her below her position (02) and resume your assault the moment she returns. This section of the battle ends once she falls below 75% total health. In a special scripted scene, Mistral grabs Raiden. Switch to Blade Mode and cut the whip's weak point. The battle will proceed with Stage 2 irrespective of whether you successfully hit it. However, failure will lead to health loss.
2. **Stage 2:** The middle Stage of the battle is fought on top of a pipe. Raiden's range of movement is limited to advancing and retreating, so it essentially functions as a 2D battle. Both Mistral and the Tripods attack with increased aggression. She will regularly employ a whip attack, and throw Tripods at Raiden. Once again, it is necessary to sever her Pole-Arm to render her fully vulnerable to combo attacks: you can achieve this with a single Parry Counter, or by weakening her sufficiently. Try to remain very close to her at all times, alternating between attacking and parrying. When Mistral falls to below 40% health, the battle proceeds to the next area.

3. **Stage 3:** The closing section of the confrontation takes place in a rectangular arena. Mistral will engage Raiden with both pole and whip attacks. Destroying her weapon, as previously, renders her vulnerable to damage. When she falls to 10% health, successfully meeting an Execution prompt ends the battle.

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S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** Pole-Arm, Sai, Pincer Blades, EM Grenades
- **Enemies:** Mistral, Tripods x5 (+ endless Tripod reinforcements)
- **Difficulty:** Demanding

Perfect Sheet Strategy:

1. **Stage 1:** Stay on the move and make regular use of the Pole-Arm to control the crowds of Tripods. Your priority is to remain close to Mistral and aim to Parry Counter her attacks until one connects. As soon as this happens (or once you have weakened her sufficiently), slice her Pole-Arm during the slow-motion sequence, then attack her relentlessly. Use your standard blade for maximum damage and mobility, briefly switching to the Pole-Arm only if necessary for Tripod crowd control. Once she retreats to an inaccessible vantage point, she will throw burning tripods at Raiden. You can easily avoid these by standing below her, though it's also possible to cut them in Blade Mode. When she acquires a new weapon, repeat the previous process until you reduce Mistral's energy to 75%.
2. **Stage 2:** Mistral usually opens this round with a combo attack with her whip, which has an immensely long effective range and is virtually impossible to counter. Simply parry each blow, or retreat out of reach. After this, move close to her and try to perform a Parry Counter to cut her weapon again. If you miss the first opportunity, Parry Counter the follow-up diving kick attack. The key once again is to stay near to Mistral, keeping the Tripods at bay with Pole-Arm swipes when necessary. After breaking Mistral's weapon, be ready to inflict heavy damage; the Pincer Blades are especially effective here, if you dare to risk a mid-battle equipment change. As in Stage 1, Mistral will throw burning Tripods from above (which you can avoid entirely by again positioning Raiden beneath her), then return to close combat with a new weapon. This Stage ends once you reduce Mistral's energy to 50%.
3. **Stage 3:** In this Stage, Mistral has one new attack, where she tears up the ground with her whip. Stay away from the red and white barrels: they will explode if hit. Try to leave a single Tripod alive, as reinforcements will only arrive once the previous wave has been decimated. Proceed as in Stage 1, remaining at melee range at all times (the Sai can help you to stay in contact, if required). As before, aim for a Parry Counter to break her weapon, then follow this with powerful combos. Quickly position yourself below Mistral when she jumps to her vantage point. You can then welcome her back to the arena floor with the Pincer Blades. Charge up an attack by holding Ⓨ/△ then, as she jumps down, unleash the assault (R2). Continue to pummel her with this weapon if it seems likely to finish her off immediately. Once Mistral's health is down to 10%, you need only meet the Execution prompt to end the fight.
4. **Note:** You should easily meet the BP, Longest Combo and Kills requirements by destroying Tripods. The "Plume de l'ange" Pole-Arm combo (Ⓨ, Ⓧ, Ⓨ/△, □, △) is very useful in this task. The time factor (finishing the battle in less than four minutes 30 seconds) is the only one that might pose problems. For a speedy resolution, Parry Counters are vital.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 4:30	2,000
BP	2,500	2,000
Zandatsu	-	-
Longest Combo	30	2,000
Kills	25	2,000
Score Total (S-Rank):		8,000

No Damage Strategy:

1. The No Damage strategy is identical to the one described above. The trick to avoiding damage is to keep the Tripods at bay at all times – either with the Pole-Arm, Ninja Run attacks, or by dashing towards Mistral whenever she moves away. Also, be sure to successfully slice the weak point of Mistral's whip at the end of the first Stage: failure leads to damage.
2. You should have no problem fulfilling the BP, Longest Combo and Kills requirements, so Time is the only possible issue. If you take too long, this is where the No Damage bonus can help. However, this is definitely a confrontation where a Perfect Sheet finish is easier to achieve.

SUGGESTED UPGRADES

After you receive your final ratings for File R-01 during your first playthrough, you will be given the option to visit the Customize menu to invest accumulated BP. At this stage, there are a wide variety of essential upgrades. The following table offers our suggested purchases.

CATEGORY	ADVICE
Main Weapon	Take all three available enhancements for the High Frequency Blade (18,000 BP).
Unique Weapon	Purchase the Pole-Arm (10,000 BP) and its Strength Enhancement 1 upgrade (6,000 BP).
Life	Only one item is available here: Endurance Upgrade 1 (8,000 BP).
Fuel Cells	Purchase Fuel Cell Upgrade 1 (8,000 BP).
Skills	Pick up Aerial Parry (3,000 BP), Defensive Offense (3,000 BP) and Sky High (6,000 BP); if you still have plenty of BP in reserve, Falling Lightning (unlocked once you buy Sky High) is another great purchase (15,000 BP).

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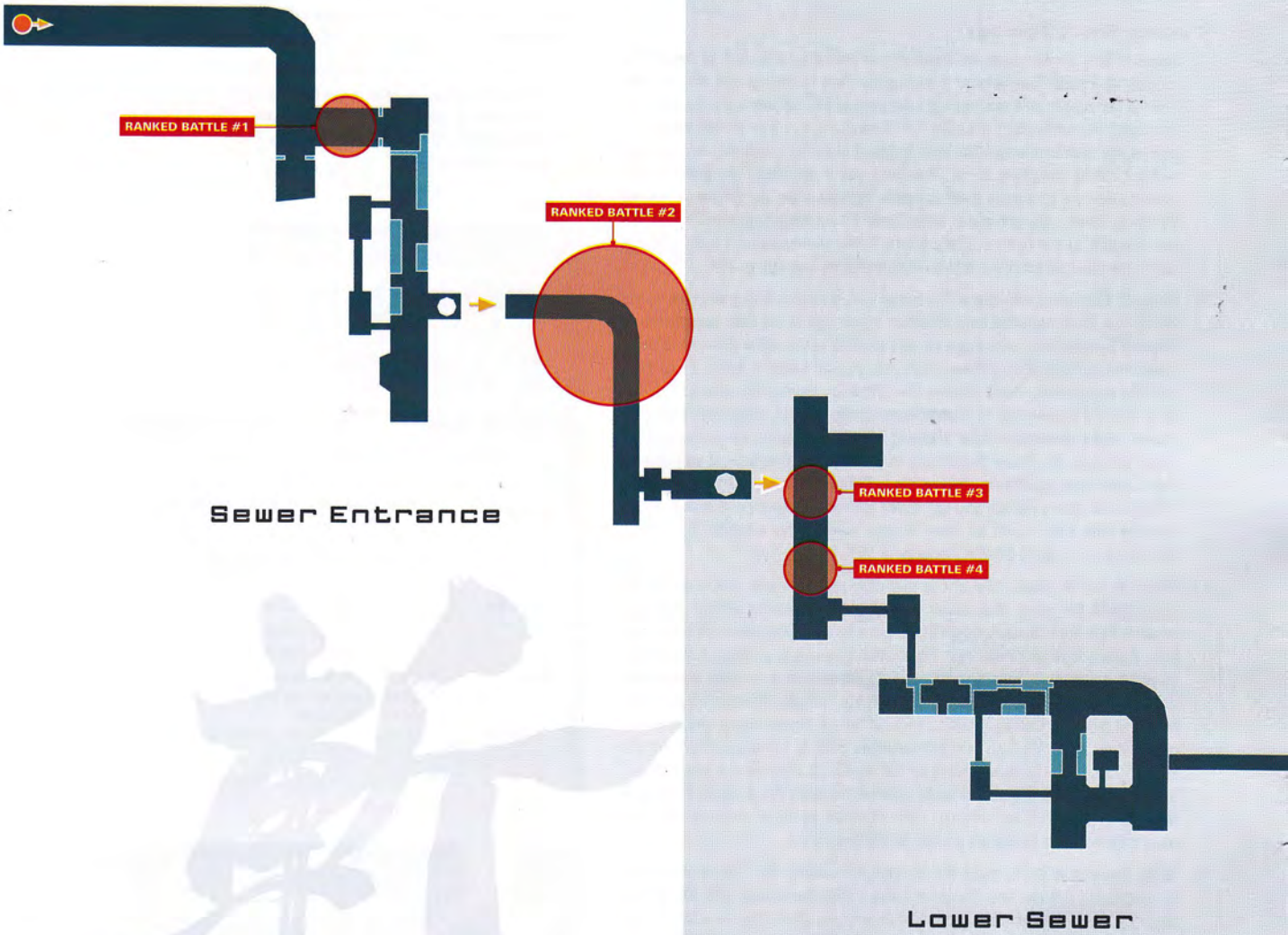
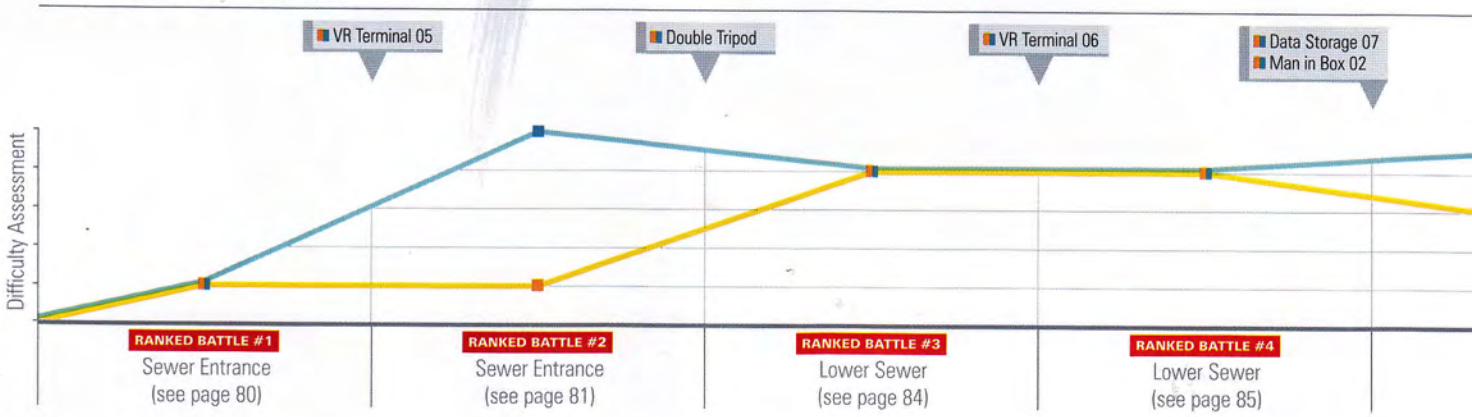
R02 RESEARCH FACILITY



R-02: FILE TIMELINE



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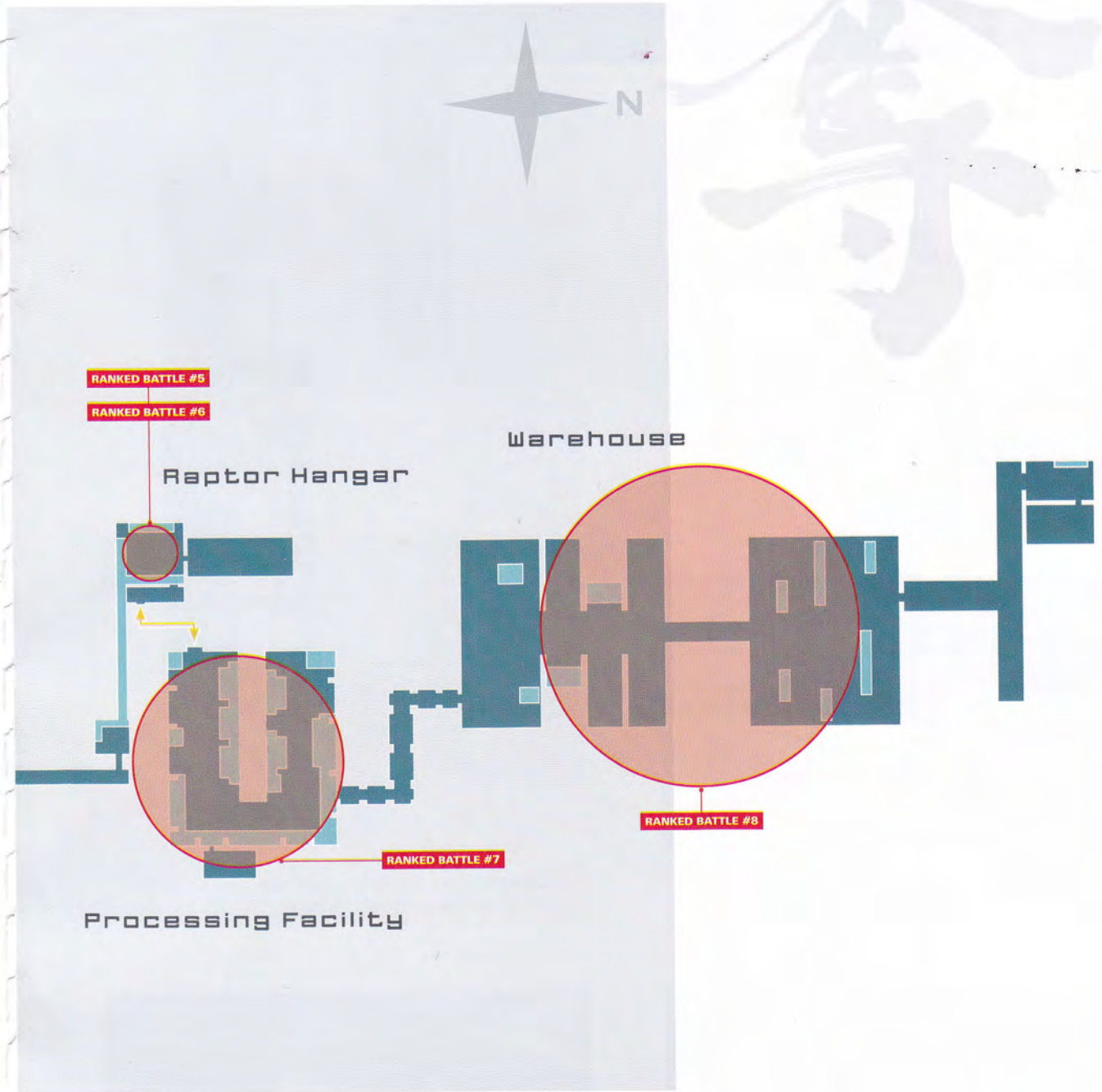
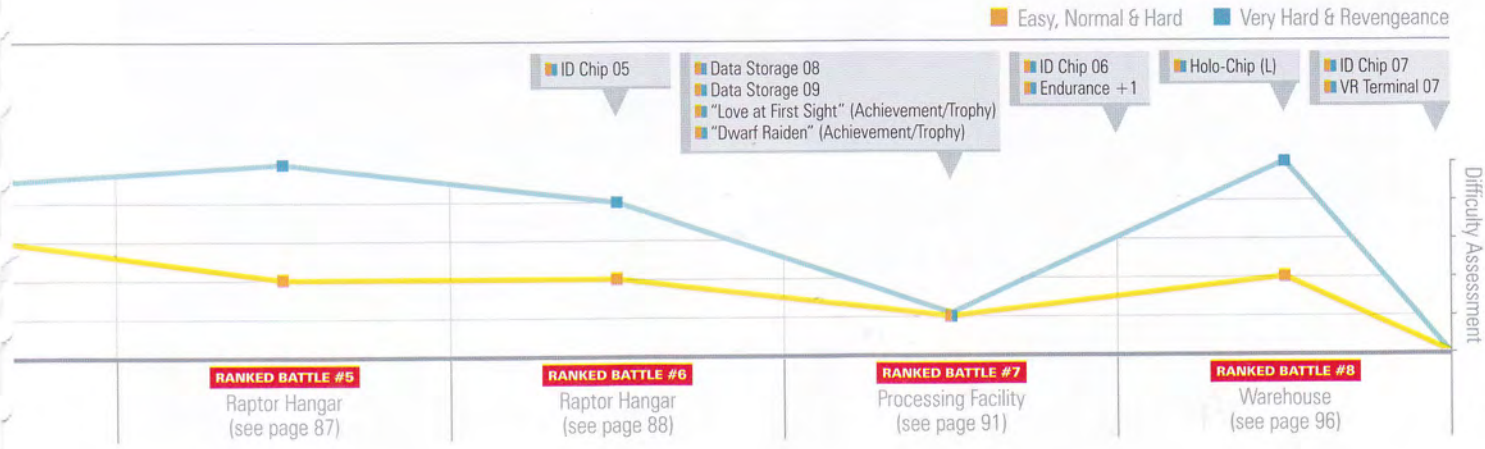
QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07





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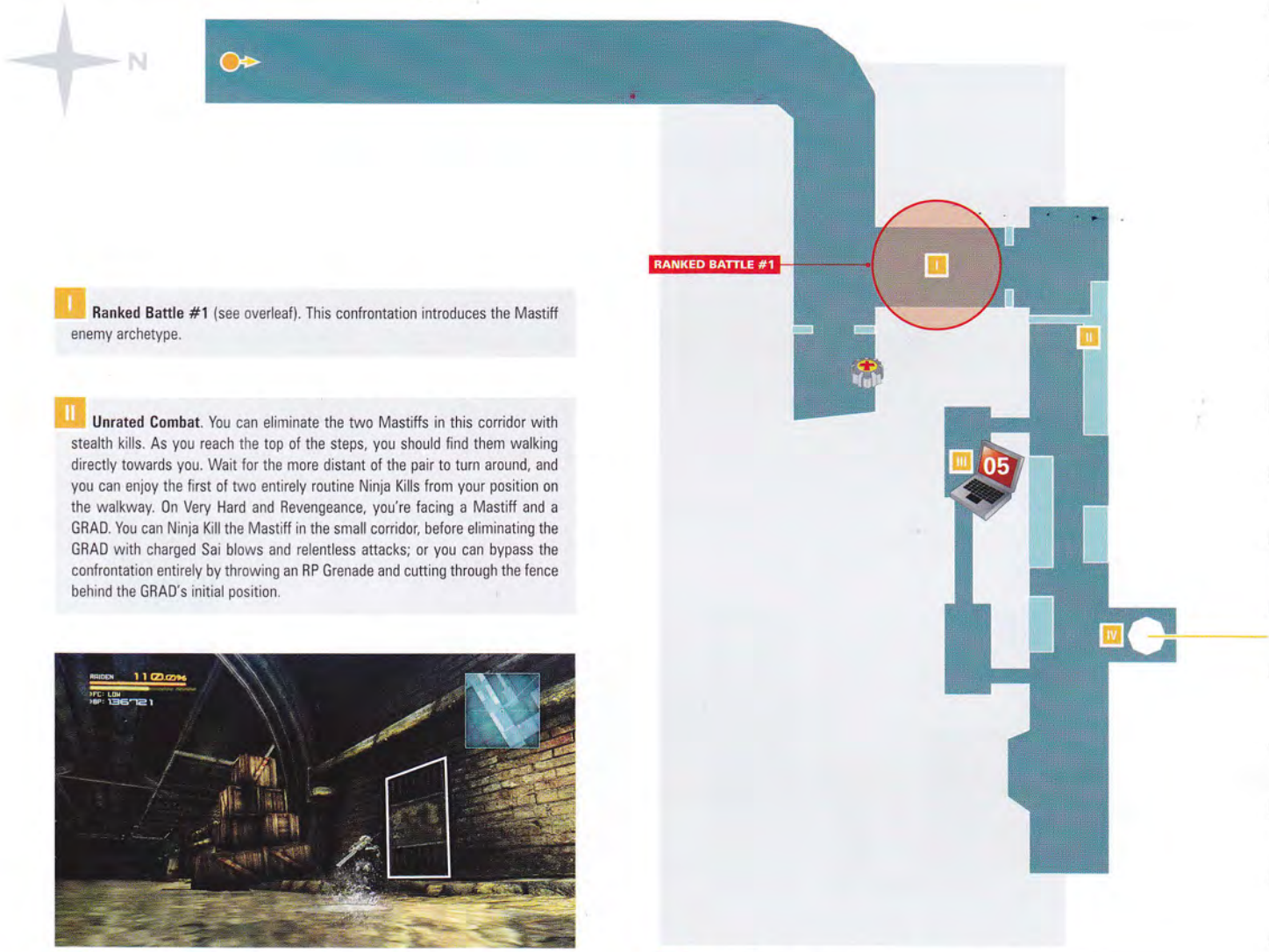
SEWER ENTRANCE



I **Ranked Battle #1** (see overleaf). This confrontation introduces the Mastiff enemy archetype.

II **Unrated Combat**. You can eliminate the two Mastiffs in this corridor with stealth kills. As you reach the top of the steps, you should find them walking directly towards you. Wait for the more distant of the pair to turn around, and you can enjoy the first of two entirely routine Ninja Kills from your position on the walkway. On Very Hard and Revengeance, you're facing a Mastiff and a GRAD. You can Ninja Kill the Mastiff in the small corridor, before eliminating the GRAD with charged Sai blows and relentless attacks; or you can bypass the confrontation entirely by throwing an RP Grenade and cutting through the fence behind the GRAD's initial position.

III Break a door at either end of this adjacent pair of rooms and interlinking corridor to reach **VR Terminal 05**.

IV Equip the Pole-Arm; if you have yet to do so on a first playthrough, you will need to purchase it from the Customize menu beforehand. Slash this fence and drop into the hole to reach the next area of the sewer.

V **Ranked Battle #2** (see overleaf). The battle clock begins as soon as you touch down, so don't delay in engaging the Tripods.

VI As soon as the Ranked Battle ends, backtrack to the start of the tunnel where Raiden first landed. Though the red dot on the Soliton Radar perhaps spoils the surprise, a **Double Tripod** (see box-out) awaits your diligent investigation. You must destroy this secret foe if you wish to unlock the "Tearing Away the Disguise" Achievement/Trophy later in the story.

VII Proceed to the next fence and cut your way through to trigger a cutscene.

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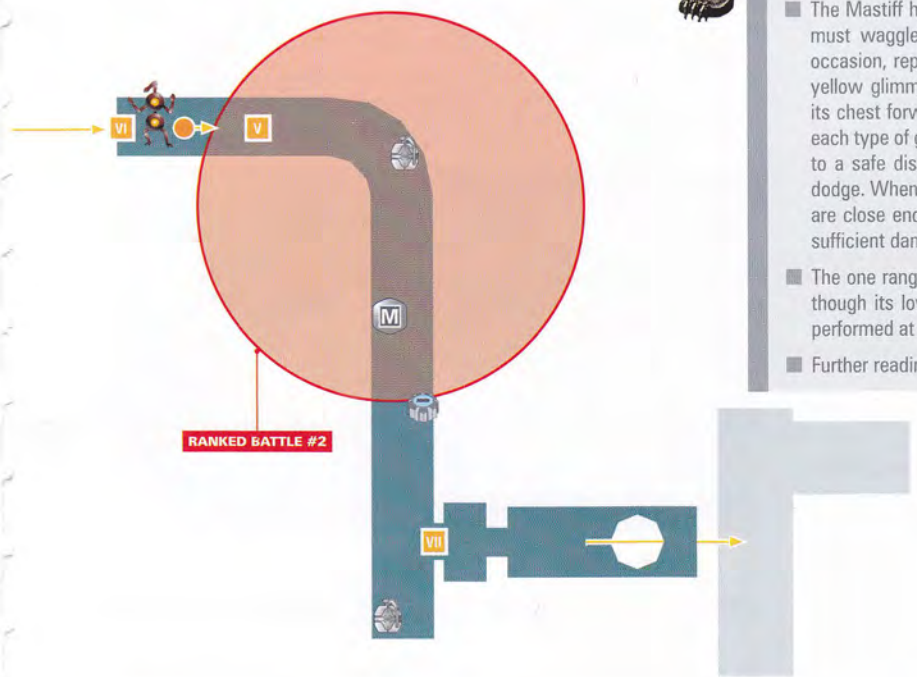
ENEMY ARCHETYPE: MASTIFF

The Mastiff is a tough and agile opponent that can cause you no end of trouble in later encounters – especially when combined with other archetypes. The three occasions when you fight them in this chapter, then, present a perfect opportunity for training: both to readily identify their different attacks, and to develop your ability to eliminate them quickly.

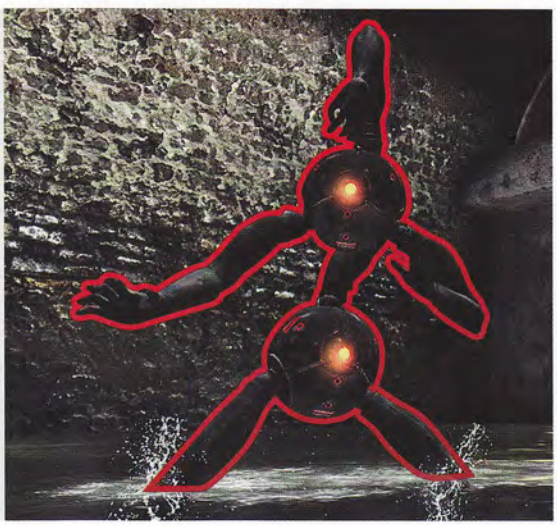
- As with the Armored Cyborg, you must damage the Mastiff before you can slice it in Blade Mode. The progression is identical: arms, then legs, and finally the main body.
- The Mastiff can dance around Raiden and jump off walls prior to melee attacks. When you notice this behavior, you'll eventually recognize it as a cue for an imminent Parry Counter opportunity.
- Most melee attacks performed by the Mastiff are clearly signposted by a brief red glimmer. The most dangerous of these is an uppercut that propels Raiden into the air as the opening strike in a three-hit combo. If you have the unlockable Aerial Parry skill (and, if not, purchase it immediately – see page 75), note that you can end the combo prematurely by parrying the second blow in midair.
- The Mastiff has three different types of grab attack, where you must waggle L rapidly to escape and avoid sustaining (on occasion, repeated) damage. These assaults are presaged by a yellow glimmer; you will also notice that the assailant thrusts its chest forward. Once you recognize the cues, you can evade each type of grab with a jump, by employing Ninja Run to retreat to a safe distance, or through a well-timed Defensive Offense dodge. When the grab is preceded by a power-up phase and you are close enough to attack, you can also cancel it by inflicting sufficient damage.
- The one ranged attack employed by the Mastiff can be parried, though its low accuracy means that is usually only a threat if performed at close range.
- Further reading and in-depth analysis: see page 192.



ENEMY ARCHETYPE: DOUBLE TRIPOD

This "secret" enemy only ever appears in fixed positions, and – unless forewarned – is easy to miss unless you know when and where to look for it. Destroying all five of these as you encounter them in story mode leads to the award of the "Tearing Away the Disguise" Achievement/Trophy. You can find the first Double Tripod after Ranked Battle #2.

- The Double Tripod is made up of two Tripods: one acting as the legs and lower torso, with the second operating as the upper body and arms.
- Double Tripods only have two attacks – a punch and a kick – but there is no cue other than the very short animation sequence to herald an incoming blow. Unless you have mastered the Parry Counter, it's usually better to assail them with a powerful combo; the Pole-Arm enables you to beat them from a safe distance. Once the Tripods separate, you can destroy them with ease.
- Further information: see page 189.



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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	0:50	1,000
	1:00	900
	2:00	750
	3:30	600
	5:00	500
BP	200	1,000
	150	900
	100	750
	50	600
	10	500
Zandatsu	1	1,000
Longest Combo	25	1,000
	20	900
	15	750
	10	600
	5	500
Kills	1	1,000
No Damage Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** Fight begins automatically when you turn left at the first junction in the sewer.
- **Recommended Equipment:** Pole-Arm
- **Enemy:** Mastiff x1
- **Difficulty:** Simple

Strategy:

1. Tracking the movements of the agile Mastiff is a problem during this first encounter, so you may need a handful of restarts to deal with its opening gambit of leaping to a wall before it pummels Raiden (01). It helps to engage Target Lock immediately.
2. After a little practice, you will find it relatively easy to evade damage in the Mastiff's opening attack. At this point, focus on multiple light attacks (and brief defensive interludes, when required) to build up a sufficiently long combo. Ignore Execution prompts until you reach at least 20 hits, then take any such opportunity that arises. As long as you sever a couple of limbs prior to the Zandatsu finish to ensure that your BP and Longest Combo scores are sufficiently high, an S-Rank is assured. Alternatively, continue beating your assailant until he is completely blue and primed for an easy Blade Mode into Zandatsu finish. If you have difficulty achieving the required Longest Combo total, equip the Pole-Arm and employ Ⓨ/△ whenever safe to do so to easily reach the total. With a handful of restarts, it's possible to get a Perfect Sheet finish *and* a No Damage bonus.

3. With a checkpoint at the very start of the battle, this is the perfect place to practice combat against a challenging new opponent, allowing it to attack in order to get a feel for its tactics and techniques. Even if you struggle at first, don't feel compelled to accept your opening result and rush onward.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** Sai
- **Enemies:** Mastiff x1, Slider x2
- **Difficulty:** Simple

No Damage Strategy:

1. The Sliders don't appear immediately at the beginning of the fight when you use the Restart function; this is something that is exploited here. When the battle begins, select this option immediately.
2. As soon as play resumes, take a few steps forward and to the left (to secure a better camera position) and lock the Mastiff, who will jump on the wall before leaping at Raiden. Use the Parry Counter technique to disable him, then enter Blade Mode and secure a Zandatsu for score purposes. On Very Hard, use charged Sai attacks to stun him and grind him down.
3. Go south to greet the Sliders. Use the Sai to pull Raiden close to one (02), then enter Blade Mode for a Zandatsu (though a simple kill will suffice); repeat this with the second to end the battle.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 0:50	1,000
BP	200	1,000
Zandatsu	≥ 0	0+
Longest Combo	≥ 5	500+
Kills	1	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		**5,000+**

Perfect Sheet Strategy:

1. Use the same strategy as described above.
2. When you engage the Sliders, make sure that you land at least 25 cumulative hits on them. You can achieve this by using the Sai to reach the second one as soon as you defeat the first, and by racking up multiple hits in Blade Mode with both.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 0:50	1,000
BP	200	1,000
Zandatsu	1	1,000
Longest Combo	25	1,000
Kills	1	1,000
Score Total (S-Rank):		**5,000**

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RANKED BATTLE #2

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	0:30	1,000
	1:00	900
	1:30	750
	2:00	600
	4:00	500
BP	1,000	1,000
	800	900
	500	750
	250	600
	100	500
Zandatsu	-	-
Longest Combo	30	1,000
	25	900
	20	750
	10	600
	5	500
Kills	8	1,000
	6	900
	4	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	4,000	3,600	3,000	2,400	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** The clock begins ticking as soon as Raiden lands after dropping through the hole.
- **Recommended Equipment:** Pole-Arm
- **Enemies:** Tripod x9
- **Difficulty:** Simple

Strategy:

1. You must kill the Tripods that lie in wait on the roof of the tunnel. These enemies are clearly visible as red dots on the Soliton Radar, and will drop down to engage Raiden when he moves within range.
2. On a first attempt, a No Damage bonus is by far the most sensible way to achieve an S-Rank. The new Pole-Arm weapon makes this an uncomplicated task. Ignore the initial Tripod as it scampers out of sight. With one eye on the Soliton Radar, run forward to trigger each group of Tripods in turn. As soon as the distinctive "alert" sound effect plays, begin twirling the Pole-Arm with Ⓨ/△ as the Tripods drop down. Try to press forward quickly between groups to reach a 30-hit combo. This isn't strictly necessary with a No Damage bonus, but securing additional BP is always wise on Normal and Hard.
3. Continue forward, following the tunnel's curve to the right and repeating the same tactic, until all Tripods have been destroyed.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** RP Grenades, Pole-Arm/Sai
- **Enemies:** Armored Cyborg x2, Tripod x7
- **Difficulty:** Demanding

No Damage & No Kills Strategy:

1. Ninja Run directly ahead from the instant you have control of Raiden, staying close to the right-hand wall to avoid the first two rockets (03),

pressing Ⓧ/□ like crazy to smash nearby Tripods aside and reduce the likelihood of a grab. As you move close to the first Cyborg, activate Ripper mode (while running) and attack him a couple of times, then cut off one of his limbs (04). This should take no more than a couple of seconds. If you're too slow, you'll be hit by a rocket from the second Cyborg.

2. Immediately move on to the second Cyborg. As before, weaken him while still in Ripper mode, then enter Blade Mode; cut off one of his limbs if you're aiming for the No Kills bonus, or just tear him apart.
3. Finally, take care of the Tripods, who should be closing in as a pack. Destroy them with a long Pole-Arm combo to meet the consecutive hits requirement.

NO DAMAGE & NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	900+
BP	1,000	1,000
Zandatsu	-	-
Longest Combo	≥ 20	750+
Kills	≥ 7	900+
No Damage Bonus		1,500
No Kills Bonus (Optional)		1,500
Score Total (S-Rank):		4,000+

Perfect Sheet Strategy:

1. Follow the exact same strategy as above, but make sure you destroy at least one of the Armored Cyborg. The main challenge is the time constraint. To finish in under 30 seconds, each Cyborg should be dealt with in approximately two seconds.
2. With this exacting first step completed, turn around and finish off the Tripods with a long, 30-hit Pole-Arm combo. The trick here is to advance in a straight line to take them all down in a single efficient combo.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 0:30	1,000
BP	1,000	1,000
Zandatsu	-	-
Longest Combo	30	1,000
Kills	8	1,000
Score Total (S-Rank):		4,000

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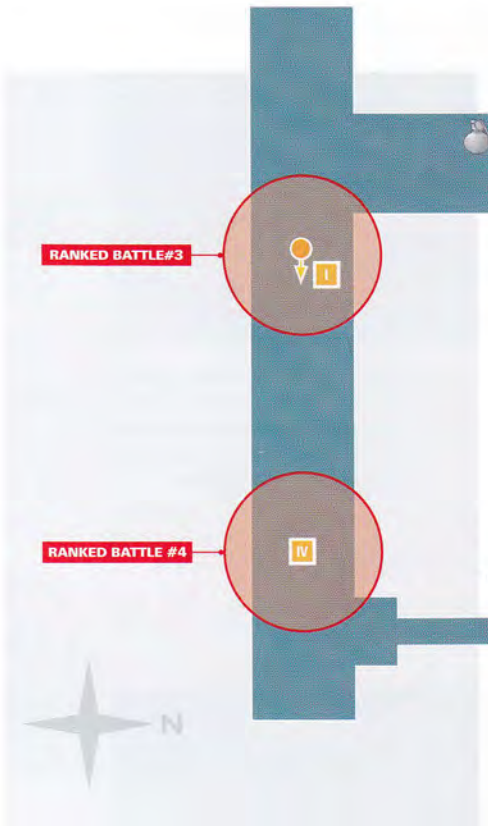
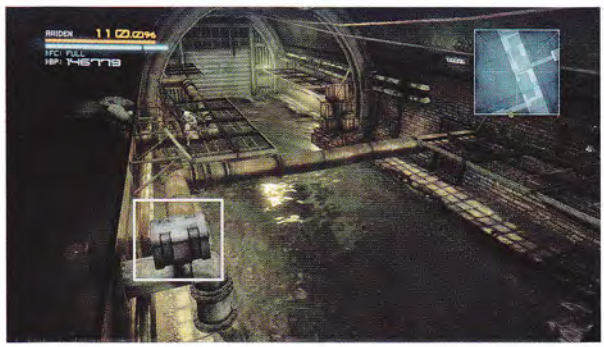
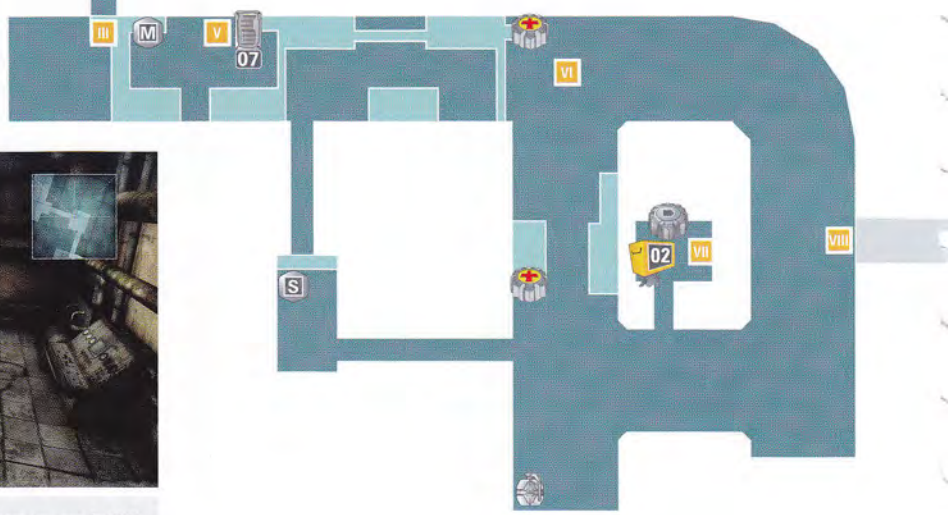


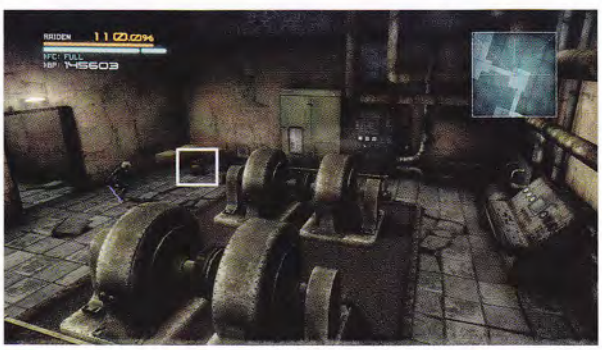


V **Data Storage 07** is located in a locked container in this position, on a pipe that you can only reach via the destructible walkways. If you accidentally destroyed an essential section of the catwalks earlier, select Restart to restore the scenery to its original state: Raiden will be returned to the checkpoint at the end of Ranked Battle #4.

VI **Unrated Combat**. Players who have no need to pick up collectibles, unlock Achievements/Trophies or amass BP can run straight for the exit to bypass this area without conflict (see **VIII**). When you enter, you will find a Vodomjerka patrolling in an anticlockwise direction. You can easily avoid a battle by running up behind it to perform a Ninja Kill, though it might take a little while to catch it. Killing the first Vodomjerka leads another to appear, which will follow an identical patrol route; in total, you can spawn an additional three. If you completed Ranked Battle #4 earlier, you can unlock the "Pondscum" Achievement/Trophy for killing five of these foes in total here.



I **Ranked Battle #3** (see overleaf). This begins as soon as you land in this area from the previous tunnel.



II Cut through the metal doors to reach this small room, where you can find **VR Terminal 06** and a bleeding-edge application of stealth technology: the foil-lined Cardboard Box (see page 32). Continue through the next two doors to reach a new area.

III **Unrated Combat**. In this tunnel, three Mastiffs patrol along preordained routes. On first entry (or following a restart, which places you back in the room with the VR Terminal), sprint directly for the Mastiff on the opposite walkway. Slow down when you get close and perform a Ninja Kill before it can leap to the next metal platform in line, then immediately align Raiden to execute another Ninja Kill on the Mastiff walking below. The final target follows an anticlockwise patrol on the walkways at the end of the tunnel. You can safely approach via the water, then use the pile of crates to reach its position for a final stealth kill.

IV **Ranked Battle #4** (see overleaf). When the final Mastiff falls, a Codec prompt directs you to an "optional" battle in an earlier area. Though you can technically skip this, it's better to head straight for the specified position to obtain a Rank and meet a new type of enemy.

VII Enter the central room by destroying this metal door, then attack the Cardboard Box (note the distinctly darker color when compared to the other boxes in the room, and the presence of holes at either end) to reveal **Man in Box 02**.

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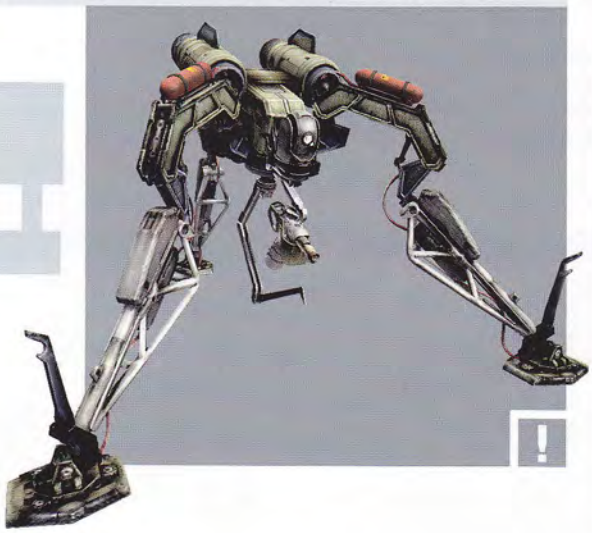
ENEMY ARCHETYPE: VODOMJERKA

The Vodomjerka is found exclusively in the sewers during the opening half of File R-02, and appears in a single Ranked Battle.

- This distinctive mechanical "pond-skater" has two melee attacks. The first is a jet-powered lunge, which is fairly simple to Parry Counter for an immediate Execution. The second is a spinning attack that inflicts multiple hits at close range; you must parry repeatedly to block these, with a Parry Counter only possible on the final blow.
- The Vodomjerka's signature attack is to set Raiden ablaze with its flamethrower. This cannot be parried, and inflicts damage for as long as he is on fire, though you can extinguish the flames with a burst of Ninja Run. As with most other unblockable attacks, evasion or retreat are the best solutions. With precise use of L and the Defensive Offense dodge, it's possible to maneuver Raiden to the side or rear of the Vodomjerka just before the flamethrower is activated.
- Take care that you don't strike the tanks situated on the upper section of each leg with melee attacks or Blade Mode slices: these explode when hit, dealing damage to Raiden.
- Vodomjerka are armored opponents, which precludes immediate Blade Mode finishes, but they're much less resilient than other foes in this category. With practice, you can hit their legs with a combo of four or five strikes, then perform an Execution or jump for a finishing Zandatsu on the torso.
- Further reading and in-depth analysis: see page 196.



VIII Finally, approach this position and study the wall in AR Mode; attack the weak spot to cut through the hidden door.

ENEMY ARCHETYPE: RAPTOR

A sleek, fast-moving evolution of the Gekko, the Raptor is an opponent that will continually test your ability to manage and control combat encounters where it appears. With varied projectile attacks, and an idiosyncratic relationship with Execution moves and Zandatsu finishes, it is a difficult, technical enemy type that will take much practice to master.

- As with other armored enemies, you must inflict damage on the Raptor to slice it in Blade Mode. It also shares the Gekko's ability to evade Parry Counters until it has sustained a preset level of damage.
- All melee attacks performed by the Raptor can be parried (and countered), though the speed of its movement makes for fraught encounters whenever you meet them in packs, or when they support other assailants. One attack (a swing of the Raptor's neck) can propel Raiden into the air. You can only block the follow-up blows if you have unlocked the Aerial Parry skill.
- Raptors are armed with either machine guns (which can be blocked with Ninja Run) or missiles, which can be parried. However, they also have two unique Electromagnetic Generator attacks that can temporarily stun Raiden. The first is an expanding bubble; the second is a smaller "homing" EM bubble that leisurely (yet ominously) drifts in Raiden's direction. The damage inflicted by these attacks is relatively inconsequential, even on higher difficulty levels: the danger is the harm that might be inflicted before you can revive Raiden with L. Though it is possible to slice the "core" of the EM bubbles in Blade Mode, evasive maneuvers are more practical in pitched battles.
- Inflicting sufficient damage in short order will provide an instant Execution opportunity against a Raptor. In the process of performing the Execution move on a Raptor, Raiden will hurl the Tripod "pilot" into the air from its position in the torso. You should ideally slice this as you enter Blade Mode to increase your kill count, though a successful Zandatsu finish is always a higher priority.
- Raptors have a unique behavior: when you kill one, any remaining Raptors may enter an "enraged" state, as signaled by a distinct red highlight. This enhances their speed, damage, resilience and attack frequency.
- Performing accurate Zandatsu finishes against Raptors is more difficult than with other foes, as their Electrolyte Core is actually further back inside their bodies. The trick is to aim slightly to the left of the weak spot, taking its actual "depth" into account.
- Further reading and in-depth analysis: see page 194.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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RANKED BATTLE #3

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:30	1,000
	2:00	900
	2:30	750
	5:00	600
	8:00	500
BP	800	1,000
	600	900
	400	750
	200	600
	100	500
Zandatsu	3	1,000
	2	750
	1	500
Longest Combo	30	1,000
	25	900
	15	750
	10	600
	5	500
Kills	3	1,000
	2	750
	1	500
No Damage Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** Begins after the cutscene after you cut through the fence in the second tunnel section.
- **Recommended Equipment:** EM/RP Grenades, Sai
- **Enemies:** Raptor x3
- **Difficulty:** Challenging

Preface (Easy, Normal & Hard):

- You face three Raptors on all difficulty settings, with the No Damage approach presenting the most universally approachable S-Rank strategy. You will not have the Sai weapon or access to Ripper Mode during your first playthrough, you shouldn't you really be attempting to secure perfect scores on your story mode debut: you lack the practice and upgrades that will make this feat a brief diversion at a later date.
- Note that you can collect two EM Grenades earlier in R-02, so supplies of this item should not be a problem.

No Damage Strategy:

1. Quick-throw an EM or RP Grenade to neutralize the three Raptors at once (01). Hit the closest one with due vigor to trigger an Execution (this, naturally, requires a full Fuel Cell Gauge) and finish him off with a Zandatsu.
2. As soon as Raiden lands, face the two remaining Raptors and quick-throw another RP/EM device. Unleash hell on a second Raptor until you trigger a second Execution, then finish him in the same manner as before.
3. Acquire a Target Lock on the final Raptor, and defeat him with a charged Sai attack followed by a powerful combo.
4. Note that you can alternatively use Ripper Mode in quick bursts to weaken the Raptors one by one, then eliminate them with Zandatsu finishes. To make the whole fight as easy as possible, simply throw an EM/RP Grenade before activating Ripper Mode, and then slay all three at once (02). You should easily meet the combo requirement, but make sure to Zandatsu at least one or two of the Raptors for score purposes.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:30	750+
BP	≥ 400	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	3	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		**5,000+**

Perfect Sheet Strategy:

- Follow the "No Damage" strategy, but be sure to finish off each enemy with a Zandatsu, and build a long combo with at least two of the Raptors to meet the 30-hit requirement. This, naturally, necessitates additional slicing in Blade Mode.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	1,000
BP	800	1,000
Zandatsu	3	1,000
Longest Combo	30	1,000
Kills	3	1,000
Score Total (S-Rank):		**5,000**

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RANKED BATTLE #4

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	2:30	1,000
	3:00	900
	4:00	750
	6:00	600
	10:00	500
BP	1,000	1,000
	800	900
	500	750
	250	600
	100	500
Zandatsu	3	1,000
	2	750
	1	500
Longest Combo	30	1,000
	25	900
	20	750
	10	600
	5	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** Begins when you backtrack to the area highlighted by the waypoint marker.
- **Recommended Equipment:** RP/EM Grenades, Pole-Arm
- **Enemies:** Vodomjerka x1 (+ Vodomjerka x1, Tripod x6; followed by Vodomjerka x2, Tripod x3)
- **Difficulty:** Challenging

Preface (Easy/Normal/Hard):

- Beating this battle with an S-Rank is only possible once you master the art of eliminating the rare Vodomjerka enemy type in an unfussy, entirely businesslike fashion.
- Don't feel obliged to attempt a Perfect Sheet *and* a No Damage bonus. Some players may find that a fast and methodical Perfect Sheet run is harder than a slower, defensively focused No Damage-only approach.

Perfect Sheet & No Damage Strategy:

1. Parry Counter the initial lunging attack of the first Vodomjerka to trigger an Execution (03); if you miss the window and simply block, or if the Parry Counter doesn't work, destroy it with a more standard approach.
2. Consult the Soliton Radar to locate the second Vodomjerka: it usually appears on the east side of the main corridor, whereas the six Tripods spawn further away on the west side and take a few seconds to close in. Take care of the Vodomjerka as quickly as possible (stay close and hit it relentlessly, focusing on a single leg until it is ripe for a Zandatsu), then destroy the Tripods with the Pole-Arm.
3. The last two Vodomjerka usually appear from both sides; quick-throw an RP/EM Grenade to incapacitate them and destroy one of them rapidly. Employ the Pole-Arm regularly in the last part of the fight, both to repel the Tripods and to increase the combo count to above 30 hits.
4. Note that dispatching the Vodomjerka is very easy with Ripper Mode: you can weaken them with a blow or two, then perform a static jump prior to a quick Zandatsu finale (04). It's as simple as that. Knowing this, you can alternatively follow the general strategy presented above, but dispatch the first three Vodomjerka in this manner. Every Zandatsu will replenish your Fuel Cell Gauge for the next kill, but don't forget to disable Ripper Mode during the third Zandatsu. This leaves you in a great position to build a long Pole-Arm combo with the Tripods and the final Vodomjerka.

03

04

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:30	1,000
BP	1,000	1,000
Zandatsu	3	1,000
Longest Combo	30	1,000
Kills	5	1,000
Score Total (S-Rank):		5,000

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 10:00	500+
BP	1,000	1,000
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	5	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

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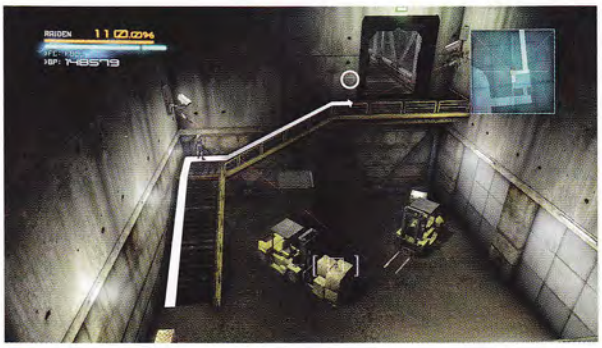
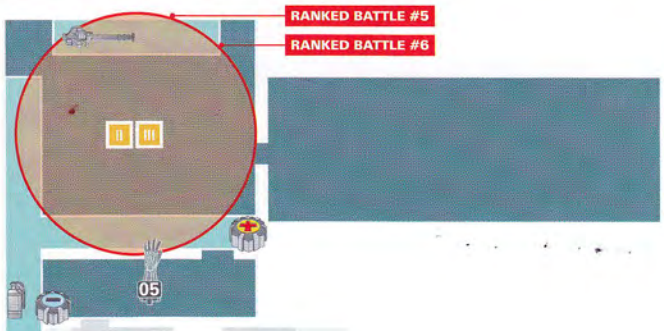
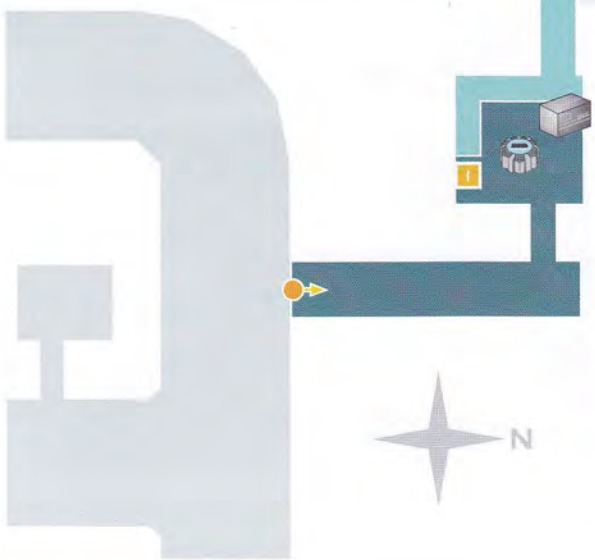
RAPTOR HANGAR





I You can simply avoid the Gun Cameras as you follow the corridors to reach the main facility: there is no bonus for destroying them. Operate the control panel beside the door at the top of the steps in the small storage room to reach a long corridor. Be sure to open the container at the end: this provides you with your first Red Phosphorus Grenade. RP Grenades are a staple of many S-Rank strategies, especially on higher difficulty levels.

II **Ranked Battle #5** (see below) begins when you engage the hostiles in this room. While you can eliminate them with Ninja Kills, this will lead to a loss of a Rank for this battle.



III **Ranked Battle #6** (see overleaf) takes place after a cinematic interlude that begins once you operate the door panel. Note that a Cyborg in this fight possesses **ID Chip 05**. Be sure to relieve this opponent of his left hand before you defeat him. When the battle ends, approach the position marked here and interact with the inactive Tripod to continue.

RANKED BATTLE #5

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	2:00	1,000
	2:30	900
	3:00	750
	6:00	600
	8:00	500
BP	1,000	1,000
	800	900
	500	750
	250	600
	100	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500

CATEGORY	REQUIREMENT	SCORE
Longest Combo	30	1,000
	25	900
	20	750
	10	600
	5	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	**S**	**A**	**B**	**C**	**D**

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S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** The battle timer starts ticking as soon as you enter the room.
- **Recommended Equipment:** Pole-Arm
- **Enemies:** Cyborg x3, Raptor x1 (+ Raptor x1 on defeat of Cyborg x3 or original Raptor)
- **Difficulty:** Moderate

Strategy:

1. Securing a No Kills bonus is arguably the easiest way to achieve an S-Rank during early playthroughs. Ninja Run to the lower level, then angle your approach to align the two Cyborgs at the far side of the room and hit them both with a Ⓨ/△ Sliding Tackle. Enter Blade Mode immediately and cut their legs off as Raiden skids beneath them (01).
2. You may not have sufficient Fuel Cell energy for a second slide attack, so quickly approach the third Cyborg; he will exchange his assault rifle for a baton. Wait for his first melee attack and meet it with a Parry Counter, then enter Blade Mode and sever his legs.
3. The first Raptor will now be active, with another due to arrive at any moment. Your first priority is to build up a 30-hit combo, breaking out the Pole-Arm to accelerate this process whenever it is safe to do so. It can be tough when both targets attack at once. Focus your efforts on weakening the first Raptor to arrive, then finish it off with a Zandatsu when the opportunity is available. If successful, this will completely replenish your Fuel Cell Gauge – which means that you should be able to eliminate the second with an Execution. It is possible (albeit only just) to secure an S-Rank without a single Zandatsu, though obtaining one will compensate for failings in other score categories.

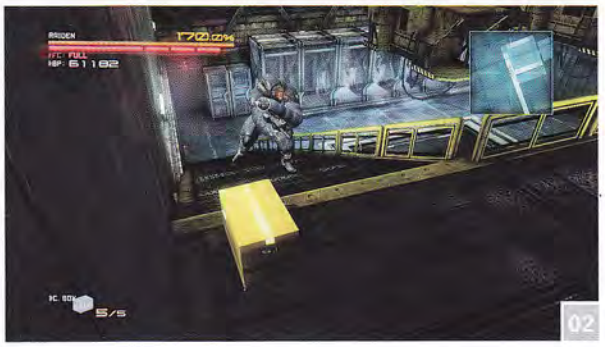
S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** RP Grenades, Sai
- **Enemies:** Mastiff x3 (+ Raptor x1 shortly after the battle begins)
- **Difficulty:** Demanding

No Damage Strategy:

1. A No Damage bonus is the *only* way to achieve an S-Rank on higher difficulty levels. Enter the room and hide in a Cardboard Box close to the entrance. Wait for approximately 40 seconds until a Mastiff walks up the stairs (02), then Ninja Kill it when it turns away.
2. From the upper platform, perform a Ninja Kill on the closest Mastiff below.
3. Acquire a Target Lock on the final Mastiff and try to eliminate it with a Parry Counter followed by a Zandatsu. You could alternatively quick-throw an RP Grenade to neutralize it, then take it down without delay (possibly in Ripper Mode).
4. Use the Sai to incapacitate the Raptor, then hit it hard and finish it off with an Execution followed by a Zandatsu, cleaving the Tripod pilot in the process.



Imperfect Sheet Strategy:

The revised enemy set on Very Hard and Revengeance makes it impossible to achieve a Perfect Sheet finish, but the following strategies can be combined with a No Damage bonus to pick up an S-Rank.

1. **RP Grenade:** As soon as you enter, run on the upper walkway and throw an RP grenade in the center of the room. Ninja Kill two Mastiffs before the smoke dissipates, securing a Zandatsu on both. You can now quickly destroy the third Mastiff and the Raptor with an Execution, using charged Sai attacks to disable them beforehand.
2. **Parry Counter** (Revengeance): As soon as you enter the room, Ninja Kill the closest Mastiff from above. Parry Counter the two remaining Mastiffs in succession, employing precise and fast Zandatsu finishes for both. The second usually attacks a few seconds after the first, so there's no margin for error or delay. You can then focus on the Raptor, which you can stun with the Sai and finish off with an Execution and a Zandatsu. This is a high-risk, high-reward strategy that may require several restarts.
3. **Ripper mode:** After eliminating the first Mastiff with a Ninja Kill, snap-throw an RP Grenade and activate Ripper Mode. Weaken the two remaining Mastiffs with a couple of blows and finish them off with an Execution and Zandatsu. Use the same approach against the Raptor. Two blows are usually sufficient to elicit the Execution prompt. If you land an extra strike inadvertently, you may lose the opportunity.

IMPERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	1,000	1,000
Zandatsu	4	900
Longest Combo	30	1,000
Kills	5	1,000
Score Total (S-Rank):		**4,900**

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	750+
BP	≥ 500	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	5	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		**5,000+**

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:00	1,000
	1:30	900
	2:00	750
	4:00	600
	6:00	500
BP	1,000	1,000
	800	900
	500	750
	250	600
	100	500
Zandatsu	6	1,000
	4	900
	3	750
	2	600
	1	500
Longest Combo	30	1,000
	25	900
	20	750
	10	600
	5	500
Kills	6	1,000
	5	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

SLIDING TACKLE

On a first playthrough, the two battles in the Raptor Hangar area offer a great opportunity to practice a new attack style. Ninja Run towards a Cyborg opponent, tap Y/△ to slide at them as you approach, then immediately enter Blade Mode for a quick Zandatsu finish as they fly through the air (03); the latter part is an essential step, as it replenishes the Fuel Cell Gauge for the next attack. This is an easy way to defeat Cyborgs that do not wear armor, though it can be also used to bowl certain opponents off their feet. See page 206 for further details.

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** After the cutscene that follows Ranked Battle #5.
- **Enemies:** Cyborg x4 (+ Cyborg x2)
- **Difficulty:** Moderate

Strategy:

1. Playing this battle for the first time, focus on collecting **ID Chip 05** from the Cyborg highlighted in the accompanying screenshot (04). Once you have acquired this, you can select Restart immediately to play the battle for a better Rank.
2. Securing a No Damage bonus is definitely the way to go here. The fight isn't difficult, but the time limit might be too tight for most players on early playthroughs.
3. Start by performing the Sliding Tackle/Zandatsu attack on the Cyborg armed with two blades in the doorway. Immediately turn right, through the doorway, and repeat it on the next Cyborg: he's armed with an assault rifle, so a far greater threat to your prospective No Damage bonus than the opponents with swords. Run towards the end of the narrow room and turn: this should give you the opportunity to hit the next two Cyborgs with a single slide as they run to engage Raiden, curtailing their enthusiasm permanently with a double Zandatsu conclusion. Your last real challenge of note is to Ninja Run back into the main room and perform a slide on a second Cyborg with an assault rifle. You can then eliminate the last Cyborg in any way you please, just as long as you avoid damage.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** EM/RP Grenades, Sai
- **Enemies:** Cyborg x3 (+ Raptor x2 after a short delay)
- **Difficulty:** Challenging

No Damage Strategy:

1. You need to dispatch the three Cyborgs without pause, working from right to left. A very fast way to do this is to rush at them with a Sliding Tackle, then kill them in Blade Mode during the slide. You don't necessarily need to secure a Zandatsu finish with all three, but it's important with the last one to replenish the Fuel Cell Gauge. With this approach, you can eliminate all three before the Raptors become active.
2. Quick-throw an EM/RP device (note that the RP Grenade is more efficient here because of its larger area of effect), then quickly destroy a Raptor with an Execution; be sure to slice the Tripod during the Zandatsu (05).
3. Use the Sai to stun the second Raptor before you dispatch it.

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Imperfect Sheet Strategy:

As in Ranked Battle #5, the removal of one opponent on Very Hard and Revengeance means that you cannot secure the full Zandatsu bonus. The following tips should enable you to maximize all score categories in conjunction with a No Damage bonus to achieve an S-Rank.

1. You can proceed as described in the No Damage strategy, but must achieve a Zandatsu finish on all targets.
2. For the Longest Combo requirement, slice both Raptors with abandon while in Blade Mode before you complete the Zandatsu. You can use the Sai to keep the combo count active as you turn your attention from the first Raptor to the second (05).
3. For the Time requirement, you can speed things up by taking down the Raptors with Parry Counters – unless, that is, they opt to use their EM assaults. Another alternative is to use Ripper Mode to create Execution opportunities without delay.

IMPERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	1,000
BP	1,000	1,000
Zandatsu	5	900
Longest Combo	30	1,000
Kills	6	1,000
Score Total (S-Rank):		**4,900**

No Kills Strategy:

1. Dispatch the three basic Cyborgs, as quickly as possible, with a single horizontal slice of their legs.
2. Pummel one of the Raptors to death to refill your Fuel Cell Gauge (an RP Grenade can help here), then disable the second one with a charged Sai attack and get rid of it with an Execution/Zandatsu combination. This approach makes the battle rather easy.

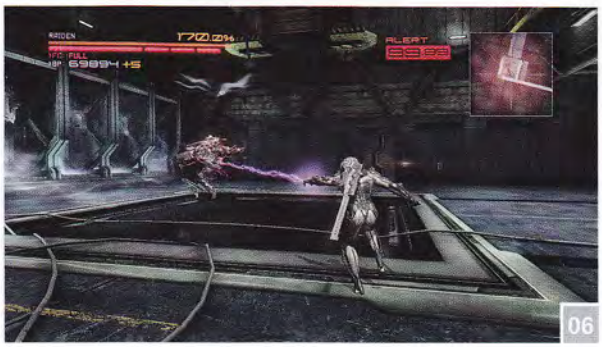
NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	750+
BP	≥ 500	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	6	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		**5,000+**

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	900+
BP	≥ 500	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 20	750+
Kills	≥ 2	600+
No Kills Bonus		1,500
Score Total (S-Rank):		**5,000+**

05



06

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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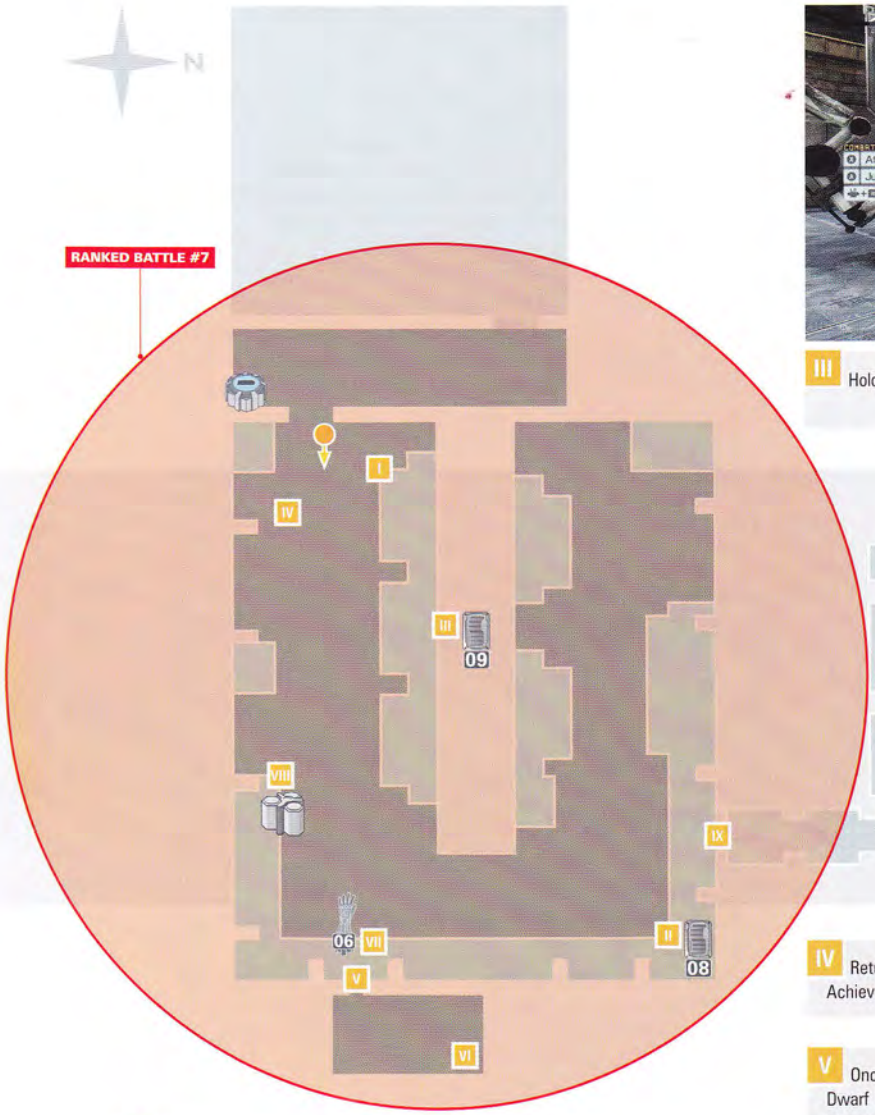
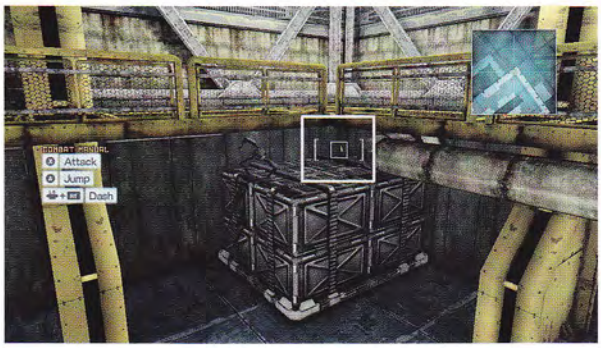
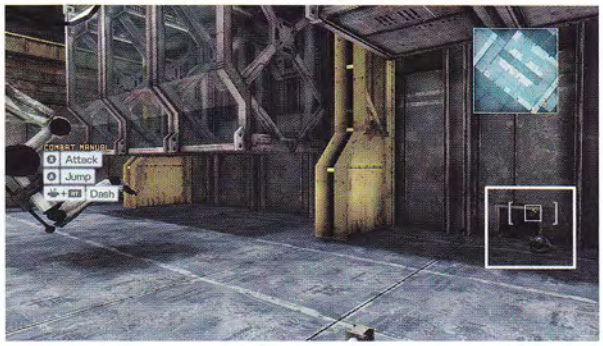


I **Ranked Battle #7**. Though it's not immediately apparent, the whole sequence where you control a Tripod (referred to with their alternate alias, Dwarf Gekko, in the introduction) is a unique Ranked Battle where the challenge is to reach an exit point within a time limit without sustaining damage. If you have already picked up all Achievements, Trophies and collectibles in this area on a previous playthrough, consult the Ranked Battle #7 text to refresh your memory on how to speed through this area in less than a minute. If, however, this is your first time in control of a Dwarf Gekko, then you have plenty to do and find before you depart. Start by incapacitating all Cyborgs in the area to obtain an Achievement/Trophy, and to remove all potential hazards from the area: see "Dwarf Raiden" overleaf.



II You should now pick up two items that you cannot reach when Raiden visits this location later. Jump on top of this crate to collect **Data Storage 08**.

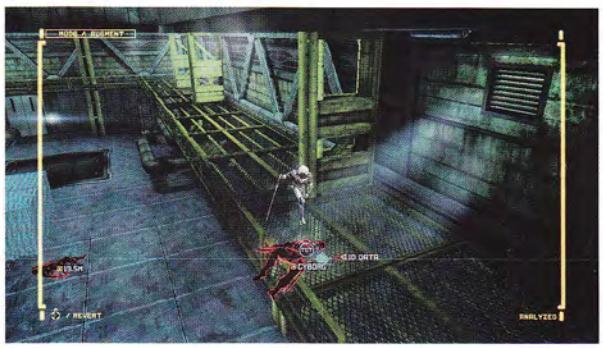


III Hold RT/R1 to enter this duct to obtain **Data Storage 09**.

IV Return to the start of the area and find all five Tripods in the area to obtain an Achievement/Trophy: see "Love at First Sight", overleaf.

V Once you have finished the optional tasks, your final task is to guide the Dwarf Gekko to the exit vent. On a later playthrough, you can ignore these steps and directly follow the strategy set out in the Ranked Battle #7 text to obtain an S-Rank.

VI Interact with the terminal on the other side of the vent to trigger a cinematic and, following that, return control to Raiden for an **Unrated Combat** section. The five Tripods in the area will automatically attempt to engage Raiden as he moves through the room. If you followed our advice to incapacitate the Cyborgs, you will find them all sleeping soundly – and still steaming. Feel free to attack them (they won't wake up) and perform Zandatsu finishes to obtain extra BP, if you wish.



VII The Cyborg incapacitated by the vent has **ID Chip #6** embedded in his left hand. Line up a precision strike in Blade Mode to obtain it.

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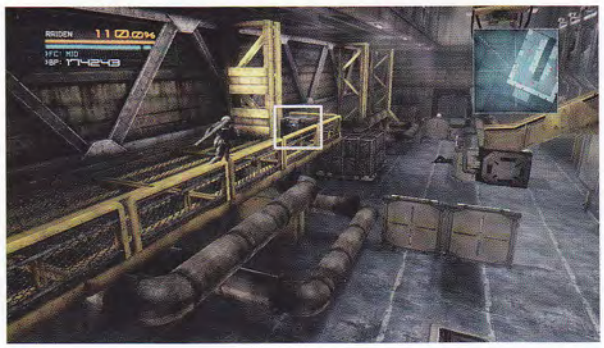
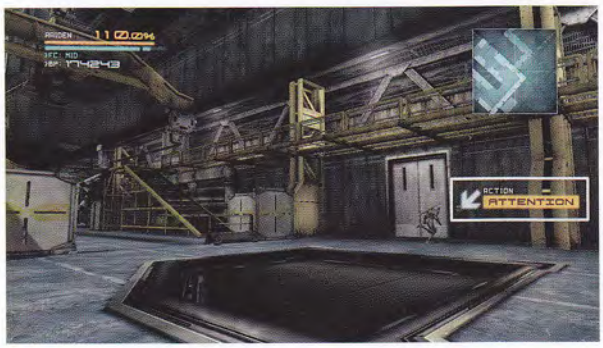


VIII A locked chest at the end of the walkway contains the second **Endurance +1** upgrade.



IX Interact with the panel beside this door to enter the next area of the facility.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

RANKED BATTLE #7

RANK SHEET

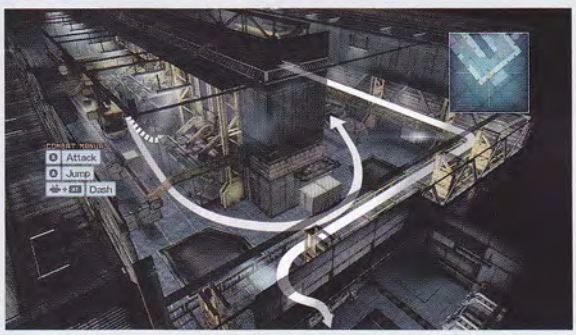
CATEGORY	REQUIREMENT	SCORE
Time	1:00	3,000
	1:30	2,800
	2:00	2,500
	4:00	2,200
	6:00	2,000
No Damage Bonus		3,000

OVERALL RANK

Score Total	6,000	5,500	5,200	5,000	0
Rank	S	A	B	C	D

Notes:

- The timer for this "battle" begins as soon as you gain control of the Dwarf Gekko.
- To obtain an S-Rank, you must reach an air vent at the waypoint marker and leap through it within one minute precisely, and without being kicked or shot at by the patrolling Cyborgs.
- The strategy laid out in the "Dwarf Raiden" box-out overleaf can deliver you to the final vent in approximately 50 seconds, with the added bonus of incapacitating all Cyborgs for Raiden's journey through the same area shortly afterwards. This can be less risky than attempting to jump or avoid the Cyborgs: they have a tendency to lash out if you move within range.



- To speed through the area without disabling the Cyborgs, move forward from the start (don't forget to hold RT/R1 for maximum speed), then turn left to roll through the duct. On the other side, jump on the containers to reach the catwalk (be careful to avoid the guard here), then follow the walkway to the exit.

PERFECT SHEET & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	3,000
No Damage Bonus		3,000
Score Total (S-Rank):		6,000

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"DWARF RAIDEN"

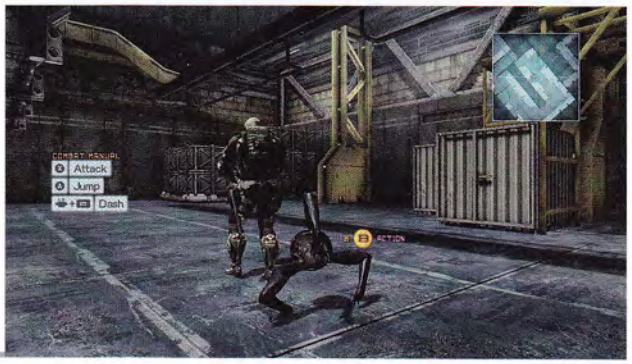
The Dwarf Raiden Achievement/Trophy is awarded for incapacitating all Cyborgs in the area without once entering Alert status. As an added bonus, this makes the process of later guiding Raiden through this room much less complicated. After one practice run, it's actually possible to pacify all guards and beat the one-minute time limit in this area to secure an S-Rank.

Hold RT/R1 to move at a slightly faster pace as you run. Stealth takedowns with the Dwarf Gekko work in exactly the same way as Ninja Kills: just move the Dwarf Gekko behind a cyborg (it helps to release RT/R1 just beforehand), then tap B/◎ to apply an electric shock.

1. Run behind the guard situated directly ahead when play resumes and tap B/◎ to incapacitate him.

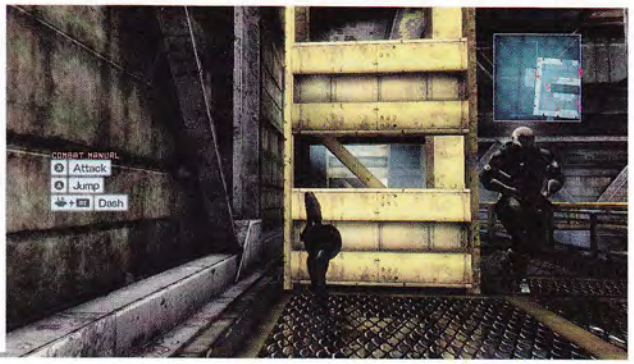
2. Turn to the left and perform the same attack on the next Cyborg.

3. Continue to the left again and disable a third Cyborg as he approaches the far wall.



4. Watch the nearby walkway. When the patrolling Cyborg moves to the top of the staircase, use the crates behind his position to jump up and knock him out. Don't approach him too early: when this guard is facing you, he's liable to lash out with a swift kick.

5. Follow the walkway to reach the objective marker. The final Cyborg is right by the exit vent. On a fast run, he should be facing away from you as you near him, for an effortless takedown; if not, just wait close to the wall (out of sight and kicking range) until he turns. If you are aiming for an S-Rank, you should have several seconds to spare as you leap through the nearby vent.



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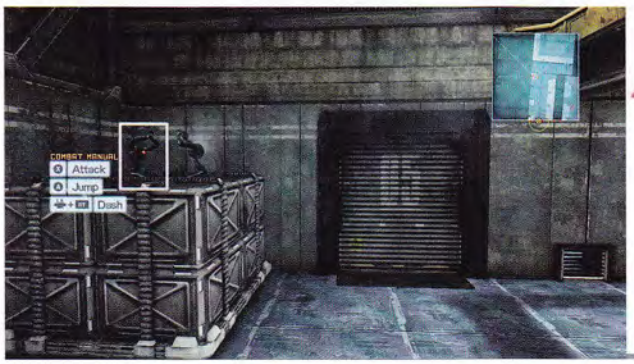
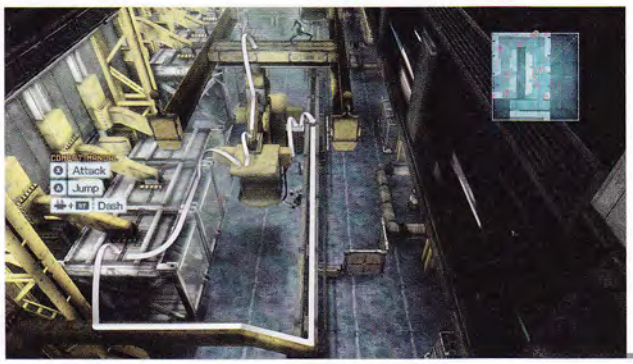
"LOVE AT FIRST SIGHT"

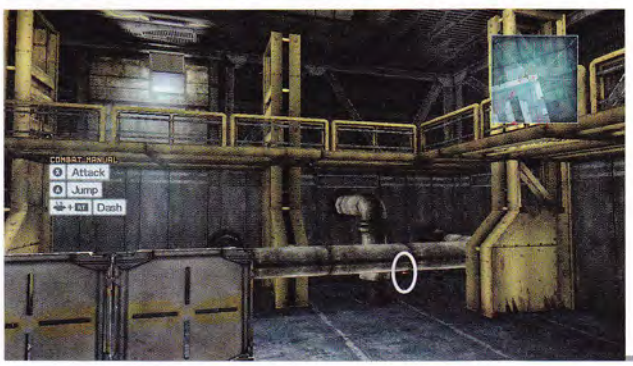


This Achievement/Trophy is awarded for finding five Tripods and communicating with them by holding Ⓨ/△ to perform a dance. We advise that you incapacitate all Cyborgs in the area (see "Dwarf Raiden" for details) before you begin your hunt.

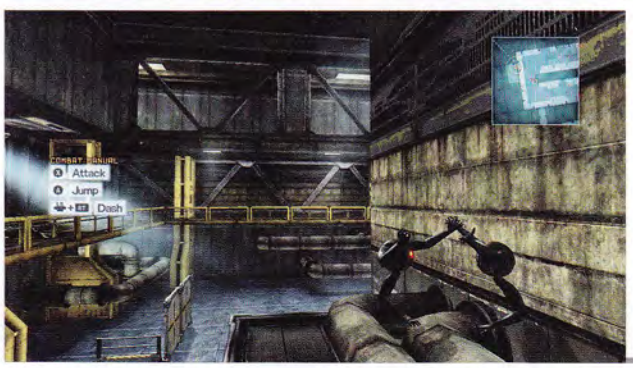
1. The first Tripod is on a crate beside the door where this sequence begins.



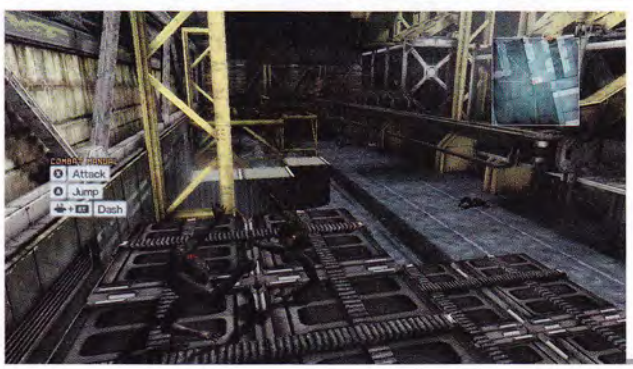
2. The second Tripod is close by, but requires a moderately demanding climb, as shown here. Once have you reached the top, carefully walk over to the Tripod to perform the necessary greeting. It's safe to simply drop to the ground from here.



3. The third tripod is close to the exit vent, but on the main floor level.



4. The fourth Tripod is standing on pipes a short walk away. Use the metal box beneath its position to reach it.



5. The final tripod is located on a shipping container in this corner.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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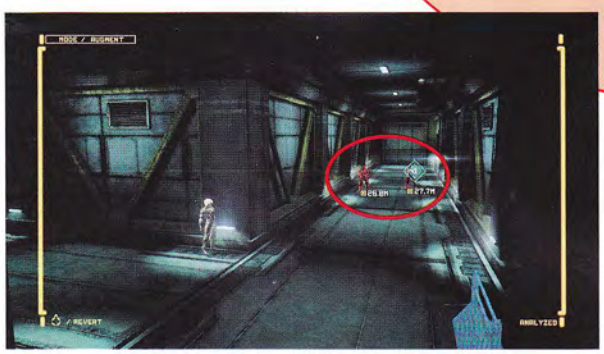
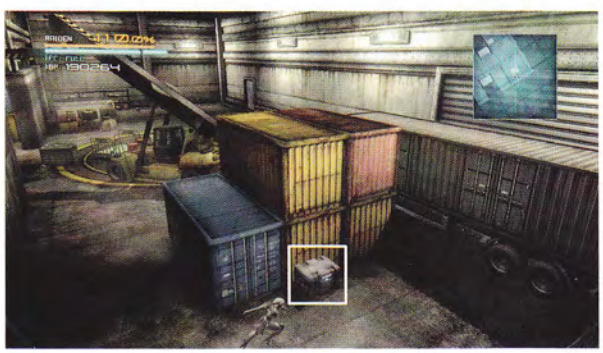
WAREHOUSE

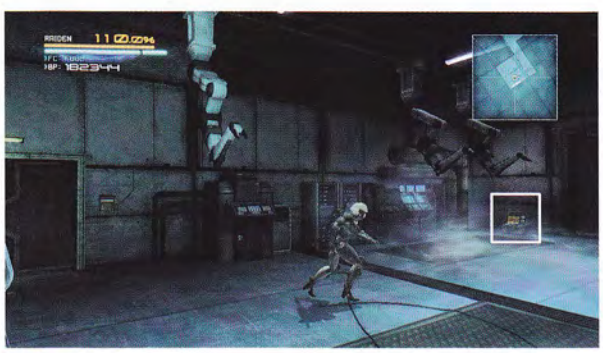


III **Unrated Combat.** On lower difficulty levels, there are two Cyborgs armed with rocket launchers to your left when you reach the junction (on Very Hard and Revengeance, you face a rocket launcher Cyborg and two Berserkers). One of the two Cyborgs is the current owner of **ID Chip 07**; be sure to identify the limb of interest in AR Mode beforehand and rectify that situation when you strike. The marksmen are poised to fire on Raiden as soon as he moves into sight, so run purposefully to engage them. When both fall, use the panel beside the door to enter the final room.

I Pick up the consumables in the corridor, then operate the panel by the next door. As soon as you move to the left in the warehouse area, **Ranked Battle #8** will begin (see overleaf).



II If you haven't done so already, pick up the Holo-Chip (L) from this locked container after the battle ends.



IV Once the Codec conversation with Doktor ends, you can find **VR Terminal 07** just beside the door. Interact with a final wall panel to end File R-02.

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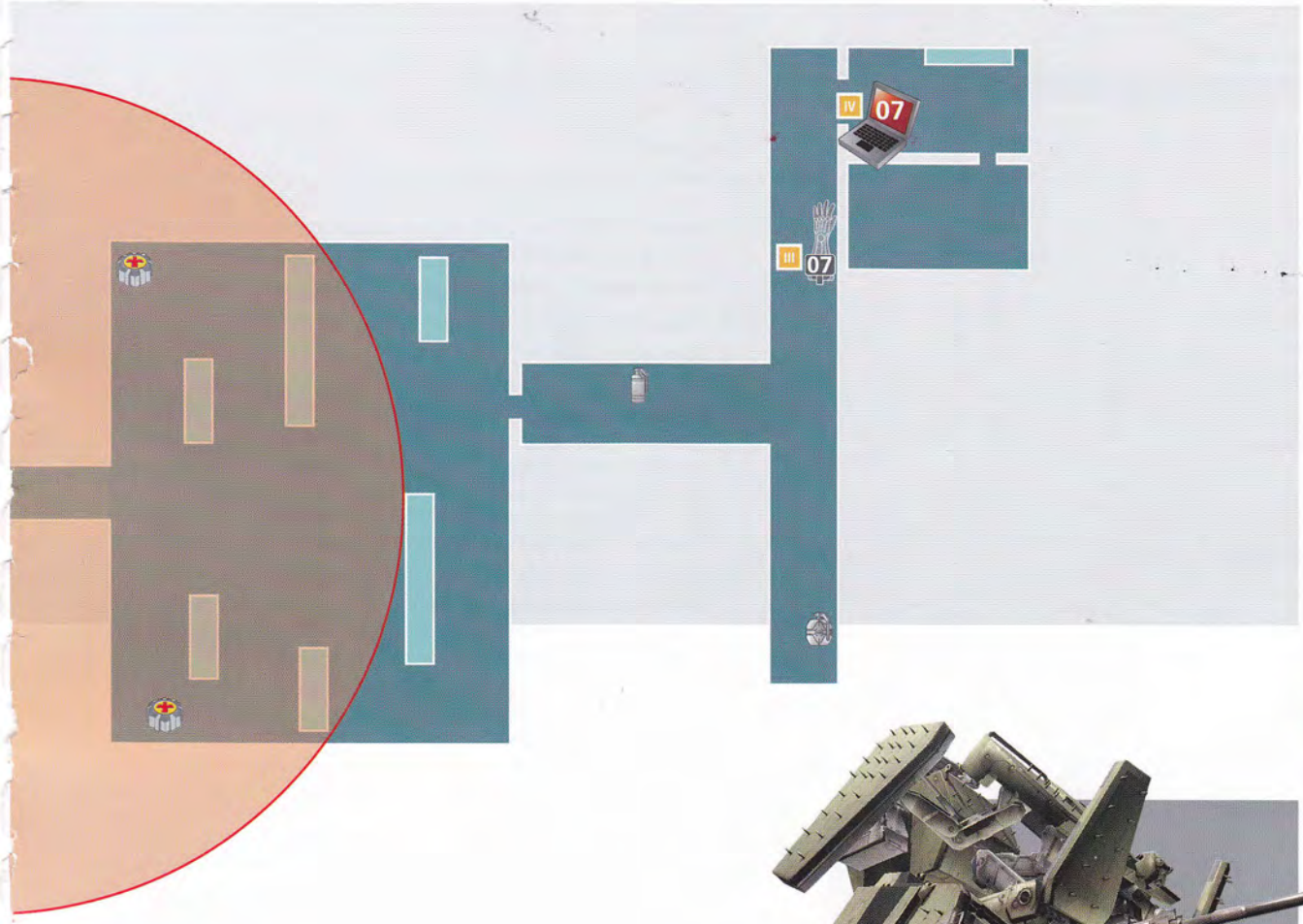

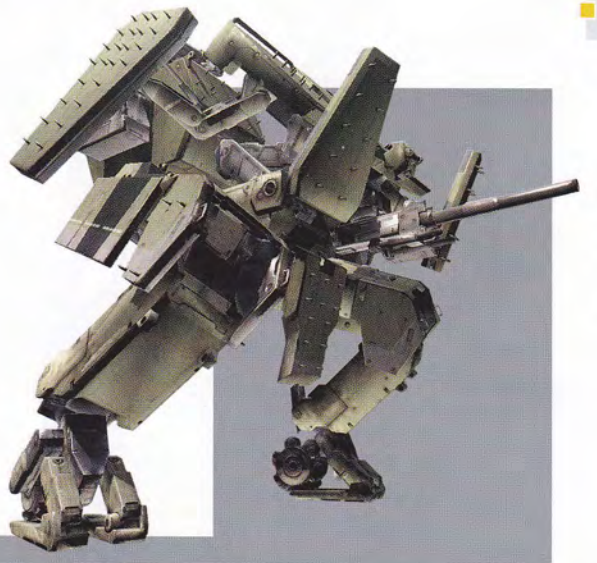

ENEMY ARCHETYPE: GRAD

Though it takes the role of a sub-boss here, the imposing GRAD is actually an opponent that Raiden will face on numerous occasions – though, thankfully, without quite the same resistance to damage as this unique model.

- Despite its considerable size, the GRAD can skate around at incredible speed. Tap RB/R2 to acquire a target lock; this makes it much easier to track its movement.

- The best tactic against the GRAD is to stay close to it at all times to reduce the danger posed by its ranged attacks. It can fire its machine gun at any time while in motion, and will often do so while slaloming from side to side. If Raiden is relatively distant, it fires up to three slow-moving homing rockets. While these can be sliced in Blade Mode, taking a break to do so is usually impractical: it's better to prevent their appearance altogether.
- The third ranged attack employed by the GRAD always features a switch in posture before it deploys the cannon at the center of its body. If you quickly position Raiden beneath the gun, you can pummel the GRAD with impunity until it returns to its more upright posture (01).
- When you encounter the GRAD in mixed groups, it is almost always a priority target: their ranged attacks tend to preclude No-Damage bonuses and disrupt your strategies if they are left unchecked.
- Further reading and in-depth analysis: see page 201.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	2:30	2,000
	3:00	1,800
	4:00	1,500
	8:00	1,200
	12:00	1,000
BP	1,000	2,000
	800	1,800
	500	1,500
	250	1,200
	100	1,000
Zandatsu	-	-
Longest Combo	40	2,000
	30	1,800
	20	1,500
	10	1,200
	5	1,000
Kills	1	2,000
No Damage Bonus		2,000

OVERALL RANK

Score Total	8,000	7,200	6,000	4,800	0
Rank	S	A	B	C	D

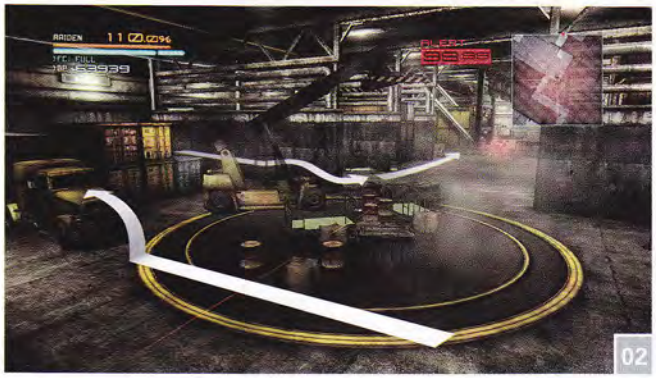
S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** When you move to the center of the room; the battle timer begins as soon as the GRAD opens fire. Note that the time you take prior to pushing the GRAD back into the far room (which triggers a checkpoint) will be added to your total after each Restart.
- **Recommended Equipment:** Pole-Arm
- **Enemy:** GRAD x1 (unique sub-boss variation)
- **Difficulty:** Moderate

Strategy:

1. A Perfect Sheet finish is the best way to secure an S-Rank on lower difficulties – and so a fast start is absolutely vital. After the brief cutscene that marks the start of the battle, sprint to the locked container to obtain 5,000 BP – which will easily satisfy the related score requirement. Use the walls as cover, employing Ninja Run to deflect bullets, until you reach the GRAD (02).
2. Pummel the GRAD with combos to force it back into the next room, using Parry Counters if possible to speed things up. You should aim to trigger the intermediate cutscene (and its accompanying checkpoint) in no more than 30 seconds. Select Restart and try again if you take too long.
3. Once the GRAD switches to its upright deployment, take a step forward and be ready to parry its opening melee attack. Thereafter, the principal challenge is to stay close to it at all times – especially when it begins to slide from side to side. This will usually prevent it from launching homing missiles, and provoke more regular melee attacks – which can be countered or dodged as a prelude to the best and most damaging combos that you can land. (Once you have the Sai, which is unavailable on a first playthrough, you can optionally use it to stun the GRAD whenever it begins to dance, for ultra-fast times.)
4. The battle arena is littered with containers, large and small, that will explode when the GRAD knocks into them at speed. These effectively quash your chances of a No Damage bonus (unless you practice extensively), but can be regarded as an occupational hazard on a Perfect Sheet attempt. The trick is, if possible, to confine the battle to a relatively small area of the arena.
5. The combo requirement may seem steep but, by using the Pole-Arm, you will find that it isn't too difficult to achieve. Though the GRAD appears more susceptible to being stunned later in the battle, which provides a window for long combos, you can also exploit its propensity for using the cannon at the center of its torso. If you are quick enough to run beneath its body before this begins to fire, you can record many hits without reply.
6. You may experience multiple prompts to enter Blade Mode and slice the GRAD's armor plating as the battle progresses. These occur once you reach a predefined damage threshold with an individual body section, and reduce the GRAD's attacking options.
7. When the GRAD's health falls below 10%, there is an Execution prompt. Press the specified buttons to end the battle with a Blade Mode finish.



02

03

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S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** EM Grenades, Sai
- **Enemies:** GRAD x1 (unique sub-boss variation), GRAD x1 (standard)
- **Difficulty:** Demanding

Opening Section:

- If you open the locked container at the beginning of the showdown, you obtain 5,000 BP that will easily satisfy the related score requirement.
- As with lower difficulty settings, use the walls to dodge incoming fire during the prologue to the main battle, then propel the GRAD back into the main arena with first-time Parry Counters. During the second phase, one GRAD is the unique sub-boss as encountered on lower difficulty levels, and the new addition is a standard GRAD. The boss is immune to Ripper Mode and RP Grenades, and only very briefly disabled by EM Grenades. However, both are susceptible to the incapacitating effect of the Sai.

Perfect Sheet Strategy (Very Hard):

1. The best way to secure an S-Rank on Very Hard, where you do not have the luxury of the powered-up Parry Counter, is to destroy the secondary tank first. Open the main fight with a Parry Counter against the sub-boss.
2. Quick-throw an EM Grenade, then Ninja Run or use the Sai to reach and immediately destroy the secondary GRAD in Ripper mode (03). This should take mere seconds: there is really no time to waste.
3. Now that you face the sub-boss GRAD alone, you can employ the classic GRAD strategy (stay close at all times) to grind it down to the 10% health threshold.

Perfect Sheet & No Damage Strategy (Revengeance):

1. Rush forward and immediately Parry Counter the first lunge attack made by the sub-boss (04). This must be performed within a second; restart if you miss. With the Revengeance "Parry Counter Premium", this will reduce its health to below 50%. Quick-throw an EM Grenade to incapacitate the other GRAD, then stay close to the sub-boss. Use a second Parry Counter whenever it attacks you again with a melee blow, and destroy it with an Execution and Zandatsu. It's essential to successfully perform the two Parry Counters before the other GRAD becomes active – otherwise, the battle will soon become unmanageable. This may take numerous visits to the Restart option to achieve.
2. Without delay, hit the subordinate GRAD with the Sai to incapacitate it (05), then continue to build the combo you started with the sub-boss to a sufficient level before you finish it off. If your combo drops, you will need to employ standard melee attacks in addition to a busy Blade Mode finish to reach the required milestone.

No Damage Strategy (Revengeance; alternative):

1. Parry Counter the opening attack from the sub-boss GRAD once the main battle begins to halve its overall health, quick-throw an EM Grenade, then immediately eliminate its weaker ally in Ripper Mode. You only have seconds to achieve this. Ninja Run back to the sub-boss (or use the Sai, if possible) before it can scathe Raiden with bullet or bomb.
2. Now that you face the sub-boss GRAD alone, you can stay close as you wait for another Parry Counter opportunity – and, of course, the Execution that follows. Evading damage from projectiles or explosions is your only other concern. If you do secure the No Damage bonus (which is tough), you do not need to meet the Combo requirement.

PERFECT SHEET & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:30	2,000
BP	1,000	2,000
Zandatsu	-	-
Longest Combo	40	2,000
Kills	1	2,000
No Damage Bonus (Optional)		2,000
Score Total (S-Rank):		**8,000+**

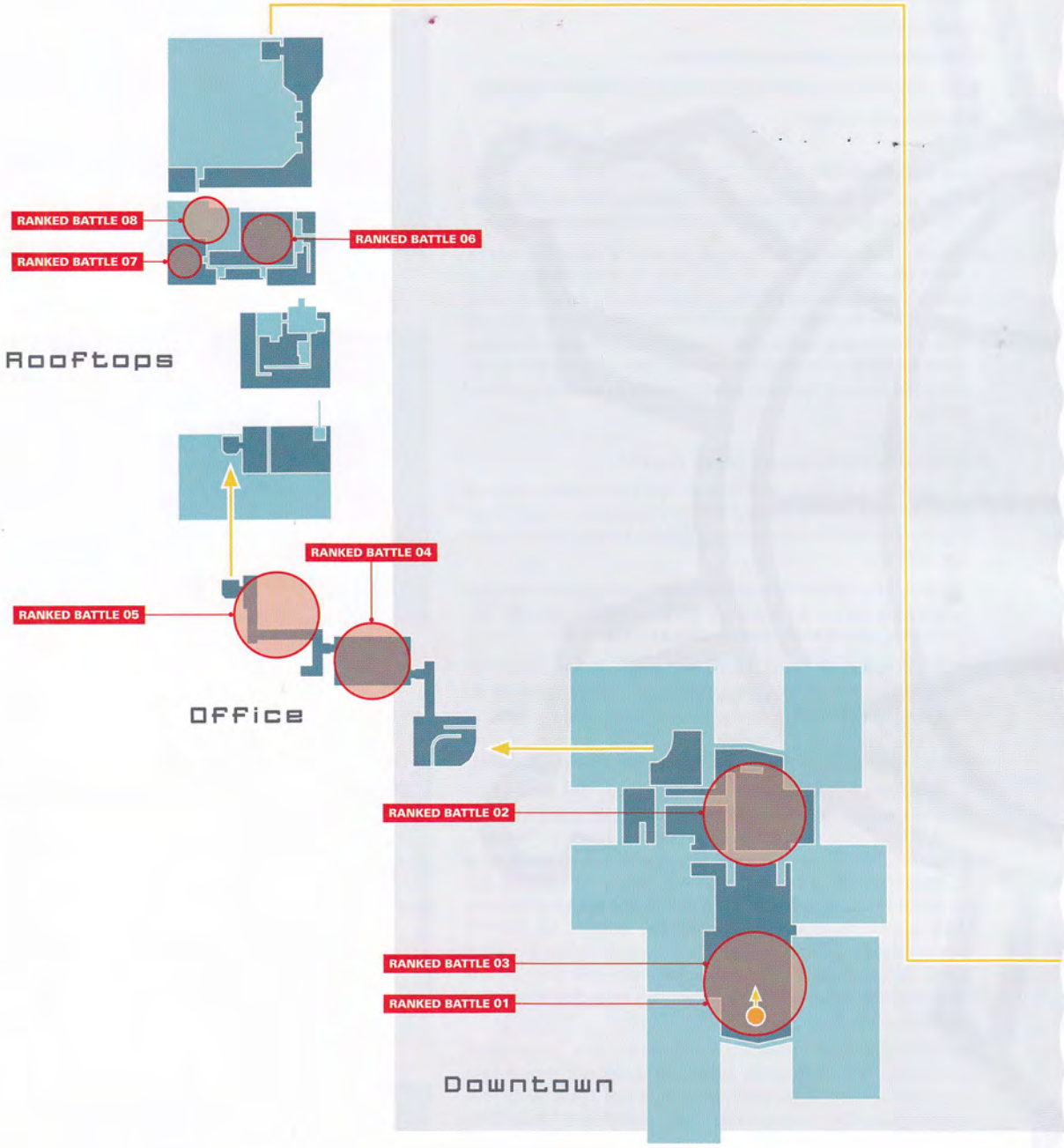
SUGGESTED UPGRADES

The accompanying table suggests purchases that you should make at the Customize screen after completing File R-02.

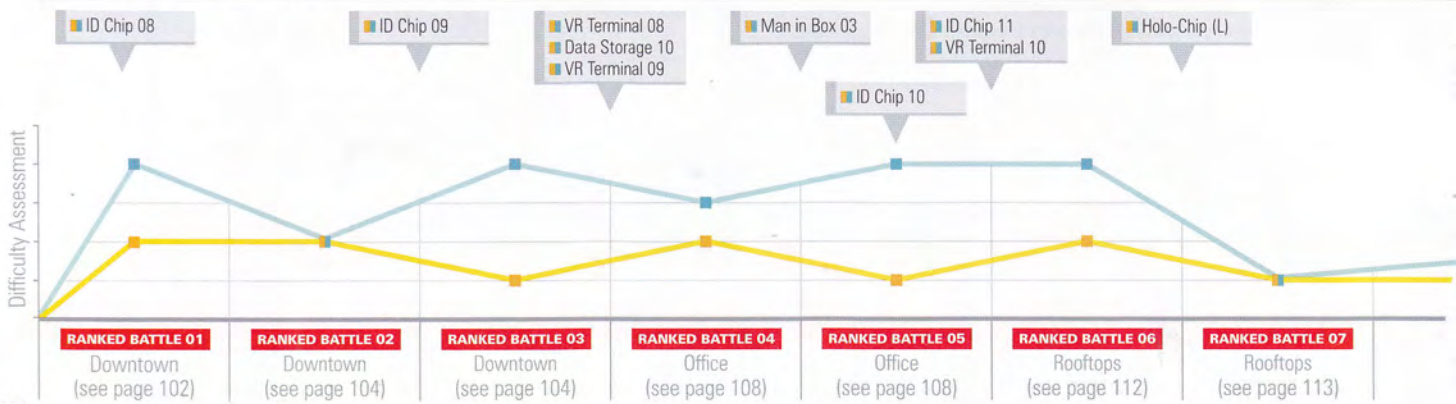
CATEGORY	ADVICE
Main Weapon	Take all three available enhancements for the High Frequency Blade (36,000 BP).
Unique Weapon	Obtain the Strength +2 upgrade for the Pole-Arm (12,000 BP).
Life	Though a lesser priority, you can pick up Endurance Upgrade 2 if you have sufficient funds (10,000 BP).
Fuel Cells	Purchase Fuel Cell Upgrade 2 (10,000 BP).
Skills	Pick up Sweep Kick (10,000 BP) if you still have BP in reserve.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

Lament@Xbox360iso

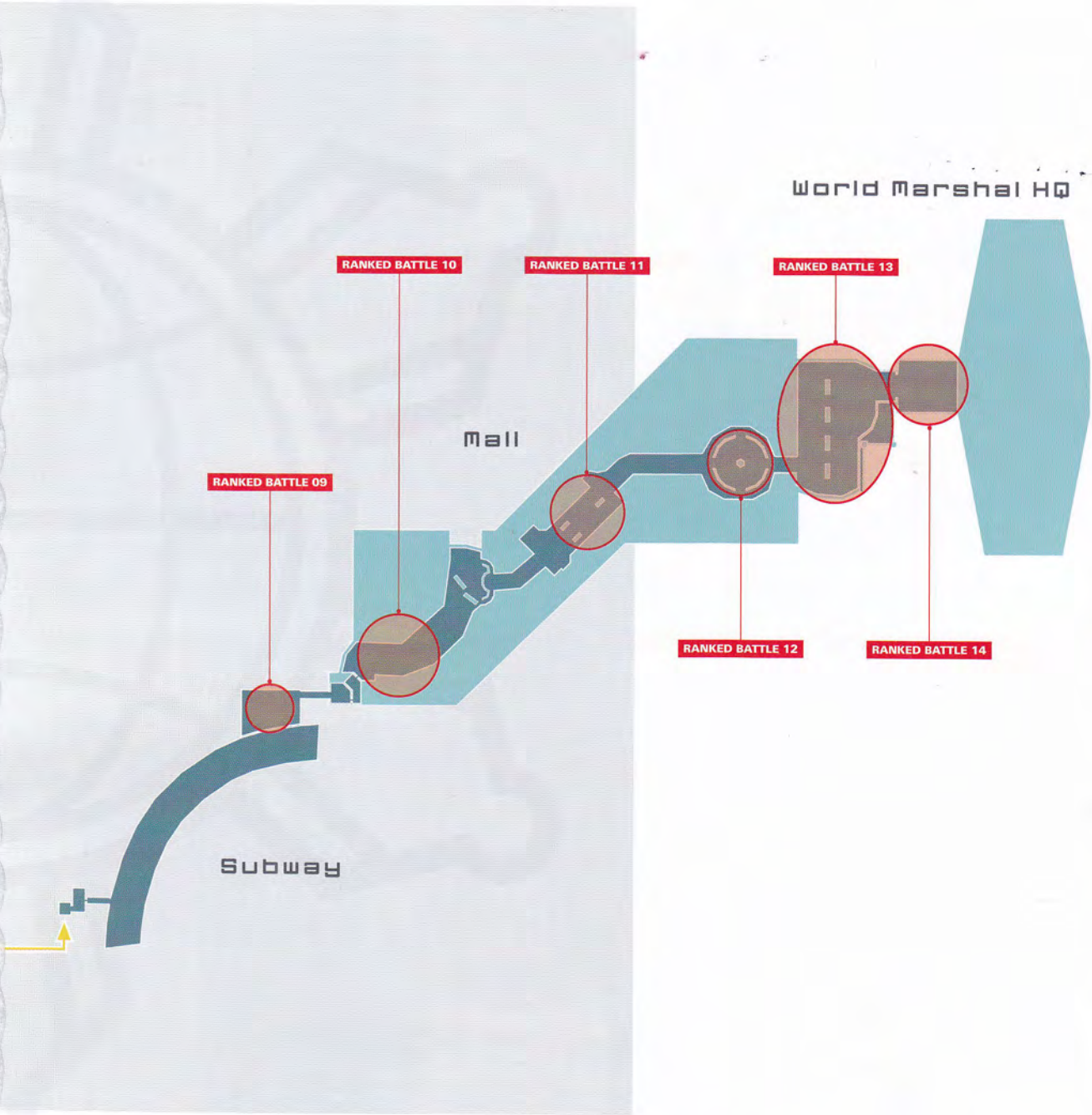


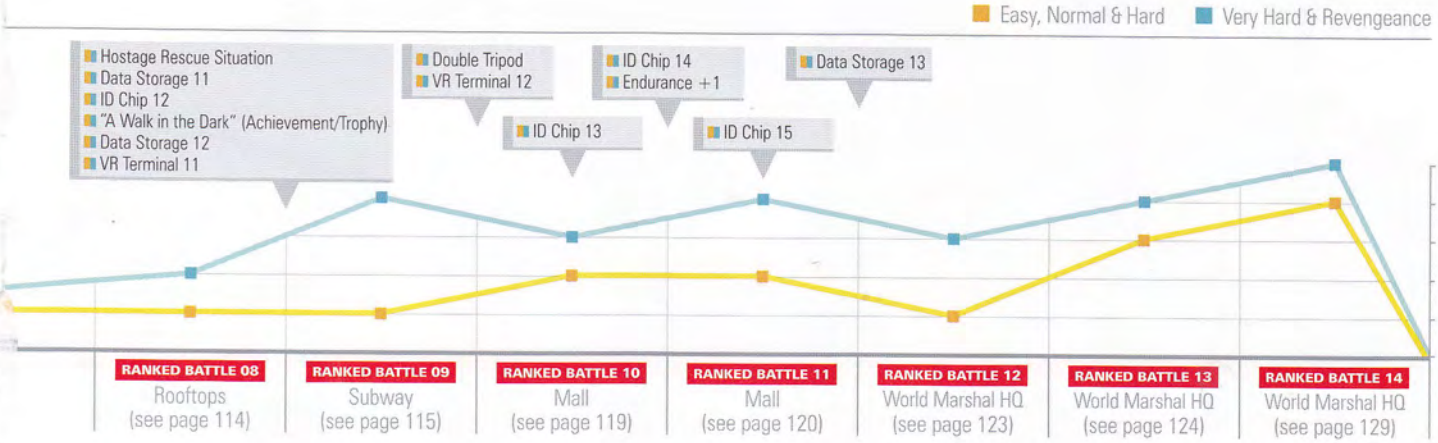
R-03: FILE TIMELINE



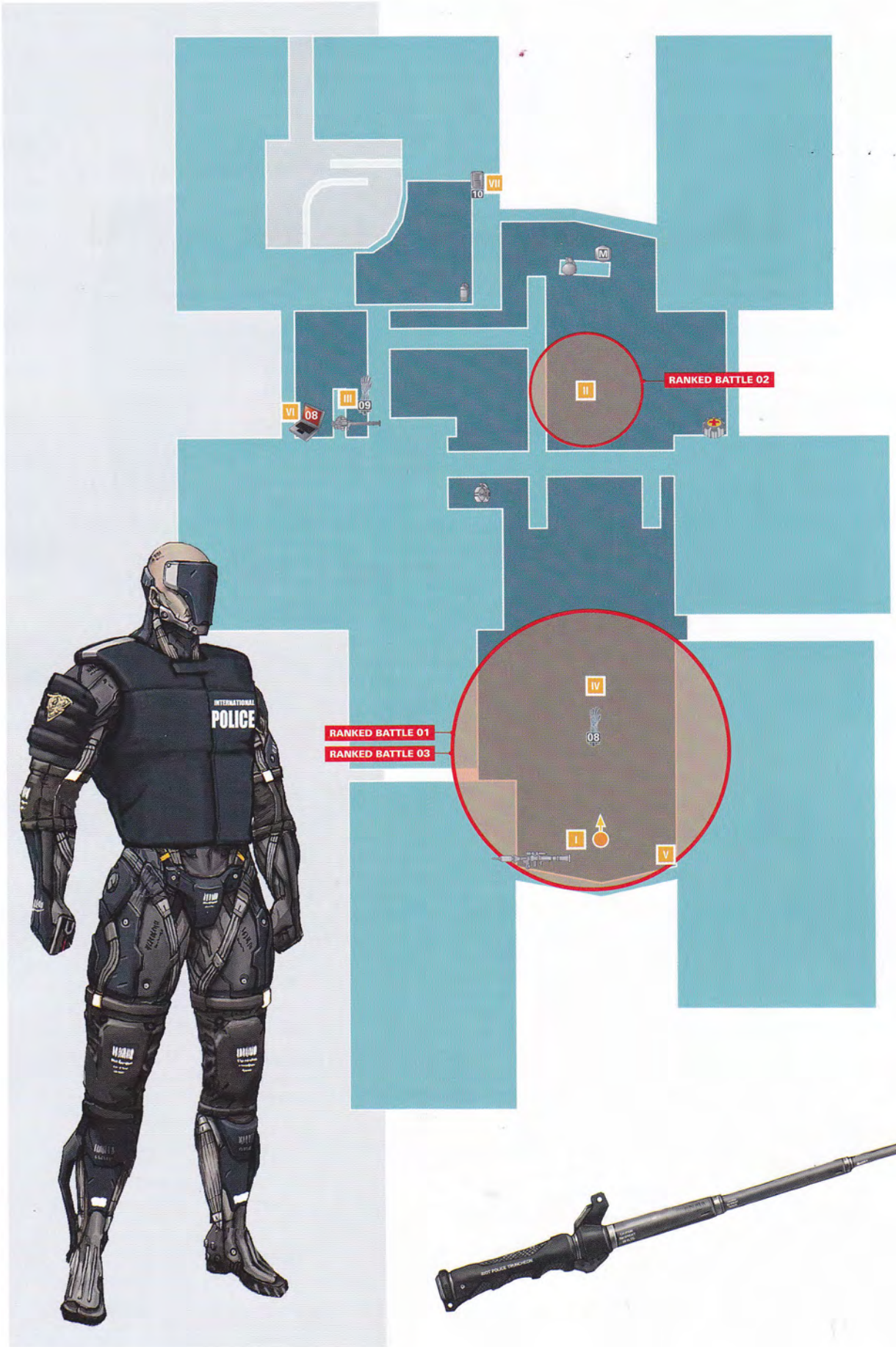
Lament@Xbox360iso

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07





Lament@Xbox360iso



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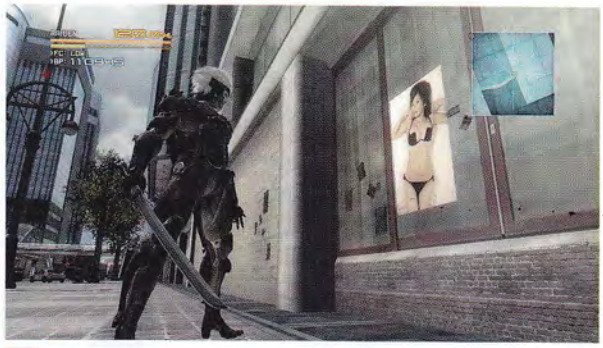
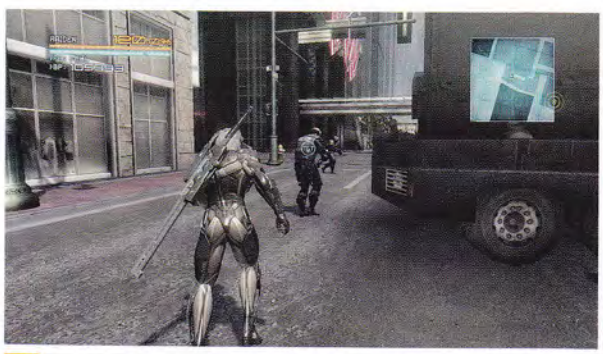
I **Ranked Battle #1** (see overleaf) commences directly after the introductory cinematic, so have your controller ready to meet the opening attacks. One of the two Cyborgs that sprint to meet you at the start of the fight has **ID Chip 08** in his left hand, so be sure to obtain this on a first playthrough.



V File R-03 features a special Easter egg: there are three locations where you can employ a single Blade Mode slice to reveal a hidden picture. The first of these is located on the wall here.

II **Ranked Battle #2** (see page 104) follows as soon as you reach the intersection. If you are on a speed run or a similarly specific objective that doesn't involve scores or collectibles in this area, you can bypass this fight (and, indeed, two that follow it) by using the nearby stairs to reach a walkway, then Ninja Run to the office via the bridge before the GRADs destroy it.

VI **VR Terminal 08** is concealed behind a barricade in this position.



III **Unrated Combat.** Once the dust clears after the prior confrontation, four Cyborg Cops will enter the area – two from the north, and two more from the west. You can score two easy Ninja Kills with the former: from your starting position at the intersection, sneak behind them via the left-hand side of the barricade. There is little point in employing stealth for the second pair, as that entails waiting until they move into specific positions. One of these Cyborgs relinquishes **ID Chip 09**, so identify him in AR Mode before you engage them.

VII When you reach the terrace just outside the Denver Examiner offices, **Data Storage 10** can be found on top of the glass and steel enclosure above the escalators. Collect this before you enter the foyer: the way back is blocked once you go inside.

IV A Codec conversation ensues after the last Cyborg Cop has been eliminated, directing Raiden to **Ranked Battle #3** (see page 105), which takes place in the same location as Ranked Battle #1.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	2:00	1,000
	2:30	900
	3:00	750
	5:00	600
	8:00	500
BP	2,000	1,000
	1,800	900
	1,500	750
	800	600
	200	500
Zandatsu	12	1,000
	8	900
	6	750
	3	600
	1	500
Longest Combo	35	1,000
	30	900
	20	750
	10	600
	5	500
Kills	12	1,000
	10	900
	8	750
	4	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

ENEMY ARCHETYPE: CYBORG COP

Though identical in terms of behaviors and weaknesses, the Cyborg Cop variation encountered throughout this file has marginally improved endurance. Further information: see page 184.

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** Battle begins after the opening cinematic.
- **Recommended Equipment:** EM Grenades, Sai, Pincer Blades
- **Enemies:** Cyborg Cop x5 (+Cyborg Cop x2, Armored Cyborg x1, followed by Cyborg Cop x3, Armored Cyborg x1)
- **Difficulty:** Moderate (E/N/H), Challenging (VH/R)
- **Note:** This Ranked Battle has a mid-combat checkpoint. There are actually two fights: the large opening confrontation, followed by a brief pause as the active combat arena is expanded to the north (and the checkpoint is recorded), then a smaller fight further along the highway. If your performance is less than stellar in the first stage of the engagement, be quick to select Restart well in advance of the second part of the battle.

Preface (Easy, Normal & Hard):

- Don't forget that one of the two Cyborgs that attack at the start of the fight carries ID Chip 08.
- On a debut playthrough, when you lack the weapons employed in our core strategies, you can gain a respectably high Rank (and, if you insist, a perfect S) by employing the Sliding Tackle/Zandatsu combination (01). You can also use this battle as a playground to practice a similar yet swifter technique that is a staple of S-Rank strategies on higher difficulty levels. Ninja Run towards a Cyborg, hit him with a single sword swipe when you move within range to stagger him (02), then immediately enter Blade Mode to perform an instant Zandatsu with a precision slice.
- Once you have unlocked the Sai and Pincer Blades, you can follow the strategies detailed here.

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No Damage Strategy:

1. As soon as the fight begins, snap-throw an EM Grenade to incapacitate the five Cyborg Cops in front of you. This will enable you to move to each one in quick succession and dispatch them with a single Blade Mode slice (03). Be sure to perform a Zandatsu on the fifth target to recharge Raiden's Fuel Cell Gauge. You should finish as the grenade effect dissipates.

03

2. Ninja Run to the barricade to the south to greet the two additional Cyborg Cops that enter the fray with instant slicing kills in Blade Mode; don't waste time with Zandatsu finishes.
3. Ninja Run to avoid the Armored Cyborg who should be closing on your position, then acquire a Target Lock and stun him with the Sai (04). Switch to the Pincer Blades for maximum damage, then eliminate him with a Zandatsu.

04

4. Run away from the barricade to trigger the second wave of enemies. Snap-throw another EM Grenade as soon as they are closing in on your position then, as before, perform single-slice Blade Mode finishes with at least one Zandatsu.
5. You can now eliminate the Armored Cyborg with the same tactics employed against his earlier comrade.
6. An alternative approach is to aim for a No Kills bonus in addition to the No Damage points. The overall strategy is the same, but you must neutralize opponents with limb slices (05) instead of lethal torso incisions.

05

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	750+
BP	≥ 800	600+
Zandatsu	≥ 3	600+
Longest Combo	≥ 20	750+
Kills	≥ 10	900+
No Damage Bonus		1,500
Score Total (S-Rank):		5,100+

NO KILLS & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	≥ 200	500+
Zandatsu	0	0
Longest Combo	≥ 5	500+
Kills	0	0
No Kills Bonus		1,500
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

06

Perfect Sheet Strategy:

1. You can obtain a Perfect Sheet at the end of the fight by broadly following the strategy outlined for a No Damage finish. The main difficulties are the Longest Combo requirement (35 hits), and the added complication of finishing each kill with a Zandatsu: this takes time, making it tricky to finish in under two minutes. You may take a little damage from firearms, but this is not a problem.
2. During the first battle, you won't have sufficient time to kill each foe with Zandatsu before the EM Grenade effect dissipates. Simply rush to each target, deal a single blow, then enter Blade Mode to secure one-slice Zandatsu kills. Ideally, you should angle your approach to eliminate two or even three opponents in the same Blade Mode instance (06); collecting multiple Electrolyte Cores in quick succession leads to shorter mandatory animation sequences. The seconds that this can save really matter with the paltry two-minute deadline.
3. With a fast finish in the opening section of the fight, you can then use the post-checkpoint section of the battle to achieve the required 35-hit combo. Make extra hits in Blade Mode as you eliminate the three Cyborg Cops in quick succession, and you can reach the threshold while you deal with the Armored Cyborg. If necessary, you can knock him down and secure extra hits as he lies prone before you enter Blade Mode.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	2,000	1,000
Zandatsu	12	1,000
Longest Combo	35	1,000
Kills	12	1,000
Score Total (S-Rank):		5,000

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RANKED BATTLE #2

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	2:00	1,000
	2:30	900
	3:00	750
	4:00	600
	8:00	500
BP	500	1,000
	300	900
	200	750
	150	600
	100	500
Zandatsu	2	1,000
	1	500
Longest Combo	35	1,000
	30	900
	20	750
	10	600
	5	500
Kills	2	1,000
	1	500
No Damage Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	**S**	**A**	**B**	**C**	**D**

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** Battle begins as soon as you reach the intersection.
- **Recommended Equipment:** Sai
- **Enemies:** GRAD x2
- **Difficulty:** Simple

Preface (Easy, Normal & Hard):

- You will not have the raw attack power (nor the Sai) to eliminate either GRAD quickly on your first visit to this area, which necessitates a longer and more involved brawl with these two armored titans. With upgrades gained after a first playthrough, Execution prompts are easy to come by against these foes; at this stage, however, your more damaging combos are more likely to trigger Blade Mode prompts to slice armor. You can just ignore the prompt entirely and continue your combo.
- As the second GRAD is less aggressive on lower difficulty levels, you can Ninja Run to its position without sustaining damage and hit the required combo total with Pole-Arm attacks.
- On return playthroughs on Easy, Normal and (to a lesser extent) Hard, you may find that the GRAD can be quite delicate: it's actually easy to accidentally destroy them and miss the Zandatsu opportunity. To avoid this, always try to attack them from the front: this way, you will always see the Execution prompt once you reach the required damage threshold.

Perfect Sheet & No Damage Strategy:

1. Run straight towards the first GRAD at the center of the intersection as it slides in from the right (02), and Parry Counter its first attack before finishing it off with an Execution move and a Zandatsu. On Very Hard, the Parry Counter isn't as effective, so toss an RP Grenade instead, and grind the first GRAD down quickly. Ripper Mode is another option to make short work of your target.
2. Quickly turn towards the second GRAD and acquire Target Lock, then disable it with a Sai attack. If you build a combo with your favored blade only, you can stun the GRAD a second time with the Sai – its cooldown period is faster than the GRAD's recovery time. Repeat the procedure until you trigger an Execution move, then finish off the tank with a Zandatsu. With practice, you can make approximately 20 hits in Blade Mode during an Execution on a GRAD before making a last-second grab for the Electrolyte Core. This will enable you to easily meet the 35-hit Longest Combo requirement.

07

PERFECT SHEET & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	500	1,000
Zandatsu	2	1,000
Longest Combo	35	1,000
Kills	2	1,000
Score Total (S-Rank):		**5,000**

RANKED BATTLE #3

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:30	1,000
	2:00	900
	2:30	750
	3:00	600
	6:00	500
BP	1,000	1,000
	800	900
	500	750
	250	600
	100	500
Zandatsu	4	1,000
	3	900
	2	600
	1	500
Longest Combo	30	1,000
	25	900
	20	750
	10	600
	5	500
Kills	4	1,000
	3	900
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	**S**	**A**	**B**	**C**	**D**

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S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** When prompted after killing the four Cyborg Cops, approach the green waypoint at the start of the area.
- **Enemies:** Armored Cyborg x4
- **Recommended Equipment:** EM Grenades & Pincer Blades, or RP Grenades & Sai
- **Difficulty:** Simple (E/N/H), Challenging (VH/R)

Preface (Easy, Normal & Hard):

- Though they can often weather blows from Raiden's attacks without flinching, Armored Cyborgs are still susceptible to the Sliding Tackle and other attacks that propel them into the air. On a first playthrough, this battle offers a playground for experimenting with the Launcher (X/□, brief pause, then X/□ again) and Sky High (tap L towards the opponent twice, then press X/□). These techniques can either be used to temporarily disable vulnerable opponents while you deal with their allies, or to set up an attack. With the Pole-Arm equipped, for example, you can launch the Armored Cyborgs, and then "juggle" them with Y/△ (08).
- Armored Cyborgs are less redoubtable on lower difficulty levels, so the strategies outlined here – though certainly effective – might over-complicate a relatively simple battle. As all four opponents focus on melee attacks, a watertight defense and at least one Zandatsu should be sufficient to secure an S-Rank finish through a No Damage bonus.

08

No Damage Strategy:

1. Wait for the four Armored Cyborgs to enter the fray, then run around the arena to "kite" them until they are grouped together. At this point, quickly turn around and snap-throw an EM Grenade (09).
2. As soon as you have incapacitated the group, strike with the "Wake Turbulence" Pincer Blades combo (see page 206), but position Raiden carefully to ensure that one of them doesn't endure the full force of the attacks: those that do will most likely be destroyed instantly (10).
3. You can then deal with the remaining foe by switching to the Sai to disable him, then finish him off with a Zandatsu for score purposes.
4. An alternative approach is to hit all four Cyborgs with a single charged Pincer Blades attack to weaken them, then slice a limb from each of them before you move away. If you can reach a combo of at least 10 hits in Blade Mode, finishing the battle in less than two minutes, the No Kills and No Damage bonuses should guarantee an S-Rank.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	900+
BP	≥ 250	600+
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	600+
Kills	4	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		5,100+

Perfect Sheet Strategy:

1. As soon as the first Cyborg lands, throw an RP Grenade towards him (the smoke cloud will protect you against the other incoming foes) and enter Ripper Mode.
2. Eliminate your targets in sequence by pulling yourself to them with a Sai attack, and follow up with an immediate Zandatsu (with one or two extra slices to maximize the BP score). Disable Ripper Mode when there is only one Cyborg left.
3. Incapacitate the final Cyborg with a charged Sai attack, then build up the combo with standard strikes. If you have yet to reach the 30-hit threshold, land additional slices in Blade Mode before a Zandatsu finish.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	1,000
BP	1,000	1,000
Zandatsu	4	1,000
Longest Combo	30	1,000
Kills	4	1,000
Score Total (S-Rank):		5,000

09

10

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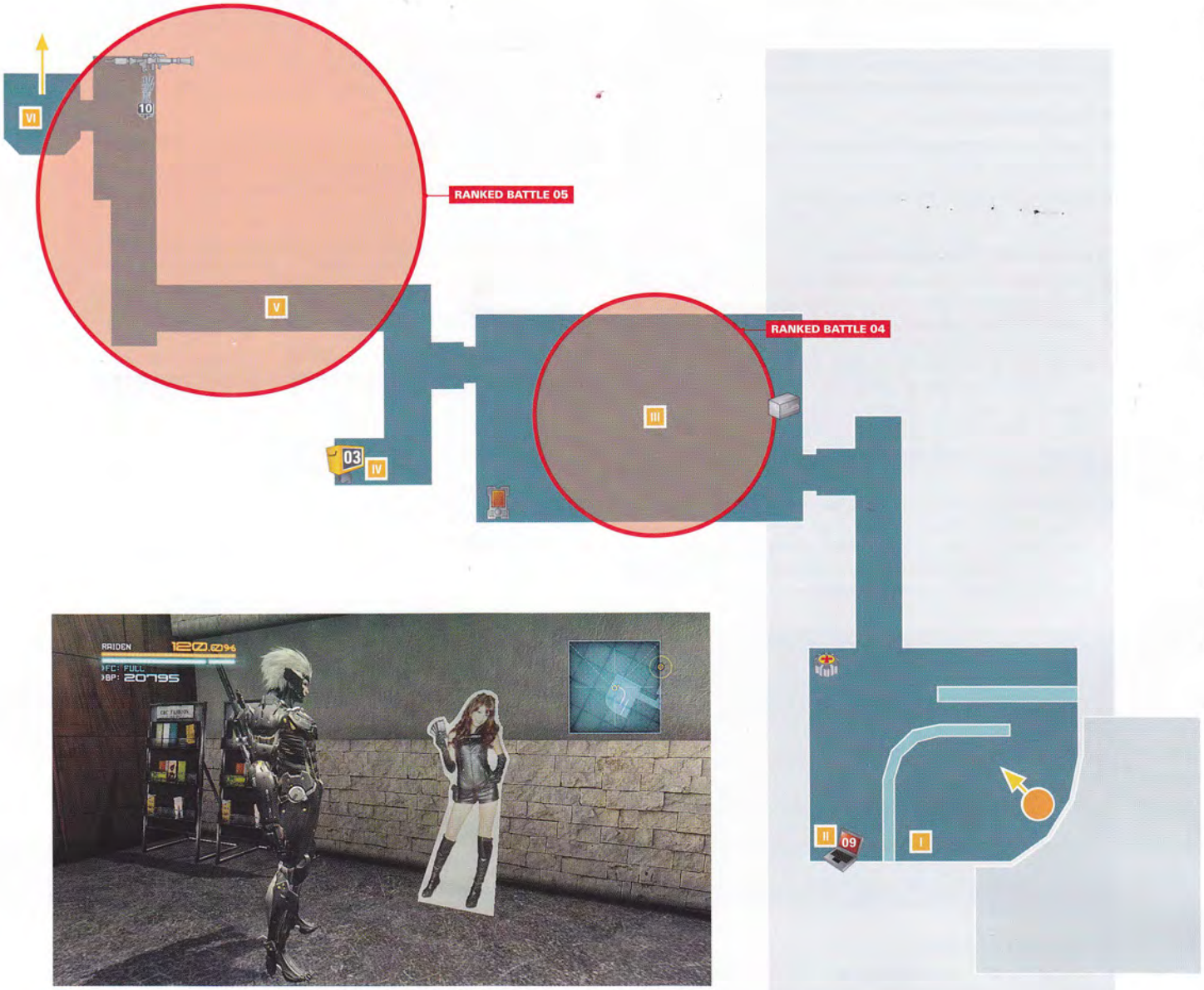

I After the Codec call with Boris inside the Denver Examiner foyer, you can enter Blade Mode to swipe the standee featuring a model to reveal her "alternative" costume.

II **VR Terminal 09** is hidden behind the partition wall.

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QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

III **Ranked Battle #4** (see overleaf) begins after you operate the panel to open the door and enter the room beyond.

VI Enter the elevator and operate the panel to reach the next area. Turn left and watch the ascent during the Codec conversation with Doktor: you can observe a Slider soaring over the rooftops, in addition to other troop movements.

IV As you exit the office, turn left to find **Man in Box 03** in a dead end. If you are low on health or Fuel Cell energy, a quick Zandatsu here will set you up for the next battle.

V **Ranked Battle #5** (see overleaf) begins when you move into the corridor with a glass wall, though the specific trigger is when the Cyborg stationed outside the elevator – clearly visible if you watch from the corner – detects Raiden. This Cyborg possesses **ID Chip 10**, so no matter how you choose to proceed, ensure that you collect this.

ENEMY ARCHETYPE: URBAN GEKKO

This issue of the Gekko is notable for its greater overall resilience, though it shares the same capabilities and idiosyncrasies of the models encountered earlier in the story. Further reading: see page 190.

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RANKED BATTLE #4

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:30	1,000
	2:00	900
	2:30	750
	3:00	600
	6:00	500
BP	1,000	1,000
	800	900
	500	750
	250	600
	100	500
Zandatsu	2	1,000
	1	500
Longest Combo	50	1,000
	40	900
	30	750
	10	600
	5	500
Kills	8	1,000
	6	900
	4	750
	2	600
	1	500
No Damage Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** The battle begins as you enter the office.
- **Recommended Equipment:** RP Grenades, Pole-Arm, Pincer Blades
- **Enemies:** Gekko x2, Tripod x4 (+ Tripod x4)
- **Difficulty:** Moderate (E/N/H), Medium (VH/R)

Preface (Easy, Normal & Hard):

- You don't have Ripper Mode on a first playthrough on Normal, but you don't really need it: Raiden's HF Blade and the Pole-Arm are sufficient to secure a solid result without great effort.
- When you return to secure S-Ranks, you may find that the RP Grenade isn't particularly necessary on lower difficulty levels, where you can easily keep the Tripods under control and build a combo for a Perfect Sheet result with the Pole-Arm alone.

Perfect Sheet Strategy:

1. Wait for the first Gekko to arrive, enter Ripper Mode to weaken it with a few strikes (□), before destroying it with a Zandatsu. Deactivate Ripper Mode immediately. A fully charged Wake Turbulence assault can also work wonders to trigger an Execution.

2. Lock the second Gekko and snap-throw an RP Grenade to disable it and the surrounding Tripods; begin building up the combo with Pole-Arm strikes.
3. As soon as the Gekko recovers, reduce the frequency of your Pole-Arm attacks to make it easier to block when required. When you reach the required 50-hit total, the Gekko should be ready for a Zandatsu finish.
4. Destroy any remaining Tripods with the Pole-Arm.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	1,000
BP	1,000	1,000
Zandatsu	2	1,000
Longest Combo	50	1,000
Kills	8	1,000
Score Total (S-Rank):		5,000

No Damage Strategy:

1. Charge up a Wake Turbulence attack with the Pincer Blades, and unleash it on the closest Gekko as it enters the office to trigger an Execution.
2. To avoid taking any chances, throw an RP Grenade and enter Ripper Mode. Destroy the second Gekko immediately (with a Zandatsu if you missed the first opportunity), then take care of the Tripods with the Pole-Arm.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:30	750+
BP	≥ 500	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	8	1000
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

RANKED BATTLE #5

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	0:50	1,000
	1:20	900
	2:00	750
	3:00	600
	4:00	500
BP	1,000	1,000
	800	900
	500	750
	250	600
	100	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500
Longest Combo	30	1,000
	25	900
	20	750
	10	600
	5	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

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S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** When Raiden is detected by the Cyborg stationed by the elevator.
- **Recommended Equipment:** Pole-Arm
- **Enemies:** Cyborg x3, Riot Shield Cyborg x2
- **Difficulty:** Simple

Strategy:

- If you have been practicing the Sliding Tackle/Zandatsu finish, this technique can facilitate a ridiculously fast and spectacular S-Rank for this fight. It should secure you a No Damage bonus – and if you grab all five Electrolyte Cores, a Perfect Sheet as well.
- Ninja Run along the corridor without delay, then turn right and pass the two Riot Shield Cyborgs with a Sliding Tackle: this will usually prevent them from attacking. If you immediately slide again, the next three Cyborgs should be perfectly aligned for three consecutive Blade Mode takedowns. This will make it difficult to obtain ID Chip 10 on a first playthrough, but we would suggest that you accomplish that initially, then select Restart to play for a better score.
- You now only need to turn and eliminate the two Cyborgs with riot shields. A Pole-Arm-based combo will be sufficient to destroy their shields before a Blade Mode finish.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Enemies:** Cyborg x3 (+ Armored Cyborg x2)
- **Recommended Equipment:** RP Grenades, Pole-Arm
- **Difficulty:** Challenging

02

No Damage & No Kills Strategy:

1. The reinforcements only enter the fray if Raiden is spotted by the standard Cyborg with the rocket launcher. This No Damage strategy takes advantage of this feature.
2. From the corner of the main corridor, throw an RP Grenade as far as possible (02). Wait for the grenade to detonate, then run directly to the end of the corridor, staying close to the left-hand wall; stop in front of the painting. Snap-throw another RP Grenade to the right, but not far enough to alert the Cyborg. If all goes well, the second detonation should only trigger a Caution status.
3. With Raiden hidden from view, move carefully to your target, staying close to the left-hand wall. Don't activate Ninja Run. Move behind your quarry and eliminate him with a Ninja Kill followed by a Zandatsu finish.
4. Neutralize the two targets in the elevator with a Pole-Arm combo before finishing them off with Zandatsu conclusions.
5. **Alternative:** Rush to the two Cyborgs with riot shields, incapacitate them with an RP Grenade, destroy their shields and weaken them a little in Ripper Mode. You can then slice at least one limb from both targets. Deactivate Ripper Mode and rush to the three remaining Cyborgs. Aim to land a single blow on each target prior to severing their legs, then quickly withdraw to the required distance once all three have been neutralized. With an astonishingly fast completion time combined with No Damage and No Kills bonuses, this is the quickest way to secure an S-Rank – but it does demand a high degree of precision.

NO DAMAGE & NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	750+
BP	≥ 500	750+
Zandatsu	3	750
Longest Combo	≥ 5	500+
Kills	3	750
No Damage Bonus		1,500
No Kills Bonus (Optional)		1,500
Score Total (S-Rank):		**5,000+**

03

Perfect Sheet Strategy:

1. Run to the end of the corridor and throw an RP Grenade to the right of the painting. The two Riot Shield Cyborgs should be in front of you at this point. Activate Ripper Mode to destroy their shields and armor (03), then finish both of them off with a Zandatsu apiece.
2. Deactivate Ripper Mode during the Electrolyte Core animation and rush to the standard Cyborg wielding the rocket launcher and a baton. Take him down with a long Pole-Arm combo, building the hit total by striking the other Cyborgs, and finishing off each target with a Zandatsu. You have ample time to connect the combo with the next target after each Zandatsu, even if the Cyborg wielding a machine gun is a few meters away.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 0:50	1,000
BP	1,000	1,000
Zandatsu	5	1,000
Longest Combo	30	1,000
Kills	5	1,000
Score Total (S-Rank):		**5,000**

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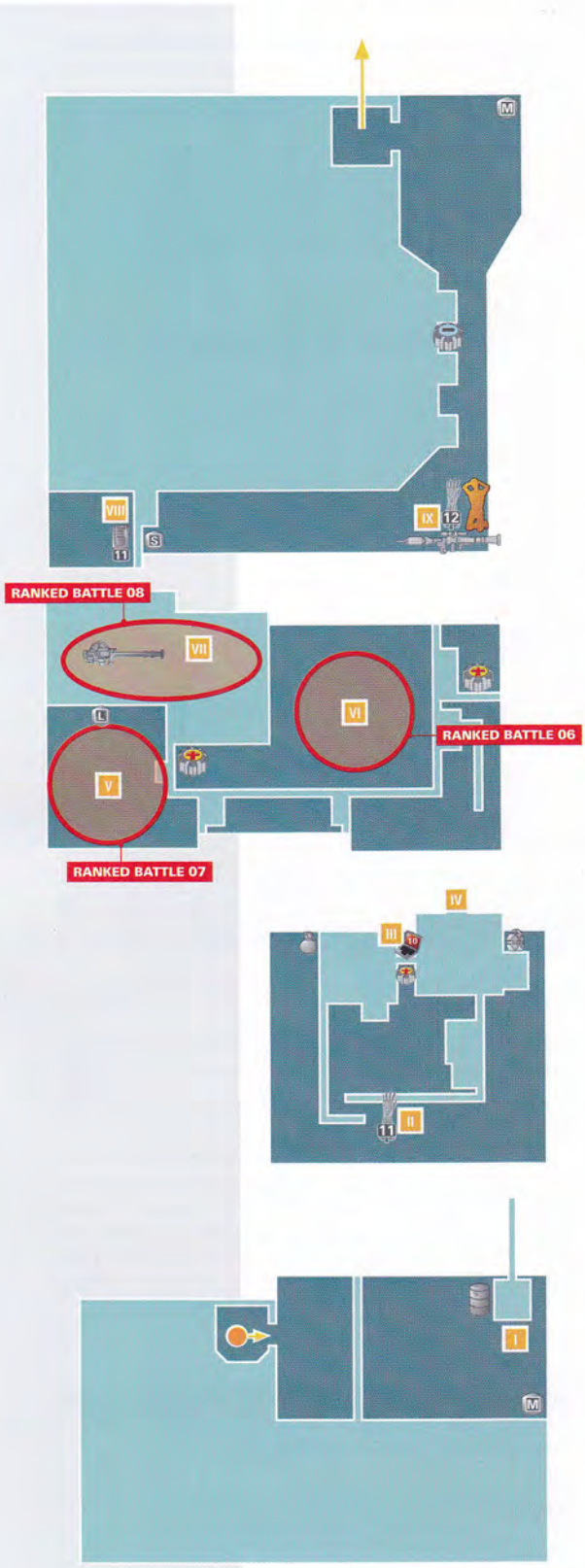
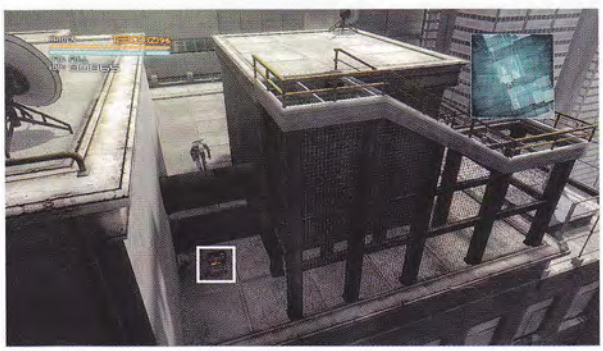


I Head to this position, then Ninja Run to the top of the crane arm to reach the adjacent building. Raiden can (and will) fall to his death if you do not keep him running in a straight line. You will find that it is slightly easier to make the jump if you take the time to align the camera before you begin the run-up. Feel free to jump manually if you would prefer to take direct responsibility for Raiden's fate during the maneuver.

II **Unrated Combat.** As soon as Raiden lands, Sliders, Cyborg Cops and an Armored Cyborg will engage him. Shortly after this fight begins, an additional Slider with a Cyborg pilot will enter the battle: this Cyborg carries **ID Chip 11**. Make the acquisition of this your priority on a first visit. Though the presence of Sliders complicates matters, this fight isn't too taxing. Just ensure that you complete your final kill with a Zandatsu to have Raiden in top condition for the next confrontation.



III Ninja Run to climb the pipes, or drop from a roof at either side of this secluded spot to find **VR Terminal 10**. Be cautious during the approach: there is no barrier in this "secret" area to prevent Raiden from falling from the skyscraper.

IV Once you are ready to proceed, Ninja Run from this distinctive red platform to reach the next rooftop.

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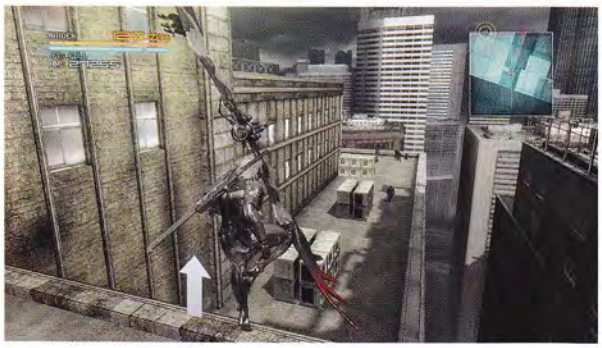
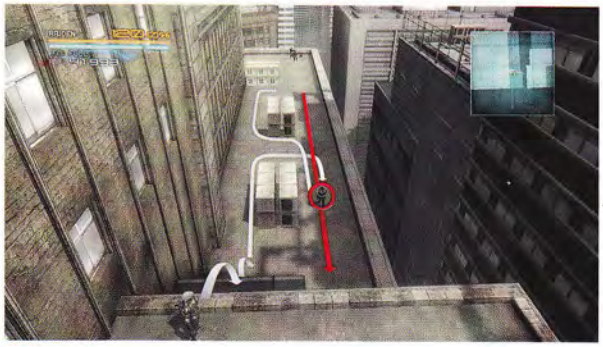
V When you land, turn left and Ninja Run along the side of the building to reach this dead-end, where you will find a locked container hiding a **Holo-Chip (L)**. As you attempt to leave, three Cyborg Cops and a pair of Sliders arrive to engage Raiden. This is **Ranked Battle #7** (see overleaf): a "secret" battle that is easily missed. You can actually begin this fight at any point before you finish Ranked Battle #8 and leap to the next rooftop.

VI **Ranked Battle #6** (see overleaf) begins when you reach this section of the rooftop, and introduces a new opponent: the Cyborg Berserker. Don't linger too close to the east side of this building after the battle ends, as this may cause two Cyborgs to execute a hostage on a nearby rooftop.

VII Allow Raiden to be detected by the patrolling Armored Cyborg to trigger **Ranked Battle #8** (see page 114). If you Ninja Kill or bypass him entirely, you will miss this fight – and its rating.



VIII **Unrated Combat:** Ninja Run from the red platform to reach the next rooftop to the north, then turn to the east and watch carefully. There are two collectibles and a **hostage** to save in this area, so you will need to take specific steps to complete all objectives on a first playthrough (though if you already have these, you can simply brawl your way to the exit). As you observe the Cyborgs in the distance, you will see a Slider deposit a Cyborg Cop directly ahead, then fly towards Raiden's position. As it approaches, jump on the spot and enter Blade Mode to cleave any part of its body to bring it down. When it explodes, you can collect its cargo: **Data Storage 11**. If you fail, selecting Restart will allow you to try again from exactly the same position. As with other collectibles, you only need to acquire this once.



IX Drop to the ground and hide to the left of the extractor fans before the approaching Cyborg Cop detects Raiden; you can then run behind him to perform a Ninja Kill. Select EM Grenades in your inventory. Hug the wall to the left as you move closer to the two Cyborgs standing over the hostage, then toss one of the devices to land in their position. This is usually sufficient to ensure that the hostage will not be executed. Both Cyborgs, an Armored Cyborg and a Cyborg riding a Slider, will move to engage Raiden at this stage. One of the two Cyborgs standing over the hostage has **ID Chip 12**, which is your final objective. Obtain this, and you can finish the battle in any way you please before you approach and formally "free" the civilian. If you fail to obtain the collectible, you can restart at any time. Once you are ready, cut through the fence at the waypoint marker, then slice the elevator cables (a simple light attack will suffice) to reach a subway tunnel.

ENEMY ARCHETYPE: CYBORG BERSERKER

Ponderous yet enormously powerful, the arrival of a Cyborg Berserker often necessitates an immediate shift in your tactical approach.

- The most important thing to note about the Cyborg Berserker is that Raiden cannot Parry Counter its attacks, and that some of its assaults can't be parried at all. The Berserker's hammer slam is unblockable, though the lengthy power-up time and recognizable yellow glow that accompanies the raising of the hammer offers sufficient advance warning to take evasive maneuvers. While the first two blows of its three-hit combo can be weathered by parrying, the final hammer slam is actually unblockable.
- Other attacks employed by the Cyborg Berserker include a single upwards swing, a two-hit rotating attack (be ready to quickly parry the second blow), and a special shoulder charge that is only used if you have severed an arm to prevent it from using its hammer.
- The best tactic against Cyborg Berserkers is to bide your time, usually evading their opening attack, then run in close to stun them with a hard-hitting combo. Inflict sufficient damage within a time window dictated by your current difficulty (a few seconds on Normal; a few heartbeats on Revengeance), and you can take advantage of an Execution opportunity – or, at least, stagger them and cancel imminent attacks.
- Despite the imposing powered armor, don't forget that these opponents are still human: you must fashion a non-lethal takedown to preserve a potential No Kills bonus. If you chose to achieve this by severing limbs, it's always prudent to aim for their legs. Denied the use of an arm or two, they will remain active and attempt to charge Raiden.
- Further reading and in-depth analysis: see page 188.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	2:00	1,000
	2:30	900
	3:00	750
	4:00	600
	6:00	500
BP	1,000	1,000
	800	900
	500	750
	250	600
	100	500
Zandatsu	4	1,000
	3	900
	2	600
	1	500
Longest Combo	50	1,000
	40	900
	30	750
	20	600
	5	500
Kills	4	1,000
	3	900
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

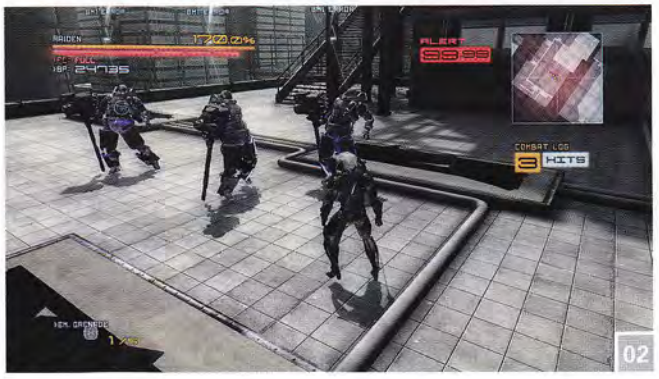
- **Combat Trigger:** When you reach the rooftop with numerous air conditioning units.
- **Enemies:** Slider x2, Cyborg Cop x2, Cyborg Berserker x1 (+ Cyborg Berserker x1 on E/N/H; +2 on VH/R)
- **Difficulty:** Moderate (E/N/H), Challenging (VH/R)
- **Recommended Equipment:** EM Grenades & Sai/Pincer Blades; or RP Grenades & Sai/Pole-Arm
- **Note:** The death of the two Cyborg Cops or Sliders is the trigger for reinforcements.

Preface (Easy, Normal & Hard):

- Only a single Cyborg Berserker arrives to support the initial enemy set on lower difficulty levels. If you can contain the fight to the area where the first Berserker lands, you will often find that the second will remain stationary behind an air conditioning unit until you approach him.
- The strategies outlined below feature weapons that are unavailable on a first playthrough. If you are determined to obtain an S-Rank in your first visit to the area, your best bet would probably be to employ a variation of the Perfect Sheet strategy. Use an EM Grenade at the start of the fight to disable the Berserker (replacing the effect of the Sai), then eliminate the Cyborg Cops with Zandatsu finishes. If you can carry your combo from these opening attacks into a Pole-Arm assault on the Berserker, you can reach the 50-hit requirement before you grab its Electrolyte Core. Should you complete the opening section of the fight without sustaining a single hit, it may be prudent to preserve your No Damage bonus by greeting the second Cyborg Berserker with another incapacitating grenade.

No Damage Strategy:

1. Your priority is to kill the Sliders and their Cyborg Cop passengers. Use a charged Sai attack to disable the Cyborg Berserker, then immediately press ⊗/□ to interrupt the pulling move (01). Quickly dispatch both Cyborg Cops with instant Zandatsu kills (either by jumping to them or by pulling Raiden to them with the Sai) while they're still in the air. Be sure to slice both Sliders during the process. If you are sufficiently accurate at jumping to achieve the Blade Mode finishes, you can use the Sai to stun the Cyborg Berserker for a second time, if required.
2. You now face three Cyborg Berserkers; exchange the Sai for the Pincer Blades. Run around the arena until your opponents are grouped together, then throw an EM Grenade to disable all three (02). Use the Wake Turbulence combo to severely weaken them, then – if time is of the essence – simply slice their legs off and move away to end the fight with an S-Rank. You can, of course, employ Zandatsu finishes if you prefer.



NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	750+
BP	≥ 500	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	≥ 4	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		**5,000+**

Perfect Sheet Strategy:

1. Follow the previous strategy until you face the three Cyborg Berserkers.
2. Switch to the Pole-Arm and toss an RP Grenade to disable them after maneuvering them into close proximity. You now have the time to perform long attacks with the Pole-Arm, hitting all three to build up a huge combo ("Plume de l'ange" is very effective to reach this goal quickly). Make sure you kill one of the Berserkers with an Execution move before the smoke dissipates.
3. Once the remaining targets have recovered, continue to strike them with the Pole-Arm, leaping backwards to evade any incoming blows. Once you have passed the 50-hit mark, finish off your foes.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	1,000	1,000
Zandatsu	4	1,000
Longest Combo	50	1,000
Kills	4	1,000
Score Total (S-Rank):		**5,000**

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No Kills Strategy:

1. Proceed as in the No Damage Strategy, but sever the legs of the Cyborg Cops while they are in the air, then attempt to secure a Zandatsu against either of the Sliders.
2. When you face the Cyborg Berserkers, build a combo with the Pole-Arm as described in the Perfect Sheet strategy, and conclude the battle by severing their arms or legs and moving away.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:30	900+
BP	≥ 500	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 30	750+
Kills	2 (the Sliders)	600
No Kills Bonus		1,500
Score Total (S-Rank):		**5,000+**

RANKED BATTLE #7

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:00	1,000
	1:30	900
	2:00	750
	2:30	600
	4:00	500
BP	1,000	1,000
	800	900
	500	750
	250	600
	100	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500
Longest Combo	35	1,000
	30	900
	20	750
	10	600
	5	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	**S**	**A**	**B**	**C**	**D**

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** Approach the locked chest; the enemies will arrive once you attempt to leave this rooftop.
- **Recommended Equipment:** RP Grenades, Sai
- **Enemies:** Cyborg Cop x3, Slider x2 (+ Slider x2)
- **Difficulty:** Simple (No Kills), Demanding (Perfect Sheet)
- **Note:** You can play this fight before Ranked Battle #6 and after Ranked Battle #8. When you use Restart, you reappear at the last checkpoint activated prior to reaching this area. The two Slider reinforcements appear once you have killed at least two opponents.

Preface (Easy, Normal & Hard):

- While by no means impossible, achieving a perfect Rank on a debut playthrough is complicated by the fact that Sliders are a nuisance until you unlock the Sai: jumping to finish them in Blade Mode is awkward. This is an easy battle to beat on first attempt, but it's tough to secure an excellent score.
- If you insist on trying, the best approach is to use RP Grenades liberally and follow the No Kills & No Damage strategy (but without the Sai).

No Kills & No Damage Strategy:

1. As soon as you spot a Slider, pull yourself to it with the Sai (03), then finish it off immediately with a well-aimed Zandatsu.
2. Snap-throw an RP Grenade to incapacitate the three standard Cyborgs, then quickly cut off their legs and move away.
3. Take care of the three remaining Sliders by using the Sai prior to a Blade Mode finish, and secure at least one more Zandatsu to satisfy the score requirements.
4. If you open this battle purposefully, a No Damage bonus is a distinct possibility – and removes the need to make the tricky Zandatsu slices on the Sliders. You can throw a second RP Grenade to reduce the likelihood of being hit by a stray bullet.

NO KILLS & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	900+
BP	≥ 250	600+
Zandatsu	≥ 2	600+
Longest Combo	≥ 5	500+
Kills	4 (the Sliders)	900+
No Kills Bonus		1,500
No Damage Bonus		1,500
Score Total (S-Rank):		**5,000+**

Perfect Sheet Strategy:

1. This is *much* harder. Broadly, your approach is similar to the No Kills strategy, but with the added complication of performing Zandatsu finishing moves on five of the seven enemies you face. The three Cyborgs should be entirely routine, which means that the Sliders present four chances to gain the final two.
2. Building up a 35-hit combo is the biggest challenge. One solution is to go to town in Blade Mode on each of the three Sliders in turn. Ninja Run for a split-second after the Zandatsu animation to evade bullets or rockets, then transport Raiden to the next target in line with the Sai before the combo drops. Another solution is to perform a long Pole-Arm combo on the three Cyborgs at the start of the confrontation. The "Plume de l'ange" technique is very effective here, but it's tough to land all three Zandatsu finishes as the fog clears. If you miss any of these, you'll need to compensate for the shortfall when you deal with the Sliders.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	1,000
BP	1,000	1,000
Zandatsu	5	1,000
Longest Combo	35	1,000
Kills	5	1,000
Score Total (S-Rank):		**5,000**

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RANKED BATTLE #8

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:00	1,000
	1:30	900
	2:00	750
	2:30	600
	4:00	500
BP	400	1,000
	300	900
	250	750
	200	600
	100	500
Zandatsu	1	1,000
Longest Combo	30	1,000
	25	900
	20	750
	10	600
	5	500
Kills	2	1,000
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** The fight begins once Raiden has been detected by the patrolling Armored Cyborg.
- **Recommended Equipment:** Sai
- **Enemies:** Armored Cyborg x1, Hammerhead x1
- **Difficulty:** Simple

Strategy:

- Climb the steps in AR Mode, and approach the Armored Cyborg from behind. Engage the fight by knocking him down from his feet (for example with a Sliding Tackle, Falling Lightning or Sky High). Pummel him with combos to break his armor before he returns to his feet. You can then end with a Zandatsu, or make a slightly quicker finish by severing one of his limbs to secure a No Kills bonus.
- Immediately Ninja Run to avoid machine gun fire from the Hammerhead, which should become operational as you neutralize the Armored Cyborg. Use the Sai to pull Raiden in close (or jump beneath it on a first playthrough), then hit it with everything you have. A few combos, even on a first playthrough, will damage it sufficiently for the usual missile-jumping finish.
- With a little luck, your combo will usually still be active as you enter Blade Mode. Slash wildly to reach the 30-hit requirement before the Hammerhead explodes, and it's relatively easy to gain a Perfect Sheet with a No Damage bonus. Even if you miss the time requirement, the latter bonus will guarantee an S-Rank.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** RP Grenades, Pincer Blades
- **Enemies:** Armored Cyborg x2, Hammerhead x1
- **Difficulty:** Moderate
- **Note:** If you stealth kill both Armored Cyborgs, the Hammerhead won't appear and you will not receive a rating for this battle.

Perfect Sheet Strategy:

1. Climb onto the rooftop and Ninja Run to avoid the two Cyborgs until the Hammerhead arrives on the northern edge of the building. Activate Ripper Mode, jump to the helicopter and shred it to pieces with a short combo (you can't afford to have the long Execution animation). Immediately deactivate Ripper Mode.
2. Ninja Run away from the Armored Cyborgs, then – with Pincer Blades at the ready – turn around and charge a Whirlwind attack to severely weaken both of them simultaneously (04). Sever their arms in Blade Mode and pummel them in turn until you reach the 30-hit milestone. Make sure you perform a Zandatsu on at least one of your victims.

3. If you struggle to keep both Armored Cyborgs under control, feel free to toss an RP Grenade to deal with them one at a time. The most important consideration is to keep the combo active at all times.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	1,000
BP	400	1,000
Zandatsu	1	1,000
Longest Combo	30	1,000
Kills	2	1,000
Score Total (S-Rank):		5,000

No Kills & No Damage Strategy:

1. Open the battle in the same way, using Ripper Mode to vaporize the Hammerhead the moment it enters the fray.
2. Stay in Ripper Mode and inflict one blow to weaken a Cyborg, then quickly cut off one of his limbs. Repeat this with the second Cyborg, deactivate Ripper Mode and move away. You can alternatively deactivate Ripper Mode after destroying the Hammerhead, then use the Pincer Blades (as described in the Perfect Sheet strategy) to weaken the Cyborgs before you slice off limbs. You can make this a little easier by snap-throwing an RP Grenade to pacify them beforehand.

NO KILLS & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	1,000
BP	≥ 100	500+
Zandatsu	0	0
Longest Combo	≥ 5	500+
Kills	1	500
No Kills Bonus		1,500
No Damage Bonus		1,500
Score Total (S-Rank):		5,500+

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RANKED BATTLE #9

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:00	1,000
	1:30	900
	2:00	750
	2:30	600
	4:00	500
BP	1,000	1,000
	800	900
	500	750
	250	600
	100	500
Zandatsu	1	1,000
Longest Combo	40	1,000
	30	900
	20	750
	10	600
	5	500
Kills	6	1,000
	5	900
	4	750
	3	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** Once you are detected on the platform close to the exit.
- **Recommended Equipment:** Pole-Arm, EM Grenades
- **Enemies:** Mastiff x1, Tripod x7
- **Difficulty:** Simple
- **Note:** This battle takes place in the Subway zone (see overleaf).

Strategy:

1. This is a short and relatively straightforward battle, where building a 40-hit combo is the only real hurdle en route to a Perfect Sheet finish. Jump onto the platform and snap-throw an EM Grenade at the Mastiff. This will incapacitate it for a few seconds, which will enable you to rack up Pole-Arm hits to simultaneously weaken your primary foe and eliminate the swarm of Tripods before it recovers. Once the gatecrashers fall, the Mastiff is a routine kill.
2. If you experience difficulties with the time requirement, a No Damage bonus will suffice for an S-Rank – just focus on defense over attack against the Mastiff, and you can ignore the Longest Combo requirement as long as you secure a closing Zandatsu.

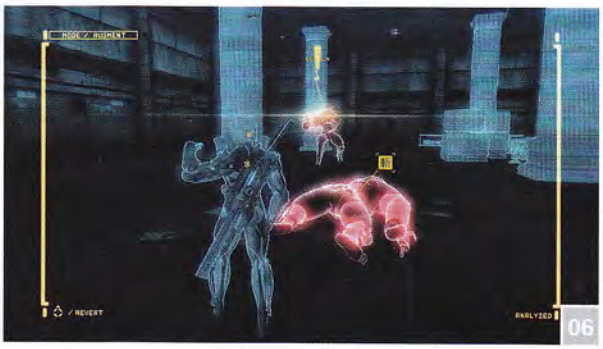
S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** RP Grenades, Pole-Arm
- **Enemies:** Mastiff x2, Tripod x5
- **Difficulty:** Challenging
- **Note:** Three Tripods are hanging on the ceiling; the remaining two enter the fray once Raiden is detected.

Perfect Sheet Strategy:

1. Climb on the platform from the west side. Hide behind the southwest pillar and sneak behind the Mastiff as soon it moves east (05) – it's important to walk, not run – then perform a Ninja Kill. Don't waste a second, or a Tripod will spot you.
2. Immediately lock the second Mastiff and snap-throw an RP Grenade to incapacitate both it and the Tripods (06). Pummel the Mastiff (ideally with the Pole-Arm) until you trigger an Execution opportunity, then slice furiously while in Blade Mode before you perform the Zandatsu.
3. Once the Mastiff falls, eliminate the Tripods with the Pole-Arm to build your combo; a glance at the Soliton Radar will reveal their positions. You should meet the 40-hit requirement at this stage.



PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	1,000
BP	1,000	1,000
Zandatsu	1	1,000
Longest Combo	40	1,000
Kills	6	1,000
Score Total (S-Rank):		5,000

No Damage Strategy:

You can obtain a No Damage bonus by following the above strategy, but instead activate Ripper Mode to deal with the second Mastiff; there's really no need to meet the Longest Combo requirement if Raiden does not sustain any injuries.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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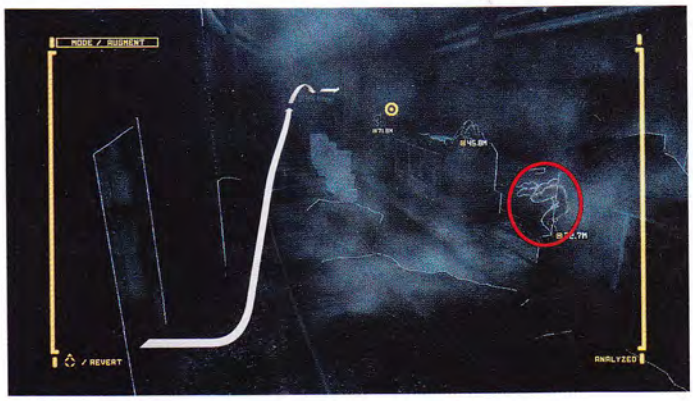
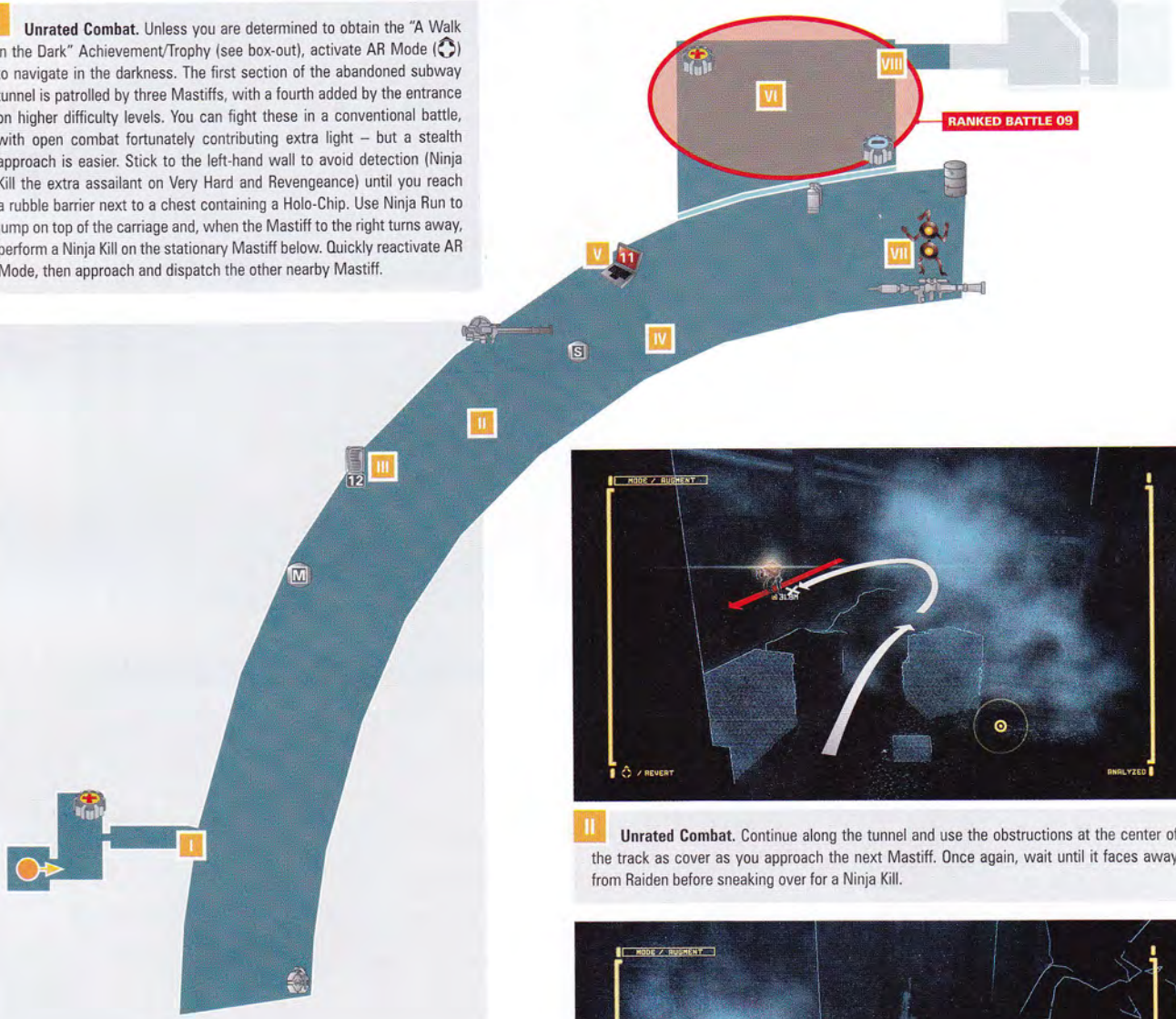
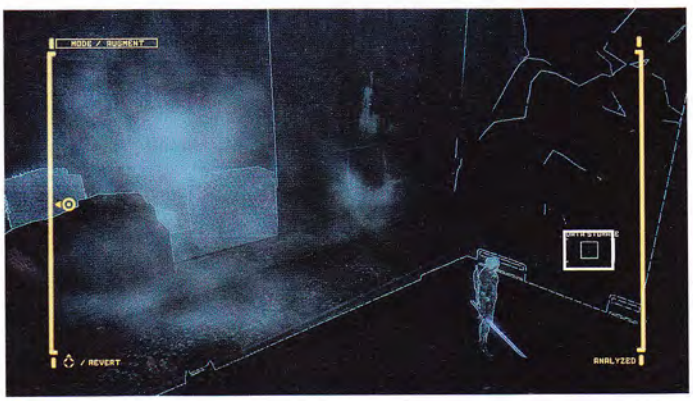


I **Unrated Combat.** Unless you are determined to obtain the "A Walk in the Dark" Achievement/Trophy (see box-out), activate AR Mode (◯) to navigate in the darkness. The first section of the abandoned subway tunnel is patrolled by three Mastiffs, with a fourth added by the entrance on higher difficulty levels. You can fight these in a conventional battle, with open combat fortunately contributing extra light – but a stealth approach is easier. Stick to the left-hand wall to avoid detection (Ninja Kill the extra assailant on Very Hard and Revengeance) until you reach a rubble barrier next to a chest containing a Holo-Chip. Use Ninja Run to jump on top of the carriage and, when the Mastiff to the right turns away, perform a Ninja Kill on the stationary Mastiff below. Quickly reactivate AR Mode, then approach and dispatch the other nearby Mastiff.



II **Unrated Combat.** Continue along the tunnel and use the obstructions at the center of the track as cover as you approach the next Mastiff. Once again, wait until it faces away from Raiden before sneaking over for a Ninja Kill.



III **Data Storage 12** can be found on the ground in this position, close to the rubble wall.

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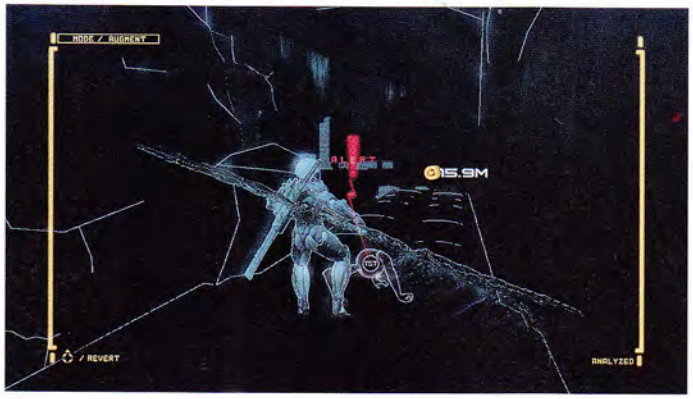

IV The only way through when you reach the collapsed tunnel section is via the roof of this train: use Ninja Run to climb on top. Several Tripods will drop down from the ceiling to engage Raiden; flail the Pole-Arm to dispatch these, as the capricious magical light source that illuminates fights with Mastiffs does not extend the same courtesy when you face Tripods. Watch the area in the direction of the waypoint marker until a patrolling Mastiff presents Raiden with his back, then drop down and eliminate it with a Ninja Kill.

"A WALK IN THE DARK"

Achievement/Trophy: This reward challenges you to travel through the abandoned subway without once activating AR Mode. Due to the relative complexity of the path, and the presence of important collectibles, we would strongly recommend that you leave this task to a later playthrough of File R-03. Once you are ready to undertake the challenge, the best way to achieve it – screwing with brightness, backlight and gamma settings on your TV notwithstanding – is to walk through the doorway into the tunnel, then run straight for the Mastiff on the right-hand side of the track (use the Soliton Radar to locate it). A full Alert status will provide sufficient illumination for you to Ninja Run to the train where the Tripods lie in wait (again, on the right-hand side of the tunnel). Don't engage targets in combat: just sprint directly for the platform at the waypoint marker and attract the attention of the Mastiff to trigger Ranked Battle #9. Once this ends, operate the panel and walk up the stairs. The Achievement/Trophy notification should appear during the Codec conversation with Wolf.

V **VR Terminal 11** is hidden in a corner by the pile of rubble here.

VI **Ranked Battle #9** (see page 115) begins as soon as you attract the attention of the Mastiff patrolling close to the waypoint marker.

VII A Double Tripod is located on the far track - it's easy to see in AR Mode. The fight with this secret opponent takes place in complete darkness, so you'll need to acquire a Target Lock and fight by instinct. You can, alternatively, break out Sub-Weapons (such as the oft-forgotten standard Grenades) and destroy it from a safe distance.

VIII Activate the panel here and return to the surface.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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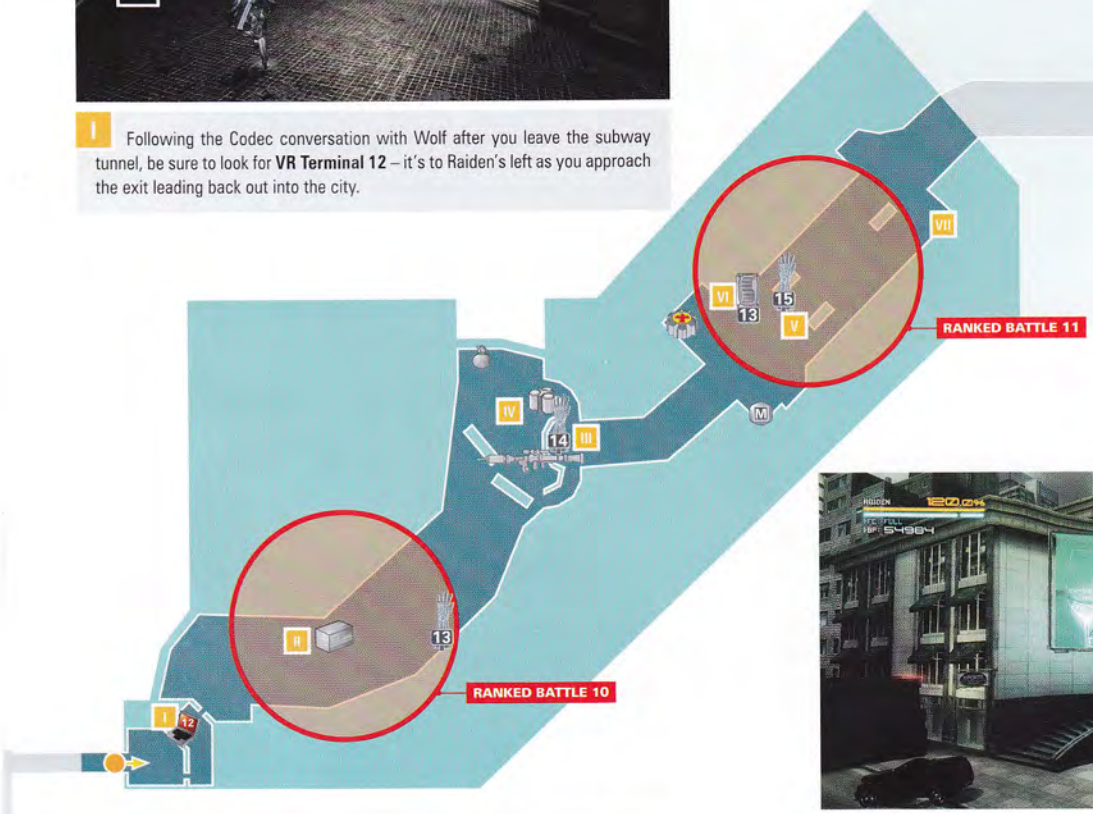
I Following the Codec conversation with Wolf after you leave the subway tunnel, be sure to look for **VR Terminal 12** – it's to Raiden's left as you approach the exit leading back out into the city.



II Ninja Run through the doorway and don't break stride: **Ranked Battle #10** (see right-hand page) begins with a barrage of machine-gun fire as soon as Raiden sets foot on the street. A Cyborg Cop in this battle carries **ID Chip 13**, which you should be sure to collect on your first attempt. If necessary, you can select Restart to begin the fight from just inside the doorway after you have picked it up.

III **Unrated Combat.** The Cyborgs in this area are joined by a Cyborg Berserker if Raiden is detected, so a stealth approach is prudent. On lower difficulty levels, select Restart, then immediately Ninja Run to eliminate the Cyborg Cop directly ahead. Run up the steps and neutralize the Armored Cyborg (this target has **ID Chip 14**, so sever his left arm before the Zandatsu finish if you have yet to pick up this collectible), then run down the next set of steps to deal with the final target. If you have no need to pick up items here, it's easier to just sneak up the steps and bypass the fight completely. This is something that you can do immediately on lower difficulty levels. On Very Hard or Revengeance, just wait for a patrolling Cyborg to walk down the steps and turn away, then run (but not Ninja Run) up the steps.

IV Once it is safe to do so, slice the lock on this container to collect an **Endurance +1** upgrade.

V **Ranked Battle #11** (see overleaf) begins as soon as the soldiers on the steps detect Raiden. When you reach this area for the first time, enter AR Mode to identify the Cyborg carrying **ID Chip 15**: he is positioned as a sentry on the left-hand side of the steps.

ENEMY ARCHETYPE: FENRIR

As Wolf's contemptuous interjection via Codec suggests during your first encounter with the Fenrir, these opponents are essentially less-resilient iterations of the LQ-84i sub-boss encountered in R-01. You may also be pleased to hear that they are markedly less inclined to engage in battlefield philosophy and tactical withdrawals. You will encounter two types of Fenrir, one equipped with a chainsaw, the other with a rail gun instead, which enables them to open fire from a distance. If you need to refresh your memory on their attack strategies and weaknesses, see page 198.

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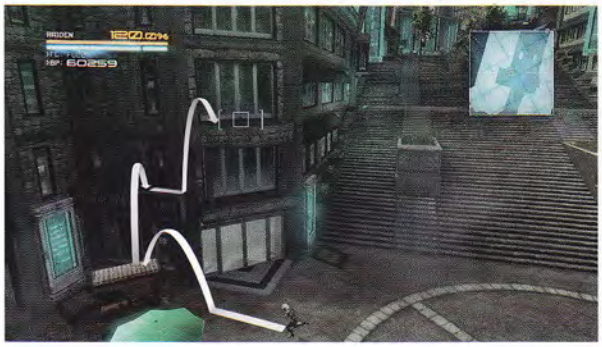
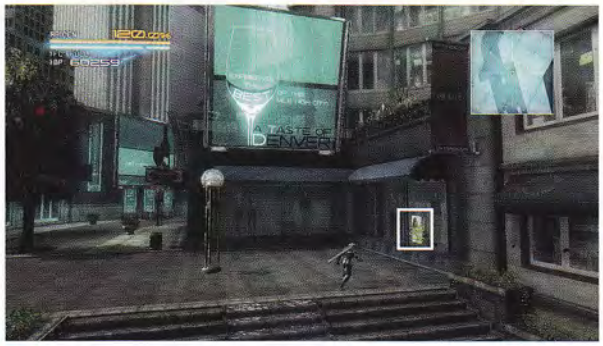


VI **Data Storage 13** is situated on a seemingly inaccessible ledge on this building, but you can reach it with a little athleticism. Hop onto the stall (if this stepping-stone was destroyed in the previous battle, select Restart to restore it), then jump on top of the Thunderbolt Café sign. Position Raiden close to the ledge where the collectible is found, then activate Ninja Run to make the final climb.



VII There is a poster that can be sliced in Blade Mode at the top of the steps.

RANKED BATTLE #10

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:30	1,000
	2:00	900
	3:00	750
	4:00	600
	6:00	500
BP	1,000	1,000
	800	900
	500	750
	250	600
	100	500
Zandatsu	4	1,000
	3	900
	2	600
	1	500
Longest Combo	50	1,000
	40	900
	30	750
	10	600
	5	500
Kills	4	1,000
	3	900
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** The battle begins as soon as you run out onto the road.
- **Recommended Equipment:** EM Grenades, Sai
- **Enemies:** GRAD x1, Armored Cyborg x1, Cyborg Cop x2
- **Difficulty:** Moderate (E/N/H), Medium (VH/R)

Preface (Easy, Normal & Hard):

- On lower difficulty levels, our core strategy is perhaps unnecessarily elaborate: the enemies may be identical, but they are a pale shadow of the foes you face on Very Hard and Revengeance.
- A much easier alternative is to Ninja Run on the right-hand side of the street, straight past the Cyborg Cop (who has ID Chip 13, if this is your first visit to the area) and move far beneath the bridge. You can then use the Sliding Tackle/Zandatsu technique to eliminate the two Cyborg Cops and briefly incapacitate the Armored Cyborg, who you can leave until last and dispatch with a withering, incessant Pole-Arm assault. You can actually nail the 50-hit requirement during this first section of the battle, if you wish.
- After you slash the support pillars to bring the GRAD down to earth, it is temporarily stunned. This offers a brief window to acquire a Target Lock and move into position for your assault. On a first playthrough, the best strategy is to ignore the prompts to enter Blade Mode. With a relentless sequence of combos (the Pole-Arm is fantastic here), it's possible to keep it in an almost permanent stun state until the Execution prompt appears.

Perfect Sheet Strategy:

1. Ninja Run towards the bridge, paying the Cyborgs a wide berth. Turn around when you reach the red barrier beneath the bridge. If homing missiles are closing in at this stage, enter Blade Mode to destroy them.
2. Immediately throw an EM Grenade to disable the three Cyborgs (01). Dispatch the Cyborg Cops with instant Zandatsu finishes, then incapacitate the Armored Cyborg with a Sai attack and hit him hard until you can finish him off with a Zandatsu. To speed things up, you can alternatively employ Ripper Mode or the Pincer Blades to weaken your opponent swiftly before you grab the all-important Electrolyte Core. Be sure to stay below the bridge – the GRAD can't hit you there.

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3. Destroy the two pillars that support the bridge to make the GRAD fall. To take it down with a 50-hit combo, incapacitate the war machine with a charged Sai attack (02), then attack relentlessly, stunning it with the Sai as often as necessary. If you have not quite hit the required combo total when you begin the Execution, go to town in Blade Mode before you complete the Zandatsu – though this can make it difficult to finish in under a minute and a half.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	1,000
BP	1,000	1,000
Zandatsu	4	1,000
Longest Combo	50	1,000
Kills	4	1,000
Score Total (S-Rank):		5,000

No Damage & No Kills Strategy:

The Perfect Sheet strategy will also enable you to secure No Damage and No Kills bonuses. Securing the former alone will mean that you can take longer and ignore the Longest Combo requirement.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	750+
BP	≥ 500	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	4	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	1,000
BP	≥ 500	750+
Zandatsu	1	500
Longest Combo	≥ 30	750+
Kills	1	500
No Kills Bonus		1,500
Score Total (S-Rank):		5,000+

RANKED BATTLE #11

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:30	1,000
	2:00	900
	2:30	750
	3:00	600
	6:00	500
BP	800	1,000
	600	900
	400	750
	200	600
	100	500
Zandatsu	1	1,000
Longest Combo	40	1,000
	30	900
	20	750
	10	600
	5	500
Kill	1	1,000
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

Strategy:

1. Though it is possible to stealth kill a few patrolling Cyborg Cops to facilitate an S-Rank through a No Damage bonus here, it's slow work, and not at all necessary. From the Restart position, Ninja Run in a straight line up the center of the steps, perform a U-turn as you pass the Cyborg Cop on the left (who has ID Chip 15, if you have yet to collect it), then hit him with a single strike followed by a quick Zandatsu. The Alert status should begin as you strike him.
2. Ninja Run between the remaining targets, employing single attacks followed by lethal Blade Mode slices to the torso or the head. With a little bit of practice, it's possible to eliminate all four without ceremony – or, indeed, damage – before the Fenrir becomes active.
3. You can now either employ the Pole-Arm to build a sufficiently lengthy combo with the Fenrir if aiming for a Perfect Sheet, or fight a defense-oriented battle to secure an S-Rank through a No Damage bonus.
4. You can actually achieve a "Pure Sheet" finish in this fight: a Perfect Sheet with No Damage and No Kills bonuses in a single result.

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** When the enemies on the steps detect Raiden.
- **Recommended Equipment:** Pole-Arm
- **Enemies:** Cyborg Cop x4 (+ Fenrir x1)
- **Difficulty:** Moderate

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S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** Cardboard Box/RP Grenades, Sai
- **Enemies:** Cyborg Cop x1, Mastiff x3 (+ Fenrir x2)
- **Difficulty:** Challenging
- **Note:** Three Mastiffs patrol on the steps, with a Rocket Launcher Cyborg stationed on a small raised platform. If the Cyborg notices Raiden, all foes enter Alert status. The two Fenrir enter the fray immediately when you reach the second set of steps.

No Kills Strategy:

1. This strategy requires that all assailants are in specific positions, so select Restart immediately when you reach the area. Run straight ahead, then stop dead as you reach the end of the small round patch of greenery in front of the steps, and hide inside a Cardboard Box (03).

2. Wait for the first Mastiff to move down the steps; when he turns back, sneak behind him (don't Ninja Run) and kill him stealthily. Now walk to the left and hide in front of the raised platform (just below the Cyborg – 04), and select an RP Grenade in your inventory.

3. Use AR Mode to ensure that the Mastiffs are looking away, then walk around the platform and cut off the Cyborg's legs from behind in Blade Mode. This will raise the alarm.
4. Turn around and snap-throw an RP Grenade. Hide in the smoke, and strike the closest target until the Fuel Cell Gauge is replenished. Enter Ripper Mode and quickly eliminate all enemies (dealing with the Mastiffs first). Make sure to finish off one foe with a Zandatsu.
5. If there are any survivors, stun them with the Sai before you eliminate them. This strategy leaves you with ample room for mistakes.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 6:00	500+
BP	≥ 100	500+
Zandatsu	1	1,000
Longest Combo	≥ 5	500+
Kills	1	1,000
No Kills Bonus		1,500
Score Total (S-Rank):		5,000+

No Damage Strategy:

1. Begin by following the opening procedure outlined in the No Kills strategy, but this time Ninja Kill the Cyborg on the raised platform (note that you can shorten the killing animation by entering Blade Mode for a split second).
2. Immediately run (but do not Ninja Run) up the steps and sneak behind the Mastiff to the right to Ninja Kill him (05). You need to be very fast here, and assassinate this target (with a Zandatsu finish) before the incoming Fenrir detect Raiden. These join the battle when you reach the second set of steps.
3. Snap-throw an RP Grenade, and hide in the fog as the Fenrir approach.
4. Enter Ripper Mode and make short work of both targets. If one attempts to escape, use the Sai to pull Raiden to it; try to finish one with a Zandatsu.
5. Deal with the remaining Mastiff last, taking advantage of Ripper Mode if it's still active. If not, a Parry Counter will suffice, or a charged Sai attack to facilitate a combo. End the fight with a Zandatsu for score purposes if you have yet to perform one.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 6:00	500+
BP	≥ 100	500+
Zandatsu	1	1,000
Longest Combo	≥ 5	500+
Kills	1	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

Perfect Sheet Strategy:

1. The battle timer begins when the enemies enter alert status, so you can follow the stealth approach of the previous strategies until you have performed Ninja Kills on the Cyborg and the first two Mastiffs, then destroy the Fenrir in Ripper Mode.
2. If the final Mastiff is in combat mode and nearby, keep your combo count active by pulling yourself to this final target with the Sai. If not, you can still complete a 40-hit combo against this final Mastiff alone. Open the duel with a charged Sai blow, then attack relentlessly with your blade, stunning him with the Sai again as soon as the effect ends. Finish him off with as many slices as it takes to secure the required hit count, then end with a Zandatsu.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	1,000
BP	800	1,000
Zandatsu	1	1,000
Longest Combo	40	1,000
Kills	1	1,000
Score Total (S-Rank):		5,000

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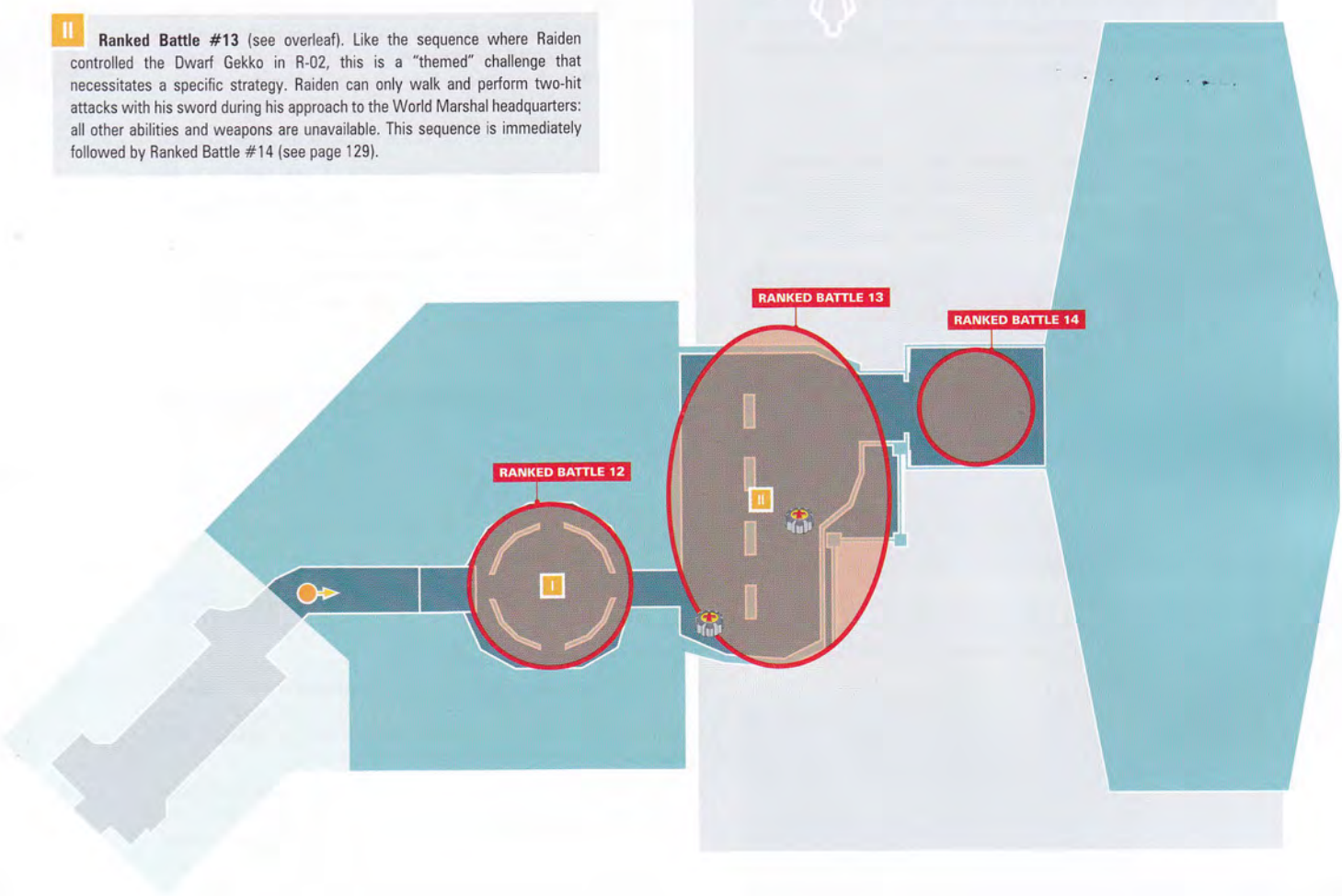
WORLD MARSHAL HQ

I Walk through the mall during the conversation until you reach a plaza, which triggers a cinematic interlude. **Ranked Battle #12** (see the page to your right) begins immediately once this ends.

II **Ranked Battle #13** (see overleaf). Like the sequence where Raiden controlled the Dwarf Gekko in R-02, this is a "themed" challenge that necessitates a specific strategy. Raiden can only walk and perform two-hit attacks with his sword during his approach to the World Marshal headquarters: all other abilities and weapons are unavailable. This sequence is immediately followed by Ranked Battle #14 (see page 129).



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RANKED BATTLE #12

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:00	1,000
	1:30	900
	2:00	750
	3:00	600
	4:00	500
BP	1,000	1,000
	800	900
	500	750
	250	600
	100	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500
Longest Combo	35	1,000
	30	900
	20	750
	10	600
	5	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** The fight begins at the end of the cinematic sequence, so it's prudent to prepare Raiden's equipment in advance.
- **Recommended Equipment:** RP Grenade, Sai
- **Enemies:** Cyborg Cop x5
- **Difficulty:** Simple (E/N/H), Medium (VH/R)

Preface (Easy, Normal & Hard):

- As the Cyborg Cops have a much lower rate of fire on lower difficulty levels, you can employ the Sliding Tackle/Zandatsu technique to eliminate all five with ease.

No Damage Strategy:

1. Snap-throw an RP Grenade as soon as you regain control of Raiden to incapacitate the two Cyborg Cops in front of you. Slice their torsos in Blade Mode to kill them instantly (but do not perform Zandatsus to save time), then kill the third one looking for you nearby, finishing this one off with a Zandatsu.
2. There are two Cops remaining: one with a gun, and one with a rocket launcher who comes from the north side of the plaza. Disable the closest one with a Sai attack (press Y/△ then X/□ to ensure that Raiden is not pulled to the target), instant-kill his ally while in Blade Mode, then come back to the remaining hostile and take him down with a Zandatsu.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	900+
BP	≥ 250	600+
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	5	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

Perfect Sheet Strategy:

1. Snap-throw an RP Grenade as soon as you gain control of Raiden to incapacitate the two Cyborgs in front of you. Launch a short combo on either (or both) of them and switch to Blade Mode to deal a few additional slices before the Zandatsu. Proceed in this manner with the first three Cyborgs, maintaining the combo at all times. You should be able to get at least 10-12 hits with each victim – and, with a modicum of good timing and luck, any rockets fired at him should explode during the Zandatsu animation. This should enable you to reach the 35-hit milestone very quickly. If not, Ninja Run to the closest soldier and repeat. Taking damage from bullets is not a problem: only rockets or melee blows will interrupt your combo.
2. Having met the Longest Combo requirement, you can finish the remaining hostiles with a single blow followed by a Zandatsu.
3. Note: If you manage to strike two or more weak points during a single Blade Mode attack (which is something that you can achieve against the first two Cyborgs), press B/○ repeatedly to absorb all the Electrolyte Cores in a truncated animation sequence. This will save you several seconds, and help you to finish in under a minute. That said, don't think that a Perfect Sheet is at all easy: this battle may require many attempts to S-Rank in this fashion.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	1,000
BP	1,000	1,000
Zandatsu	5	1,000
Longest Combo	35	1,000
Kills	5	1,000
Score Total (S-Rank):		5,000

No Kills & No Damage Strategy:

1. This is a very accessible strategy, but it's only possible if you secure the No Kills and No Damage bonuses simultaneously.
2. Snap-throw an RP Grenade as soon as you take control of Raiden to incapacitate the two Cyborgs in front of you. Immediately sever their legs (01). Inflict a short combo to the third Cyborg nearby, before slicing his legs off. You should still be protected by the fog at this point.
3. Ninja Run to the two remaining Cyborgs (use the radar to find them), deal one blow to briefly neutralize them, then sever their legs.

NO KILLS & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	1,000
BP	≥ 100	500+
Zandatsu	0	0
Longest Combo	≥ 5	500+
Kills	0	0
No Kills		1,500
No Damage		1,500
Score Total (S-Rank):		5,000+

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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	3:30	1,000
	4:00	900
	5:00	750
	6:00	600
	8:00	500
BP	100	1,000
	75	900
	50	750
	10	600
	5	500
Zandatsu	-	-
Longest Combo	4	1,000
	3	900
	2	600
	1	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500

OVERALL RANK

Score Total	4,000	3,600	3,000	2,400	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** The timer begins immediately once you regain control of Raiden after the cinematic sequences that follow Ranked Battle #12.
- **Enemies:** Cyborg Cop x3, Cyborg x2
- **Difficulty:** Challenging
- **Note:** Raiden is "wounded" during this sequence: he can't run or use his Custom or Sub-Weapon, and can only perform two-hit combos.

Perfect Sheet & No Damage Strategy:

1. Denied the use of Raiden's customary mobility and varied repertoire of attacks, the only way to obtain an S-Rank in this challenge is to avoid open conflict. If a Cyborg detects Raiden before you can land at least one blow, he will be able to fire with relative impunity, backing away to avoid potential attacks. In a full Alert situation, with multiple assailants, this can lead to an almost unmanageable situation on lower difficulty levels – and certain death for those playing on Very Hard or Revengeance.
2. The solution, then, is to intercept and engage each Cyborg at very specific positions on their patrols. The annotated route map presented on the page to your right illustrates a fast and reproducible approach, though this may still take several attempts to perfect.

PERFECT SHEET & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:30	1,000
BP	100	1,000
Zandatsu	-	-
Longest Combo	4	1,000
Kills	5	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		4,000+

S-RANK ROUTE MAP

I Walk forward and close in on the Cyborg as he reaches the bus in this position. Hit him with two strikes at this precise moment to propel him forward; this will attract another Cyborg. You need to dispatch both simultaneously to ideally avoid damage. This isn't easy, and it may take a few attempts until you acquire a sense of how to trigger the arrival of the second Cyborg and engage him before he fires. (Note that a fully upgraded Raiden will kill each Cyborg with two hits on lower difficulty levels, so this will be your only chance to satisfy the Longest Combo requirement.)

II **Alternative Start Position:** If you need to select Restart having triggered a checkpoint in this area, Raiden will begin in this position. Walk to the south, then angle your approach carefully to intercept the first Cyborg to the west as he approaches the bus. As before, strike him twice to attract the attention of a second Cyborg, then eliminate both together.

III Continue to the north without delay on this route to reach the next Cyborg. If you engage him in this position, you should avoid attracting any unwanted attention from the next Cyborg in line, patrolling to the east.

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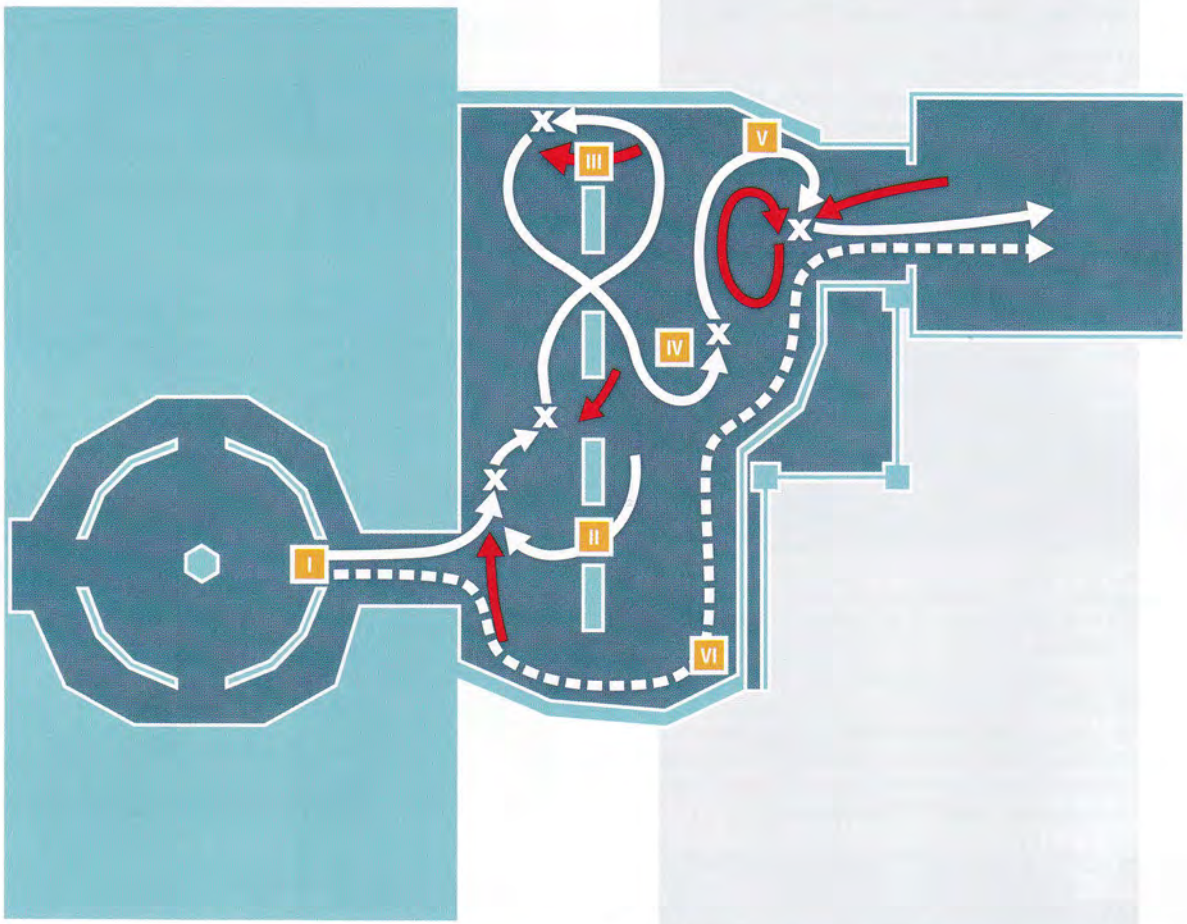
QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

LEGEND

⟵	S-Rank Route
⟵ □□□□□	Speed Run Route
⟵	Enemy Patrol Route
X	Optimal Kill Location



IV Engage the fourth Cyborg in this position when his back is turned. If he is in Caution status, position Raiden near an angle to lure him, then take him down once he's at close quarters.

V Finally, hide behind the APC as the fifth Cyborg walks forward from the World Marshal HQ entrance, then lurch into position and strike when he faces away. The result sheet will appear as soon as he explodes.

VI **Speed Run:** If you have no need to secure an S-Rank, you can bypass potential combat in this area by following the dotted line.

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On a first playthrough, without guidance, this boss fight can be disorienting and extremely challenging. To avoid frustration, we strongly recommend that you study the distinct phases of the battle with Monsoon before you rush to engage him. When you have experienced each unique attack phase, and have a sense of what you can expect to accomplish while they are active, this becomes a much easier battle to complete with an S-Rank.

Once combat begins, Monsoon will sprint at Raiden to launch an opening attack, so be ready to parry. On a later playthrough, you can actually meet him with a charged Pincer Blades assault to inflict high damage.

STANDARD PHASE

The battle begins in this phase, with Monsoon assailing Raiden with a wide range of attacks. Though Parry Counters do not connect, the act of simply parrying blows can open up opportunities to inflict damage (01). Monsoon is at his most defensively vulnerable during this phase.

- On a first playthrough, focus on defense over attack at first, favoring short combo ripostes until you gain an appreciation of Monsoon's movement and strategy during this phase. This may lead to a protracted battle, but the experience you gain will stand you in good stead when you return on higher difficulty levels.
- Many of Monsoon's assaults are easy to spot, and only a few inflict noteworthy damage. Watch out for his aerial combo and pinwheel attacks in particular: these hit hard. You will need to be ready to adjust the direction in which you parry with L at all times (02).

- With practice and a little experience, you can attack with greater aggression. Well-timed sword combos can leave Monsoon reeling, and charged Pincer Blades blows (once you acquire the weapon) can cause massive damage.
- If you inflict sufficient injury within a short period of time, you may receive a prompt to enter Blade Mode. This offers a small window to hit a weak spot with a precision blade slice. This is a "measure twice, cut once" situation: be sure to carefully align the blue guideline before you release the stick to strike.

If successful, Monsoon's body will fall apart. Run to his head and attack it to inflict additional damage before your opponent reassembles. Charged Pincer Blades attacks are particularly devastating if you can time them for the precise moment that Monsoon becomes active again (03).

SMOKE PHASE

Monsoon throws an RP Grenade, then proceeds to launch fast attacks on Raiden from multiple directions. Stand still and parry each blow (tilting L in the appropriate direction) until the sequence ends (04): you cannot harm your opponent during this stage. Though difficult to judge, it is sometimes possible to hit Monsoon with a Parry Counter on his final darting attack.

MAGNETIC FORCE PHASE

This phase occurs when you reduce Monsoon's health to below 70%, then 50% and 20%. Your opponent will leap between a succession of inaccessible (for Raiden) vantage points above the arena, before halting at a raised position. He will then hurl objects at Raiden. Be ready to enter Blade Mode to destroy them when the prompt appears.

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- Monsoon will always hurl a single item when he first enters the Magnetic Force Phase, followed by two in a second barrage before the phase ends. The number of items will increase every time he enters this phase; eventually, you will need to successfully slice several improvised missiles in rapid succession.
- The trick to successfully slicing the helicopters and APCs is to tilt L towards each object in turn and employ horizontal slices for those that approach from the side, and vertical slices for those that fly in from above (06). This can be a little overwhelming at first, but you'll soon perform this feat with greater confidence after a little practice.
- If Raiden is hit by one of Monsoon's missiles, he will be bowled from his feet by the resultant explosion, and miss the opportunity to slice any remaining objects in that attack wave. This can lead to repercussions with your BP score for this fight. Each unorthodox projectile drops a collectible item when sliced; after a typical Magnetic Force barrage, you can have many of these to collect (06). To acquire the necessary 1,000 BP for a Perfect Sheet finish, you must enjoy a high level of accuracy with each wave of projectiles, and be quick to pick up the items before they disappear.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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PURPLE AURA PHASE

Completing the first Magnetic Force Phase leads to the first instance when Monsoon enters his Purple Aura Phase (07), which can then occur at any point during the fight. In this stage, Monsoon can separate his body parts to avoid combos, and uses a particular sequence of attacks.

- The first assault is to extend his fist over an improbably long distance to stab with his Sai blade. This can easily stun Raiden, which leads to heavy damage while you are unable to block subsequent strikes. There are three ways to deal with this attack: an optimal Parry Counter, simple defensive parrying, and retreating to a safe distance. The latter is impractical if you are aspiring to an S-Rank. A Parry Counter, however, will immediately "sever" Monsoon's arm, and expedite his next attack.
- When the Sai assault ends, Monsoon's lower body will charge at Raiden and, once it moves within range, attempt to kick him. This is easier to evade than the Sai, but a better strategy – once again – is to parry, and ideally to Parry Counter to inflict damage.
- Finally, Monsoon's upper body will float in to attack. Again, a Parry Counter is the best conclusion here.

As the Purple Aura Phase can be costly in terms of time, not to mention dangerous, it's advisable to avert it entirely. There are two reliable methods to achieve this: snap-throw an EM Grenade to land close to Monsoon to cancel the phase immediately, or hit him with a charged Sai attack (not available during your first encounter), then move in close to take the Blade Mode opportunity. If you cannot do this, focus on Parry Counters to bring the phase to an end as quickly as you can – otherwise, it will last until Monsoon runs out of energy. If you see it through to the bitter end, Monsoon is always stunned at the end of this phase. Sprint to his head for a chance to attack before he reassembles. For devastating damage on subsequent playthroughs, try to time a charged Pincer Blades attack to connect at the precise moment when Monsoon becomes active again.

07

LORENTZ FORCE PHASE

Once his health falls below 40%, Monsoon will use his remarkable electromagnetic powers to form a gigantic spinning mass of metal that drops explosive barrels in its wake. He will then repeatedly attempt to steamroller Raiden with this giant projectile. There are two ways to react to this:

- The most efficient solution is to parry the spinning mass twice in a row (06), then slice it in Blade Mode. This ends the phase instantly, saving precious time and reducing your chances of being harmed by an explosion.

08

- Alternatively, you can avoid the mass of twisted metal (and the explosive barrels) by running from one side of the arena to the other (08). Avoid moving too early when the object rotates in a fixed position: being trapped in a corner makes it more likely that Raiden will be caught by the explosions.

Once the Lorentz Force Phase ends, Monsoon will return to his previous random cycle of attack phases until you reduce his health to 10%.

09

DENOUEMENT

At 10% health, Monsoon will employ his Lorentz Force Phase again, which is followed by a sequence where you must follow onscreen button and Blade Mode prompts to end the fight.

- There is a checkpoint after the final Lorentz Force Phase. If you are attempting to obtain an S-Rank, and feel that you have failed to meet the time or BP requirements, it's vital that you select Restart before the Lorentz Force Phase ends. Otherwise, you will need to restart the chapter from the very beginning to try again.
- The closing moments of the battle begin with a prompt to Ninja Run, followed by an APC to slice in a short Blade Mode opportunity. This is immediately followed by a prompt to press Ⓨ+Ⓑ/△+◎ to enter Blade Mode and eviscerate Monsoon. This is a great opportunity to build up a long combo.

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RANKED BATTLE #14: MONSOON

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	8:00	2,000
	9:00	1,800
	10:00	1,500
	12:00	1,200
	16:00	1,000
BP	1,000	2,000
	800	1,800
	500	1,500
	250	1,200
	100	1,000
Zandatsu	-	-
Longest Combo	30	2,000
	25	1,800
	20	1,500
	10	1,200
	5	1,000
Kills	1	2,000
No Damage Bonus		2,000

OVERALL RANK

Score Total	8,000	7,200	6,000	4,800	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Recommended Equipment:** EM Grenades, Pincer Blades, Sai
- **Difficulty:** Demanding
- **Note:** You can call Courtney via Codec to "save" during the fight after selecting your equipment; this will ensure that you begin with the same setup after a Restart.

Perfect Sheet & No Damage Strategy:

- **Time:** There are three complementary ways to greatly accelerate the fight outcome: firstly, make sure you immediately disable Monsoon's Purple Aura state every time it begins with an EM Grenade or a charged Sai attack. Secondly, make sure you parry the spinning mass twice in a row during the Lorentz Force Phase, then slice it in Blade Mode to end the sequence immediately. Finally, use the Pincer Blades. Its charged attacks inflict tremendous damage, may stun Monsoon, and usually take precedence over many of Monsoon's assaults (with a few exceptions, particularly the aerial stab combo). Using the Pincer Blades during most phases is not compatible with a No Damage strategy, however. Regardless of this, be sure to employ the Pincer Blades after completing the Blade Mode opportunity to slice Monsoon's weak point. Approach his head, then charge a Wake Turbulence combo. As soon as the blade glows red and Monsoon reassembles, release the button to strike and cause massive damage.
- **BP:** To maximize BP obtained during this fight, you need to enjoy an excellent success rate during the Magnetic Force Phase, then collect the items (Repair Nanopaste and EM Grenades) before they disappear. Whenever your inventory stock of these items is full, each one provides a bonus 100 BP. (If you wear the unlockable Infinite Wig A, each grenade will automatically offer the BP bonus when collected.)
- **Longest Combo:** During the closing Execution, slice with wild abandon to meet the 30-hit combo requirement.
- **No Damage:** It's possible – but extremely difficult – to obtain the No Damage bonus in this battle. Even if your defense is watertight and you manage to parry all of Monsoon's direct attacks, one of the main challenges is that Raiden automatically sustains a small but significant amount of damage if he's close to the explosion of Monsoon's RP Grenades at the beginning of each Smoke Phase. The only way to avoid this is to be far enough from the detonation to avoid it altogether (RB), or – even better – to weaken and kill Monsoon quickly to prevent him from ever entering his Smoke Phase. Though still extremely tricky to achieve, it's clearly a less intimidating prospect on Easy, Normal or Hard than it is on Very Hard and Revengeance...

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	8:00	2,000
BP	1,000	2,000
Zandatsu	-	-
Longest Combo	30	2,000
Kills	1	2,000
Score Total (S-Rank):		8,000

SUGGESTED UPGRADES

The accompanying table suggests purchases that you should make at the Customize screen after completing File R-03.

CATEGORY	ADVICE
Main Weapon	Take all three available enhancements for the High-Frequency Blade (48,000 BP).
Unique Weapon	Unlock the Sai (10,000 BP) and its first enhancement if you can afford it (6,000 BP), and obtain the Strength +3 upgrade for the Pole-Arm (16,000 BP).
Life	Though perhaps a lesser priority, you can pick up Endurance +3 if you have sufficient funds (20,000 BP).
Fuel Cells	Purchase Fuel Cell Upgrade 3 (20,000 BP).

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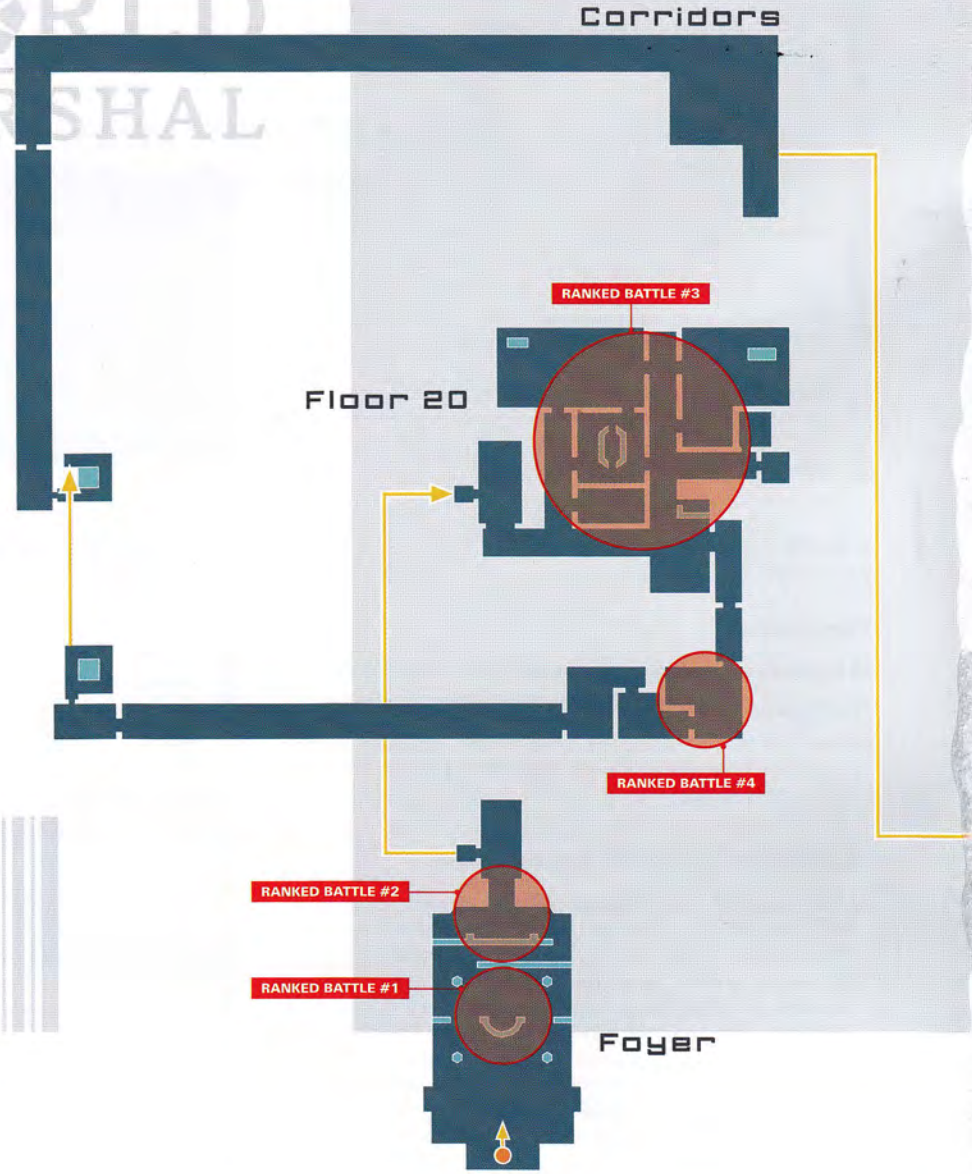
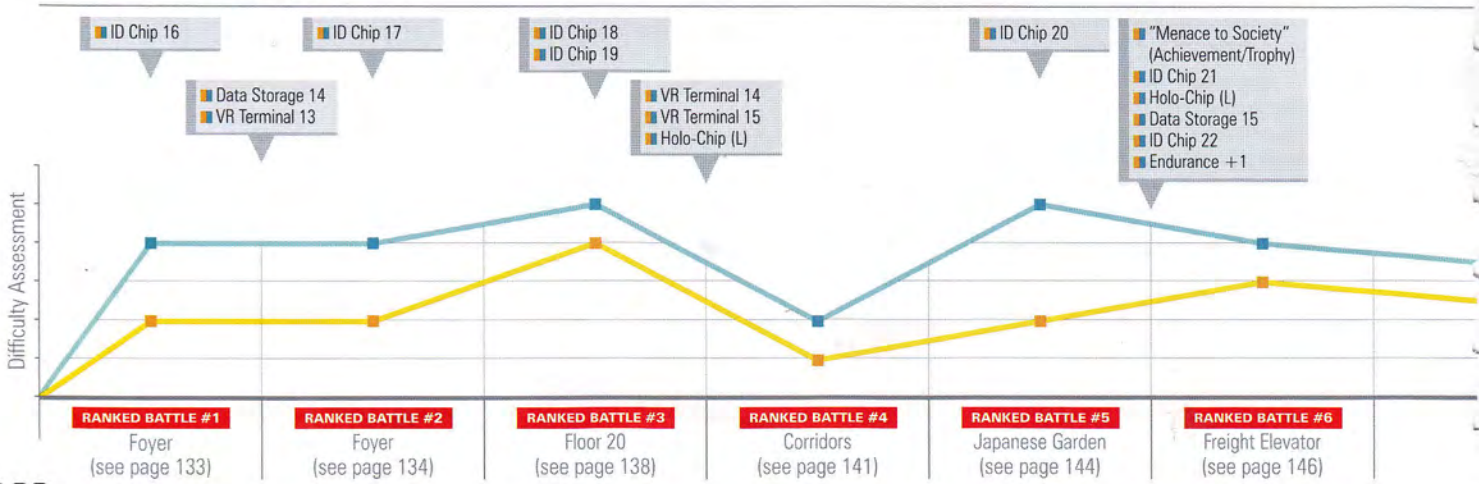
HOSTILE TAKEOVER



R-04: FILE TIMELINE



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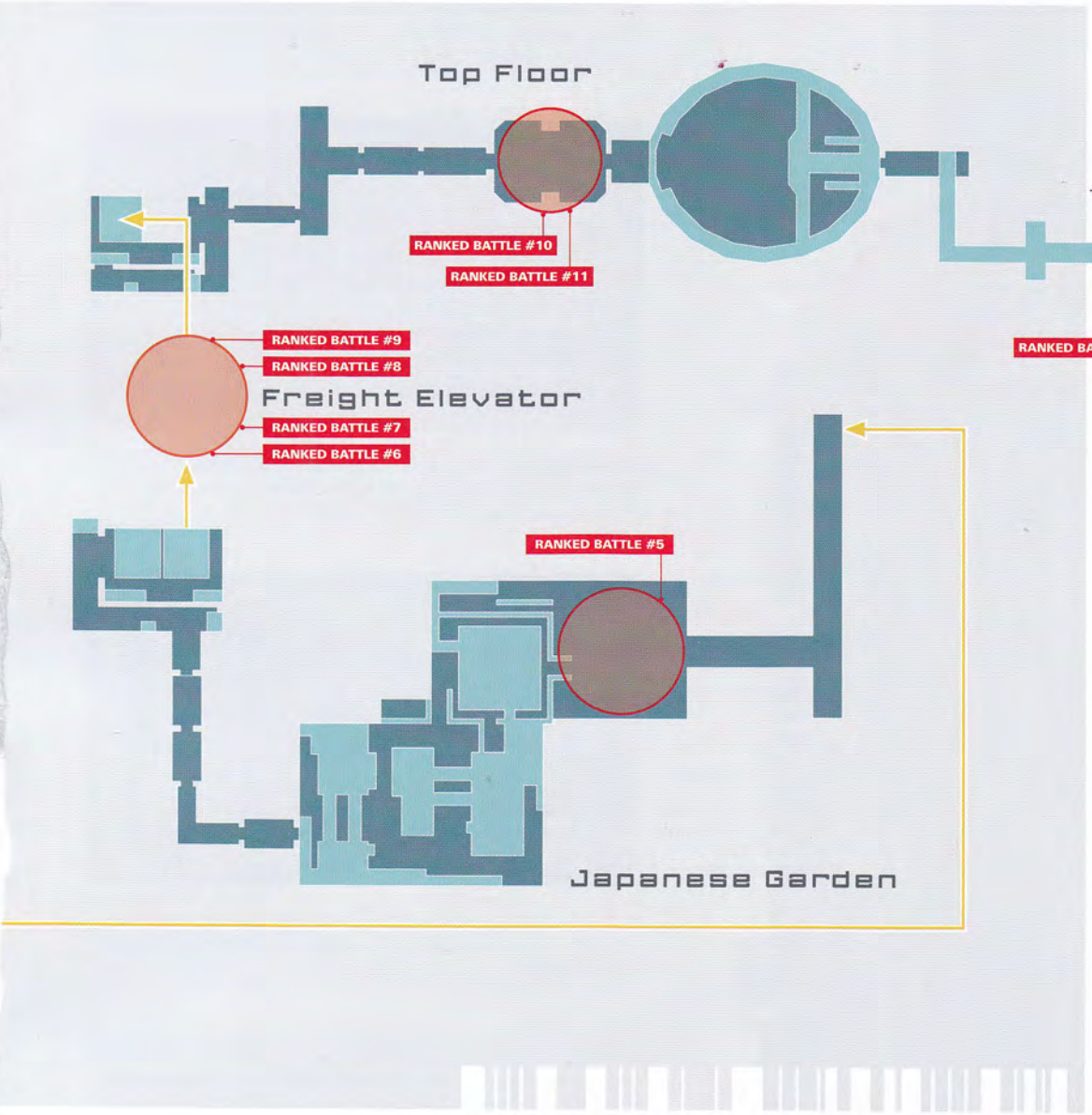
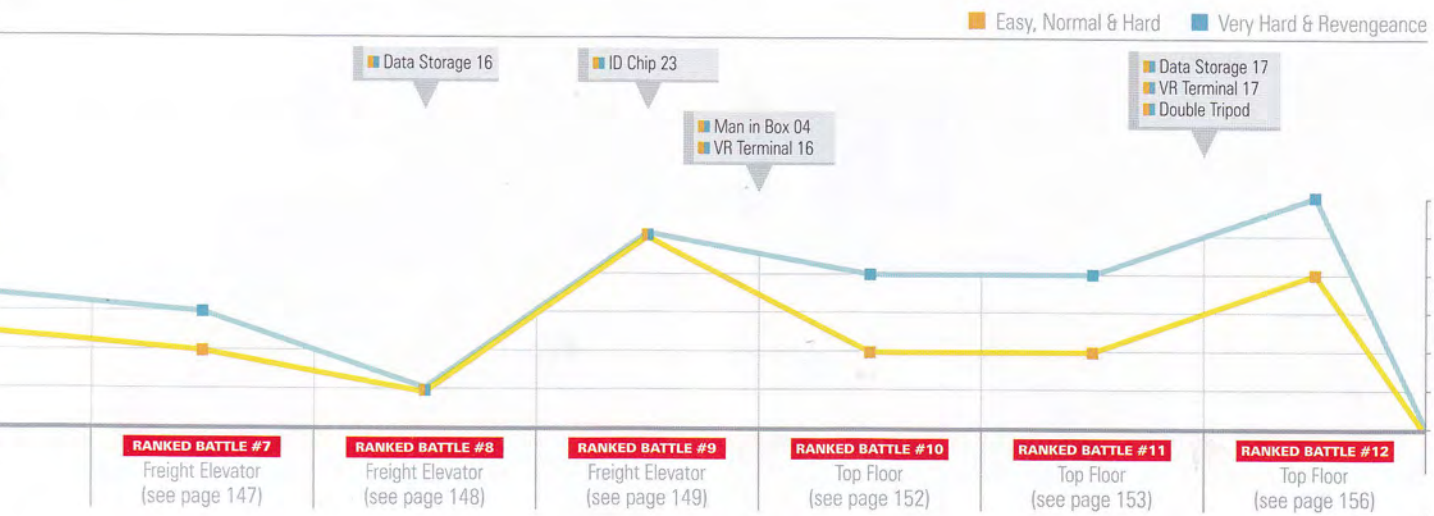


QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07



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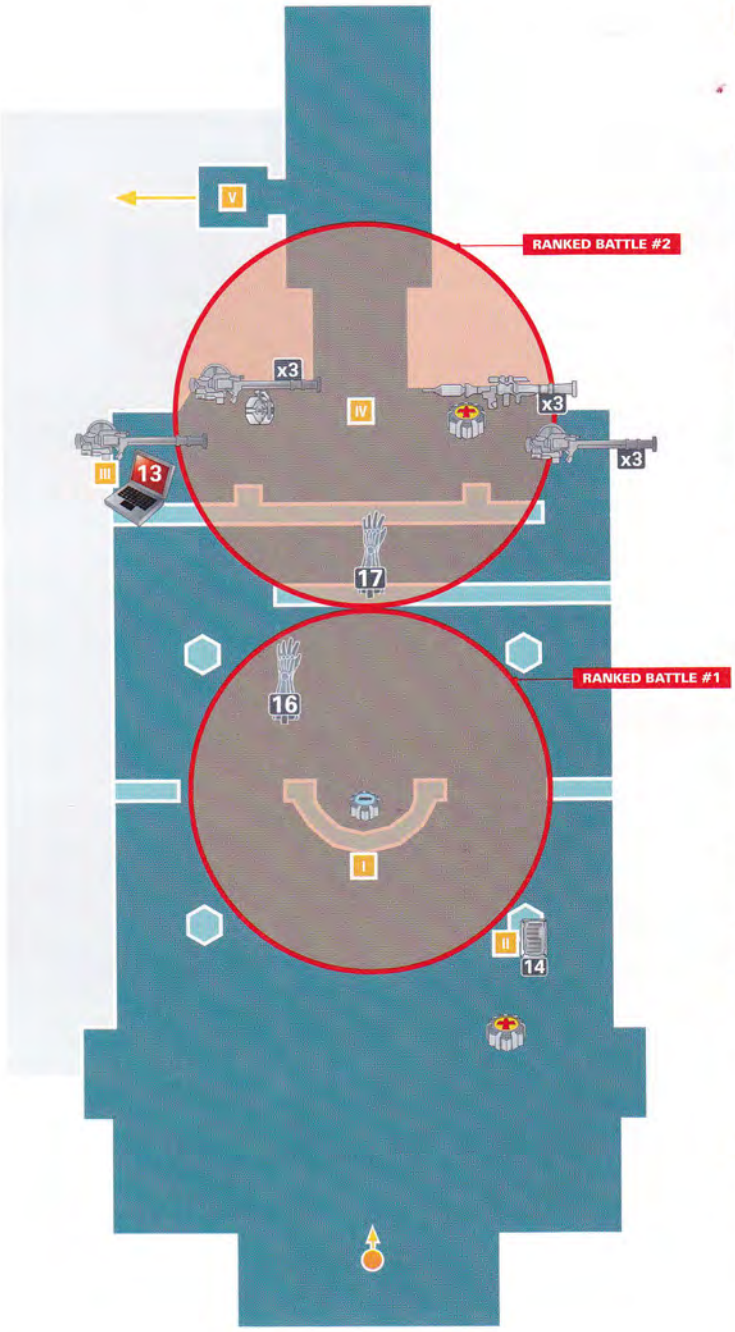

I **Ranked Battle #1** (see right-hand page) begins as you move into the area just beyond the reception desk. One of the Cyborgs that drop in as part of the initial attack wave carries **ID Chip 16**.

II Follow the route shown in this annotated screenshot to reach **Data Storage 14**. It's wise to collect this before you approach the elevator. You will need to employ manual jumps, perhaps with a slight burst of Ninja Run for added momentum.

III **VR Terminal 13** can be found in the glass display case here. Slice through the glass to access it, but avoid collecting the homing missile for now if Raiden's inventory is full.

IV **Ranked Battle #2** (see overleaf), a special "long range" confrontation, begins after the conversations that ensue once Raiden approaches the elevators. Note that a Cyborg carrying a riot shield, part of an early attack wave that will move to engage Raiden at close range, is the owner of **ID Chip 17**. Even if you immediately rush to man one of the two gun emplacements, be sure to allow this target to reach the stairs and, ultimately, deliver the collectible to a position where you can obtain it. Only the first minute of Ranked Battle #2 is mandatory: once Doktor informs Raiden that the elevator is ready, you can step inside to skip the rest of the fight – but will obtain no score. To receive a Rank, you must fight all opponents in the lobby until the last one falls.

V Once the Ranked Battle ends, step into the elevator and operate the panel to ride to the upper floors.

RIPPER MODE

No matter which upgrades you obtained at the close of the previous chapter, Raiden will automatically gain a new attack ability: Ripper Mode, which you can activate by pressing ↑+↑/L3+R3 whenever the Fuel Cell Gauge is red. This enables him to inflict far greater damage, eliminating weaker opponents almost instantly, but burns through Fuel Cell energy at a ferocious rate. To learn more about Ripper Mode, see page 207.

ENEMY ARCHETYPE: DESPERADO VARIATIONS

The overall difficulty of the game increases in File R-04. Several enemy archetypes – including standard Cyborgs, Armored Cyborgs, Gekkos, Mastiffs and GRAD – appear in new Desperado variations. These issues are notable for their greater resilience and strength, though their capabilities are identical to those of earlier models. See page 184 for details.

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RANKED BATTLE #1

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	2:00	1,000
	2:30	900
	3:00	750
	4:00	600
	6:00	500
BP	1,800	1,000
	1,500	900
	1,200	750
	600	600
	200	500
Zandatsu	6	1,000
	5	900
	4	750
	3	600
	1	500
Longest Combo	50	1,000
	40	900
	30	750
	20	600
	10	500
Kills	8	1,000
	6	900
	4	750
	3	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** Fight begins once you move into the area behind the reception.
- **Recommended Equipment:** Pole-Arm, Sai, Pincer Blades, RP Grenades
- **Enemies:** Cyborg x4 (+ Cyborg x2, followed by Fenrir x2 on E/N/H or Fenrir x4 on VH/R)
- **Difficulty:** Moderate (E/N/H), Challenging (VH/R)

Preface (Easy, Normal & Hard):

- The sole difference between the E/N/H and VH/R enemy sets is that you only face two Fenrir in the final part of this fight on lower difficulty levels. This means that the time limit is a slightly less pressing concern.
- By far the easiest way to obtain an S-Rank is to aim for a No Damage bonus. You can slay the six Cyborgs in quick succession with the Sliding Tackle/Zandatsu combination, then toss an EM or RP device to incapacitate the Fenrir. If you destroy one of these before the effect of your chosen grenade ends, the second should pose no problems.

Perfect Sheet Strategy:

1. Dispatch the first four Cyborgs with unceremonious Zandatsu kills. A single running blow followed by an instant entry to Blade Mode is the most expeditious strategy. With practice, you can perform Zandatsu finishes in pairs, reducing the time required to watch the Electrolyte Core animation sequence.
2. The two Cyborg reinforcements both wield machine guns when they first enter the battle, which prevents them from parrying until they switch to a melee weapon. This is probably the best opportunity to build a 50-hit combo. Break out the Pole-Arm and welcome them with a suitably fast combo (such as "Plume de l'ange" or "Sommeil de l'ange"), and you should reach the required hit total in seconds – just be sure to perform a Zandatsu on both targets. If you prefer, it's possible to eliminate one Cyborg quickly and complete the 50-hit combo against the second.
3. When the last Cyborg falls, four Fenrir armed with railguns will appear. Immediately run behind one of the pillars in the area behind the reception desk (01). This means that you won't be caught in the open with the Fenrir attacking from multiple directions; it also reduces the danger posed by their railguns. Your opponents will be forced to come to you.

4. If you have already performed six Zandatsu finishes, you can destroy the Fenrir in any way you see fit. Charged strikes with the Pincer Blades are devastating; quick bursts of aggression in Ripper Mode are also very effective.
5. If you still need a Zandatsu when you face the Fenrir, eliminate the first three robot hounds before switching to the Sai when you face the final target. This will enable you to stun and weaken it, then align Raiden carefully for the Zandatsu conclusion.
6. If you struggle to meet the 50-hit combo requirement against the Cyborgs, you can snap-throw an RP Grenade to incapacitate the Fenrir as they rush to Raiden's position, then use the "Plume de l'ange" Pole-Arm attack to reach the total with ease.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	1,800	1,000
Zandatsu	6	1,000
Longest Combo	50	1,000
Kills	8	1,000
Score Total (S-Rank):		5,000

No Damage Strategy:

1. Follow the approach in the Perfect Sheet strategy, but focus on using the pillars as cover to encourage opponents to approach in groups. Naturally, an RP Grenade always helps in these situations.
2. As long as Raiden doesn't sustain a scratch, you can afford to complete the fight at a fairly leisurely pace, perform a single Zandatsu, and a combo of a mere 10 hits.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	750+
BP	≥ 1,200	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	500+
Kills	8	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

No Kills Strategy:

1. Follow the Perfect Sheet strategy, but sever the Cyborgs' legs instead of killing them. Try to sever limbs from multiple opponents in a single Blade Mode instance (the Sliding Tackle may help here) to conserve Fuel Cell energy.
2. The Fenrir are fair game for any form of attack. Perform at least one Zandatsu to replenish the Fuel Cell Gauge and meet the score requirement, but ideally more: this will insure against shortfalls in the Time and BP categories.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	≥ 1,200	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	500+
Kills	4	750
No Kills Bonus		1,500
Score Total (S-Rank):		5,000+

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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	8:00	1,000
	10:00	900
	12:00	750
	15:00	600
	30:00	500
BP	2,000	1,000
	1,500	900
	1,000	750
	500	600
	100	500
Zandatsu	2	1,000
	1	500
Longest Combo	80	1,000
	60	900
	40	750
	20	600
	10	500
Kills	16	1,000
	12	900
	8	750
	4	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	4,500	4,000	3,500	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

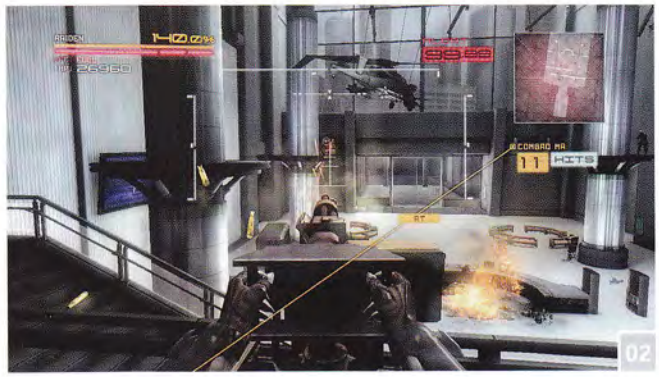
- **Combat Trigger:** The battle begins after the Codec conversations close to the elevators.
- **Recommended Equipment:** Sai, RP Grenades, Infinite Wig A
- **Enemies:** Cyborg x2 (+ Cyborg x3, followed by Cyborg x3), Riot Shield Cyborg x2, Slider x3, Mastiff x2, GRAD x1
- **Difficulty:** Moderate (E/N/H), Demanding (VH/R)

Preface (Easy, Normal & Hard):

- During this confrontation, Raiden cannot move beyond a barrier that divides the stairs and upper level from the reception area below. Certain assailants (the two Riot Shield Cyborgs, the Cyborgs riding Sliders and the two Mastiffs) will move through this wall to participate in close-range combat. All other opponents will employ ballistic attacks and resolutely refuse to approach the barrier, let alone cross it.
- The solution to this fight is to employ the two fixed gun emplacements (press B/○ in close proximity to take control; tap the same button again to resume standard movement) and the wealth of missiles available in the glass display cabinets to dispatch the Cyborgs who snipe from afar, taking breaks to engage the more enthusiastic opponents when they reach Raiden's position. However, it's important to note that the turrets will explode once they sustain a set level of damage. This isn't a huge issue on Easy and Normal, but the attack power and sheer ferocity of your opponents on higher difficulty levels mean that you cannot count on these weapons for long once you take up the controls. Preserving at least one turret in pristine condition to deal with the GRAD at the end of the fight is a pivotal step: you will need it to both dispatch this final foe without complications *and* meet the 80-hit combo requirement for an S-Rank.
- Once Raiden is in position, hold RT/R1 to fire the turrets; after a short "wind up" period, they will burst into life. The process of aiming is very slow while firing, but much faster once you release the trigger.

Perfect Sheet Strategy:

1. Quickly run to a turret and take control in order to shoot at the two marksmen positioned on the ledges that adorn the far pillars (02). You should ideally attempt to just propel one of the Cyborgs from his vantage point, but not kill him: knocking him to the ground will prevent the arrival of reinforcements before you are ready for them, and make him less dangerous while you engage other opponents at close range – and these will be closing in at this stage. Successfully keeping one of the targets alive may not be possible on lower difficulty levels (where both Cyborgs may die before they are dislodged), but don't regard this as a problem: the reduced rate of fire on Normal and Hard makes the Cyborgs who employ ranged attacks a nuisance, not a danger.



02

03

04

05

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2. Leave the turret, then retreat to the elevator area to await the imminent arrival of two Riot Shield Cyborgs; don't forget that one of these is carrying an **ID Chip 17**, if you have yet to collect it (03). Defeat this vanguard quickly with Parry Counters (or brief Ripper Mode attacks to break their shields), followed by instant Zandatsu finishes. Use the Sai to pull Raiden to the Sliders as they arrive, and defeat them (and, of course, their pilots) with quick Blade Mode kills.
3. If you succeeded in "preserving" a Cyborg marksman earlier, return to the turret you used last time and finish him off. Three new Cyborgs will arrive on the platforms: shoot them immediately to make them fall. Once you have killed one of them, a trio of additional Cyborgs will appear in the main floor area. On Very Hard and Revengeance, briefly leave the turret at this point to throw an RP Grenade into the lobby to conceal Raiden from their sensors (04), then man the turret once again to shoot them through the fog (05), making sure you prioritize those wielding a rocket launcher. Repeat these two steps until the Mastiffs arrive. Take care to ensure that one of the turrets is undamaged for the final stage of the battle – we cannot overstate the importance of this.
4. An alternative strategy for this portion of the fight is to use rockets and homing missiles to eliminate the Cyborgs – or at least reduce their numbers and weaken those that remain. You can replenish your stocks by smashing and raiding the nearby display cases, but this approach is much easier once you unlock Infinite Wig A (see page 214), which will provide you with unlimited projectiles.
5. Once there are only two Cyborgs left, a pair of Mastiffs will bound through the lobby in their haste to engage Raiden at close range. Retreat to the elevator area straight away (and especially if you are currently using a turret – jumping attacks from a Mastiff can destroy these instantly), then eliminate them quickly with the Parry Counter technique (06). On anything but Revengeance, consider using quick bursts of Ripper Mode as the Parry Counter move isn't as effective. You can now deal with the remaining Cyborgs in the lower area.
6. Once all other opponents have been defeated, a GRAD will spawn by the entrance and fire relentlessly as it slaloms from side to side. This is where an operational turret is essential. Pummel the GRAD with your chosen gun emplacement, tracking its sudden directional changes as you fire to maximize damage, breaking your assault only to destroy any rockets that it fires in your direction. You will easily reach the 80-hit combo milestone during this final stage (07), though you can – if you experience difficulties with this final hurdle – hurl an RP Grenade prior to the GRAD's arrival to make a solid start.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 8:00	1,000
BP	2,000	1,000
Zandatsu	2	1,000
Longest Combo	80	1,000
Kills	16	1,000
Score Total (S-Rank):		**5,000**

No Damage Strategy:

1. Reaching the conclusion of this fight without sustaining a percentile of damage is extremely unlikely. It is a challenge that can only be achieved with a careful, methodical and – if we have yet to dissuade you from the attempt – decidedly time-consuming approach. Infinite Wig A would be a near-mandatory accessory: you will, without question, need to eliminate all Cyborg marksmen from distance with homing missiles. The foes who approach your position must be incapacitated with suitable grenades, and engaged from the back of the elevator area to avoid bullets and explosive splash damage.
2. Even though you can take up to 30 minutes to complete this fight, due to the No Damage premium, the toughest part of the battle begins when the GRAD arrives. Once again, you must make liberal use of RP Grenades to restrict its ability to fire, then employ brief bursts from a turret, or homing missiles. If the GRAD has an opportunity to fire, your efforts can be undone in a blink.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 30:00	500+
BP	≥ 100	500+
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	500+
Kills	16	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		**4,500+**

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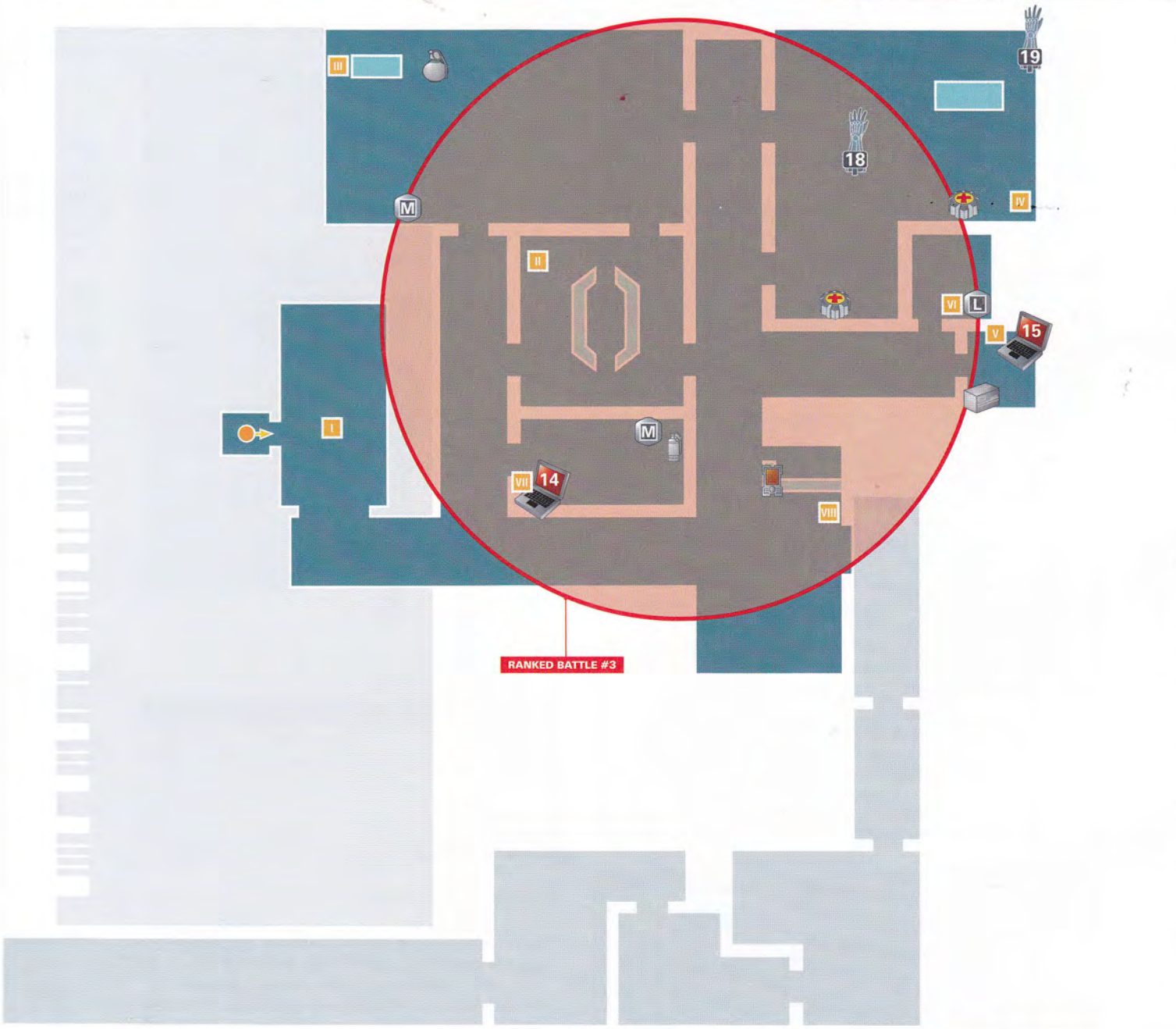
FLOOR 20



I **Ranked Battle #3** (see overleaf) begins when Raiden is detected by the troops patrolling on this floor. On a first playthrough, follow the instructions in the "ID Chips 18 & 19" box-out to obtain these collectibles before you restart and tackle the battle in earnest. Though the fight itself is noteworthy for its interesting succession of opponents, you also have the added complication of needing to destroy three "electrical panels" (visible only in AR Mode, but easy to locate once you have their positions committed to memory) to conclude the battle.

II **Electrical panel.** Concealed behind the shelf unit in the corner of the room.

III **Electrical panel.** In the northwest room, next to the window.

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IV **Electrical panel.** In the northeast room, in an area filled with shelving units behind a glass partition.

V Once Ranked Battle #3 is over, do not operate the wall panel just yet. Return to this location and break through the door to find **VR Terminal 15**.

VI If you have yet to collect it, the locked chest in this room contains a **Holo-Chip (L)**.

VII This room contains a poster; reveal the concealed image with a sword swipe in Blade Mode. You can find **VR Terminal 14** next to the doorway.

VIII Finally, head to the waypoint marker. Equip the Sai and, if necessary, replenish Raiden's Fuel Cell Gauge with an Electrolyte Pack, then operate the panel to continue your journey through the building.

ID CHIPS 18 & 19

These two ID Chips must be obtained by engaging specific foes that take part in Ranked Battle #3. ID Chip 18 is the easiest of the two collectibles to obtain. ID Chip 19 is a far more complicated acquisition, as you must take very specific steps to cause a new (and otherwise unavailable) Cyborg Berserker to appear. You can pick up both Chips by following this guide:

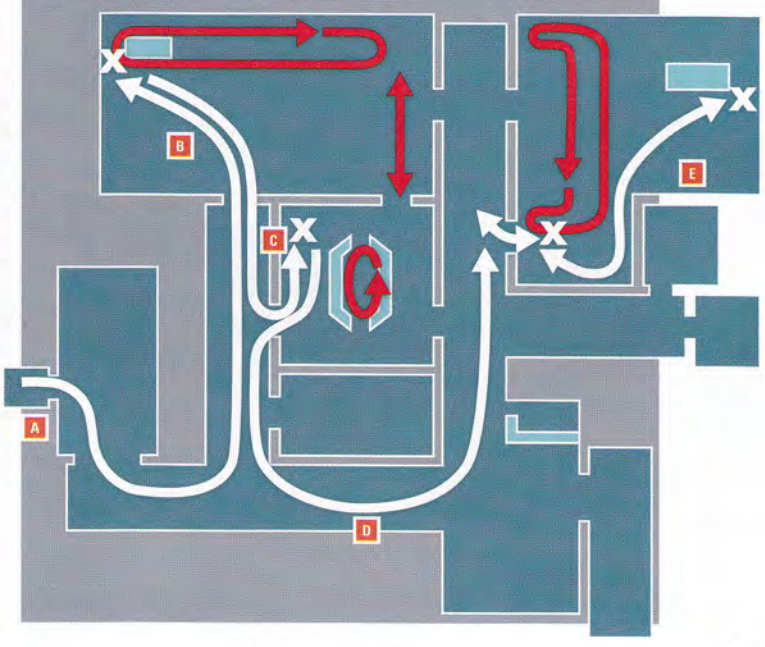
A From your start position, Ninja Run into the corridor, then take the first left – perform a slide to smash through the door immediately. Sprint to the end of this corridor. Time is of the essence here: any delay could lead to detection, which will force you to start again.

B In the large room, jog (but do not Ninja Run) directly for the panel in the far corner of the room (marked by **III** on our main map), and destroy it with a single swipe of Raiden's sword. Immediately turn and Ninja Run back into the corridor that you arrived from.

C Being careful to avoid the gaze of the patrolling Armored Cyborg inside, stand outside the first doorway on the left and throw a Picture Frame into the far right-hand corner of the small room. (If you do not have one of these, you can find one on a counter in the room at the southeast of the map.) When the Armored Cyborg faces away from Raiden, Ninja Run into the small room and slash the power circuit behind the shelves. Immediately turn and sprint back into the corridor, turning left. If you can successfully avoid detection in your escape from this room (and if not, you will need to restart), Wolf will contact Raiden to appraise him of a new enemy in the area: a Cyborg Berserker who will now appear in the room in the northeast of the map. This is the "secret" owner of ID Chip 19. All told, the entire process up to this stage should take no more than 30 seconds.

D Sprint along the starting corridor until you reach the room at the east end, then turn left and slide through the glass doors. Stop outside the doorway to your right and activate AR Mode. When the Armored Cyborg inside the room, with **ID Chip 18**, turns away, enter the room and perform a Ninja Kill, severing his arm.

E Finally, pummel the Berserker to weaken him, then relieve him of **ID Chip 19** during an Execution, or after breaking the armor on his left arm. Time is of the essence here: a Raptor will begin to close in on your position once the Alert phase begins, even if all other (surviving) assailants are oblivious. Once you have the collectible, feel free to continue the battle until its conclusion on a first playthrough, or select Restart to begin again from the elevator if you intend to play for an S-Rank.



QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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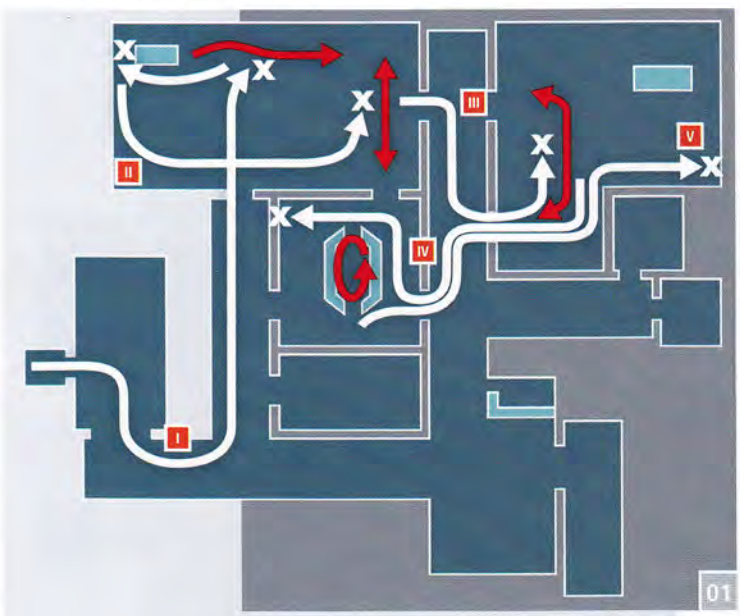
RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	3:00	1,000
	4:00	900
	5:00	750
	6:00	600
	8:00	500
BP	2,000	1,000
	1,500	900
	1,000	750
	500	600
	100	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500
Longest Combo	50	1,000
	40	900
	30	750
	20	600
	10	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD



Preparation:

- **Combat Trigger:** The battle timer begins once you enter an Alert phase after Raiden is detected.
- **Recommended Equipment:** Pole-Arm, Pincer Blades, EM Grenades
- **Enemies:** Cyborg x1, Armored Cyborg x3 (+ Raptor x1 if detected; + Raptor x2 if you defeat all enemies and then destroy two control panels; + Cyborg Berserker x1 if you destroy two control panels without being detected; + Cyborg Berserker x1 once you destroy all three control panels)
- **Difficulty:** Challenging

No Damage & No Kills Strategy (01):

I On a first playthrough, follow the instructions on the previous page to obtain the two ID Chips available in this area. Obtaining the No Kill and No Damage bonuses simultaneously can work well if you have the composure to execute this strategy at great pace. The approach exploits a quirk of the scoring system whereby stealth kills do not preclude a No Kills bonus: any deaths that occur outside a full Alert phase are considered fair game. From the elevator, sprint to the northwest room without losing a second (slide to break the glass door at the entrance of the corridor). Slow down to a jog and eliminate the Cyborg, then smash the nearby electrical panel.

II Now run to the east along the wall to your right and perform another Ninja Kill on the Armored Cyborg as he looks towards the window (again approaching only at a jogging pace). An Armored Cyborg in the small room just to the south may see enough of this to trigger a Caution phase, but you can avert a full Alert phase by immediately running through the door to the east.

III Turn right in the corridor, then take the second door into the northeast office. You can usually turn left and Ninja Kill this penultimate Cyborg immediately, as he will most likely be moving towards the other door. If in doubt, activate AR Mode briefly to ascertain his position and the direction he is facing.

IV Ninja Run to the remaining Cyborg, then perform a Sliding Tackle or use a grenade to incapacitate him while you destroy the electrical panel behind the shelves in the small central room. This will trigger a full Alert phase, and spawn a Raptor that will begin to zero in on Raiden's position, but the act of hitting the second panel before you eliminate the Armored Cyborg will prevent a further two Raptors from entering the battle later. Weaken and disarm (or, for that matter, "disleg") the Cyborg before the Raptor arrives, then finish off the mechanical opponent with a Zandatsu.

V Finally, smash the third panel, then engage the Cyborg Berserker in the southeast room. If you missed the Zandatsu on the Raptor, take a quick detour to pick up the Holo-Chip (L) in the room to the north of his position: this will secure the full 1,000 in the BP score category. If you have yet to do so, be sure to perform a minimum 10-hit combo on the Berserker. You can err on the side of caution and use grenades (RP or EM) to reduce the danger in this home stretch, if required.

Perfect Sheet Strategy:

1. For a Perfect Sheet finish on lower difficulty levels, the exacting time limit and high BP requirements present an extremely tough challenge. The secret to an S-Rank is to ensure that the battle is short, so your first priority is to smash two electrical panels, which will prevent the additional Raptors from spawning. From the start point by the elevator, sprint to the small room with a panel hidden behind shelves and destroy it, then return to the corridor and sprint to the panel in the northwest. Destroy it, then quickly target and eliminate the standard Cyborg with the Sliding Tackle/Zandatsu technique.
2. Snap-throw an EM or RP device to incapacitate the Armored Cyborgs in the east of the room, then employ Pincer Blades attacks (Ripper Mode will also suffice, if you prefer) to smash their armor until they are ripe for a Zandatsu. With a Raptor poised to enter the fray, you may need to snap-throw a few grenades to pacify Raiden's opponents as you work through them. Alternatively, on a later playthrough, you can can run into the corridor and "ambush" them with a charged Pincer Blades attack as they round the corner; indeed, you can perform this trick twice by continuing on into the northeast room to repeat it. Ensure that each Zandatsu is short and unfussy.
3. When the last of these hostiles falls, smash the electrical panel in the northeast room and switch to the Pole-Arm. Take a brief detour to collect the Holo-Chip (L) (which will cover your BP needs), then assail the Berserker with Pole-Arm combos to satisfy the 50-hit requirement.

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S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** Sai, RP Grenades
- **Enemies:** Mastiff x3, Armored Cyborg x1; (+ Raptor x1 if detected; + Raptor x2 if you defeat all enemies and destroy two control panels; + Cyborg Berserker x1 if you destroy two control panels without being detected; + Cyborg Berserker x1 after you destroy three control panels)
- **Difficulty:** Demanding
- **Note:** Remember that opponents killed outside of a full Alert phase do not count towards the end result.

Perfect Sheet Strategy:

1. For a perfect result, you only need to secure five Zandatsu finishes. This means that you can eliminate up to three opponents (the troublesome Mastiffs) before you enter open conflict.
2. **Stealth Kill #1:** Exit the elevator and run to the corner to your right. Let Raiden be briefly seen by the Mastiff to trigger a Caution status, then hide immediately (02). As soon as the Mastiff leaps in the adjacent corridor, follow it and stop by the doorway. A second Mastiff will be in Caution phase too, slowly walking towards you. When it turns around with a question mark above its head (03), sprint in its direction, then slow down to a jogging pace before you reach it and Ninja Kill it from behind.
3. **Stealth Kill #2:** Immediately jog to the first Mastiff, in the small room nearby, and take it down with a Ninja Kill (04).

02

03

04

4. **Stealth Kill #3:** Activate AR Mode to locate the third Mastiff, who should be just on the other side of the wall in front of you. If it's facing away from you, simply jog to it and stealth-kill it. If not, head to the room to the north, and wait for it by the doorway. When it passes nearby, follow it at a jogging pace and Ninja Kill it in the corridor.
5. Trigger open conflict by attacking the Armored Cyborg. From this point forward, you need fast kills to save time. Stun it with a charged Sai attack, or use a charged Pincer Blades blow to take it down quickly. Be sure to finish off with a Zandatsu. A Raptor will soon join the fray. Incapacitate it with a charged Sai strike, then hit it hard to trigger an Execution – don't miss the Zandatsu.
6. Destroy two electrical panels and be prepared to battle two Raptors. Check the Soliton Radar to ascertain their approach route. Stun the first to arrive with the Sai and hit it hard. Ideally, you should kill it with an Execution and a Zandatsu just as the second joins the fray. Dispatch the latter using the same method; you can snap-throw an RP Grenade if things go awry.
7. Destroy the third electrical panel. As on lower difficulty levels, grab the Holo-Chip from the room adjacent to the exit (and the remaining Cyborg Berserker) to satisfy the BP requirements. Blind your final foe with an RP Grenade, then switch to the Pole-Arm and unleash a multi-hit combo such as "Plume de l'ange" until you are close to the 50-hit milestone. If you are missing a few hits, you can easily add as many slices as required during the Execution, then complete the kill with a Zandatsu.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	3:00	1,000
BP	2,000	1,000
Zandatsu	5	1,000
Longest Combo	50	1,000
Kills	5	1,000
Score Total (S-Rank):		**5,000**

No Damage Strategy:

1. Follow the stealth approach to Ninja Kill the three Mastiffs, then Ninja Kill the Armored Cyborg too. Destroy two panels. A Cyborg Berserker will appear close to the third panel. Defeat him quickly in open conflict, ideally before the Raptor enters the fray. Once you're done, destroy the third panel. You can now collect the Holo-Chip and dispatch the final Cyborg Berserker.
2. As long as you secure one Zandatsu and a 10-hit combo within the five-minute window, an S-Rank will be yours.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 5:00	750+
BP	2,000	1,000
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	500+
Kills	≥ 3	750+
No Damage Bonus		1,500
Score Total (S-Rank):		**5,000+**

No Kills Strategy:

1. Follow the No Damage strategy, but sever the legs of both Cyborg Berserkers instead of killing them – then move away. Be sure to perform a Zandatsu on the Raptor. As before, the conveniently placed Holo-Chip means that BP is not a concern.
2. If you miss the Zandatsu, it's possible to salvage your S-Rank attempt by performing a 50-hit Pole-Arm combo on the final Berserker.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	1,000
BP	2,000	1,000
Zandatsu	1	500
Longest Combo	≥ 10	500+
Kills	≥ 1	500+
No Kills Bonus		1,500
Score Total (S-Rank):		**5,000+**

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I **Ranked Battle #4** (see below) begins as soon as Sliders appear outside the window, with Raiden's objective being to reach a final destination. You can fight opponents indoors to score points, or attempt a "speed run" strategy to reach the conclusion of this set-piece within two minutes. There are no notable collectibles in this area, and you really don't need to worry about consumable items. Your primary concern is the presence of three checkpoints, which can complicate an S-Rank attempt. We have marked their approximate "trigger positions" on the map for your reference. If things don't go to plan in a given area, be sure to select Restart before you pass the point of no return.

II **Skyscraper Ascent.** After the "Slider jumping" sequence, Raiden automatically runs up the side of the skyscraper: your only input is to steer him and, if necessary, jump. The red circles indicate the landing positions of incoming missiles. If Raiden is caught by one of these explosions, he will fall to his death – and, moreover, you will be forced to settle for an inferior Rank when the scorecard appears. If you follow the route detailed on the accompanying screenshot, however, you can simply jump when in close proximity to a red circle to reach the top unharmed on your first (and, indeed, every) attempt.

RANKED BATTLE #4

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	2:00	5,000
	2:30	4,000
	3:00	3,000
	3:30	2,000
	10:00	500
BP	500	1,000
	450	900
	300	750
	200	600
	100	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500

CATEGORY	REQUIREMENT	SCORE
Longest Combo	30	1,000
	25	900
	20	750
	15	600
	10	500
Kills	7	1,000
	6	900
	5	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

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S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** After the cutscene that reveals the presence of Sliders outside the skyscraper.
- **Recommended Equipment:** Sai, Pole-Arm
- **Enemies:** Cyborg x2, Armored Cyborg x1, Cyborg x2, Gekko x1, Slider x6, GRAD x1
- **Difficulty:** Simple
- **Note:** Don't forget that there are three checkpoints in this battle. These occur after the Gekko, after the GRAD, and after the Slider jumping sequence. Death in the final vertical ascent outside the skyscraper will erase all progress – with the exception of your cumulative time – which will prevent an S-Rank, even on a speed run.

Perfect Sheet Strategy:

1. Wait at your starting point for the first two Cyborgs to come to you. Dispatch both with instant Zandatsu kills, then start sprinting.
2. Run through the next room and ignore the Armored Cyborg there.
3. Run along the corridor and up the staircase. On the next floor, you will encounter two more Cyborgs. Rush to them, then make a single sword swipe to set up a quick Zandatsu finish on both.
4. A little further down the corridor, there is a Gekko. Bypass it altogether as you Ninja Run to the upper floor.
5. As this corridor turns to the right, unmanned Sliders enter the fray. Ignore them and sprint ahead.
6. At the end of the corridor, a GRAD appears. Stun it with the Sai, then stay close to it and build up a 30-hit combo using the Pole-Arm, ignoring all Blade Mode prompts to cut its shields. Finish it with an Execution and a Zandatsu.
7. After defeating the GRAD, Ninja Run towards the smashed window to activate a special Slider jumping sequence.
8. Finally, avoid the explosions as Raiden sprints up the side of the building.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:30	2,000+
BP	500	1,000
Zandatsu	5	1,000
Longest Combo	30	1,000
Kills	7	1,000
Score Total (S-Rank):		**6,000+**

Speed Run Strategy:

1. Just Ninja Run through the entire indoor portion of the set-piece event, avoiding all enemies, with the exception of the GRAD. You can defeat this opponent in mere seconds: just stun it with the Sai (01), then enter Ripper Mode to tear it to pieces before you begin the final exterior section of this ranked battle.

2. Finishing in less than two minutes will reward you with 5,000 points. You will automatically gain additional points from kills and BP acquired during the Slider jumping sequence.

SPEED RUN

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	5,000
BP	500	1,000
Zandatsu	0	0
Longest Combo	0	0
Kills	7	1,000
Score Total (S-Rank)		**7,000**

No Damage Strategy:

1. It's possible (though far from practical) to obtain a No Damage bonus, but this requires that Raiden is not harmed by any of the numerous explosions that occur in the corridors. Even brushing against fire for a split-second is enough to rob you of the bonus.
2. If you really insist on trying this approach, the best solution is to opt for a speed run, but not at 100% speed. Avoid all enemies, Ninja Run at all times (to block bullets), but don't rush in a straight line in the corridors: angle your run (and even circle, if necessary) to allow time for fire and explosions to clear whenever they appear. Defeat the GRAD by stunning it with the Sai before a perfunctory Ripper Mode kill. In the event that you avoid damage for the final sequence, the points that you lose on your more lengthy finish time will be compensated for by the No Damage bonus.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:30	2,000+
BP	500	1,000
Zandatsu	0	0
Longest Combo	0	0
Kills	7	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		**5,500+**

No Kills Strategy:

1. If you struggle to obtain an S-Rank, this may be the easiest solution, as it allows you to take up to 10 minutes. All you have to do is sever limbs from the five Cyborgs that you encounter. This can be done instantly with the four standard Cyborgs, though you will need to weaken the Armored Cyborg a little before you perform the required amputations.
2. Once you have fulfilled this condition, you simply need to perform a 10-hit combo and a single Zandatsu before you leave the building for the exterior sequence. Any opponent will suffice – even a Slider.
3. You can then finish your run to the destination in any way you see fit.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 10:00	500+
BP	500	1,000
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	500+
Kills	7	1,000
No Kills Bonus		1,500
Score Total (S-Rank):		**5,000+**

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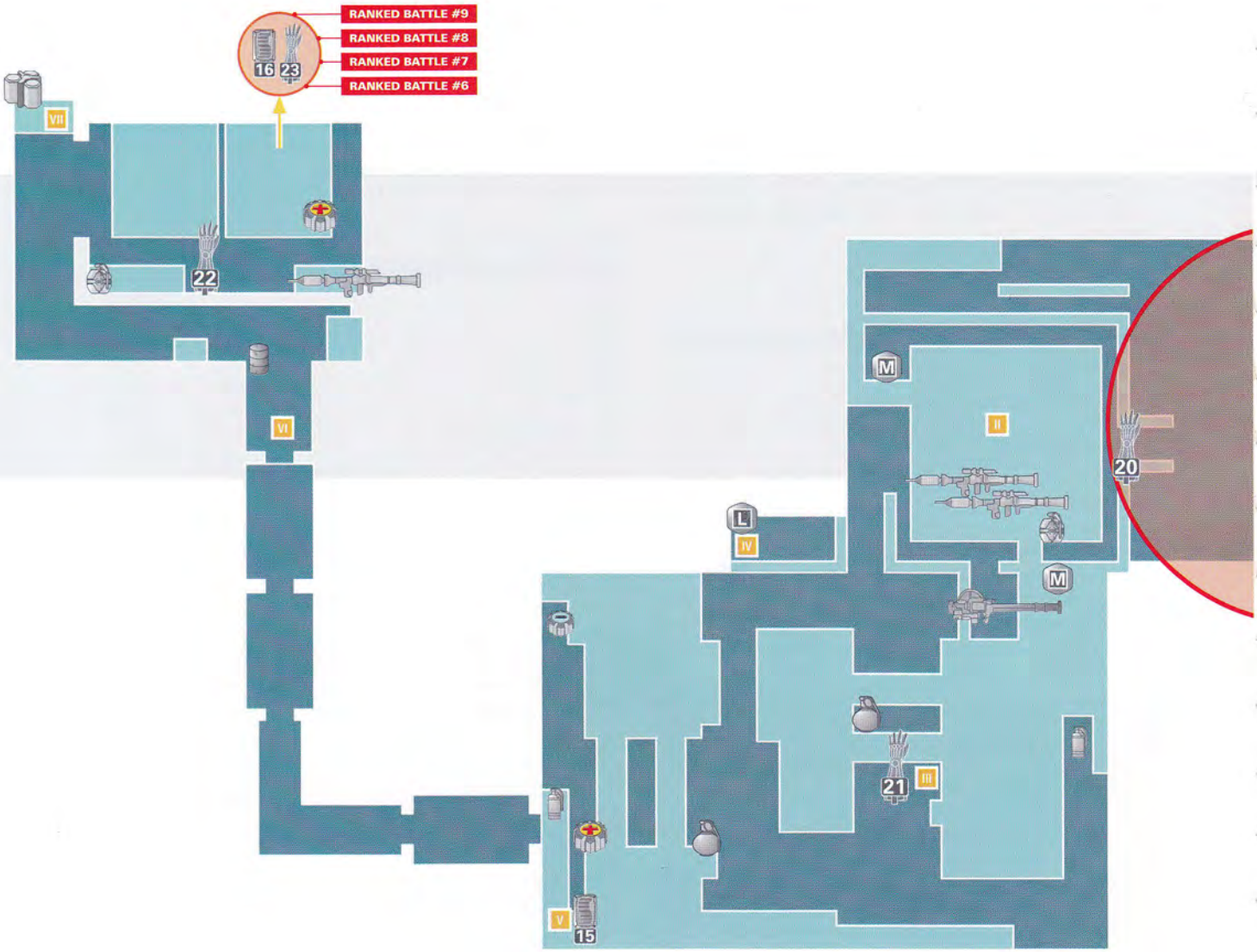
JAPANESE GARDEN

I After the Codec conversation, run along the corridor and turn right near the end. **Ranked Battle #5** (see overleaf) begins when you approach the bridge. The Armored Cyborg that you fight at the end of this confrontation carries **ID Chip 20**.

II **Unrated Combat.** There is a Cyborg (or an Armored Cyborg, on higher difficulty levels) inside the pagoda, with his rocket launcher trained on the door to fire on Raiden as he slices through. You can bypass this situation by climbing over the roof behind the building via the route shown here. Once you reach the back entrance, you can eliminate or safely ignore this target. Before you press forward, see the "Menace to Society" box-out for advice on how to obtain this Achievement/Trophy.

III **Unrated Combat.** On lower difficulty levels, there are three patrolling Armored Cyborgs and two stationary Mastiffs on the rooftops in the area beyond the pagoda. On Very Hard and Revengeance, the former carry rocket launchers, while the latter also patrol. Enter AR Mode to identify all targets and note their movements (where applicable). One Armored Cyborg carries **ID Chip 21**, so be sure to collect this if you have yet to do so. If you have the patience, it's possible to stealth-kill all or at least most of the opponents here; if not, a short and brutal brawl will suffice.

IV The locked box in this position contains a **Holo-Chip (L)**.



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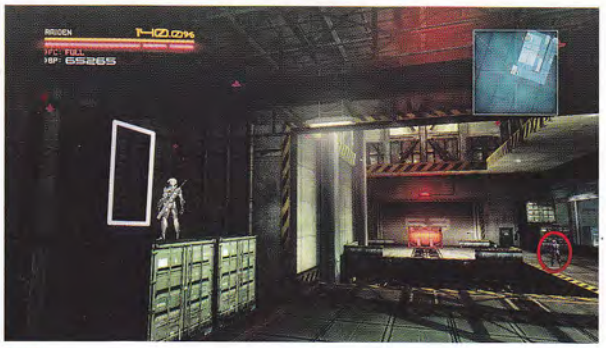
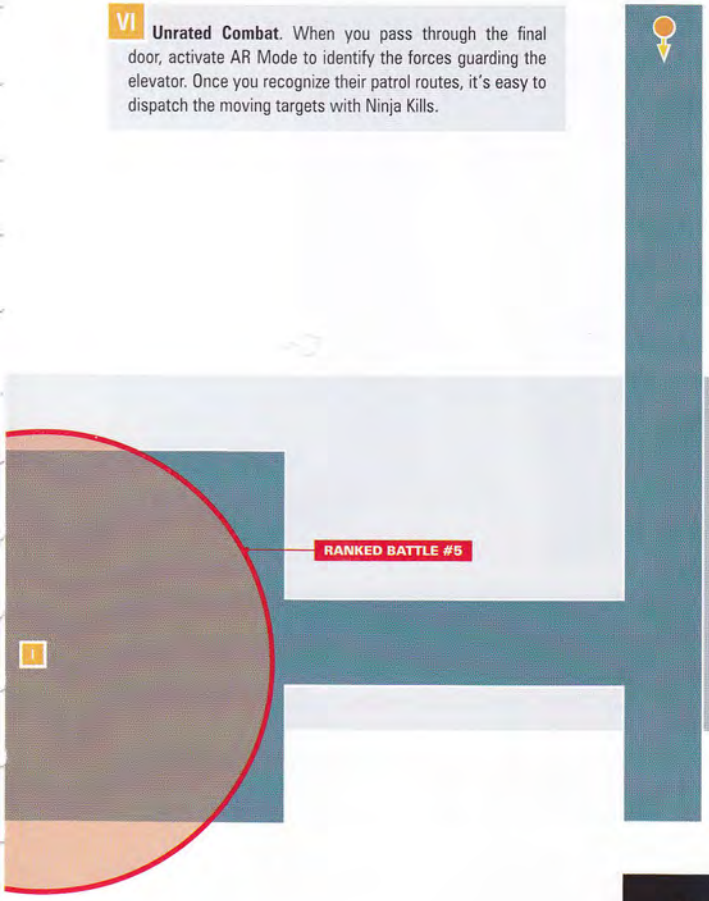
V Climb onto the rooftops in this location to reach a walkway and, through the entrance, a long corridor leading to a freight elevator. Before you depart, open a locked container hidden below the walkway to obtain **Data Storage 15**.



VII Before you eliminate the final sentry to obtain **ID Chip 22**, smash through this destructible wall to find a locked box containing an **Endurance +1** upgrade. Once you have acquired both collectibles, operate the panel at the waypoint marker to begin a sequence of four consecutive Ranked Battles: see page 146.

VI **Unrated Combat**. When you pass through the final door, activate AR Mode to identify the forces guarding the elevator. Once you recognize their patrol routes, it's easy to dispatch the moving targets with Ninja Kills.



"MENACE TO SOCIETY"

Achievement/Trophy: This is obtained by climbing the pagoda to destroy the finial on top of it. Start your climb at the back entrance to the pagoda. Use small, measured manual jumps to hop between the hanging lanterns to reach each roof section. There is a rocket launcher on the penultimate level. On the top floor, approach the finial and destroy it; the Achievement/Trophy notification will pop up shortly afterwards.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:30	1,000
	2:00	900
	2:30	750
	3:00	600
	4:00	500
BP	1,000	1,000
	800	900
	600	750
	400	600
	200	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500
Longest Combo	60	1,000
	40	900
	30	750
	20	600
	10	500
Kills	6	1,000
	5	900
	4	750
	3	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

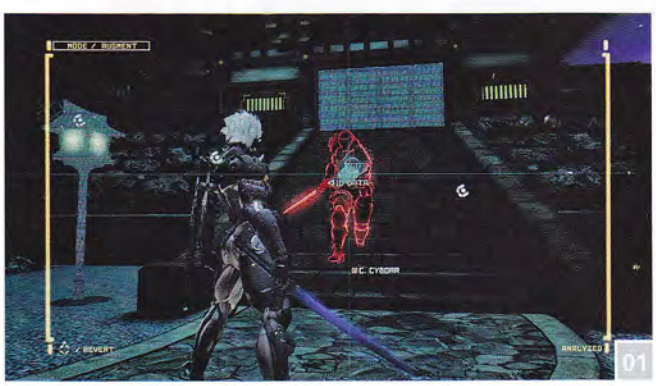
S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** As you enter the Japanese garden and step forward, this battle will commence.
- **Recommended Equipment:** Sai, Pole-Arm
- **Enemies:** Cyborg x3 (+ Cyborg x4, followed by Armored Cyborg x1)
- **Difficulty:** Moderate

Strategy:

1. Though a Perfect Sheet is certainly possible, the time limit and 60-hit combo requirement present slender margins for error. Our preference is always to opt for a No Damage bonus to secure an S-Rank. The strategy is to slide or slice prior to immediate Zandatsu finishes for all standard Cyborgs, before securing a decent combo total in the final fight with the Armored Cyborg.
2. If you run onto the bridge, the initial three Cyborgs will rush to engage Raiden in this position. This presents you with easy instant-Zandatsu kills. Take two of them down this way, then lead the third to the area by the door where Raiden entered before you kill him.



3. The reinforcements land immediately in all four corners of the battle arena. Those positioned on either side of the (now closed) entrance carry rocket launchers, and are your immediate priority – which is why it is so important to lure the previous Cyborg to this position prior to the fight. Once you have fought this battle a few times, it becomes easy to fine-tune your position to tackle the rocket-toting Cyborgs with maximum efficiency.
4. Our preference is, facing the entrance, to hit the Cyborg to the right of the door first with a Sliding Tackle. A shot fired by the next rocket-launcher Cyborg should hit Raiden harmlessly during the Zandatsu animation as you eliminate the first target.
5. Sprint and tackle the second Cyborg without delay before he can fire; if you have a clear line of sight, you can use the Sai to reach him quickly.
6. The two melee-focused Cyborgs will be hot on Raiden's heels. Stagger them with a short Pole-Arm combo, then perform two Zandatsus in quick succession.
7. The Armored Cyborg appears in front of the pagoda, but will not become active immediately unless you approach him. This assailant carries **ID Chip 20** (01), so make the acquisition of this a priority if you have yet to collect it. Hit him with a charged Sai attack to stun him, then build a combo until he is sufficiently weakened. If you feel that you are close to a Perfect Sheet finish, you can alternatively switch to the Pole-Arm to attempt a closing 60-hit combo. Our suggestion would be to employ the "Plume de l'ange" attack twice, then obtain further hits to reach the total during the Blade Mode finish.
8. You can complete this battle with a No Damage and No Kills dual bonus, if you wish, though you will need to secure a minimum 10-hit combo against the Armored Cyborg – and more if you take longer than 1:30 minutes – to be sure of an S-Rank.

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S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** Sai, RP Grenades
- **Enemies:** Armored Cyborg x1, Cyborg x2 (+ Cyborg x4, followed by Armored Cyborg x1, Mastiff x2)
- **Difficulty:** Demanding

02

Perfect Sheet & No Damage Strategy:

1. The main difficulty in this battle is the sheer number of Cyborgs wielding rocket launchers, and their alarmingly frequent rate of fire – especially on Revengeance. The key is to eliminate these targets with instant Blade Mode slices without delay.
2. Ninja Run to the other end of the battle arena, ignoring the Armored Cyborg for now. Rush towards the Rocket Launcher Cyborgs, angling your approach to avoid their shots (02), then pull Raiden to one with the Sai and perform an immediate Zandatsu. Repeat this with the other one. This should be accomplished within seconds.
3. The lone Armored Cyborg that remains is a prime target for the 60-hit combo. Blind him with an RP Grenade and use an extended "Sommeil de l'ange" move, immediately followed by (03). Finish him with a vigorous Blade Mode assault prior to the Zandatsu, which will enable you to reach the 60-hit milestone. Be quick: you cannot waste too much time here.
4. A second wave of four standard Cyborgs will now enter the fray. Approach each one in turn with the Sai, performing immediate Zandatsu kills until you have obtained four in total (you don't need any more than this – indeed, they will rob you of precious seconds). If you can perform two Zandatsu kills within a single visit to Blade Mode, this will save time. Ideally, you should be flying between targets with the Sai without delay, spending no more than a few seconds on each target.
5. The final wave will attack when you approach the stairs: an Armored Cyborg and two Mastiffs. Activate Ripper Mode and aim to tear them apart in a matter of seconds. Throw an RP grenade beforehand if you don't want to take any chances.
6. If you secure the No Damage bonus, this will compensate for shortfalls in the other categories, particularly the challenging time limit and combo requirements.

PERFECT SHEET & NO DAMAGE

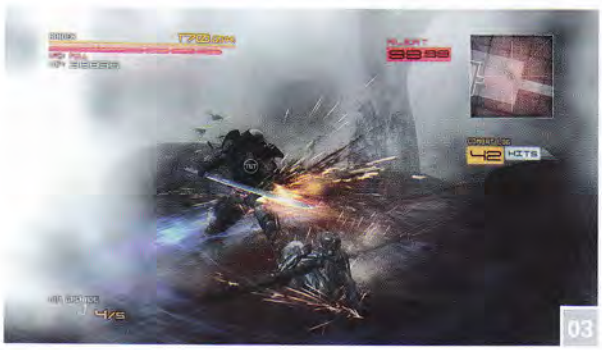
CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	1,000
BP	1,000	1,000
Zandatsu	5	1,000
Longest Combo	60	1,000
Kills	6	1,000
No Damage Bonus (Optional)		1,500
Score Total (S-Rank):		5,000+

No Kills Strategy:

1. Proceed exactly as in the Perfect Sheet strategy, but instead of performing Zandatsu finishes on all Cyborgs, slice their legs and move away. This is simple to achieve on all the standard Cyborgs, though aligning their legs for a decisive chop is much easier if you approach with a Sliding Tackle instead of the Sai (01).
2. As for the Perfect Sheet, make sure you use the first Armored Cyborg to build up a 60-hit combo. Blind him with an RP Grenade and use two extended "Plume de l'ange" moves in quick succession, then sever a limb and move away.
3. Run to the four Cyborgs that follow in turn and slice their legs immediately.
4. The final part with the Armored Cyborg and the two Mastiffs can be a little more complicated. To keep things simple, throw an RP Grenade to blind all three targets, refill your Fuel Cell gauge with an Electrolyte Pack, and quickly tear the Mastiffs apart in Ripper Mode, making sure you secure at least one Zandatsu. The final Armored Cyborg is a mere formality: stun him with the Sai, weaken him with blade blows and sever one of his limbs.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:30	750+
BP	≥ 600	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 60	1,000
Kills	2	500
No Kills Bonus		1,500
Score Total (S-Rank):		5,000+



03

04

FREIGHT ELEVATOR

Raiden's ascent to the top floor of the World Marshal HQ is punctuated by four fast and frenetic Ranked Battles in succession. There are checkpoints prior to each one and, as is customary, you can select Restart to play each fight again at any point prior to the disappearance of the closing Rank Sheet.

There are two collectibles to pick up during these fights: **Data Storage 16** carried by an "optional" target in Ranked Battle #8, and **ID Chip 23** embedded in the left hand of Raiden's first assailant in Ranked Battle #9.

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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:30	1,000
	2:00	900
	2:30	750
	3:00	600
	6:00	500
BP	1,000	1,000
	800	900
	600	750
	400	600
	200	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500
Longest Combo	60	1,000
	50	900
	40	750
	30	600
	10	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

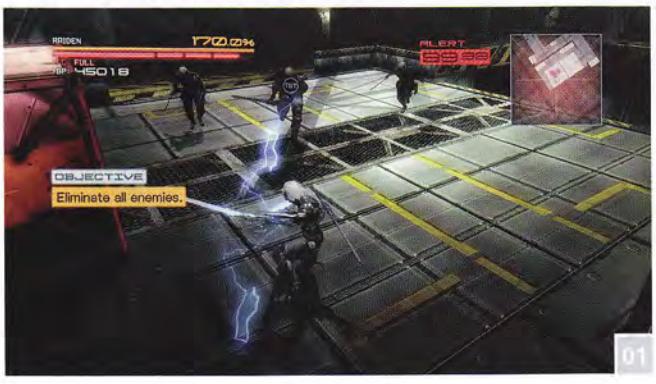
- **Combat Trigger:** The fight begins after you activate the elevator.
- **Recommended Equipment:** Pincer Blades, Pole-Arm, RP Grenades
- **Enemies:** Armored Cyborg x1, Cyborg x2 (+ Gekko x2 when there is only one Cyborg left)
- **Difficulty:** Medium (E/N/H), Challenging (VH/R)

Preface (Easy, Normal & Hard):

- If you are determined to secure an S-Rank on a debut playthrough, you will not have the Pincer Blades at your disposal. A No Kills strategy is the most approachable option for an S-Rank, though a No Damage finish is also perfectly plausible. Eliminate the first two standard Cyborgs by slicing off their legs, then break out the Pole-Arm to build a reasonably lengthy combo to both weaken the Armored Cyborg without reply, and satisfy the score requirement. Sever one of his limbs and move away. When the Gekkos arrive, snap-throw an RP Grenade, then concentrate on eliminating one of them swiftly while the other is incapacitated. With a quick kill, you shouldn't encounter any problems with the final target. A single Zandatsu from either Gekko will suffice.

No Damage Strategy:

1. Greet the three Cyborgs as they run to you with a charged Pincer Blades attack (01). Follow up with additional blows (with either the Pincer Blades or your standard weapon), being careful to obtain at least one Zandatsu.
2. Destroy the Gekkos without further ceremony with the Pincer Blades. The Wake Turbulence move is especially effective here.



NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:30	750+
BP	≥ 600	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	500+
Kills	5	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

No Kills Strategy:

1. Throw an RP Grenade as the three Cyborgs arrive on the elevator. Quickly sever the legs of both standard Cyborgs, then weaken the Armored Cyborg (for example with the Pincer Blades) and sever his left arm.
2. Blind the Gekkos with another RP Grenade, and perform a long 60-hit Pole-Arm combo, ideally striking both at the same time with an extended "Cercle de l'ange" move. Finish them off with Executions, Parry Counters or charged Pincer Blades combos, making sure you secure at least one Zandatsu.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	900+
BP	≥ 200	500+
Zandatsu	≥ 1	500+
Longest Combo	≥ 60	1,000
Kills	2	600
No Kills Bonus		1,500
Score Total (S-Rank):		5,000+

Perfect Sheet Strategy:

1. The incredibly tight time constraint combined with the huge 60-hit combo requirement leave you with few options. One possible approach entails hitting the three Cyborgs that rush to you at the very beginning of the fight with a single Parry Counter. Take a few steps backwards to position Raiden in the corner as the battle begins, then Parry Counter as he is attacked (02). The number of Cyborgs that are hit by the counter is unpredictable, so you can only hope to be lucky... and if not, restart. Your goal is to strike all three Cyborgs with a single Parry Counter simultaneously, and quickly hit all three weak points in Blade Mode. An alternative is to rush to both standard Cyborgs and take them down with instant Zandatsus. Weaken the Armored one with Ripper Mode or the Pincer Blades, and finish him off with a Zandatsu.
2. Snap-throw an RP Grenade as both Gekkos enter the fray, and build up a 60-hit combo with an extended "Cercle de l'ange" move. Now eliminate them using contextual Executions, Parry Counters or short bursts of Ripper mode, with a Zandatsu finish on both.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	1,000
BP	1,000	1,000
Zandatsu	5	1,000
Longest Combo	60	1,000
Kills	5	1,000
Score Total (S-Rank):		5,000+

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RANKED BATTLE #7

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:50	1,000
	2:20	900
	3:00	750
	4:00	600
	6:00	500
BP	1,000	1,000
	800	900
	600	750
	400	600
	200	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500
Longest Combo	60	1,000
	50	900
	40	750
	30	600
	10	500
Kills	6	1,000
	5	900
	4	750
	3	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

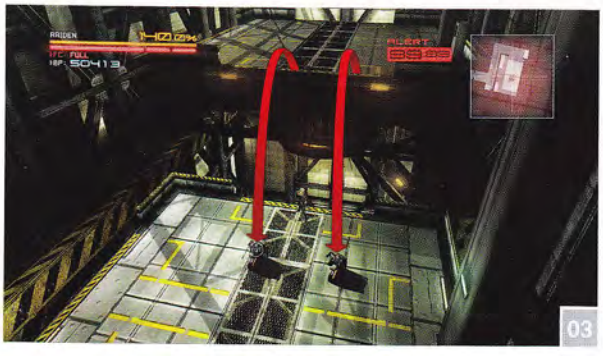
S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** After the first elevator battle and a Codec message by Doktor, this battle starts as two Cyborgs jump onto the platform.
- **Recommended Equipment:** Pole-Arm, RP Grenades
- **Enemies:** Riot Shield Cyborg x2 (+Raptor x1 after 10 seconds, Fenrir x2 whenever the arena is clear of enemies)
- **Difficulty:** Moderate (E/N/H), Medium (VH/R)

Perfect Sheet Strategy:

1. Position Raiden close to the incoming freight elevator in the adjacent shaft section. Enter Blade Mode and instantly Zandatsu the closest target as he lands with his back turned to you (02).
2. Immediately Parry Counter the first attack of the other Cyborg to break his shield. Follow up with a Zandatsu finish, taking your time to slice him into pieces before you absorb the Electrolyte Core.
3. Snap-throw an RP Grenade as the Raptor and the two Fenrir enter the battle. Start building a long Pole-Arm combo, seizing any opportunity to perform an Execution on the Raptor whenever you are given the chance (04). Slice both the weak point and the Tripod (required to get a sixth kill) before you complete the Zandatsu.
4. Keep building up your Pole-Arm combo on the two Fenrir. Snap-throw another RP Grenade if you want to be safe, and be ready to interrupt your attacks with a dodge at any time to avoid having your combo cancelled. You need a Zandatsu with both Fenrir, so finish the first with an Execution or switch to Blade Mode when the target is entirely blue. Repeat this with the second Fenrir.

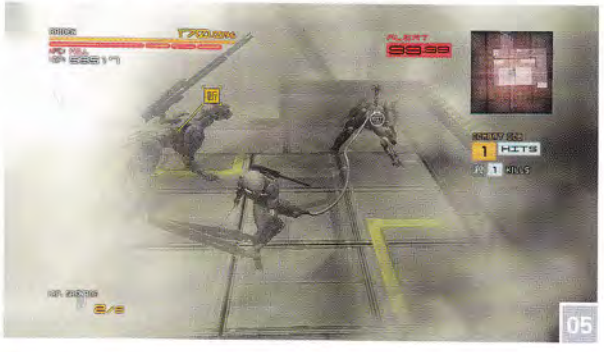


PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:50	1,000
BP	1,000	1,000
Zandatsu	5	1,000
Longest Combo	60	1,000
Kills	6	1,000
Score Total (S-Rank):		5,000

No Damage Strategy:

1. Follow the first step of the Perfect Sheet strategy to perform an instant-Zandatsu on the first Cyborg.
2. Parry Counter the first attack of the other Cyborg to break his shield, but do not kill him yet. Wait until the Raptor joins the fray, then eliminate the Cyborg with an immediate Zandatsu.
3. You're now facing the Raptor alone. Stun it with a charged Sai attack, then quickly destroy it.
4. Finally, dispatch the two Fenrir. Throw an RP Grenade to err on the side of caution, or simply knock them down with Sai combos and finish them off with your main weapon or the Pincer Blades (05).



NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	750+
BP	≥ 600	750+
Zandatsu	≥ 2	600+
Longest Combo	≥ 10	500+
Kills	≥ 5	900+
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

No Kills Strategy:

1. Proceed exactly as in the No Damage strategy, but sever the legs of the Cyborgs and move away.
2. Continue to follow the No Damage strategy, being sure to secure at least one Zandatsu, and to perform a 40-hit combo against the Raptor. This is rather easy to achieve by stunning it with the Sai and following up with "Plume de l'ange" Pole-Arm combos.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:20	900+
BP	≥ 600	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 40	750+
Kills	≥ 3	600+
No Kills Bonus		1,500
Score Total (S-Rank):		5,000+

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	0:20	5,000
	0:40	1,000
	1:30	900
	2:00	600
	4:00	500
BP	1,000	1,000
	800	900
	600	750
	400	600
	200	500
Zandatsu	2	1,000
	1	500
Longest Combo	30	1,000
	25	900
	20	750
	10	600
	5	500
Kills	10	1,000
	8	900
	6	750
	3	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** After a Codec transmission from the Doktor, Tripods attempt to slow down the elevator.
- **Recommended Equipment:** Pole-Arm
- **Enemies:** Cyborg x2 (+ Cyborg x1), Armored Cyborg x1, Tripod x4 (+ Tripod x20)
- **Difficulty:** Simple

Preface:

- The two Cyborgs that you fight directly after Ranked Battle #7, prior to this confrontation, do not count towards your final result here. Use them to top up your Fuel Cell Gauge if required.
- The Armored Cyborg in this battle drops **Data Storage 16** when defeated.
- This battle ends as soon as you jump onto the adjacent elevator. You will die if you linger too long on the burning platform.

Perfect Sheet Strategy:

1. After defeating the two Rocket Launcher Cyborgs, engage the Tripods as they attempt to slow the elevator's ascent. Start a combo with your Pole-Arm. "Plume de l'ange" is very effective to build up the hit count quickly.

2. Once the first four Tripods are down, move into position to instant-Zandatsu the two Cyborgs who jump onto the elevator (06).
3. Return to the new set of Tripods and defeat them with the Pole-Arm (you should have killed eight in total). If your combo is still ongoing, you should have reached the 30-hit milestone by now.
4. Now quickly run onto the adjacent platform, ignoring the Cyborgs arriving as reinforcements (unless you have yet to collect **Data Storage 16**, carried by the Armored Cyborg who arrives at this stage). For an S-Rank, you must finish this fight in no more than 40 seconds.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 0:40	1,000
BP	1,000	1,000
Zandatsu	2	1,000
Longest Combo	30	1,000
Kills	10	1,000
Score Total (S-Rank):		5,000+

Alternative Strategies:

1. **Speed Run:** This is by far the easiest solution. Simply eliminate the first four Tripods on the vertical rail, and sprint to the other elevator. As long as you are done within 20 seconds, you will receive 5,000 points for the time score alone – which guarantees an S-Rank.
2. **No Damage:** You can proceed as in the Perfect Sheet strategy, though you need to eliminate all enemies to receive the No Damage bonus. The Tripods are not dangerous, and the fire is purely decorative, so the only real threat is the four Cyborgs. Defeat these with a safe method, and be sure to complete at least one Zandatsu.
3. **No Kills:** Again, proceed as in the Perfect Sheet strategy, but this time sever legs alone as the Cyborgs land on the elevator, then move away. Use your blade rather than the Pole-Arm while destroying the Tripods to avoid inflicting further harm on the Cyborgs. Note that you have to dismember all four Cyborgs (and wait for them to disappear) to receive the No Kills bonus.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	900+
BP	≥ 400	600+
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	500+
Kills	≥ 10	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	900+
BP	1,000	1,000
Zandatsu	0	0
Longest Combo	≥ 10	600+
Kills	≥ 10	1,000
No Kills Bonus		1,500
Score Total (S-Rank):		5,000+

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RANKED BATTLE #9

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	2:00	1,000
	2:30	900
	3:00	750
	4:00	600
	99:00	500
BP	1,000	1,000
	800	900
	600	750
	400	600
	200	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500
Longest Combo	50	1,000
	40	900
	30	750
	20	600
	10	500
Kills	6	1,000
	5	900
	4	750
	3	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** After jumping to the other elevator platform and receiving a Codec message, the battle begins as the Cyborg Berserker lands.
- **Recommended Equipment:** RP & EM Grenades, Sai
- **Enemies:** Cyborg Berserker x1, Slider x3 (+ Mastiff x1 after you kill two enemies; + Mastiff x1 after you kill three enemies)
- **Difficulty:** Demanding

Perfect Sheet Strategy:

1. You first priority is to kill the Cyborg Berserker who lands in front of you with a Zandatsu, and within little more than a few seconds after his arrival (note that he carries **ID Chip 23**). The best way to do this is to trigger an Execution by inflicting massive damage before he can even ready his weapon to launch an attack. With a fully upgraded Raiden, this can be done with multiple HF Murasama Blade strikes performed in very quick succession. Otherwise, unleash one or two hits in Ripper Mode, then deactivate it, consume an Electrolyte Pack in the Inventory menu to refill your gauge, then complete the Execution. Either way, finish him off with as many slices as you can in Blade Mode, and end the assault with a Zandatsu.
2. As soon as you regain control of Raiden after the Execution, use the Sai to pull yourself to a Slider, and perform an instant Zandatsu. Defeat all three Sliders in this manner, flitting from one to the next without delay. The combo that began with the Berserker should still be ongoing. Don't waste any time with the first two Sliders, but do go to town while in Blade Mode with the third one – you can reach the 50-hit milestone at this point. If not, you'll need to maintain the combo by immediately attacking one of the two Mastiffs who should, by now, be active.
3. If you haven't missed any so far, you only need a single Zandatsu from the Mastiffs. To take no chances, stun one with a single Sai attack, and Parry Counter the first attack of the other Mastiff to trigger a Blade Mode prompt (07). Perform a similar riposte with the second to end the battle within the time limit. On Very Hard, it makes sense to disable the Mastiffs with an EM Grenade, then shred them in Ripper Mode, securing a Zandatsu on at least one of them.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	1,000	1,000
Zandatsu	5	1,000
Longest Combo	50	1,000
Kills	6	1,000
Score Total (S-Rank):		5,000+

No Damage Strategy:

1. The Perfect Sheet strategy is just as valid here. The primary danger is the Sliders, who tend to use their firearms and missiles at an alarming rate. Open the battle by taking down the Cyborg Berserker immediately. As soon as you land after the Execution, snap-throw an RP Grenade and dispatch all three Sliders with Sai dashes and instant Blade Mode finishes. Do not waste any time with Zandatsus here: you just need to kill all three Sliders before the fog dissipates.
2. Do not take any chances with the two Mastiffs. Snap-throw an RP Grenade, and take them down quickly. You only need one Zandatsu and a 10-hit combo to secure the S-Rank.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	750+
BP	≥ 600	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	500+
Kills	6	1,000
No Kills Bonus		1,500
Score Total (S-Rank):		5,000+

No Kills Strategy:

1. The No Damage strategy also broadly applies to a No Kills approach. The only difference is that you need to sever a limb from the Cyborg Berserker and move away without killing him. The easiest way to do this is to greet him with a fully pre-charged Pincer Blades combo (such as Wake Turbulence, or Heat Burst) as soon as he lands, then enter Blade Mode to address his troublesome abundance of appendages.
2. You can now follow the No Damage strategy to eliminate the Sliders and the Mastiffs. Just be careful not to strike the Berserker until he disappears.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:30	900+
BP	≥ 600	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	500+
Kills	5	900
No Damage Bonus		1,500
Score Total (S-Rank):		5,050+

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
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FILE R-02
FILE R-03
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FILE R-07

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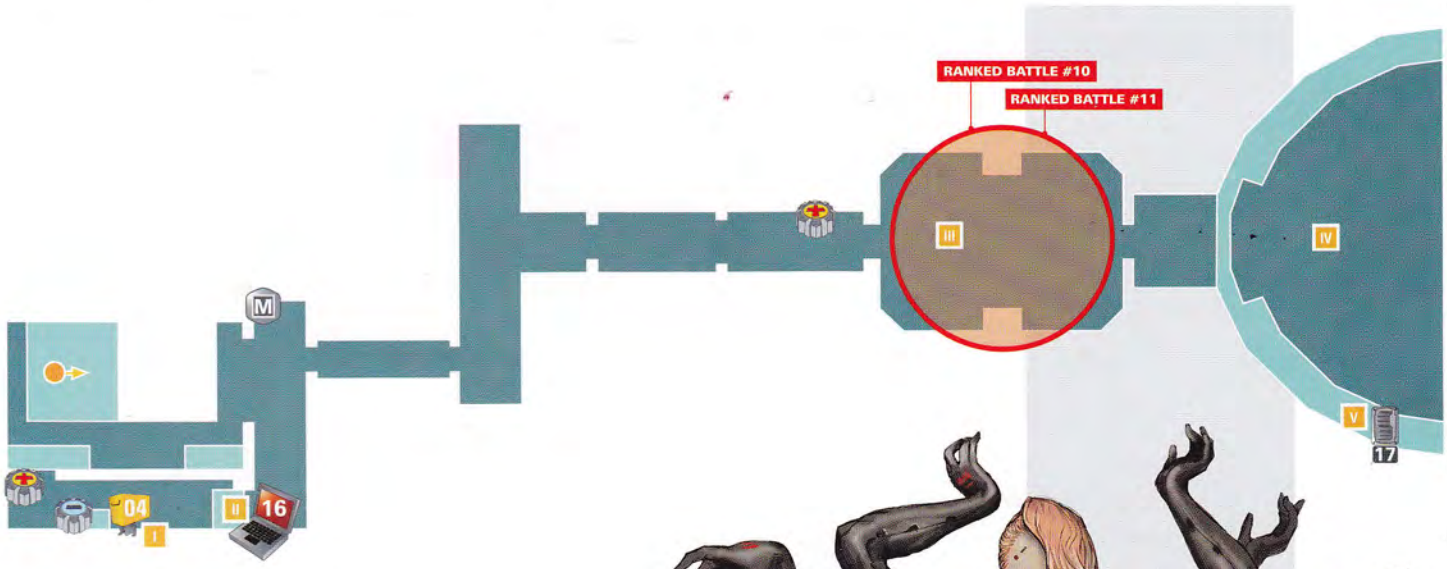
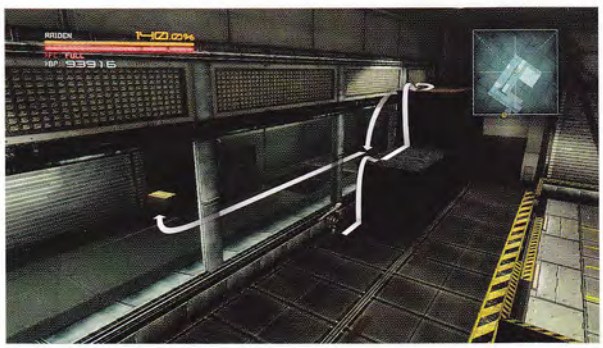
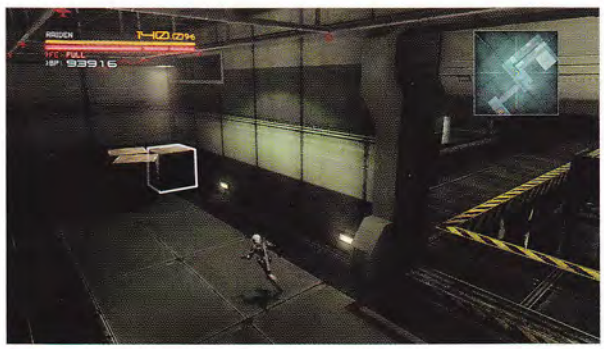


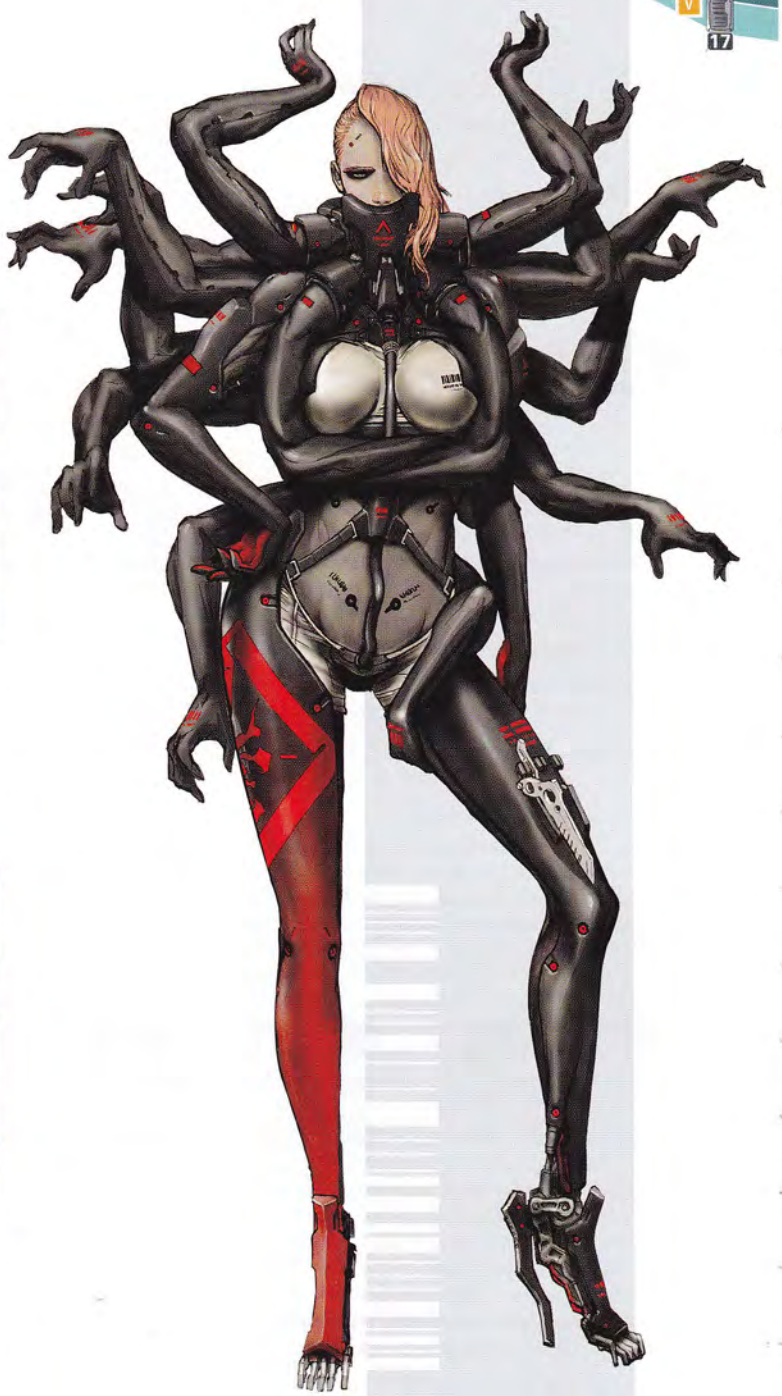


I At the top of the freight elevator shaft, jump onto the shipping containers in this position, then Ninja Run and slide through the small opening to reach the adjacent corridor. In addition to restorative collectibles, **Man in Box 04** can be found here. At the far end of the corridor, jump onto the containers and slide through the opening to leave this "secret" area.



II Destroy these packages to reveal **VR Terminal 16**.

III Head towards the waypoint to trigger a Codec conversation with Doktor, then operate two door panels in succession to open the route to **Ranked Battle #10** (see overleaf). This formally begins when you approach a familiar foe.



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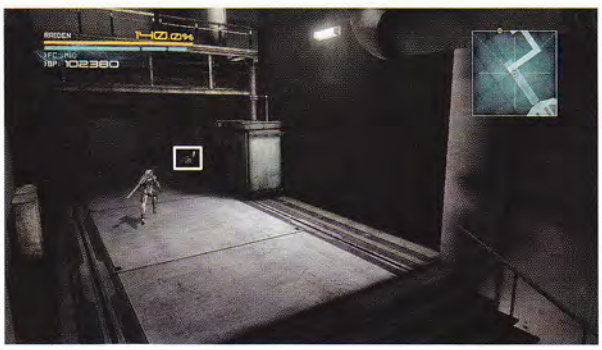
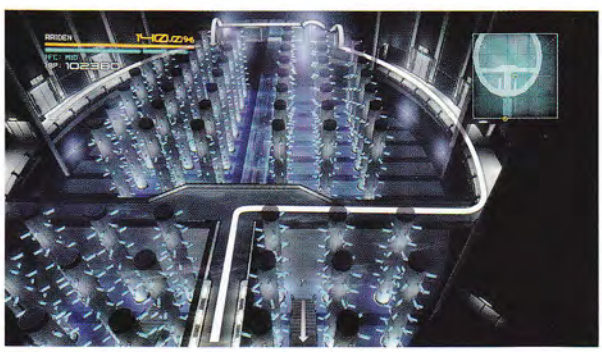
QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

IV Enter the server room and approach the waypoint marker to begin a "walk 'n' talk" sequence with another individual of Raiden's recent acquaintance; this is followed by a cinematic sequence. When that ends, backtrack to the room where you fought the clones of Mistral and Monsoon to begin **Ranked Battle #11** (see overleaf): a fight that, though optional, is an essential part of your final chapter rating if you are aspiring to obtain an S-Rank.



VI **VR Terminal 17** is situated at the end of this corridor. Once you have downloaded the data, Ninja Run via the obvious stepping-stone to reach the walkway above.



V Return to the server room. This step is only necessary to pick up **Data Storage 17**; if you already have it, you are free to leave via the exit. To grab the collectible first, use the stairs close to the exit to reach a walkway. Head to the balcony and move all the way to the opposite end of the circular room. You can now jump onto the pipes (above the doorway leading to the room where you fought the Mistral and Monsoon clones) to reach the otherwise inaccessible portion of the balcony. Slice the lock on the sealed container to claim your prize.

VII As you exit to the rooftop, turn left: there is a **Double Tripod** on an inaccessible platform. Hit it with rockets (two will suffice on Normal) to separate and "collect" it to continue your progress in unlocking the associated Achievement/Trophy. You can then approach Sundowner on the helipad to trigger a cinematic and, after that ends, **Ranked Battle #12** (see page 156).

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RANKED BATTLE #10

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	5:00	1,000
	6:00	900
	7:00	750
	8:00	600
	10:00	500
BP	1,000	1,000
	800	900
	600	750
	400	600
	200	500
Zandatsu	-	-
Longest Combo	50	1,000
	40	900
	30	750
	20	600
	10	500
Kills	15	1,000
	10	900
	8	750
	4	600
	2	500
No Damage Bonus		1,500

OVERALL RANK

Score Total	4,000	3,600	3,000	2,400	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** Enter the room and approach Mistral to start the battle.
- **Recommended Equipment:** Pole-Arm, RP Grenades
- **Enemies:** Mistral (clone model) x1, Tripod x5 (+ endless Tripod reinforcements); followed by Monsoon (clone model) x1
- **Difficulty:** Moderate (E/N/H), Challenging (VH/R)

Perfect Sheet Strategy:

1. You begin by fighting a clone model of **Mistral**. Deal with her exactly as you did in your first encounter (see page 72), using Pole-Arm combos on the Tripods to build up a 50-hit combo early on in the battle. Once this is done, the same key steps apply: move away from her when she uses her long-range whip attacks, remain at close range the rest of the time and perform Parry Counters to engineer opportunities to break her weapon, then attack relentlessly. When she leaps to a ledge to hurl projectiles at Raiden, take refuge beneath her position and control the swarming Tripods with the Pole-Arm. You can snap-throw an RP Grenade to be safe on higher difficulty levels, then switch to the Pincer Blades to cause some major damage when she jumps back down (01). Repeat this until she dies. With a fully upgraded Raiden and the experience of multiple playthroughs, well-timed charged Pincer Blades attacks (such as Wake Turbulence, then Heat Burst) can be used to brute-force your way through her melee attacks and defeat her within a matter of seconds. It is wise to satisfy the combo requirement before you do this, however: your next opponent will not present a similarly generous opportunity to reach the 50-hit total.
2. You must then defeat a clone version of **Monsoon**. Once again, his behavior is the same as in your first encounter (see page 126), though without the Magnetic Force and Lorentz Force projectile phases. Parry his opening assaults in the fog, stun him with an EM Grenade or the Sai when he begins his Purple Aura phase, and grind him down. Every time you end Monsoon's purple state with a precise slice in Blade Mode, immediately approach your enemy's head, then charge up a Wake Turbulence combo – as soon as Monsoon's body reassembles, release the button and Monsoon will sustain massive damage (02). You can often land a fully charged Heat Burst immediately afterwards. On a first playthrough, before you have the Pincer Blades, you'll need to make do with your default blade. However, given your opponent's relative lack of resilience, this isn't really a hardship.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 5:00	1,000
BP	1,000	1,000
Zandatsu	-	-
Longest Combo	50	1,000
Kills	15	1,000
Score Total (S-Rank):		4,000+

No Damage Strategy:

1. You can use the same overall strategy to obtain a No Damage bonus. The only main difference is that you cannot use the Pincer Blades to cut through enemy attacks, as this will lead Raiden to sustain damage. You can still use them at specific junctures (such as when Mistral jumps down from her vantage point, or at the end of Monsoon's Purple Aura phase), but it's unwise to deploy them at other times.
2. Defeating Mistral without injury is probably the easiest part. Monsoon's sudden entrance is a potential banana skin, and you will need to curtail his most aggressive Purple Aura attack phase quickly to avoid injury.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 10:00	500+
BP	≥ 200	500+
Zandatsu	-	-
Longest Combo	≥ 10	500+
Kills	15	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		4,000+

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RANKED BATTLE #11

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:30	1,000
	2:00	900
	2:30	750
	4:00	600
	6:00	500
BP	1,000	1,000
	800	900
	600	750
	400	600
	200	500
Zandatsu	4	1,000
	3	900
	2	600
	1	500
Longest Combo	40	1,000
	30	900
	20	750
	10	600
	5	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** The battle begins after Sundowner's speech in the server room, when you have returned to the area where you fought Mistral and Monsoon.
- **Recommended Equipment:** Sai, Pole-Arm
- **Enemies:** Raptor x2, Slider x2
- **Difficulty:** Moderate (E/N/H), Challenging (VH/R)

Perfect Sheet Strategy:

1. As you re-enter the room, use the Sai to pull Raiden to one of the Raptors (03). Attack relentlessly until you trigger an Execution, and finish your target off with a Zandatsu, making sure you slice the Tripod "pilot" too.
2. Turn away from the other (angry) Raptor, and pull yourself with the Sai to the two Sliders in turn, killing them with well-aimed Zandatsus.
3. Now that you face the final Raptor alone, disable it with a charged Sai attack, then unleash an extended Pole-Arm move such as "Plume de l'ange" (04). As soon as you reach the 40-hit milestone, get rid of your target with an Execution and Zandatsu combination. If you've eliminated all three previous foes keeping your overall combo active, you will be able to meet all score requirements rather easily.

04

PERFECT SHEET

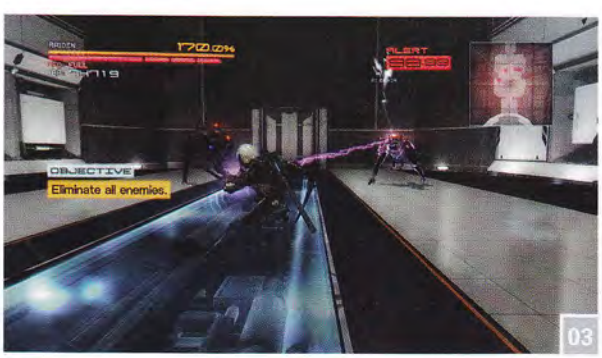
CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	1,000
BP	1,000	1,000
Zandatsu	4	1,000
Longest Combo	40	1,000
Kills	5	1,000
Score Total (S-Rank):		5,000+

No Damage Strategy:

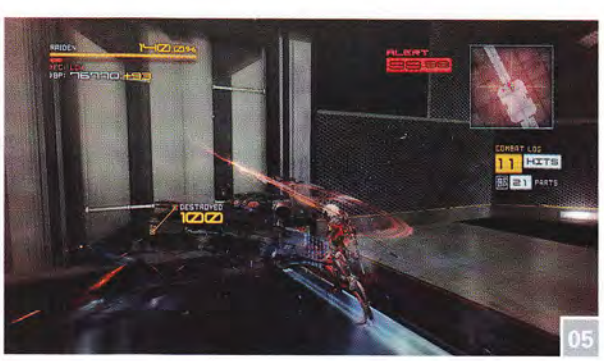
1. Run straight to the Raptors and shred them with remorseless speed in Ripper Mode within the opening seconds of the battle (05). Deactivate Ripper Mode once this is done.
2. Only the Sliders can damage you now. Ninja Run at all times to avoid their shots, and jump to the closest one, dealing a single lethal slice in Blade Mode. Repeat this with the second Slider, but make sure to kill it with a Zandatsu. It makes more sense to perform the Zandatsu on the final target, as this eliminates the probability of Raiden being hit at the end of the animation sequence.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	1,000
BP	≥ 400	600+
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	≥ 4	900+
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+



03



05

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SUNDOWNER

There are three distinct phases in this battle, with Sundowner behaving differently in each one. We strongly recommend that you study our appraisal of his patterns and proclivities before you engage him. Once you understand Sundowner's strengths and weaknesses, this is an easy fight to win. Doing so with an S-Rank, however, is markedly more challenging...

PHASE 1

The main feature of this phase is that Sundowner is equipped with a unique "explosive shield", made up of six individual plates. You can sever each shield part while in Blade Mode. The supporting "arms" are highlighted in blue when they can be cut (01). If you miss these and slice a shield segment, an explosion will violently propel Raiden backwards and inflict damage. Once the boss has been deprived of all shield parts, the battle enters its second phase.

Though you can kill Sundowner in this phase by deliberately not severing his shield parts and focusing your blows on him instead, he is fairly resilient – and, of course, inadvertently striking the shield will cause damage. On the other hand, Sundowner is rather ponderous in this phase. His attacks hit hard, but they are all telegraphed and relatively easy to parry, with practice. Whether you choose to go through Phase 2, or bypass it entirely, is an important tactical choice. Consult our S-Rank strategies overleaf for advice. Sundowner's attacks in the first phase are as follows:

- **Dash (with shield forward):** Sundowner dashes with his shield deployed to ram Raiden (02). All you need do is parry to trigger an interactive sequence. Win this by pressing ⊗/□ or Ⓨ/△ repeatedly, and you will gain the chance to sever up to two shields. This is the attack that Sundowner usually opens the battle with. You can encourage him to use it again by standing at a distance.
- **Shield approach:** Sundowner slowly walks towards Raiden, with his shield in front of him; you will notice a red glow at the connection points (and a kanji icon). This isn't really an attack, but actually a cue indicating that you should move close and switch to Blade Mode. Align a precision slice on the weak points (03) and you will get a chance to sever a maximum two shield parts.
- **Dash (with swords):** Sundowner dashes forward and strikes with his swords. This is easy to parry and, even better, counter. Simply wait until the split-second before the slash arcs become visible to perform a Parry Counter (04). A successful riposte here usually leads to an opportunity to slice Sundowner's shields.
- **Sword attacks:** Sundowner sometimes uses individual strikes or combo attacks. These are rather slow, and fairly easy to parry. The cue to Parry Counter them is, once again, to wait until the split-second before the sword's slash arcs become visible. This is easier to achieve with single blows than it is with Sundowner's three-hit combos, as the multi-hit attacks tend to have awkward timing windows.
- **Blood bath:** This is an unblockable attack, telegraphed by the usual yellow glow. Jump and perform an aerial combo to evade it, or Ninja Run away in good time, or dodge sideways with the Defensive Offense skill. If you fail to avoid this assault, Raiden will sustain massive damage (05).
- **Shield bash:** When Raiden is at very close range, Sundowner often uses his shields to repel him (06). These blows can be parried and, if you time the command to coincide with the appearance of the orange streaks, met with a Parry Counter.

PHASE 2

Deprived of his shields, Sundowner adopts a completely different attack strategy. He now moves at a much faster pace, performing zigzags before he attacks, and unleashing swift combos. In this phase, Sundowner is more aggressive, but also much weaker. You can rack up damage at a ferocious rate. With a maxed-out HF Murasama Blade (a later acquisition, if this is your first playthrough), it's possible to kill him in seconds with a constant barrage of light attacks. Simply make sure you evade or parry all of his assaults in-between your own combos. Sundowner is also very susceptible to the Sai: not only will a charged Sai briefly stun him, but a well-timed delivery of the Force of Magnetism follow-up kick will usually knock him down, leaving him vulnerable for a devastating blade combo.

As a rule, it's not recommended to use Parry Counters during this stage. Though they are easy to perform, they actually lead to "parry wars" similar to those you will have encountered with Armored Cyborgs. Though winning this war of attrition leads to a brief period where Sundowner is staggered, this is often not worth the effort or risk: you can deal far superior damage with standard attacks, taking breaks to parry or dodge your opponent's assaults whenever necessary. The act of parrying or dodging causes Sundowner to briefly pause, which tends to offer a sufficiently generous opportunity to attack, and even stagger him if you inflict enough damage. Sundowner's attacks in Phase 2 are as follows:

- **Upward strike:** Sundowner performs a single, upward blow with his sword (07). This will knock Raiden down, unless you parry.
- **Forward thrust:** Sundowner executes a forward thrust (which can be parried), and follows up with an unblockable scissor swipe – which is, as usual, signposted by a yellow glow. The easiest way to evade this is to jump

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07

08

and perform a combo in the air while the attack is performed beneath Raiden (08). You can also Ninja Run to a safe distance. Another (more advanced) solution involves dodging with the Defensive Offense move. Delay your dodge by approximately a second while Sundowner charges his unblockable attack: you should time it to occur at the precise moment that the yellow glow in Sundowner's eyes disappears (09).

- **Five-hit combos:** Sundowner uses fast combo attacks, with the fifth blow being unblockable (it's actually the same attack as the forward thrust). Parry or dodge any of the initial assaults to resume your own attack.

- **Spotlight pole:** After approximately one minute, and then at regular intervals, Sundowner will jump outside of the arena to grab a spotlight pole. Two Cyborgs (Armored on Very Hard and Revengeance) spawn on the field during this sequence. Not only do you need to take care of the Cyborgs, but you must also be ready to take evasive maneuvers as Sundowner leaps back to the roof. He will use the pole to swipe the arena with an incredible range (hitting both Raiden and the Cyborgs). Every individual sweep can be dodged, parried (10), or jumped above. You can also attack Sundowner to break the pole. This tends to be a very dangerous sequence, as the pole swipes are extremely fast.

09

10

PHASE 3

Once you have lowered Sundowner's health to 10%, the battle enters its third stage, which last approximately one minute and 30 seconds. This is an interactive sequence where Raiden "rides" a Slider. You will encounter the following dangers during this phase:

- **Destructible obstacles:** These can be destroyed with a single shot. Press any button to fire.
- **Indestructible obstacle:** In a few instances, a wall actually reduces the size of the shaft. You must avoid these, or sustain damage in the collision.
- **Sliders:** Occasionally, Sliders will engage Raiden. They can be destroyed with a single shot.

Though it can seem overwhelming at first, this Slider sequence is actually extremely easy to complete without injury. The solution is elementary: do not ever touch L. If you remain in your original position until the end, pressing a button repeatedly to fire, you will automatically destroy or avoid all obstacles.

Once you reach the top of the shaft, you must slice the roof at least once while in Blade Mode, then press Y+B/△+○ to dodge the missiles. The final step is to slice Sundowner in Blade Mode.

THE HAMMERHEAD

Sundowner is almost constantly supported by a Hammerhead throughout the battle. The helicopter is more aggressive on higher difficulty settings, using both a machine gun and missiles to attack Raiden. As always, bullets can be blocked with Ninja Run, and missiles can be dodged or cleaved while in Blade Mode (potentially dropping recovery items). However, evasive maneuvers and rocket-slicing are usually impractical in the midst of the battle, with Sundowner attacking you relentlessly. You can take the Hammerhead down with a single Homing Missile, but it will respawn after a "cooldown" delay: 45 seconds on Easy, reduced to a mere 20 seconds on Revengeance. Even if you use snap shots to destroy every Hammerhead as it appears, this tends to make the duel with Sundowner unnecessarily complicated. There are two complementary methods to effectively neutralize the Hammerhead at all times without ever attacking it:

- The Hammerhead will usually only attack if it is visible on your screen. This means that you can easily prevent it from firing by rotating the camera whenever it enters your field of view. Small but regular adjustments are enough to silence it completely. Ideally, try to always have the Hammerhead behind Raiden while Sundowner is in front of him.
- Occasionally, you might find it difficult to rotate the camera – for example, if you are locked on to Sundowner for an imminent attack. In these cases, you can use the boss as a human shield. Position Raiden so that Sundowner stands in the helicopter's line of fire, and the Hammerhead will usually stop firing (with any projectiles in transit likely to hit Sundowner). Keep doing this until you can reorient the camera.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	5:00	2,000
	6:00	1,800
	8:00	1,500
	10:00	1,200
	15:00	1,000
BP	400	2,000
	300	1,800
	200	1,500
	100	1,200
	50	1,000
Zandatsu	2	2,000
	1	1,000
Longest Combo	50	2,000
	40	1,800
	30	1,500
	20	1,200
	10	1,000
Kills	3	2,000
	2	1,500
	1	1,000
No Damage Bonus		2,000
No Kills Bonus		2,000

OVERALL RANK

Score Total	10,000	8,000	6,000	4,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** After the cutscene that follows when you reach the helipad.
- **Recommended Equipment:** Sai, EM Grenades, Homing Missile
- **Enemies:** Sundowner, Cyborg x2 on E/N/H or Armored Cyborg x2 on VH/R (each time Sundowner grabs a new pole during Phase 2)
- **Difficulty:** Challenging (E/N/H), Extreme (VH/R)

Perfect Sheet Strategy:

1. The start of this fight is probably the best time to meet the 50-hit combo requirement for an S-Rank. To do this, attack Sundowner with a short, controlled Pole-Arm combo until he begins to deploy his shield, then stop and run behind him to strike his back (01). He will perform a turning attack after you land a few blows; this is presaged by glowing shield sections. Parry this, and you can begin this sequence all over again. It's tough to master the required rhythm at first, but if you are patient and composed – and resist the temptation to greedily attempt longer combos – you can reach the 50-hit milestone within 30 seconds. Naturally, this is more difficult to achieve on Very Hard and Revengeance. Sundowner is much more aggressive, constantly interrupting your combos, and it may take many attempts to perfect. You may find it more effective to switch back and forth between the blade and the Pole-Arm. Use the Pole-Arm in favorable conditions (after weakening him, for example, or after leaping above a charge), and the blade whenever Sundowner is remotely likely to attack. Very aggressive use of Sky High can help. It makes Raiden automatically parry if required – and if you do launch Sundowner, then you can go to town with the Pole-Arm for a few seconds. Another strategy, if you have the razor-sharp reactions, is to employ Defensive Offense to cancel your own Pole-Arm attacks and avoid Sundowner's assaults (02), then resume the combo immediately. Each use of Defensive Offense adds further hits to the tally, which means that you can reach the 50-hit total with greater speed.
2. Your next priority in the first phase is to sever Sundowner's shields. Parry his initial dash and immediately cut off the two weakened plate sections. Use any further opportunity (parrying the dash attack to trigger an interactive sequence, or manually cutting the shield's weak points in Blade Mode) to sever all six shield plate sections as fast as possible. Try to perform as many Parry Counters as you can: even if they don't connect, Sundowner often presents his shield (ripe for a cut) immediately afterwards. You will need to reduce Sundowner's health by approximately one third before you can cut off the final two shield parts, which should be the case if you have already performed a 50-hit combo. The severing process will consume Fuel Cell energy. If you have Infinite Wig B on a later playthrough, this is not an issue. Otherwise, you may need to use Electrolyte Packs.
3. Once you reach the second phase (which triggers a checkpoint), you can deal damage very quickly, so be careful not to kill Sundowner just yet. Parry or dodge his attacks until he jumps off the roof to grab a pole. At this point, two soldiers will enter the battle. On lower difficulty levels, these are standard Cyborgs, which can be eliminated with instant Zandatsu finishes. On Very Hard and Revengeance, these are replaced by Armored Cyborgs – which complicates matters somewhat. Run to the other end of the roof to lure them far from Sundowner. If you completed the 50-hit combo earlier, you can simply weaken them with the Pincer Blades or Ripper Mode attacks prior to Zandatsu finishes. If not, snap-throw an RP Grenade once they are close to Raiden and weaken them with a lengthy Pole-Arm combo, until you can perform a Zandatsu on both. You will need to complete this in mere seconds, before Sundowner reaches your position and begins to perform pole swings. Landing 50 hits is only possible if your attacks hit them both simultaneously (03). Ideally, try to absorb both Electrolyte Cores during a single entry into Blade Mode.
4. Having met all other requirements, quickly take down Sundowner with standard blade combos. The Slider sequence lasts for over a minute, so select Restart before this begins if you suspect that your time in the second phase has been too slow.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 5:00	2,000
BP	400	2,000
Zandatsu	2	2,000
Longest Combo	50	2,000
Kills	3	2,000
Score Total (S-Rank)		**10,000**

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No Damage Strategy:

1. The most difficult requirement to achieve an S-Rank against Sundowner is probably the need to secure Zandatsus, which can only be accomplished in the second phase of the battle, under the pressure of the deadly pole attacks. One way to make the battle more approachable, then, is to get the maximum 10,000 score without a Zandatsu. This is actually possible with the No Damage bonus. Taking no damage in this battle is demanding, and will require many attempts, but you might find this approach easier than achieving a Perfect Sheet conclusion. The key is to keep the Hammerhead outside the visible camera area to prevent it from firing (see "The Hammerhead" on the previous double-page spread for further advice), and to end the battle quickly. The main appeal of the No Damage approach is that it enables you to skip the second phase of the fight entirely.
2. Open the battle by jumping above Sundowner's initial charge, and take down the first Hammerhead immediately with a single Homing Missile.
3. Now quickly build up a 50-hit combo by following the advice offered in the Perfect Sheet strategy (see step 1), keeping the Hammerhead that will eventually spawn "off screen" at all times.
4. As soon as you reach the 50-hit milestone, take down a second Hammerhead with another Homing Missile.
5. Once you have met the previous requirements, all you have to do is finish off Sundowner in a timely fashion, without ever sustaining damage. With a watertight defense and careful management of the Hammerhead, short Light Attack combos will suffice. On later playthroughs, an upgraded HF Murasama Blade will lead to an even swifter outcome.

No Damage & No Kills Strategy:

1. Use the advice in the No Damage strategy to avoid being hit, while doing your best to quickly sever Sundowner's shields. A very cautious approach is recommended: align the camera to have the Hammerhead outside your screen, sever one or two shields, then repeat. It's more important to focus on defense than taking risks. Sundowner himself is rather slow and his assaults can all be parried or dodged. With a flawless defensive performance and careful management of the Hammerhead, you can cut all shields and reach the second phase in approximately 60 seconds.
2. In the second phase, you can obtain the No Kills bonus by following the Perfect Sheet strategy. The only difference is that you must sever limbs from the Cyborgs and move far away from them before Sundowner comes within range. If the Cyborgs are killed by Sundowner's attacks, you will lose the bonus: it's vital that they disappear before he strikes them. Once this step is finished, resume your assault on your primary opponent to trigger the third phase.
3. With a dual No Damage/No Kills bonus, you can drop the 50-hit combo requirement (you will easily complete 10 hits while cutting Sundowner to pieces at the end of the fight). Taking no damage whatsoever throughout the entire battle is the hard part.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 5:00	2,000
BP	400	2,000
Zandatsu	0	0
Longest Combo	50	2,000
Kills	3	2,000
No Damage Bonus		2,000
Score Total (S-Rank):		**10,000**

NO DAMAGE & NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 5:00	2,000
BP	400	2,000
Zandatsu	0	0
Longest Combo	≥ 10	1,000+
Kills	≥ 1	1,000+
No Damage Bonus		2,000
No Kills Bonus		2,000
Score Total (S-Rank)		**10,000+**

SUGGESTED UPGRADES

The accompanying table suggests purchases that you should make at the Customize screen after completing File R-04.

CATEGORY	ADVICE
Main Weapon	Take all three available enhancements for the High-Frequency Blade (60,000 BP).
Unique Weapon	Unlock the Pincer Blades (10,000 BP); you should have enough BP to pick up a couple of Strength enhancements for this new weapon and still afford Fuel Cell Upgrade 4 (see below).
Life	Endurance Upgrade 4 is enormously expensive (40,000 BP), so only pick it up if you have BP to burn: you don't, strictly speaking, need it on a first Normal playthrough.
Fuel Cells	Fuel Cell Upgrade 4 is an equally huge investment (40,000 BP), but is probably your best option after upgrading the High-Frequency Blade and unlocking the Pincer Blades.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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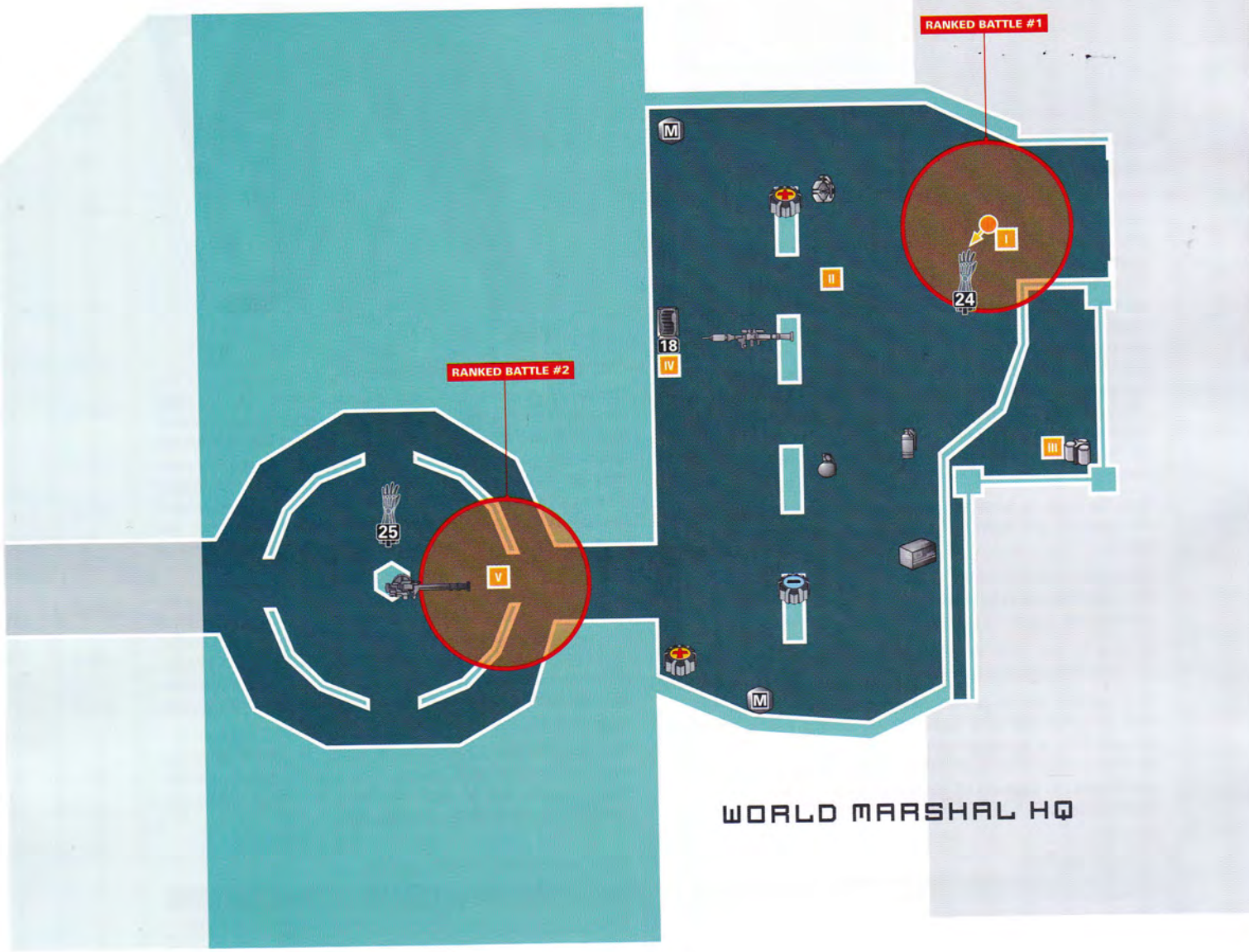
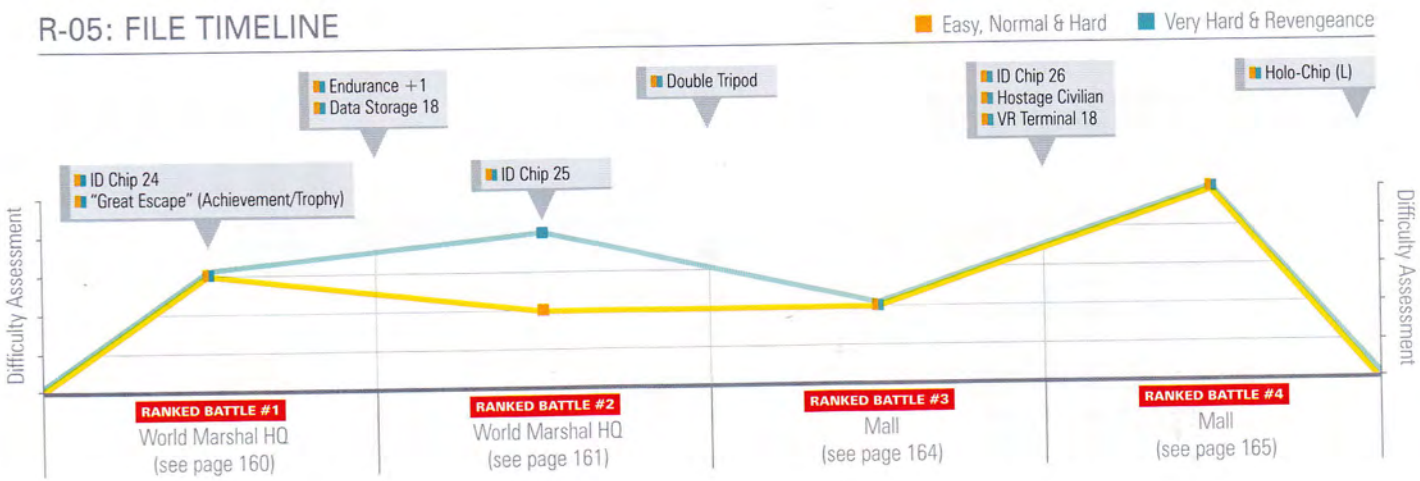
ESCAPE FROM DENVER



WORLD MARSHAL HQ

R-05: FILE TIMELINE

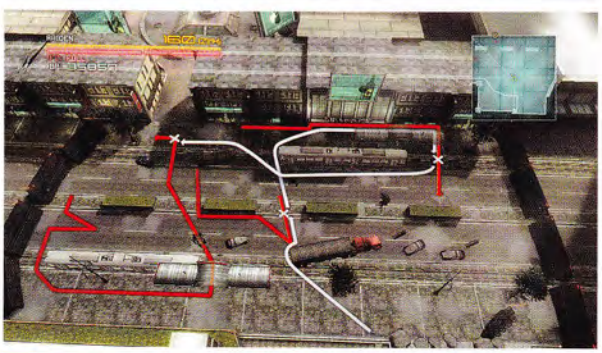


Lament@Xbox360iso

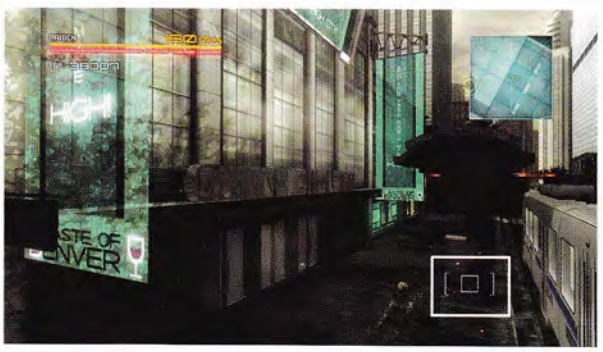
QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

I **Ranked Battle #1** (see overleaf) begins after a short Codec conversation with Boris, so be prepared to meet the charge of the two Armored Cyborgs who run in to attack Raiden. The soldier who approaches from the left carries **ID Chip 24**.

III A locked chest behind the World Marshal sign beside the main entrance contains the penultimate collectible **Endurance +1** upgrade.



II **Unrated Combat.** Three Gekkos land close to the plaza exit and patrol the area in front of the World Marshal HQ shortly after Ranked Battle #1 ends. It is possible to stealthily destroy all three after observing their movements in AR Mode, but a fight is usually quicker.



IV Destroy this trash can to reveal **Data Storage 18**.

"GREAT ESCAPE"

Achievement/Trophy: This accomplishment is specific to File R-05, and challenges you to complete the entire chapter within a time limit. This isn't something that you can (or should attempt to) accomplish on a first playthrough – but nor do you need to try. It's easy to return to the area via the Story → Chapter option at the Title Screen once you have completed the main storyline. When you are ready to make an attempt, refer to page 221 for advice.

V Approach the plaza to begin **Ranked Battle #2**; the fight formally begins as the Alert notification appears. The Cyborg Berserker carries **ID Chip 25**. After the battle ends, equip the Sai and an RP Grenade before you continue: these can be used to complete an imminent Ranked Battle with ease.

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RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:30	1,000
	2:00	900
	2:30	750
	4:00	600
	6:00	500
BP	800	1,000
	600	900
	400	750
	200	600
	100	500
Zandatsu	4	1,000
	3	900
	2	600
	1	500
Longest Combo	35	1,000
	30	900
	25	750
	20	600
	10	500
Kills	4	1,000
	3	900
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** The battle begins after the opening Codec conversation; you can save your game by contacting Courtney if you need to change your equipment for an S-Rank attempt.
- **Recommended Equipment:** RP Grenades, Pincer Blades
- **Enemies:** Cyborg x2, Armored Cyborg x2
- **Difficulty:** Medium

No Damage Strategy:

1. Ninja Run to the standard Cyborgs, paying the Armored ones a wide berth on the way. Stop when you arrive in front of the truck, in the blind spot just below the Cyborgs above, and immediately snap-throw an RP Grenade in front of you – the grenade should bounce back and explode as the two Armored Cyborgs arrive (01).
2. Now that you have blinded the two Cyborgs with machine guns, you can jump up to their position and dispatch them in Blade Mode. Align Raiden carefully, and you should be able to set up two Zandatsu finishes with a single slice.
3. You now face the two Armored Cyborgs. Ninja Run until they move close together in the chase, then stop and beat them up with a triple Pincer Blades combo. You should aim to hit them both simultaneously: if you don't want to take any chances, you can quick-throw another RP Grenade before you strike. Follow up your opening assault with one or two Pincer Blades single blows to weaken them, then cut off their limbs in Blade Mode before building up a 20-hit combo. Be ready to parry any kick attempt, and make sure to finish off one of them with a Zandatsu for score purposes.

01

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:30	750+
BP	≥ 400	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 20	600+
Kills	≥ 3	900+
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

02

Perfect Sheet Strategy:

1. Use the exact same strategy as described above, but take care to complete a Zandatsu kill on both the standard Cyborgs while they are blinded on top of the trailer.
2. Weaken the Armored Cyborgs with the Pincer Blades while they are stacked (as in the Perfect Sheet strategy), sever a limb or two from both, then perform a long Pole-Arm combo while they lie prone (02). As soon as their entire bodies turn blue, finish them off individually with a Zandatsu; don't forget that you can interrupt an ongoing combo by activating Blade Mode, if required. If you're short of the 35-hit milestone, slice furiously in Blade Mode before you absorb the Electrolyte Cores.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	1,000
BP	800	1,000
Zandatsu	4	1,000
Longest Combo	35	1,000
Kills	4	1,000
Score Total (S-Rank):		5,000

No Kills & No Damage Strategy:

1. Use the same strategy as before, but sever the legs or arms of all four enemies: first the two standard Cyborgs on the truck while they're blinded, then the second pair after weakening them with Pincer Blades attacks.
2. The combination of both bonuses will easily compensate for the lack of points from the Kills and Zandatsu categories, which leaves you with a simple 10-hit combo to perform.

NO KILLS & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	900+
BP	≥ 200	600+
Zandatsu	0	0
Longest Combo	≥ 10	500+
Kills	0	0
No Kills Bonus		1,500
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

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RANKED BATTLE #2

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:40	1,000
	2:00	900
	2:40	750
	4:00	600
	6:00	500
BP	1,000	1,000
	800	900
	600	750
	400	600
	200	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500
Longest Combo	50	1,000
	40	900
	30	750
	20	600
	10	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** The battle begins as you enter the plaza.
- **Recommended Equipment:** Pole-Arm
- **Enemies:** Cyborg Berserker x1, Cyborg x4
- **Difficulty:** Moderate

Strategy:

1. A Perfect Sheet strategy is arguably the most reliable method of securing an S-Rank on lower difficulty levels. As the battle begins, sprint to the Cyborg Berserker – don't forget that he carries **ID Chip 25**, if this is your first playthrough – and immediately assault him with a furious Pole-Arm combo. Satisfying the 50-hit score requirement is your absolute priority here, so ignore Execution prompts. If you play on Hard, you will need to disable him with an RP Grenade before you unleash your Pole-Arm barrage. Once you have in excess of 40 hits, you can complete your final blows in Blade Mode prior to the all-important Zandatsu.
2. Once the Berserker falls, all four Cyborg marksmen will drop to the ground and run to engage Raiden. Wait until they close in, then eliminate them with the Sliding Tackle/Zandatsu technique. This makes it easier to sever limbs to meet the battle's BP requirement.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** Pincer Blades, Pole-Arm, RP Grenades
- **Enemies:** Cyborg Berserker x1, Cyborg x4
- **Difficulty:** Challenging

Perfect Sheet Strategy:

1. From the start of the battle, Ninja Run in a clockwise or counterclockwise direction around the outer section of the plaza to make the standard Cyborgs equipped with rocket launchers jump down from their vantage points, zigzagging to dodge incoming rockets. Steer clear of physical objects (such as walls and lampposts) for much of this initial stage, as splash damage from rockets can lead to disaster. However, you need to run in closer to the outer wall whenever you pass beneath a Cyborg; these are adjacent to black posts (03). As soon as the Cyborg leaps down, perform an instant Zandatsu kill and move on. If you struggle, try to Ninja Run around the entire plaza once without pause. This will make all four Cyborgs jump down, and they are far less dangerous once on the ground.
2. Once you have dispatched all four standard Cyborgs, you can deal with the Berserker. Greet him with the Pincer Blades – more precisely, with a fully charged Wake Turbulence. Immediately cut off one of his arms and switch to the Pole-Arm to perform a 50-hit combo ("Plume de l'ange", as ever, works wonders here). Finish off your target with a Zandatsu.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:40	1,000
BP	1,000	1,000
Zandatsu	5	1,000
Longest Combo	50	1,000
Kills	5	1,000
Score Total (S-Rank):		5,000

No Damage Strategy:

1. From the Restart position just outside the plaza (before the Alert status is triggered), throw an RP grenade as far as possible towards the fountain in the center. Immediately sprint in the smoke cloud.
2. Enter Ripper mode and shred the Berserker, finishing him off with a Zandatsu if you can.
3. With the Berserker dead, the four Cyborgs should drop down from their vantage points, and converge towards Raiden. Briefly run around the arena to "kite" them until they are broadly aligned, then slide towards them and tear them apart in Blade Mode. Make sure you land at least one Zandatsu if you missed the opportunity against the Berserker.
4. **No Kills & No Damage variant:** Instead of killing the Cyborgs, sever their legs or an arm and move away. Do this against the Berserker as well. As long as you get both the No Kills and No Damage bonuses (and a 10-hit combo against the Berserker), this is a perfectly valid strategy.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	900+
BP	≥ 400	600+
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	500+
Kills	5	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

NO KILLS & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	900+
BP	≥ 400	600+
Zandatsu	0	0
Longest Combo	≥ 10	500+
Kills	0	0
No Damage Bonus		1,500
No Kills Bonus		1,500
Score Total (S-Rank):		5,000+

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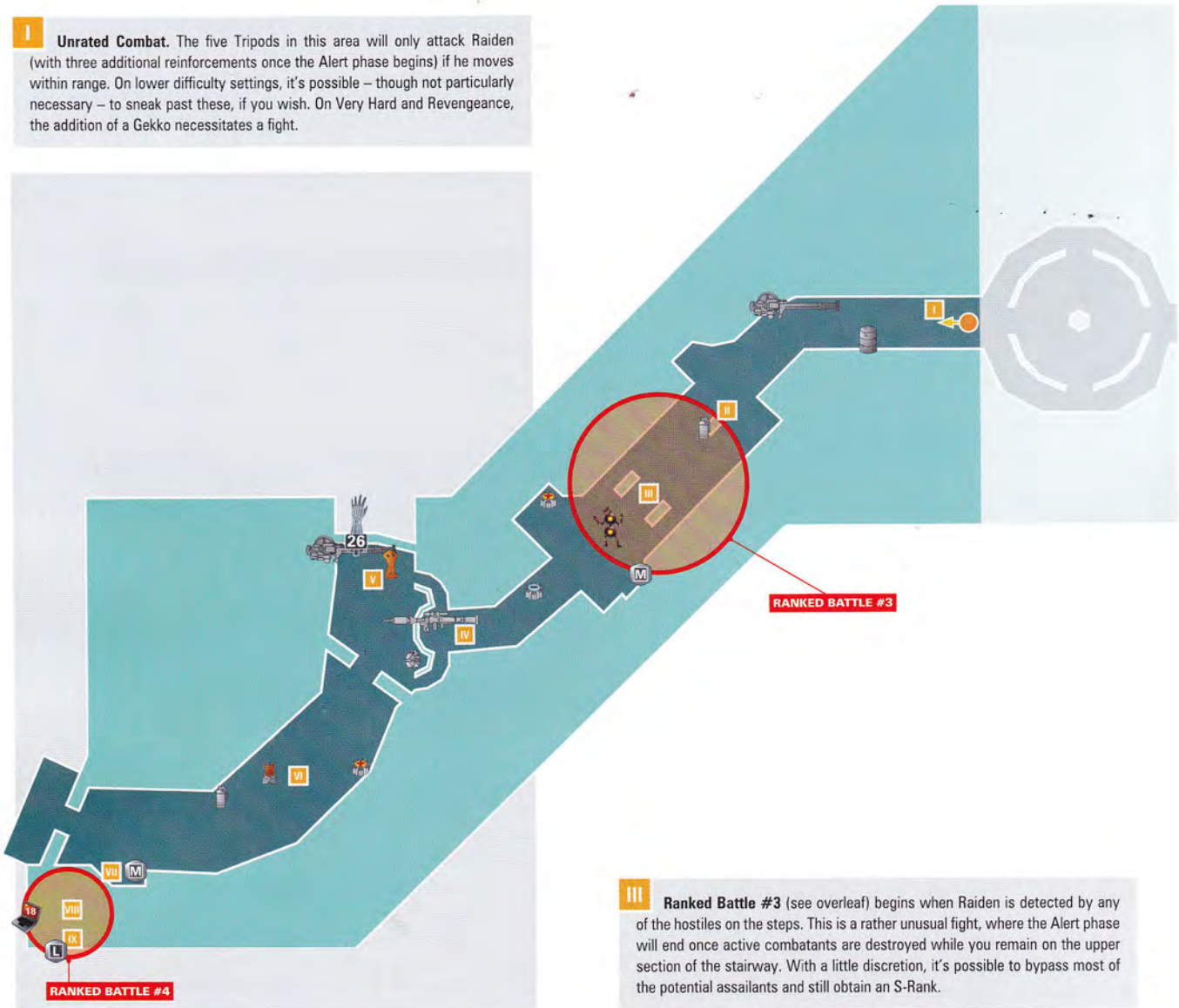
I **Unrated Combat.** The five Tripods in this area will only attack Raiden (with three additional reinforcements once the Alert phase begins) if he moves within range. On lower difficulty settings, it's possible – though not particularly necessary – to sneak past these, if you wish. On Very Hard and Revengeance, the addition of a Gekko necessitates a fight.



III **Ranked Battle #3** (see overleaf) begins when Raiden is detected by any of the hostiles on the steps. This is a rather unusual fight, where the Alert phase will end once active combatants are destroyed while you remain on the upper section of the stairway. With a little discretion, it's possible to bypass most of the potential assailants and still obtain an S-Rank.

II As with your earlier journey through the area, there is a poster to slice on the shop window to the left. A **Double Tripod** is initially situated at the small grassy area at the bottom of the steps, but will disappear if an Alert phase begins before you reach its position and engage it. When you reach the top of the steps, immediately Ninja Run into the corner to the right until the Sliders leave the area. You can then throw an RP Grenade to safely pass the Tripod on the middle section of the steps, and another to pacify a second at the bottom. Destroy the Double Tripod before the smoke clears, then complete Ranked Battle #3 to trigger the checkpoint that follows. If you select Restart, this kill will not be recorded or count towards your running total. Having to begin the confrontation in this way makes it far more difficult to obtain an S-Rank but, on a collectibles-focused first playthrough, this really shouldn't be an issue.

IV **Unrated Combat.** Activate AR Mode as you approach this position: you will see a Cyborg directly ahead, with a GRAD and two additional Cyborgs in the lower area. On later playthroughs, it's possible to bypass this fight by performing a Ninja Kill on the sentry directly ahead. You can then take a few steps back to throw an RP Grenade at the remaining hostiles. If you slice through the barrier before the smoke clears, you can then sprint for the next checkpoint. If this is your first visit, however, there is a hostage to save and an ID Chip to claim before you continue. There is no need to complicate matters by attempting to complete both objectives at once, so just run to the lower level and slide-tackle the owner of **ID Chip 26** before severing his left hand. Once you have this collectible, select Restart.

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V To save the **hostage**, throw an EM Grenade to incapacitate the two Cyborgs from a safe distance. As with similar scenarios earlier in the story, this will cause them to forget about their captive once they recover. You can then kill the Cyborg sentry with a perfunctory Blade Mode slice, then run down the steps to the left and kill the Cyborgs in a similar fashion as they approach. Hide behind the nearby APC to lure the GRAD to your position: this means that you can avoid a situation where the civilian is harmed by splash damage or stray bullets. Once all targets have been dispatched, approach the hostage and press Ⓑ/◎ to "collect" him. If you have saved all civilians during your playthrough, this will trigger the reward of the "Humanitarian Assistance" Achievement/Trophy.

VIII Enter this room to find **VR Terminal 18.** On a first playthrough, downloading the data will trigger the appearance of three Mastiffs for the "secret" **Ranked Battle #4** (see overleaf). On a subsequent visit, simply approaching the dormant terminal will suffice. If you are playing this battle in an attempt to obtain an S-Rank, note that selecting Restart will place you back on the road outside, prior to the unrated combat described in entry **VI.**

IX Break the lock on the secured container to obtain a **Holo-Chip (L)**, then return to the outer area and approach the waypoint marker to trigger the closing cinematic.

VI **Unrated Combat.** On lower difficulty levels, a Mastiff patrolling the road is joined by two Cyborgs who arrive in an APC. If Raiden is detected, another pair of Cyborgs will join the ensuing fracas. A stealth approach is definitely the quickest way to proceed. From the checkpoint, Ninja Run along the left-hand wall before an APC skids to a halt. Wait out of sight to the side of this for both Cyborgs to jump out, then Ninja Kill the closest one. You can then eliminate the second and, further along the road, dispatch the Mastiff to end the danger without further incident. For Very Hard and Revengeance, there are three Mastiffs to evade or engage; an Alert phase introduces a GRAD. If you wish to avoid a full battle, run directly on from the checkpoint and stop when you reach an APC and a blue car (see picture). Wait for the first Mastiff to approach and Ninja Kill him when he turns away. Run forward a little and backtrack as soon as the gate ahead opens; from your place of concealment behind the APC, wait for approximately 20 seconds until the closest Mastiff turns his back to you, then sneak up behind him for a Ninja Kill. Eliminate the third Mastiff in the same fashion, and you won't need to face the GRAD.

VII **Unrated Combat.** Approach the shutter door pictured here once all other hostiles have been neutralized, and it will automatically open to reveal a solitary Cyborg. Kill him in any way you see fit.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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RANKED BATTLE #3

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	2:00	1,000
	2:30	900
	3:00	750
	4:00	600
	8:00	500
BP	1,000	1,000
	800	900
	600	750
	400	600
	200	500
Zandatsu	2	1,000
	1	500
Longest Combo	50	1,000
	40	900
	30	750
	20	600
	10	500
Kills	2	1,000
	1	500
No Damage Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** When you reach the stairway.
- **Recommended Equipment:** EM/RP Grenades, Sai, Pole-Arm
- **Enemies:** Tripod x7, Slider x2 (+ Raptor x2)
- **Difficulty:** Moderate
- **Note:** The Raptors will only enter the battle if Raiden is detected (or if there is an active Alert phase) once he reaches the second section of the stairway.

No Damage Strategy:

1. Wait for the Sliders to fly in. Pull yourself to the first one (on the left-hand side of the stairway) with the Sai, and try to land a quick Zandatsu. If you get the Zandatsu, you can let the second Slider (on the other side) get away; if not, catch him with the Sai and make sure you get a Zandatsu this time. If you fail, restart.
2. Go down the first set of stairs and perform at least a 10-hit combo with the Pole-Arm on the two Tripods to the left.
3. Wait for the Alert phase to end, then follow the path in our annotated screenshot (01) to avoid the Tripod on the right-hand wall, and another at the bottom of the steps. You can then hug the right-hand wall and throw an RP Grenade at the Tripod close to the exit. Simply run past it before the smoke clears to end the battle.
4. **Important:** While it is usually possible to select Restart before the ratings sheet disappears, this "stealth" strategy leads to an immediate autosave as you pass the checkpoint threshold. If you are not 100% convinced that you avoided all damage while facing the Sliders, select Restart before you pass this point of no return.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	≥ 200	500+
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	500+
Kills	≥ 2	1,000+
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

Perfect Sheet Strategy:

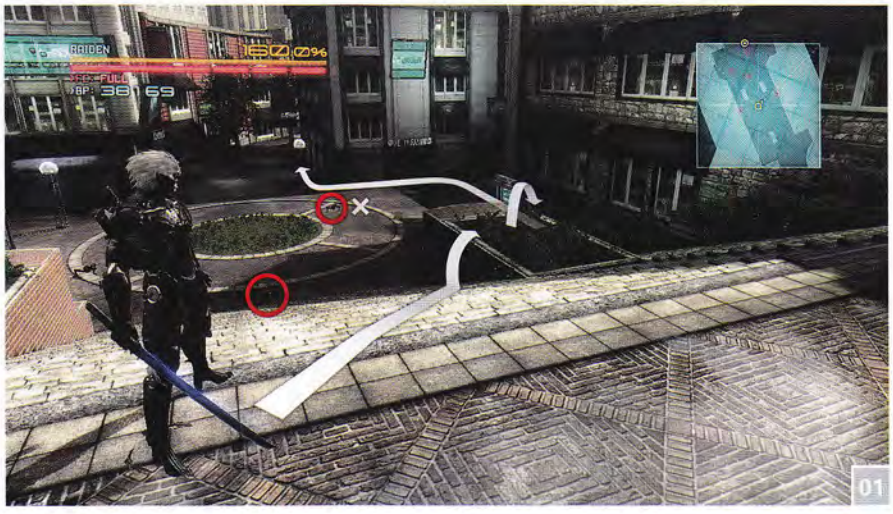
1. Repeat the first step in the No Damage strategy.
2. Select the Pole-Arm and rush down the steps, ensuring that Raiden is detected by all Tripods. With that accomplished, sprint to the lower area to greet the Raptors with an RP Grenade.
3. Raiden cannot be detected while he remains in the fog, so unleash a continuous HF Murasama Blade combo on one of the Raptors until you can trigger an Execution and a Zandatsu. Repeat this with the second Raptor, snap-throwing an RP Grenade beforehand if you would prefer to err on the side of caution.
4. Switch to the Pole-Arm and attack the Tripods immediately to maintain your combo count. If you "activated" all of them on your way down the steps, they will now be in close proximity and ripe for a lengthy combo that should go far beyond 50 hits.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	1,000	1,000
Zandatsu	2	1,000
Longest Combo	50	1,000
Kills	2	1,000
Score Total (S-Rank):		5,000

SUGGESTED UPGRADES

There are no new upgrades to purchase on completion of File R-05, but your (relatively modest) haul of BP from this chapter can be invested in one of the more expensive acquisitions that you might have skipped earlier. You should have sufficient points to unlock Endurance Upgrade 4 (40,000 BP). Strength upgrades for the Sai or Pincer Blades are an equally valid choice.



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RANKED BATTLE #4

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	2:00	1,000
	2:30	900
	3:30	750
	5:00	600
	8:00	500
BP	800	1,000
	600	900
	400	750
	200	600
	100	500
Zandatsu	2	1,000
	1	500
Longest Combo	200	1,000
	150	900
	100	750
	50	600
	10	500
Kills	3	1,000
	2	750
	1	500
No Damage Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** Interact with the VR Terminal; on later playthroughs, you only need to approach it.
- **Recommended Equipment:** EM Grenades, Pole-Arm, Infinite Wig A
- **Enemies:** Mastiff x3
- **Difficulty:** Demanding

Preface:

- The battle takes place in a "secret" area that you can only enter once you have defeated all enemies on the road outside. A standard Cyborg will open the shutter door from inside as you approach.
- If you select Restart, you will need to eliminate all hostiles on the road again to reach this confrontation.
- We would strongly advise players on a first playthrough to simply complete this battle, and to not worry about an S-Rank. It is a highly technical and demanding fight that requires an assured command of Raiden, and precision timing.

Perfect Sheet Strategy:

1. Achieving a Perfect Sheet is a matter of being patient, composed, and exploiting the effect of Infinite Wig A. Approach the terminal and turn around. Toss an EM Grenade as soon as the Mastiffs appear (R2). Move to a position where Raiden can hit all three foes at once, then begin the first strikes of the epic 200-hit combo requirement with the Pole-Arm.
2. The first section of this battle is a matter of throwing a new EM Grenade every three or four seconds to deny the Mastiffs the chance to recover and attack. You have just enough time to launch the "Prière de l'ange" combo (Y/△ x3 – and not a single press more!) between each grenade throw.
3. Use a period of grace between two grenade throws to open the locked container in the room: it holds a Holo-Chip (L) that will maximize your final BP score.
4. Be very cautious once your opponents have multiple limbs highlighted in blue. When a Mastiff becomes completely blue, it will recover instantly and attack – sometimes with an unblockable grab attempt. There are two ways to handle this.
5. **First method:** Activate Blade Mode the moment you see a target turn completely blue (Blade Mode interrupts all attacks immediately) and perform an instant Zandatsu. You can then resume the previous technique with the remaining targets. This is very dangerous, though, as you run the risk of missing a Zandatsu, or being hit after the animation (which will interrupt your all-important combo).
6. **Second method:** Stand ready to evade an assault and to snap-throw another EM Grenade whenever one of the targets is poised to enter the "full blue" state. Note that Raiden will interrupt any Pole-Arm combo immediately when you use the dodge (Defensive Offense) move, so this may be the best way to evade a sudden attack. The safest solution at this point is to take advantage of an overlooked feature of all grenades: each explosion counts as a "hit" when it connects with a target. Once the Mastiffs are severely weakened, your combo count should be anywhere between 150 and 170 hits. Though the time limit is tight, Infinite Wig A will enable you to hurl EM Grenades in rapid succession: if you hit all three targets at once, the hit tally will increase by the same number each time. To speed things up, acquire a Target Lock with one of the Mastiffs and stand reasonably close: this way, each grenade will explode on contact.
7. Once you reach the 200-hit milestone, secure three Zandatsu finishes without delay to meet the time requirement.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	800	1,000
Zandatsu	2	1,000
Longest Combo	200	1,000
Kills	3	1,000
Score Total (S-Rank):		5,000

No Damage Strategy:

1. Follow the Perfect Sheet strategy of throwing EM Grenades at regular intervals as you wear down your opponents with short Pole-Arm combos. If you err on the side of caution, you only need to secure one Zandatsu kill to meet the score requirements.
2. A ridiculously fast (though technically demanding) alternative is to open the battle with an EM Grenade, then activate Ripper Mode and eliminate two Mastiffs without delay. You can then weaken the final opponent, deactivate Ripper Mode, and finish the fight with a Zandatsu.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	≥ 200	500+
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	500+
Kills	3	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		5,000+

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SAM "JETSTREAM" RODRIGUEZ

File R-06 consists of a single duel with Sam, with no maps to explore and no collectibles to hunt. There are three distinct phases in this confrontation. As Sam uses new attacks in each one of these, you will find it useful to study his behavior before you engage him for the first time – or to refresh your memory on playthroughs that follow.

PHASE 1

Sam is fairly unpredictable in this phase. He can unleash varied attacks and combos, each with a specific timing. Once his health has been reduced to below 68%, he will begin to perform a distinct charge attack. A successful block against this assault will trigger a Blade Mode opportunity – hit the weak point on Sam's hand to disarm him and enter Phase 2. Sam's attacks in the first phase are as follows:

- **Blade combos:** Sam has a quartet of four-hit combos in his repertoire. All four strikes can be parried, and the final blow of three of these combos – and *only* the final blow – can be met with a Parry Counter. It is, as you might expect, extremely difficult to identify which combo is being executed to perform a Parry Counter with perfect timing. Those who have the patience will find that a great deal of repetition will in time reveal cues that can be interpreted to perform perfectly timed sequences of blocks. If this does not appeal to you, it's possible to leave things to blind chance: just parry repeatedly at a furiously fast pace whenever a combo begins. This should always guarantee that you block each strike, and may gift you with a Parry Counter on occasion. On Revengeance, with its premium for perfect ripostes, a single Parry Counter will deplete approximately 50% of Sam's health instantly.
- **Upward slash:** This is a single blow, but it propels Raiden into the air when it connects. Parry the moment you notice Sam bending forward, with a "slash arc" appearing behind him (01).
- **Dash:** Sam can perform two types of dashes with a quick attack when he reaches Raiden: either a swift slash, or an upward blow after raking his blade on the ground. Both are extremely fast, so you need to react instantly as soon as you see the dash begin (02). Sam tends to use these attacks from mid to long range.
- **Jump attack:** Sam jumps high in the air and flies towards Raiden at pace. This attack has a homing effect, so running away is not a practical option. Dodge or parry instead. As with the Dash attack, Sam often employs this move when Raiden is at medium to long distance from his position.
- **Explosive aura:** Sam slices everything around him at lightning speed. This has an area of effect limited to melee range, and can be parried or dodged. The move is presaged by a clear "tell": Sam sheathes his blade before he performs it (03).
- **Unblockable attacks:** These are telegraphed by the traditional yellow glow. The easiest way to dodge is to jump and perform a short aerial combo – to weather the storm by flying above the clouds, if you will. If you fail to do so, you will find that these assaults inflict massive damage.

PHASE 2

Once he has been disarmed, Sam fights bare-handed. Simply evade his charges with a dodge, or parry them. The Sai can prove useful if you find it difficult to move close to your assailant: he's very quick to dance away from attacks. Once at melee range, take every opportunity to attack him with short blade combos. When his health has been reduced to approximately 45%, an interactive sequence will begin: press ✕/□ repeatedly to win this challenge. He will then retrieve his sword, which leads to the third stage of the fight. Note that it is possible to skip Phase 2 altogether by sufficiently reducing Sam's health in the first phase. Sam's attacks in the second phase are as follows:

- **Kick:** A simple kick, but dealt at lightning speed (04). You can parry this if you're fast, though. Sam uses this at close range, especially after a successful grab, with Raiden still climbing to his feet. In these instances, you will need to parry early, before Raiden is fully upright.

01

02

03

04

05

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QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

- **Grab:** At mid to long range, Sam dashes at Raiden and performs a deadly grab attack. Make sure that you parry well in advance (05).
- **Defensive grab:** If you try to approach Sam with certain signature offensive techniques, such as a Sliding Tackle or Falling Lightning, he will contemptuously hurl Raiden aside with a counter-throw, causing significant damage. This is why it is so important to stick to short, uncomplicated light attack combos during this stage of the fight.

PHASE 3

In this phase, Sam tends to keep his distance and charge from afar. The easiest way to proceed is to use the Sai to engage him at melee range, and grind his life down with short combos. If you manage to break his guard (a Sliding Tackle followed with a blade strike works well), try to launch him in the air (Sky High will suffice) and follow up with a combo. If you Parry Counter him on Revengeance, the fight will immediately proceed to its conclusion. Sam's attacks in Phase 3 are as follows:

- **Triple Rush attack:** Sam performs three fast dashes in rapid succession, striking Raiden with each, even if he is lying prone on the ground. These can all be parried (04). He tends to use this attack only when he is situated a fair distance from Raiden.
- **Rock throw:** Sam hurls boulders at Raiden, which you can slice in Blade Mode (07).You can sometimes engineer this attack by staying at mid-distance from Sam.
- **Charged attack:** Sam focuses for two or three seconds, before he unleashes a powerful blow (08). You have ample time to move away or parry. This is functionally identical to the Explosive Aura attack encountered in the first phase.
- **Phase 1 attacks:** During the third phase, Sam can use several attacks from the opening section of the battle, including unblockable attacks, jump attacks, dashes, upward slashes, and four-hit combos.

DENOUEMENT

Once his Life Gauge falls below 10%, Sam will rush at Raiden. This provides an opportunity to trigger an Execution move. Enter Blade Mode when prompted and slice his weak point to end the battle.

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S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preface (Easy, Normal & Hard):

- As with other boss battles, the confrontation with Sam is easy to win once you become accustomed to his behavior – but markedly harder to perfect. We would suggest that you simply play for a reasonable score on your early visits on Normal and Hard, using these fights to familiarize yourself with this foe. Once you have Raiden fully upgraded, and more powerful equipment at your disposal, you can then use the Story → Chapter option at the Title screen to attempt S-Ranks against Sam over multiple difficulty settings in a single sitting.
- As a point of interest, the Sliding Tackle move has the fairly consistent effect of forcing Sam to parry in the first and third phases (on all difficulty levels but Easy). This can enable you to "cancel" attacks that he is preparing to launch, which is particularly useful when employed to ward against the Triple Rush, and to generally shave valuable seconds from your overall time.

Perfect Sheet Strategy:

1. **Phase 1:** It is vital to open the battle with a Parry Counter on Revengeance, as this will reduce Sam's Life Gauge by approximately 50% – a critical time-saving step. Practice and restart until you are familiar with Sam's attacks, and can regularly achieve a Parry Counter on the last strike of one of his four-hit combo assaults. On lower difficulty levels, this stage is more of a grind. One of the best techniques for high damage in a short period of time is to launch Sam into the air (Sky High works well – ○) and to unleash Pincer Blades combos.
2. **Phase 2:** When the first phase ends, Sam will perform his charge attack, where a parry will offer the chance to cut his weak point in Blade Mode. This is your opportunity to build the necessary 50-hit combo by pointedly avoiding the highlighted vulnerability with each slice. A fully upgraded Fuel Cell Gauge should enable you to reach this milestone immediately. If you are a little short of the total when Blade Mode ends, don't panic: Sam will reuse the same attack immediately, enabling you to resume your combo after another parry. You will be given one Fuel Cell Gauge segment for free, which should be enough to reach the 50-hit threshold (□). You will need to end the second phase quickly by attacking with short blade combos, and parrying all kicks and grab attempts. Composure is vital here.
3. If you skipped the second phase altogether after a successful Parry Counter on Revengeance, you can alternatively reach the 50-hit milestone by activating Ripper Mode at melee range with a full Fuel Cell Gauge after breaking Sam's guard, then slashing with abandon in Blade Mode. If Sam moves out of range during the process, don't forget that you can reposition Raiden slightly by pressing and holding ↑/L3 while tilting ↻.
4. **Phase 3:** In the final phase, you need to adopt an aggressive approach to meet the time limit. Use the Sai to pull Raiden to Sam and employ short blade combos at close range, only interrupting your assault to parry as required. On Revengeance, a Parry Counter on the last blow of a four-hit combo will bring the duel to a close immediately.
5. **The BP Conundrum:** The above strategy is extremely difficult to achieve and will require many, many attempts. But here's the sting: practice, and the guidelines described above, will only enable you to meet the Time and Longest Combo conditions. The real problem in this fight is BP, as you need 1,000 to secure a Perfect Sheet. There are four ways to acquire it. The first and most obvious is to destroy the wooden crates to collect up to four units of Repair Nanopaste. These yield 100 BP each if Raiden has a full five in his inventory. The second is to slice destructible objects (boulders, wooden poles, et al.) into 100 parts to receive another 100 BP each time (□). Thirdly, your combos will award you with BP as well – broadly, 5 BP per increment of five hits, so a 50-hit combo will net you 50 BP. Combos are extremely time-consuming, however, so don't present a valid solution. Finally, you will receive 100 BP per boulder that you slice during Sam's "Rock Throw" attack (in addition to a potential 100 BP if you tear them in 100 parts). A single Rock Throw attack can net you 500 BP in total, making it the most efficient solution to amass BP quickly.
6. **Alternative Strategy:** On all difficulty levels below Revengeance, you can exploit the incredible raw power of the Pincer Blades to inflict massive damage on Sam. Position Raiden within range whenever your opponent stops to stroll around with unwarranted arrogance (but not so close as to trigger an attack), then power up charged Pincer Blades assaults. You can also use these to meet his charging attacks with careful timing, hitting Sam "through" his own blows, for a raw "damage over everything" approach. Whether you strike him with precision or turn it into a horribly messy brawl (and Repair Nanopaste

01

02

03

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QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

stocks be damned!) doesn't matter: your only objective at this stage is to reduce his life bar quickly. Ignore all Blade Mode prompts and bludgeon your opponent until he has a little over 10% health remaining. Once you are practiced enough to accomplish this within approximately two minutes, you can use the "spare" minute to acquire BP and secure the combo requirement in Ripper Mode.

PERFECT SHEET

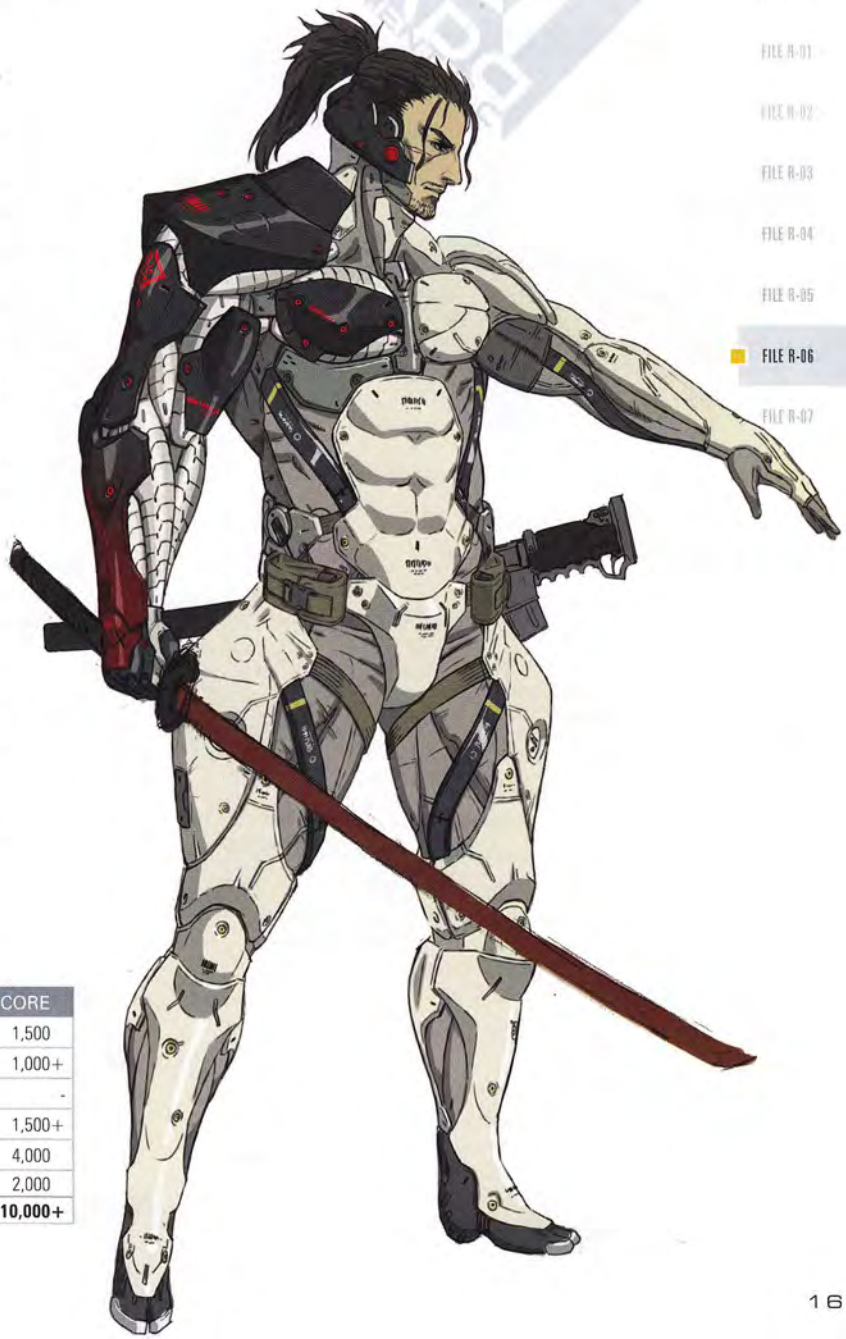
CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	2,000
BP	1,000	2,000
Zandatsu	-	-
Longest Combo	50	2,000
Kills	1	4,000
Score Total (S-Rank):		**10,000**

No Damage Strategy:

1. On Revengeance, it's possible (though, naturally, very difficult) to end this battle without leaving the first phase with two Parry Counters. Whatever difficulty level you're playing on, you will still need to obtain at least 200 BP. This can be done either by collecting two units of Repair Nanopaste (if you have a full five in your inventory), or by slicing two boulders during Sam's Rock Throw attack.
2. For the rest of the battle, play it very safe, and focus on defense over offense, using short blade combos to weaken your opponent gradually. Sam's attacks are all foreshadowed by distinct animations and become easy to block as you learn to read the cues, but it will take many attempts before you can do this confidently. One of the key steps is to become familiar with Sam's movements. He dashes a lot, often sideways. At close range, this means that he will frequently be all around you – in front of you, and the next split-second flanking you. Tracking his movements is your primary challenge, as you must always parry in his direction. You can take up to five minutes with a No Damage bonus, though, so you have the luxury of patience. The damage you deal yourself will soon stack up, even if you only execute cautious, individual light attacks. There is still the matter of a minimum 30-hit combo to achieve, but this can – as in the Perfect Sheet strategy – be accomplished at the end of the first phase in Blade Mode, or with a well-timed entry into Ripper Mode. On lower difficulty levels, you may be able to hit this total by launching Sam and then juggling him with the Pole-Arm.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 5:00	1,500
BP	≥ 200	1,000+
Zandatsu	-	-
Longest Combo	≥ 30	1,500+
Kills	1	4,000
No Damage Bonus		2,000
Score Total (S-Rank):		**10,000+**



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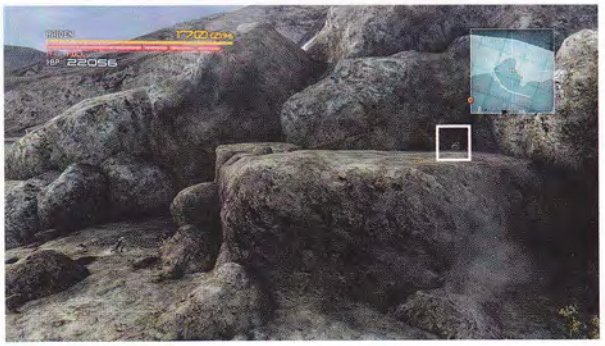
ASSASSINATION ATTEMPT

SHABHAZABAD



I After the opening cinematics, Ninja Run to climb the rocks and reach **VR Terminal 19**.

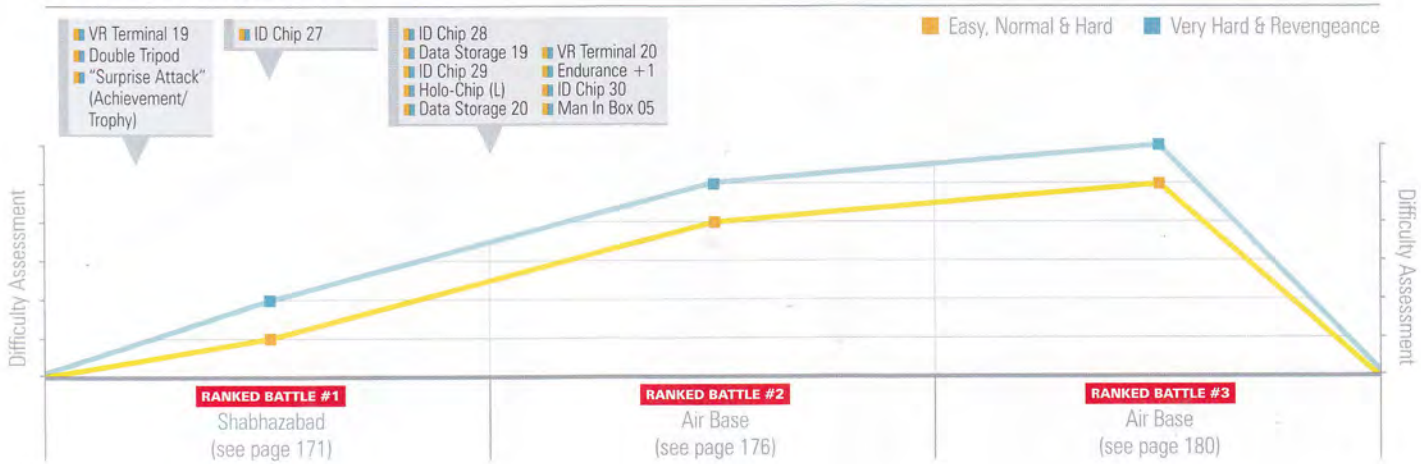
II Ninja Run to the road, staying to the right to avoid detection as you approach it, and ignore the passing APC (which will extend Raiden the same courtesy, even if you run directly past it). Approach the position marked here to engage the final **Double Tripod** for the "Tearing Away the Disguise" Achievement/Trophy. Note that the Double Tripod will not appear after Raiden is detected by the nearby Cyborgs. Should this occur, just restart and try again.

"SURPRISE ATTACK"

Achievement/Trophy: This bounty is awarded for reaching a specific position in the air base without once triggering an Alert phase. As this requires a careful stealth approach, it is something that you should only attempt after you complete your first playthrough. When you are ready to make the attempt, see page 221 for a full step-by-step guide.

III **Ranked Battle #1** (see right-hand page) begins when Raiden is detected by the soldiers stationed in this area. The soldier standing by the destructible stone wall to the left of the entrance carries **ID Chip 27**. When the confrontation ends, slice through the gate to enter the air base.

R-07: FILE TIMELINE



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RANKED BATTLE #1

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	2:00	1,000
	2:30	900
	3:30	750
	4:30	600
	6:00	500
BP	800	1,000
	600	900
	400	750
	200	600
	100	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500
Longest Combo	50	1,000
	40	900
	30	750
	20	600
	10	500
Kills	4	1,000
	3	900
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** When Raiden is detected by the Cyborgs in front of the air base entrance.
- **Enemies:** Cyborg x3 (+ Cyborg x2 when the Alert phase begins)
- **Difficulty:** Simple

Strategy:

- This is the final Ranked Battle against conventional opponents in the main storyline… and, apropos of nothing at all, it's an absolute cakewalk. With only five conventional Cyborgs to defeat, a No Damage strategy whereby you eliminate each target in turn with the Sliding Tackle/Zandatsu technique is more than enough to secure an S-Rank on lower difficulty levels.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** RP Grenades, Sai
- **Enemies:** Cyborg x2, Slider (+ Cyborg x2 when the Alert phase begins)
- **Difficulty:** Moderate

No Damage Strategy:

1. Approach the base entrance and hide behind the concrete blocks on the left; destroy the one behind the stationary Cyborg with a single slice, then take a few steps back and wait for it to disappear (01). You can then walk behind the soldier when the Slider is facing away to perform a Ninja Kill with a Zandatsu finish: this will be counted in the final result sheet.
2. Immediately throw an RP Grenade towards the soldier that stands in front of the gate; the smoke will disable him, the Slider carrying a Cyborg and the two standard Cyborgs that arrive by jumping over the gate. Run to the three soldiers in front of the gate and behead them in Blade Mode.

3. Turn towards the Slider Cyborg and hit him with a charged Sai attack to make him fall and briefly disable his mount. You can then move immediately with the Sai to the Slider and slice it in Blade Mode. When you land, deal with the last Cyborg in any way you please, but ensure that you perform a minimum 10-hit combo.
4. **No Kills & No Damage variant:** Follow the Perfect Sheet strategy, but sever the legs of the Cyborgs instead of killing them. With both bonuses, you can even afford to miss the Zandatsu on the Slider.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:30	900+
BP	≥ 200	600+
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	500+
Kills	4	1,000
No Kills Bonus		1,500
Score Total (S-Rank):		5,000+

NO KILLS & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:30	900+
BP	≥ 200	600+
Zandatsu	≥ 0	0+
Longest Combo	≥ 0	0+
Kills	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500
Score Total (S-Rank):		5,000+

Perfect Sheet Strategy:

1. Follow the No Damage strategy, but ensure that you perform a Zandatsu on each target in turn. Try to secure two Zandatsu kills with a single entry to Blade Mode with the pair of Cyborgs by the gate. If you struggle, toss a second RP Grenade once the smoke of the first disperses, to be safe.
2. Hit the Slider Cyborg with a charged Sai attack, then pull yourself to the Slider and destroy it in Blade Mode. Deliberately remain in Blade Mode until your Fuel Cell Gauge turns yellow.
3. Now get close to the final Cyborg and slice him in Blade Mode until you meet the combo requirement. If he steps back, move closer to keep the combo running. Having a yellow gauge means that your strikes are weak and won't kill him or sever any limbs. Once you reach the 50-hit milestone, land a few standard blade strikes to replenish at least one Fuel Cell Gauge segment, then finish him off with a quick Zandatsu.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	800	1,000
Zandatsu	5	1,000
Longest Combo	50	1,000
Kills	4	1,000
Score Total (S-Rank):		5,000

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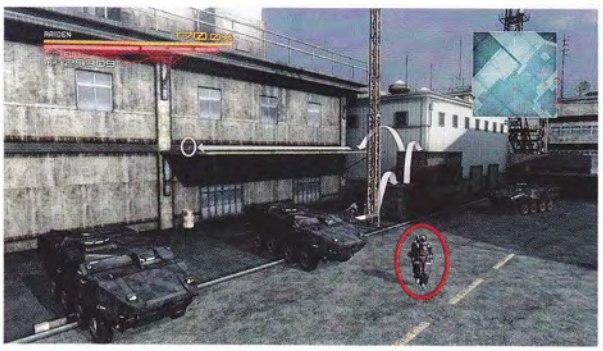
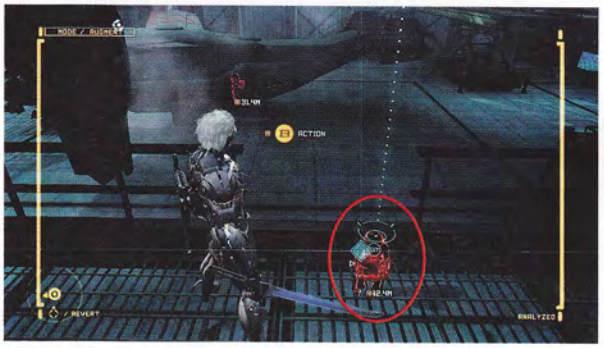


II The Cyborg Berserker patrolling to the north of the gate carries **ID Chip 28**. From the nearby shipping containers, perform a manual jump to this green roof to collect **Data Storage 19**. After collecting this, pause and select Restart.



I There are no further Ranked Battles until you reach the waypoint marker in the Air Base area, so the only reason to engage the numerous hostiles is to obtain collectible items (particularly ID Chips). These will be our focus here. On a subsequent playthrough, refer to the "Stealth Infiltration" box-out to learn how to bypass all combat encounters. Note that there are no additional checkpoints between the base entrance and the final waypoint: each Restart will place Raiden outside the gate after the conclusion of Ranked Battle #1.

III From the start position outside the main gates, follow the simple instructions in the "Stealth Infiltration" section to pass undetected until you reach the Cyborg Berserker pictured here. You can now perform a Ninja Kill from the upper walkway and slice his left arm to obtain **ID Chip 29**. If you made good time on your approach, you can eliminate another Cyborg Berserker nearby without raising the alarm. At this point, it's quicker and easier to eliminate all remaining hostiles in the hangar in a brawl, which will enable you to collect other items without complications.

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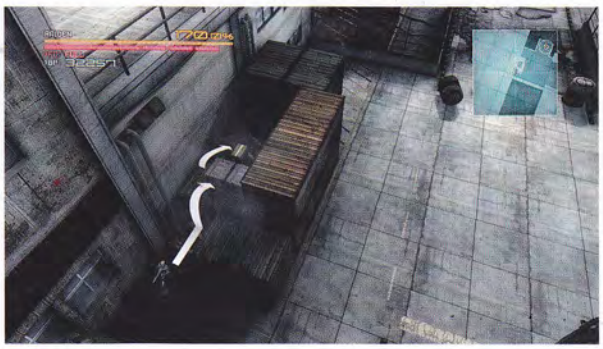
IV The locked box on this roof contains a **Holo-Chip (L)**.

V **Data Storage 20** is situated on a propeller, as pictured here.

VI **VR Terminal 20** can be found on the south side of the hangar, beneath a walkway.

VII Ninja Run from the nearby shipping container to reach this locked chest, which contains the sixth and final **Endurance +1** upgrade.

VIII Slice through the barrier to leave the hangar, then use AR Mode to identify the three hostiles outside. The Armored Cyborg on the walkway to the left carries **ID Chip 30**. If you are quick, it's possible to jump up and perform a Ninja Kill before he detects you; if not, it's easy enough to weaken him and slice the arm before the other two hostiles reach your position. If you accidentally destroy the arm, select Restart and follow the guidance in the "Stealth Infiltration" box-out to reach this position and try again within 30 seconds.



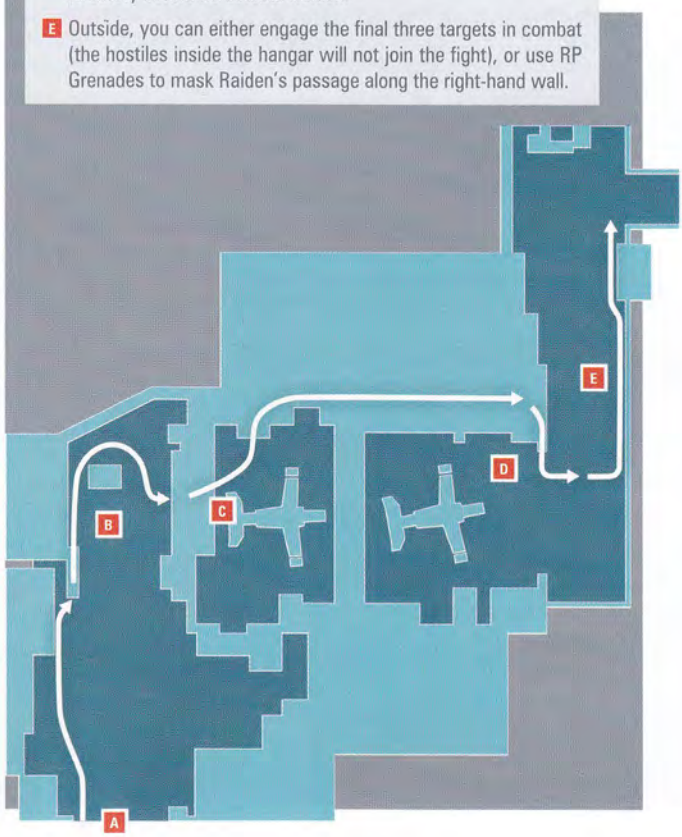
IX There is one final collectible to pick up before you leave. Climb onto these shipping containers and drop into the concealed area behind them to discover **Man in Box 05**.

X Approach the waypoint marker to begin **Ranked Battle#2**, which is immediately followed by **Ranked Battle #3**.

STEALTH INFILTRATION

As the only checkpoint in the opening section of File R-07 is positioned after Ranked Battle #1, fighting all hostiles in the area en route to the final waypoint marker can be a trial – especially on higher difficulty levels. Fortunately, it is not necessary to do so.

- **A** From outside the gate, slice through it and Ninja Run along the left-hand wall until you reach the shipping containers. On Very Hard and Revengeance, you should pause here for a moment to allow the Sliders to fly by.
- **B** Ninja Run onto the containers and follow the wall to reach the hangar, being careful to avoid the camera. On Very Hard and Revengeance, you can sprint straight to the hangar door.
- **C** Inside the hangar, Ninja Run alongside the left-hand wall to reach the catwalk, making sure no one can see you on the way. Continue straight ahead until you reach the far wall.
- **D** Drop to the ground and slice through the barrier. A Caution phase may begin at this point (due to the approaching Cyborg Berserker), but you can easily pass through the barrier and run to safety before he detects Raiden.
- **E** Outside, you can either engage the final three targets in combat (the hostiles inside the hangar will not join the fight), or use RP Grenades to mask Raiden's passage along the right-hand wall.



QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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This imposing boss is less dangerous than its stature might suggest – but, as with Sam in File R-06, obtaining an S-Rank requires patience and precision.

BATTLE OVERVIEW

1. **Phase 1:** Attack Excelsus's blades whenever you can and try to evade incoming blows. Once Excelsus places a leg in the arena, you must attack it to reduce your opponent's overall health to approximately 70%. After the leg has been planted once, Excelsus will repeatedly attempt to stamp on Raiden. To avoid injury, you can retreat to the other side of the arena until the trample sequence ends, then return to inflict damage. With practice, though, you can judge the placement of each leg from its first appearance and unleash fully charged Pincer Blades attacks to destroy them quickly and without risk. Enter Blade Mode when prompted and slice the specified area (once will suffice), then Ninja Run to the upper portion of the leg for another Blade Mode sequence – again, a single slice will suffice. A checkpoint is triggered when the first leg is severed (meaning that both your Life and Fuel Cell Gauges will be refilled if you restart). You can now land "free" strikes on your opponent's head while it is stunned. Use charged Pincer Blades assaults to inflict massive damage.
2. **Phase 2:** When Excelsus recovers, it begins to rake the arena with its powerful laser beam attack as Gekkos arrive in pairs. These unblockable attacks must be evaded, and will also destroy the Gekkos on contact. This is a blessing on a first playthrough, but a problem when you return to secure a high score – you will need to secure at least one Zandatsu to obtain an S-Rank. After this sequence, Metal Gear Excelsus will return to its opening strategy of attempting to pummel Raiden with its blade arms. Evade these, then attack when they remain stationary to further weaken your opponent (or just wait for the next cycle of laser beam attacks if you need to kill more Gekkos for score purposes). At 30% health, a second leg will be placed in the battle arena. As before, inflict damage and dodge as required until you trigger the next Blade Mode opportunity at 20% health.
3. **Denouement:** Once you have severed the second leg, there are a series of button presses to complete in the closing interactive sequence (Y/△ repeatedly, X/□ repeatedly, Y, Y, Y+B/△, △, △+○ and finally X/□ repeatedly). After you follow the Blade Mode prompt, a single "slice" with the improvised weapon is sufficient to end the fight.
4. **Note:** While you can parry all physical attacks performed by Metal Gear Excelsus, Raiden will still sustain damage. This is fairly negligible on lower difficulty levels, but rises to approximately 40% of the Life Gauge on Revengeance. However, successful parries will never cause Raiden to use Repair Nanopaste or die: the meter will remain at 0.1% unless Raiden is actually hit by an attack. Parrying, then, is sufficient on a first Normal playthrough, but is a habit that you should probably eschew in favor of evasive maneuvers on later attempts.

01

02

03

04

EXCELSUS'S ATTACKS

Two-arm guillotine: Excelsus lifts its arms high above the arena, then suddenly slams them down. Move away as soon as a yellow glow appears on the blades (01) – a Sliding Tackle can help here, though the Defensive Offense dodge is often a better option, as it grants you a few frames of invincibility.

Combo guillotine: Excelsus uses both arms alternatively to hammer the ground four times in a row; both arms fall together at the end of the combo. From the center of the arena, run from one side to the other in accordance with the arm that is due to fall (move left when the arm to your right is about to fall, and vice versa). It helps to get close to Excelsus during this phase, and to briefly stand still between each blow. When Excelsus raises both blades, stop and move away at the last moment with a lateral dodge (02).

Two-arm swipe: Excelsus places its arms on one side of the arena and sweeps them across the battlefield once. Face the parallel blades and Ninja Run towards the incoming attack: Raiden will automatically leap between them (03).

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05

06

One-arm swipe: Excelsus sweeps the battlefield with one arm three times in a row. Face the blade and jump over it as it approaches – a static jump will be sufficient (05), though you can stay longer in the air by performing an aerial combo.

Trample: Excelsus tramples the ground several times in succession with its foot; this has a powerful homing effect. Take refuge in the corner of the arena that is farthest from the current leg – the right side with the leg on the left, and vice versa.

Leg swipe: Excelsus sweeps the battlefield with a leg. When you face the first leg in Phase 1, seek refuge in the foreground, in the corner to your right closest to the camera (06). When you face the second leg in Phase 2, seek refuge in the background, close to Excelsus itself (06).

Laser beam: Excelsus uses its laser beam to sweep across the arena. Evade the lateral swipe by staying in the foreground (07), close to the camera, and the frontal swipe by moving sideways (08).

07

08

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

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RANKED BATTLE #2: METAL GEAR EXCELSUS

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	8:00	2,000
	9:00	1,800
	10:00	1,500
	12:00	1,200
	16:00	1,000
BP	800	2,000
	600	1,800
	400	1,500
	200	1,200
	100	1,000
Zandatsu	2	2,000
	1	1,000
Longest Combo	80	2,000
	70	1,800
	50	1,500
	20	1,200
	10	1,000
Kills	4	2,000
	3	1,800
	2	1,200
	1	1,000
No Damage Bonus		2,000

OVERALL RANK

Score Total	10,000	8,000	6,000	4,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** After you reach the waypoint inside the Air Base area.
- **Recommended Equipment:** Pincer Blades
- **Enemies:** Metal Gear Excelsus (+ Gekkos during laser beam phase)
- **Difficulty:** Challenging (E/N/H), Demanding (VH/R)

Perfect Sheet Strategy:

1. Follow the instructions detailed in the Battle Overview section. The absolute key to obtaining a Perfect Sheet is to use the Gekkos that appear during the second phase to meet the score requirements.
2. **Time:** Once you know how to react to its attacks, Excelsus really doesn't take very long to beat. You can use charged Pincer Blades attacks (such as Wake Turbulence) to take down each leg almost instantly.
3. **BP:** To maximize your score, simply pick up a few Holo-Chips dropped by Gekkos during the laser beam attacks.
4. **Zandatsu:** You need to perform two Zandatsu kills on the Gekkos summoned by Excelsus. There is little time to weaken these *and* evade the laser beam, but it is possible to secure Zandatsu finishes on Gekkos "killed" by Excelsus before they explode (01).
5. **Longest Combo:** Your best opportunity for this is when Excelsus is stunned at the end of the first phase. Make sure your Fuel Cell Gauge is full (which is automatically the case after a Restart; otherwise top it up with an item or a Plume de l'ange combo), get close to the head and activate Ripper Mode to benefit from the "super" slow-motion effect while in Blade Mode, then slice with due vigor. When the Fuel Cell Gauge is empty, unleash a long Plume de l'ange combo with the Pole-Arm until you reach the combo threshold. Alternatively, you can manually use an Electrolyte Pack if this is your active recovery item (⊕) to refill the gauge while still in Blade Mode, and continue slicing (02).

6. **Kills:** In addition to eliminating Excelsus, you must also kill three Gekkos during the laser beam attack sequence. This is perhaps the toughest challenge of all, as the laser beams will "steal" your kills if they hit your targets before you destroy them yourself. The best solution is to enter Ripper Mode and tear Gekkos apart in a few strikes. A single Pincer Blades attack (Dust Devil) in Ripper Mode is usually enough to turn Gekkos to full blue (if not, add a few blade strikes). If you can finish them with Zandatsu kills to meet the related requirement, all the better. As a rule, Excelsus will use two frontal beam swipes, then one lateral swipe, and repeat this pattern. Knowing this, plan your moves accordingly. An efficient approach is to run towards Excelsus to greet the first two Gekkos with a Ripper Mode onslaught. Try to time a Zandatsu to occur on the second Gekko as the first frontal beam swipe begins – this way you will avoid it during the Zandatsu animation. Now dodge the second frontal swipe while you run to the foreground (towards the camera). The third swipe being lateral, you're safe in the foreground, so you can deliver your third kill (and second Zandatsu) on one of the new Gekkos that appear. This will require many attempts (and a fair share of luck) to perfect. If you struggle and fail to secure enough kills or Zandatsus with the first series of Gekko pairs, you can afford to wait for another cycle.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 8:00	2,000
BP	800	2,000
Zandatsu	2	2,000
Longest Combo	80	2,000
Kills	4	2,000
Score Total (S-Rank)		10,000

No Damage Strategy:

1. The No Damage bonus is only a realistic objective once you are completely familiar with every attack employed by this boss – and, of course, know how to dodge or escape them, as parrying is not an option at any point. You can use the Perfect Sheet strategy (including the part on how to build an 80-hit combo when Excelsus is stunned at the end of the first phase), with only a minor adjustment during the second phase.
2. The hardest part, naturally, is to kill a Gekko with a Zandatsu finish while avoiding the laser beam. To make things much, much easier, do not attempt to attack these foes yourself. Instead, you need to focus on avoiding damage until you are within range of a Gekko mortally injured by the beam, then Ninja Run into position for an opportunistic Zandatsu before it explodes.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 8:00	2,000
BP	800	2,000
Zandatsu	≥ 1	1,000+
Longest Combo	80	2,000
Kills	≥ 1	1,000+
No Damage Bonus		2,000
Score Total (S-Rank):		10,000+

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ARMSTRONG

The climactic battle against Armstrong consists of two short preliminary phases, followed by a punishing final showdown.

PHASE 1

Get close to Armstrong and attack relentlessly, only stopping your onslaught to parry his blows or evade unblockable assaults. With an aggressive approach, you can rapidly proceed to the second phase of the battle (which otherwise occurs after one minute on Normal, up to a minute and a half on Revengeance). A checkpoint is triggered at the end of this stage.

Phase 1 Attacks:

- **Forward dash** (01): Armstrong rushes to Raiden and usually follows up with a kick or a two-punch combo (the kick version being particularly swift); occasionally, he can stop dead a few steps away and use a grab attack instead. Dodge laterally or parry this. Don't parry too far in advance, though, in case he performs a grab.
- **Combo attacks** (02): Armstrong will lash out with single punches or kicks, or four-hit combos. They can all be parried or dodged.
- **Grab attack** (03): This is telegraphed by a yellow glow. Run away or dodge.
- **Hammer punch** (04): Armstrong charges a punch and hammers the ground. This can be parried or dodged.
- **Explosive aura** (05): Armstrong enters a "power-up" phase before unleashing this area-of-effect attack. This unblockable attack is telegraphed by a yellow glow and Armstrong's particular stance. Be sure to move to a safe distance.

PHASE 2

On Easy, Normal and Hard, this short phase primarily serves to further the narrative, and is only of great consequence if you are aspiring to a No Damage bonus. On Very Hard and Revengeance, though, you will die if Armstrong empties your entire Life Gauge.

Armstrong's attacks are identical to those in the first phase. Raiden will automatically sustain damage when he parries blows, but his Life Gauge cannot fall below 0.1% if you successfully block (or, naturally, evade) all attacks – as with Excelsus earlier. However, blows that do land will cause Raiden to automatically use Repair Nanopaste if you have it equipped.

On **Easy**, **Normal** and **Hard**, the second phase ends when:

- Raiden loses all health, and has no Repair Nanopaste equipped. This is the best option if you're aiming for a Perfect Sheet.
- Raiden sustains a blow (without blocking) after a minute and a half.
- Or after between 1:30 minutes (Normal) and 2:00 minutes (Hard) if none of the other conditions are met. This is the only solution if you aim to obtain the No Damage bonus.

On **Very Hard** and **Revengeance**, the second phase ends when:

- You grind down Armstrong's health to a sufficient level (usually 99.2%) and sustain a melee blow (without blocking). This can be done in less than a minute, and is therefore the best approach in a Perfect Sheet strategy. Stay close to your opponent, dealing very short combos, and being ready to parry or dodge at any time. Dodging is more risky, as you have to time the move perfectly, but allows you to take no damage when successful.
- Or after approximately 2:30 minutes otherwise. Surviving this long without being hit a single time is the only way to get the No Damage bonus, but this is extremely difficult to achieve. Be especially wary about the forward dash kick, which Armstrong executes at lightning speed. Run away at all times and dodge as each attack is about to connect.

There is an interactive sequence before the third phase begins: follow the button prompts to proceed.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-07

Lament@Xbox360iso

Phase Overview:

1. Armstrong generally favors his repertoire of "ground punch" attacks in this phase, which are all telegraphed by a long and specific power-up period, and can therefore be easily evaded – in principle, at least.
2. When his life falls below 180%, he can begin to use his Fire Charge attack to disarm Raiden. This presents an opportunity to drastically reduce his Life Gauge if you can complete the sequence of button prompts that follow without failure.
3. After his life falls below 160%, he will jump to a position above the arena and throw three gigantic objects at Raiden in succession. These all feature four "weak spots", and you must align your strike carefully with both sticks to hit at least three of these; failure leads to massive damage (potentially instant death), and the end of this attack sequence. After the third projectile has been destroyed, you will find Armstrong hurtling behind it: slash the highlighted weak spot to inflict damage. If you miss any step, Armstrong will often repeat this entire process from the start. After the cutscene where he holds the first object aloft, there is a small window of opportunity where you can open the inventory to use an Electrolyte Pack to restore Raiden's Fuel Cell Gauge.
4. Whenever you successfully complete the projectile attack sequence, units of Repair Nanopaste are dropped onto the battlefield. It is essential to take these to meet the BP requirements on a high score attempt… and may be necessary for basic survival on your first encounter with Armstrong.
5. After returning to the battlefield, Armstrong will usually perform his Fire Charge attack. Follow the onscreen prompts to cut the encounter short.
6. When his life falls below 130%, Armstrong will adopt a regeneration stance ( ). Any attempt to hit him with standard attacks during this phase will lead to a contemptuous rebuke. To end his regeneration, quickly move behind him and enter Blade Mode to slice the weak point on his back.
7. From this stage, Armstrong will employ all of the previous techniques until his health is reduced to 20%. He will then perform an extended version of his projectile attack – but this time, you will need to slice *five* objects before you can strike his weak point.

Phase 3 Attacks:

- **Ground punch with blazing fist:** Armstrong hits the ground and deals damage in the small area around him ( ). You can parry this, or move away.
- **Ground punch with blazing fist and crackled ground:** Armstrong hits the ground, which causes glowing cracks to appear on the arena floor. Move into the "safe" gaps between these before they erupt with fire ( ). As this happens, be ready to parry his simultaneous charging attack.
- **Ground punch with blazing fist and circular aura:** Armstrong strikes the ground, which causes trails of fire to extend from him. These can meander in different directions and may home in on Raiden. This may be followed by a charging attack.
- **Ground punch with blazing fist and whirlwind:** Armstrong hits the ground and two walls of fire appear around him for approximately 10 seconds. These reduce the size of the arena, which makes it more difficult to dodge and move around ( ). If you cannot withdraw to a safe distance, it can sometimes suffice to run behind his back as he prepares the attack. This may be followed by a charging attack.
- **Charge:** Armstrong charges forward ( ). He either stops mid-way to attempt a grab, or continues with a kick. You can parry his kick, but it's more efficient to dodge.
- **Fire charge:** After a brief focus period, Armstrong dashes forward and automatically disarms Raiden ( ), which is randomly followed by one of two possible interactive sequences where you have to press buttons following onscreen prompts. To recover Raiden's sword afterwards, approach it and press B/○. This is something you should always do immediately (emergency evasive maneuvers notwithstanding), as Raiden will sustain damage if he parries while unarmed. In the first interactive sequence, Raiden is knocked down and Armstrong attacks with an aerial elbow blow – you only have to press one button (randomized each time). In the second possible sequence, Armstrong and Raiden engage in a battle of strength: press one button (randomized each time) to win the battle, then press X

06

07

08

09

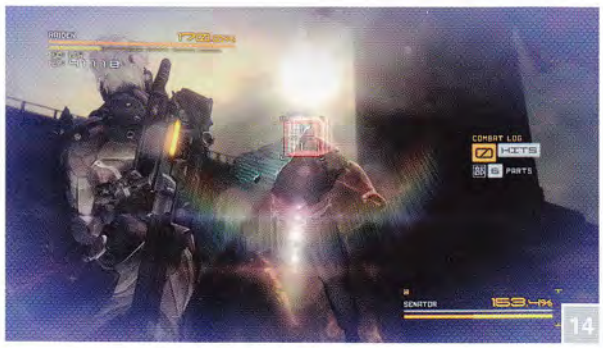
10

Lament@Xbox360iso

11

12

13


14

repeatedly to inflict damage, and press one last button (once again randomized) for the finishing blow. On Revengeance, this variant can inflict massive damage (removing up to 80% of Armstrong's health). Note that you can dodge this charge (and the sequence that follows) by activating the Defensive Offense move when time freezes during the approach animation.

- **Melee attacks:** At close range, Armstrong will employ punches and kicks; watch out for his combos, and the rapid punch he performs when approached from behind. You can parry or dodge all of these assaults.
- **Explosive aura:** Armstrong briefly focuses and unleashes an aura attack around him. This is unblockable, so run away beforehand or dodge backwards twice (12).
- **Projectile attack:** Armstrong jumps on top of the Excelsus wreckage and throws gigantic objects at Raiden. You have a single chance to slice each of these in Blade Mode – use manual aim to hit at least three of their four weak points. This usually requires your input on both sticks – L to adjust the camera position, and R to align the blue "guide line" with the weak points (13). Once the projectiles have been dealt with, you have a short window of opportunity to hit Armstrong's weak point to remove 20% from his Life Gauge (14). If you fail, however, you will be the one sustaining severe damage. Note that you can bypass this whole sequence by sprinting towards Armstrong as he stands on top of the wreckage: the first projectile will fly above Raiden, and the sequence will end there.

DENOUEMENT

After the final projectile phase at 20% health, you have the opportunity to kill Armstrong. He will dash at Raiden in a manner redolent of the Fire Charge move. Waggle L to escape the opening grab, then enter Blade Mode and hit the two weak points on his fists in quick succession when they are highlighted. You can then trigger an Execution: press Y+B/△+○, then X/□ repeatedly. Finally, slice the weak point on the chest several times as a prelude to the closing B/○ finishing move. If you fail during the early part of this sequence, you must repeat it from the beginning.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

Lament@Xbox360iso

RANKED BATTLE #3: ARMSTRONG

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	5:00	2,000
	6:00	1,800
	8:00	1,500
	10:00	1,200
	15:00	1,000
BP	800	2,000
	600	1,800
	400	1,500
	200	1,200
	100	1,000
Zandatsu	1	2,000
Longest Combo	100	2,000
	80	1,800
	50	1,500
	20	1,200
	10	1,000
Kills	1	2,000
No Damage Bonus		2,000

OVERALL RANK

Score Total	10,000	8,000	6,000	4,000	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** The battle follows the fight with Metal Gear Excelsus.
- **Recommended Equipment:** Repair Nanopaste, Electrolyte Packs (high stocks of both are vital for an S-Rank)
- **Enemy:** Armstrong
- **Difficulty:** Demanding (E/N/H), Extreme (VH/R)
- **Note:** It is not possible to Parry Counter Armstrong's attacks, and you do not have access to your Sub-Weapons and alternative weapons.

Perfect Sheet Strategy:

1. Obtaining a Perfect Sheet result in this fight is *extremely* difficult. Each S-Rank score requirement, in isolation, is a perfectly feasible accomplishment. But completing them all simultaneously? That's an entirely different and, to be blunt, disobliging proposition. Reaching the requirements in all categories will require many, *many* attempts. The first and most essential step is to carefully study all of Armstrong's moves until you have an intuitive understanding of his actions and animation cycles – and the optimal position for Raiden in accordance with each and every one.
2. **Time:** Adopt an aggressive approach to accelerate the outcome of the first battle phase, ideally without consuming a single Repair Nanopaste item. In Phase 2, you can also choose to deliberately allow Armstrong to empty Raiden's Life Gauge to progress in mere seconds, though this only works for Easy, Normal and Hard; on higher difficulty settings, dealing damage is the only way to speed things up. Be very aggressive in Phase 3, and don't lose a second to end Armstrong's regeneration stance. To save time, you can dodge his Fire Charges, and bypass his final Projectile attack by sprinting beneath it.
3. **BP:** Pick up the Repair Nanopaste collectibles after successfully completing each projectile-slicing stage. Each one of these yields 100 BP if you already have a full five in your inventory.
4. **Combo:** If you're confident, you can build up a long combo with standard strikes during the third phase, parrying or dodging Armstrong's attacks. Otherwise, you have a great opportunity to meet the 100-hit requirement during the regeneration phase. You'll need at least two Electrolyte Packs to do this trick. Equip them as an "automatic" Recovery Item. Approach Armstrong from behind, then hit his weak point in Blade Mode. Immediately use an Electrolyte Pack to refill Raiden's Fuel Cell Gauge, then move close to your stunned target. You can now enable Ripper Mode to benefit from the "super" slow-motion effect while in Blade Mode, then slice your target repeatedly: rapid button presses are a must. When you see that the Fuel Cell Gauge is almost empty, manually use an Electrolyte Pack to refill it (press ◯), and keep slicing the boss until you reach the threshold (01).
5. **Zandatsu & Kills:** You will meet these requirements automatically by defeating Armstrong.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 5:00	2,000
BP	800	2,000
Zandatsu	1	2,000
Longest Combo	100	2,000
Kills	1	2,000
Score Total (S-Rank)		10,000

No Damage Strategy:

1. **Phase 1:** Parry or dodge all of Armstrong's attacks, but try to adopt a rather aggressive approach to end this phase quickly.
2. **Phase 2:** Raiden will sustain damage even if he parries in this stage (which you cannot afford), so focus on dodging all attacks. You need to survive without a scratch for 1:30 (Easy) to 2:40 minutes (Revengeance) to reach the third phase of the fight, which really isn't easy. Armstrong's most dangerous assault here is his forward rush followed by a very fast kick (02). If you stay close to your opponent, he will use this less frequently. Use Ninja Run and dodges to remain unharmed. If you end up trapped in a corner, or threatened by an imminent grab, use Defensive Offense to dodge away. This move offers you a few instants of invincibility, even if Armstrong is right in front of you (03).
3. **Phase 3:** Use short combos with light attacks to cause damage, and stand ready to parry, dodge or simply turn tail and flee whenever appropriate. Be quick to retrieve Raiden's blade after the interactive sequence where he loses it (04), as he will sustain damage if he parries blows with his bare hands. If you struggle to slice the projectiles, take your time to carefully align each incision. If your Fuel Cell Gauge seems likely to run dry at any point, manually consume an Electrolyte Pack by pressing ◯: this will buy you some extra aiming time. Once you have picked up at least four Repair Nanopaste items, you can bypass all further Projectile attacks by sprinting beneath them.

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NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 8:00	1,500+
BP	≥ 400	1,500+
Zandatsu	1	2,000
Longest Combo	≥ 10	1,000+
Kills	1	2,000
No Damage Bonus		2,000
Score Total (S-Rank)		10,000+

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
USER INSTRUCTIONS
FILE R-00
FILE R-01
FILE R-02
FILE R-03
FILE R-04
FILE R-05
FILE R-06
FILE R-07

03

04

FURTHER PLAYTHROUGHS

If you have just completed the Metal Gear Rising: Revengeance storyline for the first time, allow us to extend our congratulations… and, with a wry smile, amused *commiserations*. In truth, you haven't "finished" the game at all – and nor have you scratched its surface. Beating the game's most demanding challenges, unlocking all of its bonuses, obtaining S-Ranks on all difficulty settings: these are the chapters that lie ahead… and your labors to date have been akin to reading a mere preface.

Don't feel disheartened: this is where the *real* fun begins.

As you stand poised to make the next step to the Hard difficulty setting, with a greater focus on securing high scores, this is an apposite time to study our in-depth presentations of enemies, equipment, and advanced combat tactics in the Reference & Analysis chapter that begins overleaf. Once you feel ready to attempt further playthroughs on Hard and, later, Very Hard or Revengeance, you can return to the Walkthrough chapter to use the strategies designed specifically for higher difficulty levels.

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QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX

4 REFERENCE & ANALYSIS

From underlying systems and advanced play mechanics to unlockable weapons and secrets, this chapter is designed for players who will settle for nothing less than 100% completion – and, of course, a full understanding of how they can get there. While we avoid making direct references to events in the main narrative where possible, it should go without saying that players who have yet to complete Story mode may encounter occasional **spoilers**.

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ENEMIES

In this section, we offer additional combat advice and reveal hidden facts and figures for all standard adversaries. Naturally, if you have yet to complete Story mode for the first time, you may encounter opponents that you haven't engaged in combat so far. To assuage the fears of the spoiler-averse, we can assure you that you will have met all core enemy archetypes by the conclusion of File R-03.

CYBORG

LIFE VALUES*

VARIANT	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Cyborg (Default)**	44-54	55-65	110-130	165-195	165-205
Cyborg (Cop)	48-53	60-65	120-130	180-200	180-210
Cyborg (Desperado)	132-142	165-175	330-350	495-525	495-535
Cyborg (Riot Shield)	60	75	90	180	180

* Cyborgs with a collectible left hand have 50% extra health. ** These values apply to the green default variant. The brown Cyborgs encountered in File R-00 have 20% less health.

ATTACKS

WEAPON	ATTACK	DAMAGE*					PARRY
		EASY	NORMAL	HARD	VERY HARD	REVENGEANCE	
Machete/Baton	Normal attack; 1st and 2nd attack in 3-hit combo	20	40	60	120	400	Yes
	Jump attack; 3rd attack in 3-hit combo	30	60	90	180	600	Yes
Grenade	Each grenade	100	100	100	100	100	No
Assault Rifle	Each bullet	3	3	3	3	3	No
Rocket Launcher	Each rocket	75	100	150	250	800	No
Riot Shield	All attacks	20	40	60	120	400	Yes
Double Blade	2-hit attack	30	60	90	120	600	Yes
		35	70	105	140	700	Yes
	3-hit attack	25	50	75	100	500	Yes
		25	50	75	100	500	Yes
		30	60	90	120	600	Yes
	Single attack	25	50	75	100	500	Yes

* These damage values apply to the default Cyborg variant. Cop Cyborgs inflict 20% less damage, and Desperado Cyborgs inflict 80% more damage.

Notes:

- There are three visual variants of this enemy type (Default, Cop and Desperado). All standard Cyborgs tend to be equipped with one melee weapon (machete/baton, double blade or riot shield) and one ranged weapon (rocket launcher, assault rifle). Those armed with an assault rifle or rocket launcher tend to fire from distance, but will switch to their close-range weapon when Raiden moves nearby or attacks them with a melee blow. There is an exception to this rule: some Cyborgs are equipped only with a rocket launcher, and will use this weapon at all times – even at point-blank range.
- All Cyborgs can potentially use grenades, which they will toss to land in Raiden's approximate direction. Though it is possible to return these to sender with a deft Blade Mode strike, this is impractical in combat situations. It's much wiser to retreat out of range, or use a precise Defensive Offense dodge to evade the explosion.
- Cyborgs disappear and count as a "No Kill" if you slice one to three limbs and move away, or if you make them vanish with the High-Frequency Wooden Sword.
- All standard Cyborg variants can be sliced in Blade Mode at any time. Unless you need to build a combo for score purposes, the most safe and efficient way to eliminate these opponents is to inflict a single blow to stagger the target (cancelling any attack in progress), then eliminate him immediately in Blade Mode. Early in your Metal Gear Rising: Revengeance career, the Sliding Tackle can be employed to set up easy kills. As you approach the target, or bowl him from his feet, enter Blade Mode immediately to perform a Zandatsu or sever limbs as required.
- Cyborgs die in an automatic explosion if the head, body or all four limbs are sliced in Blade Mode.
- Cyborgs have an unblockable grab attack that you can evade by running away, jumping and remaining in the air with a combo, or dodging. If you are restrained in this fashion, waggle L to escape.

BODY PARTS

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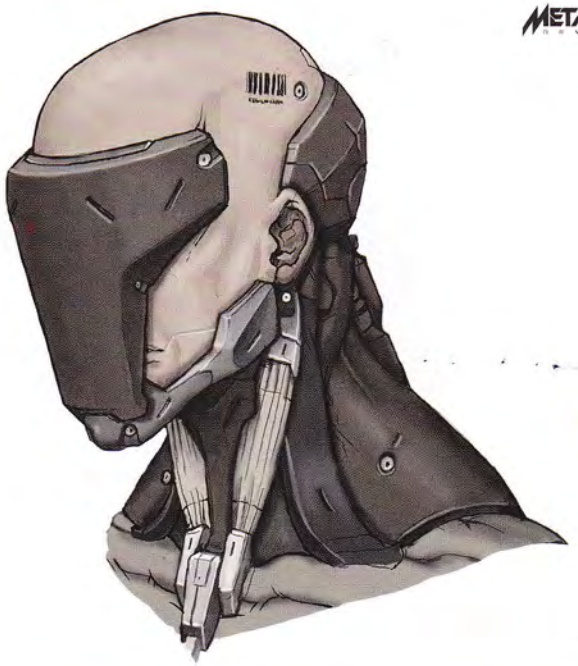

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
BP
ACHIEVEMENTS & TROPHIES

WEAKNESSES PER VARIANT

ACTIVE WEAPON	WEAKNESSES
Machete/Baton **Grenade** **Assault Rifle** **Rocket Launcher** **Double Blade**	Instant Zandatsu finishes performed: ■ while they are blinded by an RP Grenade, or stunned by a EM Grenade; ■ during a Sliding Tackle approach; ■ after a single blade blow to stagger the target; ■ after a magnetic pulling move with the Sai; ■ after any skill that causes a "super" slow-motion effect – see page 204.
Riot Shield	Zandatsus performed from above or behind. This can be engineered by jumping above them and entering Blade Mode in the air, or by performing a lateral dodge with the Defensive Offense move. You can destroy the shield instantly with a Parry Counter.

PARRY COUNTER NOTES

ACTIVE WEAPON	NOTES
Machete/Baton	■ **3-hit combo:** All three blows are fast and straightforward. Parry immediately as you see the red glow, then gradually learn to slightly delay the parry command until you perform a riposte. A Parry Counter is possible on any of the three hits. ■ **Jump attack:** This attack has a rather long animation. Wait until the enemy starts moving downwards, and activate the parry command only when you see him raise his weapon hand in the air (01). ■ **Arm-whirl attack:** Wait until the target whirls his arm round once, then raises it again (02) before you activate the parry command.
Double Blade	■ **Jump attack:** This is easy to Parry Counter. Execute the move when the target has both arms raised above his head during the approach. ■ **2-hit combo:** Both blows are fast and straightforward. Parry immediately as you see the red glow, then gradually learn to slightly delay it until you master the timing for a riposte. A Parry Counter is possible on both hits. ■ **3-hit combo:** The first blow is fast, but is followed by a short delay before the next one. If you miss the first opportunity, wait approximately half a second before you activate the parry command for a chance to counter. Time this to coincide with the moment when the weapon in the Cyborg's left hand performs a horizontal swipe in your direction (03). If you miss this, parry again immediately: the final blow follows shortly afterwards.
Riot Shield	■ **Jump attack:** This is very easy to Parry Counter. Activate the command at the end of the jump, just as the weapon is about to touch Raiden, with the shield moving to the side (04).

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ARMORED CYBORG

LIFE VALUES

VARIANT/ VULNERABILITY MILESTONE	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Armored Cyborg (Urban)	120-140	150-170	300-330	450-500	450-500
Armored Cyborg (Desperado)	300-320	375-395	750-780	1,125-1,175	1,125-1,175
Left Arm: Armor Break*	60% of total health remaining				
Right Arm: Armor Break*	50% of total health remaining				
Left Leg: Armor Break*	40% of total health remaining				
Right Leg: Armor Break*	30% of total health remaining				
Body: Armor Break*	25% of total health remaining				

* These values show the order in which you weaken the Armored Cyborg's limbs. Even if you only strike the legs, the first limbs to appear in blue will always be the arms.

ATTACKS

WEAPON	ATTACK	DAMAGE*					PARRY
		EASY	NORMAL	HARD	VERY HARD	REVENGEANCE	
Long Blade	Slash	37	75	112	187	750	Yes
	Thrust	45	90	135	225	900	Yes
	Kick	30	60	90	150	600	Yes**
	Parry Counter riposte	45	90	135	225	900	Yes
Grenade	Each grenade	100	100	100	100	100	No
Rocket Launcher	Each rocket	75	100	150	250	800	No

* These damage values apply to the Urban Cyborg variant. Desperado Cyborgs inflict twice more damage.

** Can be parried, but a Parry Counter isn't possible.

PARRY WARS

The most distinctive feature of the Armored Cyborg is their ability to meet each parry and Parry Counter performed by Raiden with an immediate follow-up strike, which must in turn be blocked or rebuffed with a parry or Parry Counter. The following table reveals the amount of blocks required to repel an Armored Cyborg, and the amount of successive Parry Counters required to win a war of attrition. They lose the ability to perform these ripostes once a single body part has been weakened.

PARRY WARS

ATTRIBUTE	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Successive parries required to repel	1-4	3-5	3-6	4-7	5-8
Wars of attrition: Parry Counters required	2-3	3-4	3-5	4-6	5-8

Notes:

- An Armored Cyborg will disappear and count as a "No Kill" if you slice one to three limbs and move away, or if you make them vanish with the High-Frequency Wooden Sword.
- You need to weaken each body part to be able to slice it.
- You can force Armored Cyborgs wielding a rocket launcher to switch to a melee weapon by striking them once.
- Armored Cyborgs carry grenades. Follow the advice offered for standard Cyborgs to deal with these.

Weaknesses:

- Armored Cyborgs are very vulnerable to RP Grenades: they won't react to your attacks while blinded.
- They are also temporarily disabled by EM Grenades, though they will immediately recover from the EM stun effect if hit by a powerful attack (such as the kick in a Sai combo, or a Pincer Blades blow).
- When you face a single Armored Cyborg, alone or in a group, the Sai works wonders. Use a charged Sai attack to stun the Armored Cyborg, and cancel the pulling move with a light attack (01). You can then dispatch other targets while the Armored Cyborg is incapacitated. Once he is the final enemy standing, knock him down with a Sai kick attack, then build up a combo.
- Though the Sliding Tackle will not render a healthy Armored Cyborg vulnerable to a lethal attack, it can be used to briefly incapacitate them while you deal with other targets, or to simply knock them over prior to a follow-up assault. They are also vulnerable to "juggling" combos after you propel them into the air with attacks such as Launcher or Sky High.

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02

- Against multiple Armored Cyborgs, the Pincer Blades are the weapon of choice. Lead the group around until they accrete into close proximity with each other, then hit them with a triple combo, or fully charged attacks (02). This will destroy armor sections rapidly, and even sever limbs once they are weakened.
- For fast finishes against Armored Cyborgs where time is more important than Zandatsu kills, a good strategy is to cut off the first arm to be weakened (03), then move away to expedite their disappearance.
- Once weakened (with at least one limb highlighted in blue), Armored Cyborgs are ripe for Parry Counters – which will usually trigger an immediate Execution prompt.
- In emergency situations, activate Ripper Mode, pull Raiden to your target with the Sai and perform the follow-up Kick attack. You can then immediately enter Blade Mode and slice your victim.

BODY PARTS (ARMOR)

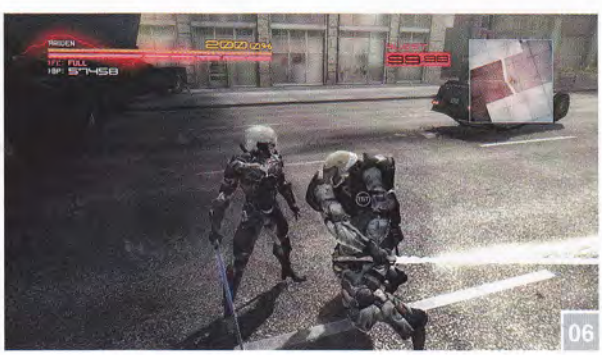
03

04

PARRY COUNTER NOTES

ATTACK	NOTES
Slash	■ The first attack of a combo is the easiest to Parry Counter. There is short delay after the red glimmer when the Cyborg prepares his strike: wait for approximately half a second (you will see the Cyborg initiate his forward blow) before you activate the parry command (04).
Thrust	■ There is a short delay before this attack as he holds his sword behind him; activate the parry command when he begins to thrust his sword forward (05).
Parry War	■ Activate the parry command as soon as the red glimmer fades and he begins to raise his sword (06).

05



06

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
BP
ACHIEVEMENTS & TROPHIES

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CYBORG BERSERKER

LIFE VALUES

VARIANT/VULNERABILITY MILESTONE	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Cyborg Berserker	320-350	400-450	720-770	880-980	880-980
Left Arm: Armor Break*	60% of total health remaining				
Right Arm: Armor Break*	50% of total health remaining				
Left Leg: Armor Break*	40% of total health remaining				
Right Leg: Armor Break*	30% of total health remaining				
Body: Armor Break*	25% of total health remaining				

* These values show the order in which you weaken the Cyborg Berserker's body parts. Even if you only strike the legs, the first limbs to appear in blue will always be the arms.

ATTACKS (HAMMER)

ATTACK	DESCRIPTION	DAMAGE					PARRY
		EASY	NORMAL	HARD	VERY HARD	REVENGEANCE	
Downward Swing	Yellow body highlight (unblockable); long preparation time	70	140	210	280	1,400	No
Upward Swing	Red glimmer; long preparation time	70	140	210	280	1,400	Yes
Full Rotation Swing (1st Hit)	Red glimmer; long preparation time	60	120	180	240	1,200	Yes
Full Rotation Swing (2nd Hit)	Be ready to parry immediately after the first hit	80	160	240	320	1,600	Yes
3-hit Combo (1st & 2nd Hits)	Red glimmer for both hits; long preparation time for the 1st hit, shorter for the 2nd hit	60	120	180	240	1,200	Yes
3-hit Combo (3rd Hit)	Yellow body highlight (unblockable); long preparation time	80	160	240	320	1,600	No
Shoulder Tackle	Red glimmer; short preparation time; only when you've severed an arm and he can't use his hammer anymore	60	120	180	240	1,200	Yes

Notes:

- You cannot perform Parry Counters against this enemy type.
- Cyborg Berserkers have a "Parry Counter" of sorts that they will use when Raiden employs specific moves. After a metallic sound effect that accompanies the initial block, they will power up their (unblockable) Downward Swing hammer strike. Sliding Tackle, Falling Lightning, Sky High and slices performed while Ninja Running all consistently trigger this reaction. Whenever you hear the distinctive sound effect, you can use light attacks or the Defensive Offense move to maintain your hit count prior to dodging the follow-up attack.
- As with Armored Cyborgs, you must weaken each body part before you can slice them.
- A Cyborg Berserker will disappear and count as a "No Kill" if you slice one to three of his limbs and move away.
- All attacks presaged by a yellow body glow cannot be parried. However, they *can* be cancelled with powerful attacks, or with rockets. You can also dodge them, of course. Defensive Offense is an excellent choice, as the accompanying blow will sometimes interrupt the incoming attack – in addition to enabling you to evade. Note that the Downward Swing has a powerful homing effect, so you will need to delay the dodge until the very last moment.
- You can stun this enemy to trigger an Execution opportunity by causing massive damage within a short space of time. On Revengeance, this is difficult to achieve: fast combos with a fully upgraded HF Murasama Blade work well.

BODY PARTS (ARMOR)

Weaknesses:

- This enemy type is very slow. You can easily run past him, though you should watch out for the range of his hammer blows. This means that it is often possible to deal with this opponent last, once you have eliminated his allies.
- As with Armored Cyborgs, Berserkers are very vulnerable to RP Grenades, and won't react to your attacks while blinded. This is often an effective way to weaken or kill them. They are also temporarily disabled by EM Grenades, though they will immediately recover from the EM stun effect if hit by a powerful attack.
- Use the Sai or uncharged Pincer Blades attacks to knock Berserkers down, then pummel them to trigger an Execution opportunity – or, at worst, simply weaken them.
- Fully charged Pincer Blades combos are very effective against Cyborg Berserkers, as they will destroy their armor rapidly. You may find that they even sever vulnerable limbs immediately, for fast non-lethal takedowns.

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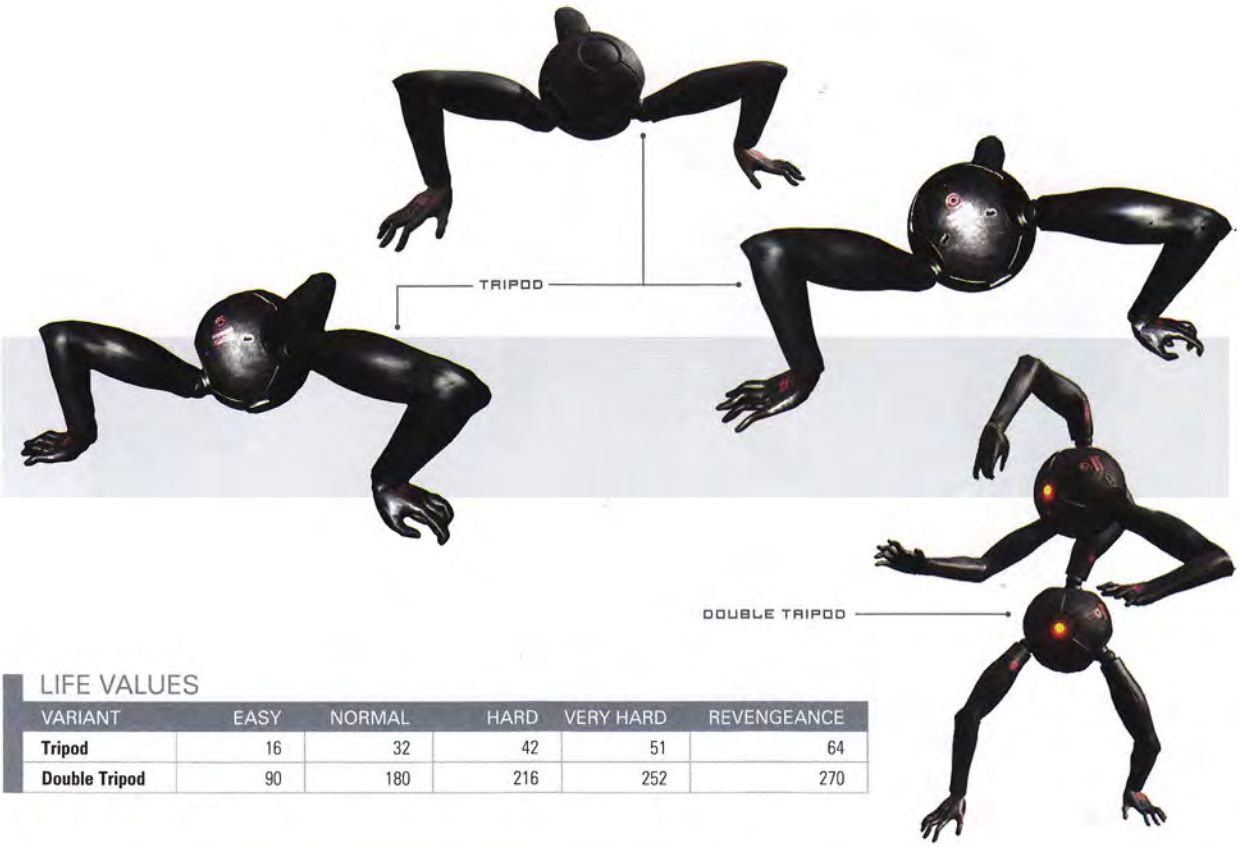
TRIPOD



LIFE VALUES

VARIANT	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Tripod	16	32	42	51	64
Double Tripod	90	180	216	252	270

ATTACKS

WEAPON	ATTACK	DAMAGE					PARRY
		EASY	NORMAL	HARD	VERY HARD	REVENGEANCE	
No Weapon	Jumping Tackle	25	50	75	100	500	Yes
	Snatch & Explode	100	150	200	300	1,500	No
	Double Hand Strike	15	30	45	60	300	Yes
Machine Gun	Each bullet	1	1	1	1	1	No
Double Tripod	Punch of upper Tripod	50	100	150	200	1,000	Yes
	Kick of lower Tripod	50	100	150	200	1,000	Yes

Notes:

- Tripods can be sliced at any time, but cannot be dispatched with Ninja Kills or Executions.
- Their general behavior depends on their equipment. Armed with sub-machine guns, they move away from Raiden and open fire from afar; when not wielding a weapon, they move in close and try to grab Raiden. When they succeed, you must waggle L to dislodge them before they explode and cause damage.
- When a Tripod snatches you, all other Tripods around have higher probability to perform the same move. Up to five Tripods can restrain Raiden simultaneously. The number of times that you must waggle L to escape is increased with each additional Tripod.
- Raiden loses Fuel Cell energy rapidly when snatched, which can be extremely annoying.
- Also known as Humanoid Dwarf Gekkos, Double Tripods are rare opponents that only appear in five specific (and "secret") locations. Though you can defeat them with standard blows, a charged Sai attack should cause them to separate instantly.

Weaknesses:

- The Pole-Arm is perfectly suited to controlling and destroying large crowds of Tripods. Each sweeping blow can reset the preparation timer prior to a jumping grab, or repel airborne Tripods.
- On higher difficulty levels, consider switching to Blade Mode to finish them with single slices if time is of the essence.

GRAB PARAMETERS

PARAMETERS	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Grab preparation delay (seconds)	1.8	1.6	1.4	1	0.05
Explosion delay (seconds)	4.5	3.6	2.5	1.5	1.5
Fuel Cell energy reduction rate*	0.5	0.8	1.2	1.5	3
Stick waggles to escape	10	12	15	16	16
Additional stick waggle number for each additional Tripod	2	4	4	5	6

* The exact formula is: energy reduction = A + (B-1) x A, where A is the energy reduction value, and B is the number of Tripods holding Raiden.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
RP
ACHIEVEMENTS & TROPHIES

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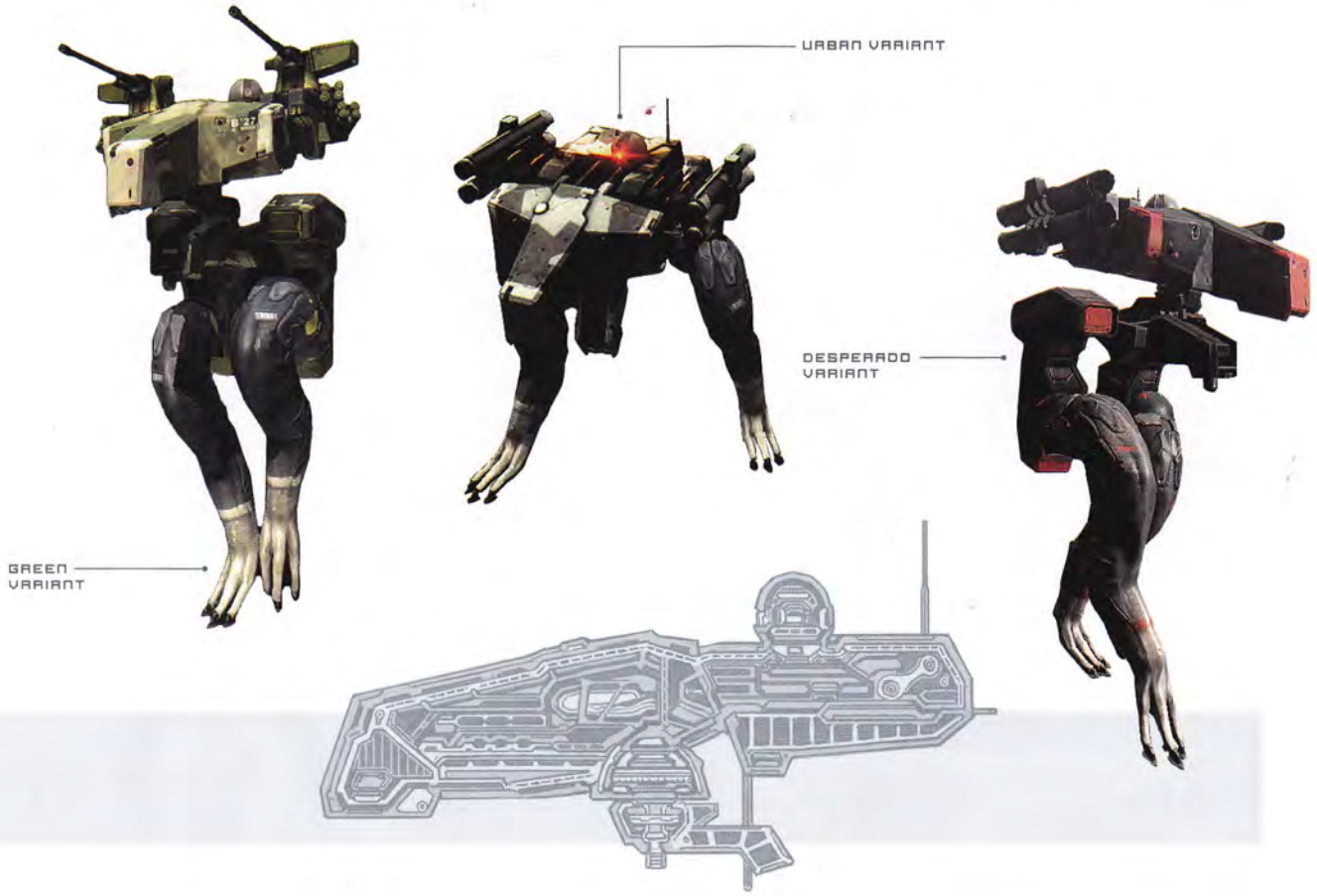

LIFE VALUES

VARIANT	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Gekko (Green)	187	250	375	625	625
Gekko (Urban)	281	375	562	937	937
Gekko (Desperado)	375	500	750	1,250	1,250

ATTACKS

WEAPON	ATTACK	DAMAGE*					PARRY
		EASY	NORMAL	HARD	VERY HARD	REVENGEANCE	
No Weapon	Back Kick	40	80	120	200	800	Yes
	Kick, Roundhouse kick, Stomp	50	100	150	250	1,000	Yes
	Jump, Tackle	60	120	180	300	1,200	Yes
	Wire arm	80	160	240	400	1,280	No
Machine Gun	Each bullet	10	10	10	10	10	No
Missile Launcher	Each missile	100	100	100	100	100	Yes

* These damage values apply to the green variant. Urban Gekkos inflict 30% more damage, and Desperado Gekkos inflict 60% more damage.

Notes:

- You face Green Gekkos in File R-01, the Urban variety in File R-03, and the Desperado type from File R-04 onwards.
- Unlike other opponents, a Gekko's body parts tend to become vulnerable in accordance with where your blows land, and not in a fixed order. This means that you can prioritize body parts if you wish.
- Gekkos will dodge Parry Counters at full health unless their evasive jump is blocked by a wall or suitable obstacle. Once at least one body part has been weakened, Parry Counters will be consistently successful.
- You can stun this enemy by causing massive damage in short order. On Revengeance, this is difficult to achieve: fast combos with a fully upgraded HF Murasama Blade work well.
- Securing a Zandatsu against a Gekko is reasonably easy during an Execution. However, if you kill a Gekko with physical attacks or a Parry Counter (with their body entirely blue before they collapse and explode), you only have a second or two to react: perform a static jump and enter Blade Mode to align your slice on the weak spot.
- If you parry a Gekko's charging attack, this leads to a contextual button prompt: tap Ⓨ/△ rapidly to win the battle of strength. This, if successful, offers an immediate Execution opportunity if Raiden has a full Fuel Cell Gauge.
- You can Parry Counter the Gekko's jump attack irrespective of its health status.
- If you dodge the stomp attack, and Raiden is sufficiently close, a button prompt appears for an Execution move while the biped briefly struggles to free its trapped leg.
- If you are hit by the Gekko's wire attack (which cannot be parried), you must waggle L rapidly to free Raiden and avoid damage. If successful, the Gekko will be briefly knocked down when open combat resumes.

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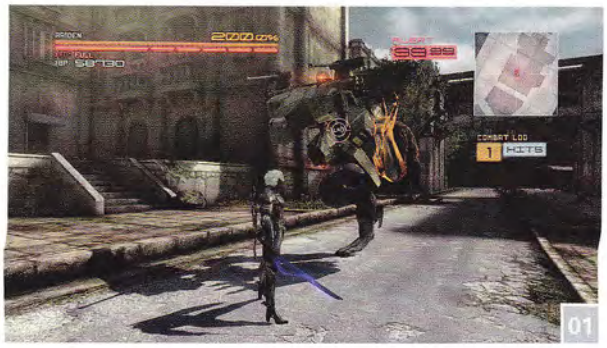
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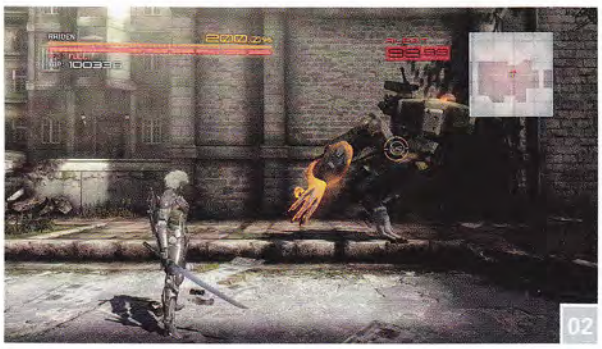
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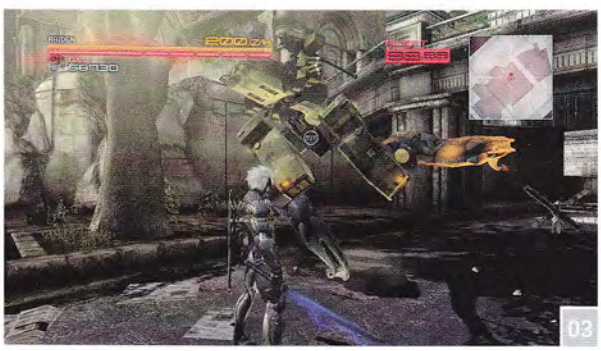

03

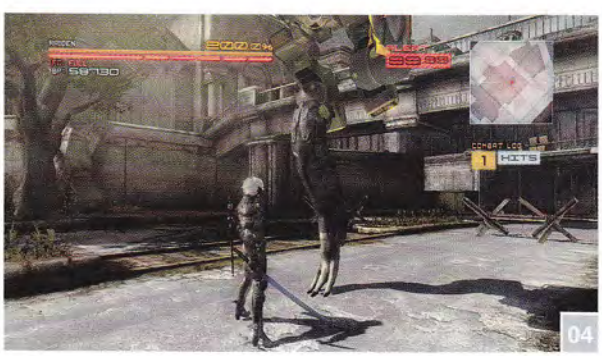
Weaknesses:

- Gekkos are disabled for a relatively short period of time when you employ EM Grenades and charged Sai attacks. It is much more efficient to blind them with RP Grenades, as they remain defenseless until the smoke clears.
- When you face weaker Gekkos (the Green or Urban varieties), you can trigger an Execution opportunity with swift Light Attacks or Pincer Blades combos. Against Desperado Gekkos, it is often more convenient to take *advantage of the Execution opportunities that follow their Stomp and Tackle* attacks. Moving away from them often encourages them to charge.
- An alternative is to devastate them with pre-charged Pincer Blades attacks as they approach, which cut through their armor parts quickly.
- For even faster results, of course, you can briefly activate Ripper Mode to trigger Executions with a few choice blows, or weaken them fully and manually finish them off with a Zandatsu.

BODY PARTS

PARRY COUNTER NOTES

ATTACK	NOTES
Back or Front Kick	There is a rather long delay after the red glimmer when the Gekko prepares its assault; wait for one full second before you activate the parry command, just as the glowing yellow foot begins to move forward (01).
Thrust Kick	This kick has a shorter preparation time. Activate the parry command when the Gekko has made a step forward and is low on its knees (02).
Roundhouse Kick	This attack is not announced by a red glimmer, but is easy to anticipate due to its long preparation time. Activate the parry command when the Gekko has turned around and is poised to unleash its kick (03). Be ready to parry again immediately in case it follows with a second kick.
Stomp	This attack has a shorter preparation period than the kick attacks. Activate the parry command around half a second after the red glimmer appears, when the leg is at its apex (04).
Jump Attack	This attack is not presaged by a glimmer, but is easy to parry. Perform the required block just before the Gekko lands (05).


04

05

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
BP
ACHIEVEMENTS & TROPHIES

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LIFE VALUES

VARIANT/VULNERABILITY MILESTONE	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Mastiff (Special Forces)	262-282	350-400	525-585	700-770	700-780
Mastiff (Desperado)	487-507	650-700	975-1035	1,300-1,370	1,300-1,380
Left Arm: Armor Break*	60% of total health remaining				
Right Arm: Armor Break*	35% of total health remaining				
Right Leg: Armor Break*	25% of total health remaining				
Left Leg: Armor Break*	20% of total health remaining				
Body: Armor Break*	15% of total health remaining				

* These values show the order in which you weaken this foe's limbs. Even if you only strike the legs, the first limbs to appear in blue will always be the arms

ATTACKS

WEAPON	ATTACK	DAMAGE*					PARRY
		EASY	NORMAL	HARD	VERY HARD	REVENGEANCE	
No Weapon	Double Hammer Blow	80	160	240	320	1,600	Yes
	Hammer Punch, Uppercut, Drop Kick	70	140	210	280	1,400	Yes
	Diving Foot Stomp, Back Blow	60	120	180	240	1,200	Yes
	Iron Claw	50	104	154	208	1,040	No
	Head Lock	70	125	213	286	1,430	No
	Mount Punch	40	83	123	166	830	No
Grenade Launcher	Each grenade	10	10	10	10	10	No

* These damage values apply to the Special Forces variant. Desperado Mastiffs inflict 50% more damage.

Notes:

- You face Special Forces Mastiffs in Files R-02 and R-03; Desperado Mastiffs are encountered from R-04 onwards.
- As with other armored opponents, body parts can be severed or sliced once they have been sufficiently weakened and appear with a blue highlight.
- You can stun a Mastiff (and create an Execution opportunity) by causing massive damage in a limited time window.
- If Raiden is hit by an Uppercut, he is thrown up in the air and two attacks may follow: a Double Hammer Blow, and a Diving Foot Stomp. It's possible to block the subsequent attacks with an Aerial Parry.
- The Iron Claw, Head Lock and Mount Punch attacks cannot be parried (though you can dodge, jump or Ninja Run to evade them). If caught, try to escape by waggling frenetically when the animation sequence begins (or even start it in advance). The number of "waggles" required will increase every time Raiden is caught in a grab by the same Mastiff. On Very Hard and Revengeance, it's very tricky to escape even the first grab – and they will always reset your active hit count, which can make Mastiffs the bane of Perfect Sheet S-Rank attempts. It is occasionally possible to inflict sufficient damage to cancel a grab, though this is a risky strategy.
- Mastiffs die in an explosion if all limbs are severed, or if the main body is sliced once suitably weakened.

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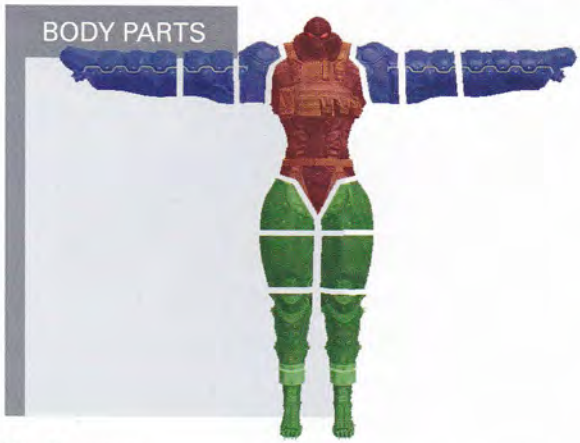
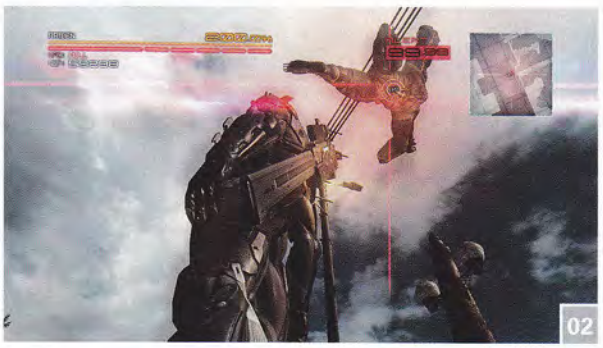


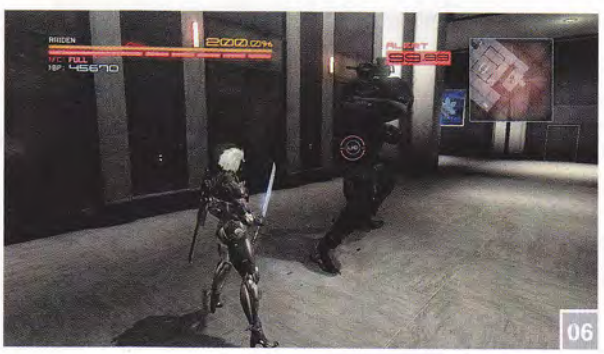


Weaknesses:

- Mastiffs are very vulnerable to EM Grenades. RP Grenades, on the other hand, are not recommended: Mastiffs have partial sight in the cloud, and will often counter-attack if you hit them.
- The best way to defeat a Mastiff is to rely on the Parry Counter/ Execution technique. Alternatively, brief bursts of Ripper Mode attacks will weaken them instantly. You can also stun them with an EM Grenade (or a charged Sai attack), then follow up with powerful combos.
- Due to the speed and unpredictability of these foes, the Pincer Blades are a poor choice of weapon when you face them.

PARRY COUNTER NOTES

ATTACK	NOTES
Double Hammer Blow	Long preparation time; activate the parry command a good second after the red glimmer, once the Mastiff's arms begin their descent (01).
Jump Attack	Activate the parry command at the precise moment when the red glimmer appears, just before the Mastiff lands on Raiden (02).
Hammer Punch	Very long preparation time; wait for the Mastiff to close in, then activate the parry command the moment it unleashes the attack, with its body almost perpendicular to Raiden (03).
Uppercut	The uppercut has a rather short preparation time. Parry as the fist scrapes the floor (04).
Drop Kick	Short preparation time. Activate the parry command when the Mastiff is in a horizontal position (05).
Back Blow	Short preparation time; activate the parry command when the Mastiff's fist is farthest away from Raiden, around half a second after the red glimmer (06).



QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
BP
ACHIEVEMENTS & TROPHIES

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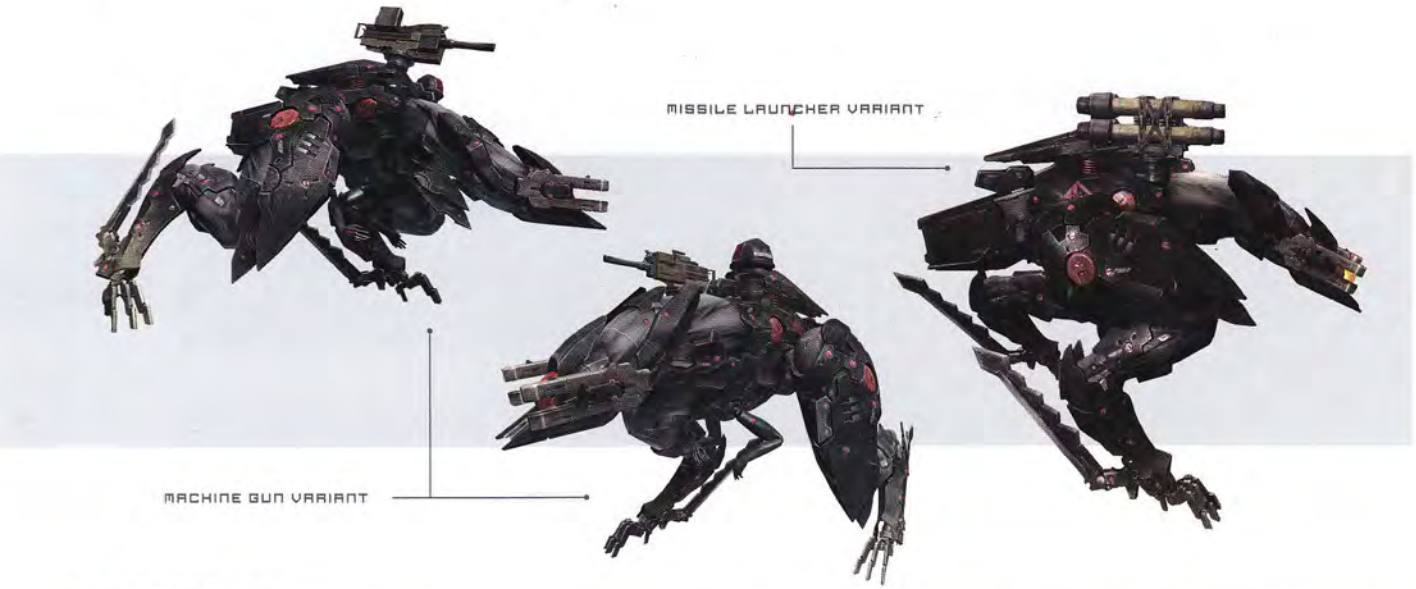
RAPTOR



LIFE VALUES

VARIANT/VULNERABILITY MILESTONE	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Raptor (Machine Gun)	216-266	270-320	310-360	594-644	594-644
Raptor (Missile Launcher)	345-395	432-482	497-547	950-1,000	950-1,000
Legs: Armor Break	50% of total health remaining				
Head/Body: Armor Break	25% of total health remaining				

ATTACKS

WEAPON	ATTACK	DAMAGE*					PARRY
		EASY	NORMAL	HARD	VERY HARD	REVENGEANCE	
No Weapon	Pounce, Side Kick	40	80	160	200	800	Yes
	Dash Pounce, Roundhouse Kick	55	110	220	275	1,100	Yes
	Neck Swing	5	10	20	25	100	Yes
	Back Kick	35	70	140	175	700	Yes
EM Generator	Area of effect, Homing EM Sphere	10	20	40	50	200	No
Machine Gun	Each bullet	1	2	3	4	16	No
Missile Launcher	Each Missile	16	32	64	80	320	Yes

* These damage values apply to the Machine Gun variant. Missile Launcher Raptors inflict 60% more damage.

Notes:

- You need to weaken each body part to be able to slice Raptors.
- You can stun this enemy (and create an Execution opportunity) by causing massive damage in a limited time window.
- As with Gekkos, Raptors will usually dodge Parry Counters unless their escape is prevented by a solid obstacle. They become more susceptible once you have weakened at least one of their body parts.
- Raptors cannot be slain with Ninja Kills – though this point is broadly moot, as they only ever appear in active combat situations.
- The Neck Swing attack throws Raiden in the air and is followed up by a Pounce. If you are hit by the first attack, you can block the Pounce with Aerial Parry.
- All EM attacks can be cancelled; just attack the Raptor with due ferocity during the power-up phase. The EM spheres can even be sliced in Blade Mode.
- A Raptor will enter an "angry" state (indicated by a special animation and a red body outline) whenever it witnesses Raiden killing another Raptor. Angry Raptors have heightened speed, strength, defense and attack stats, and it is more difficult to stun them. The angry phase only lasts for a while, however – and its conclusion leaves the Raptor stunned for a brief period of time.
- During Execution moves, try to slice the Tripod that Raiden automatically extracts from the Raptor. This will count as a kill. If you take down the Raptor with any other method, however, the Tripod is set free, and has to be dealt with as a regular enemy.

Weaknesses:

- Raptors are vulnerable to both EM and RP devices.
- One quick way to defeat a lone Raptor is to disable it with a grenade (or a charged Sai attack), and then pummel it until you trigger an Execution opportunity. This requires a full Fuel Cell Gauge, of course.
- Though Raptors are fast and highly mobile, the Pincer Blades can prove very effective against them. Standard blows are usually too slow to be of any utility, but whenever you notice a Raptor charging up an EM Generator attack, you have ample time to back off and pre-charge a Wake Turbulence combo. Unleash this when the Raptor approaches and you will usually both knock it down and weaken some of its body parts. You can then finish it off with a Heat Burst, or take advantage of its weakened state to land a Parry Counter (which, combined with an Execution, is a safe way to secure a Zandatsu).
- Though perhaps a little inconsistent, Raptors can be launched and juggled to a limited degree. Once they are weakened (one body part in blue), you can even bowl them from their feet with a Sliding Tackle.

ANGRY STATUS ENHANCEMENTS

UPGRADE	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Strength Bonus	+10%	+50%	+50%	+100%	+100%
Defense Bonus	+10%	+50%	+70%	+90%	+90%

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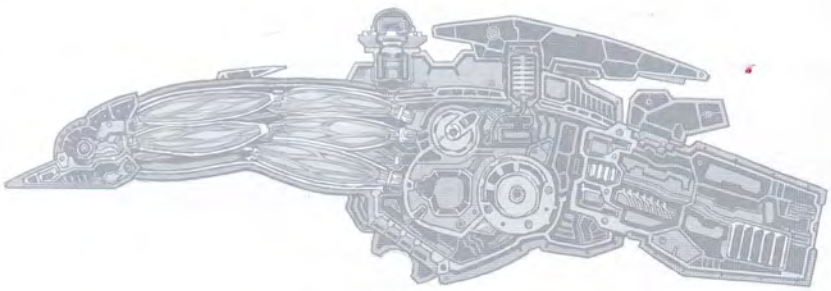
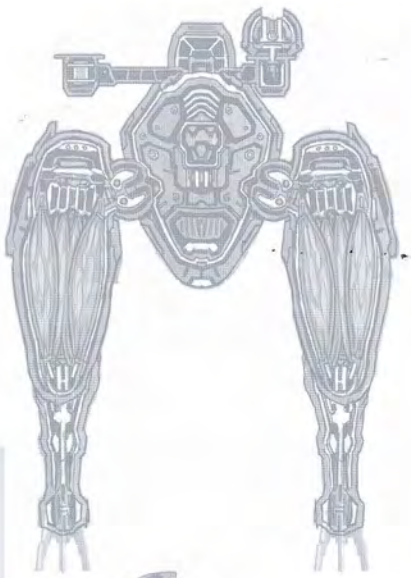
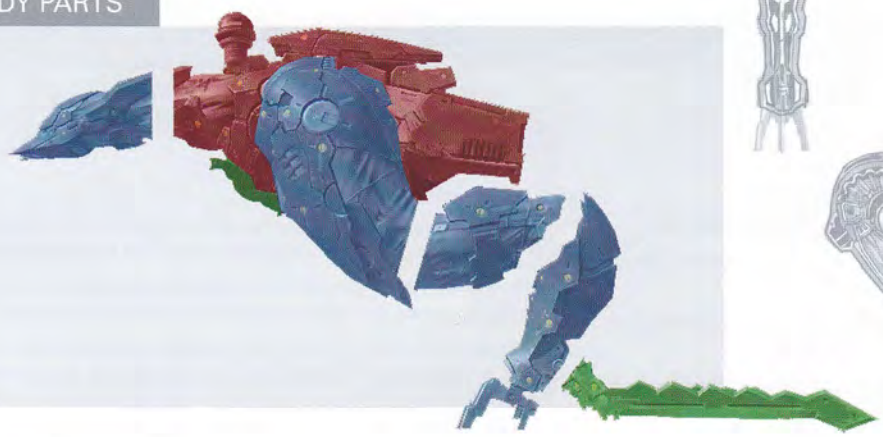


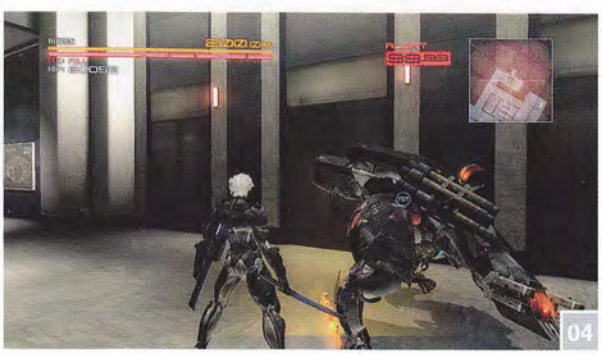


BODY PARTS



PARRY COUNTER NOTES

ATTACK	NOTES
Pounce & Dash Pounce	The Raptor makes a small jump forward and attacks with a short preparation time. Activate the parry command just as its head begins to move downwards (01).
Neck Swing	This attack propels Raiden in the air. Wait for around half a second after the red glimmer appears to activate the parry command precisely as the Raptor starts swinging its neck upwards (02).
Side Kick & Back Kick	Short preparation time; activate the parry command less than half a second after the red glimmer, when the Raptor moves on from its charging stance to the first frames of the thrusting animation (03).
Roundhouse Kick	Activate the parry command approximately half a second after the Raptor positions the blade on the floor (04).



QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
BP
ACHIEVEMENTS & TROPHIES

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VODOMJERKA

LIFE VALUES

VARIANT/VULNERABILITY MILESTONE	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Vodomjerka	105	210	315	483	483
Stun	35% of total health remaining				
Destruction	25% of total health remaining				

ATTACKS

WEAPON	ATTACK	DAMAGE					PARRY
		EASY	NORMAL	HARD	VERY HARD	REVENGEANCE	
No Weapon	Spinning Attack	25	50	75	100	500	Yes
	Charging Attack	45	90	135	180	900	Yes
Flame Launcher	Flame (per second)	60	60	90	120	600	No

Notes:

- You only face this enemy type in File R-02, and in certain VR Missions.
- The tanks situated on the upper section of each leg will explode (and damage Raiden) when hit.
- The flamethrower attack cannot be parried, and inflicts damage for as long as Raiden is on fire. Use Ninja Run to extinguish the flames.
- A Vodomjerka's legs have independent health values. If you focus on a single leg, you can actually destroy the Vodomjerka quickly, without ever attacking its main body.

Weaknesses:

- Vodomjerkas are vulnerable to charged Sai attacks, and to both EM and RP Grenades; note that the effect of the latter lasts for longer. Once disabled by a grenade, you can easily stun this target (and trigger an Execution opportunity if your Fuel Cell Gauge is full) with blade strikes or a Pincer Blades combo.
- The jet-powered lunge attack is fairly simple to Parry Counter. If your riposte connects, this usually leads to an immediate Execution opportunity.
- Outside of Executions, it can be a bit awkward to manually align a Zandatsu on a Vodomjerka, as this requires a static jump, and with no assistance whatsoever from the game camera. In situations where you absolutely need a Zandatsu, there is a special trick that you can use. Once the target is weakened, switch to Blade Mode and sever one of its "feet" – not the leg, but only the portion directly in contact with the ground. This will cause the Vodomjerka to collapse. It's then much easier to align a Zandatsu while your opponent lies prone.
- A fully charged Pincer Blades combo will usually break at least one leg instantly, leaving a Vodomjerka ripe for an easy finish.

BODY PARTS

PARRY COUNTER NOTES

ATTACK	NOTES
Spinning Attack	You can only meet the final hit with a Parry Counter, which requires that you block the two blows beforehand. If you perform the parry command frenetically, the riposte will usually take place automatically (01). However, you should note that Raiden's follow-up blow will not always make contact with the target.
Lunge Attack	The Vodomjerka often employs this attack when it is distant from Raiden. Activate the parry command at the last moment, just before the collision (02). The counter won't always connect, but you can engineer further opportunities by running away from the target.

01

02

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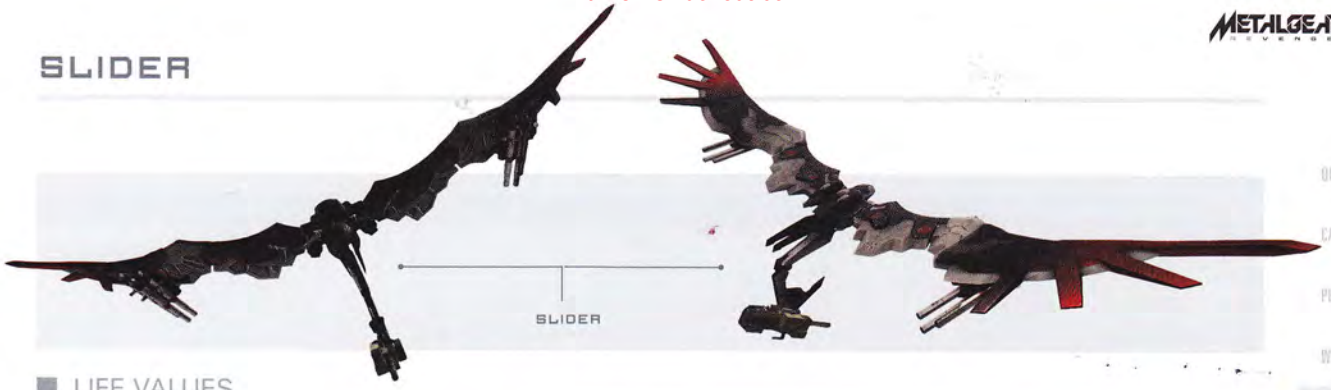
SLIDER



LIFE VALUES

VARIANT	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Slider	60	80	100	120	160

ATTACKS

WEAPON	ATTACK	DAMAGE					PARRY
		EASY	NORMAL	HARD	VERY HARD	REVENGEANCE	
No Weapon	Vertical Roll	30	60	90	120	600	Yes
	Tackle	40	80	120	160	800	Yes
Machine Gun	Each bullet	5	5	5	5	5	No
Missile Launcher	Each missile	20	20	20	20	20	No

Notes:

- Sliders have no body parts *per se*. Any Blade Mode slice will kill them.
- You cannot assassinate them with a Ninja Kill.
- They can be encountered on their own, or be piloted by a Cyborg. In the latter case, they will not use their usual range of attacks until the pilot detaches.

Weaknesses:

- Sliders are one of the hardest foes to kill with a Zandatsu, as Blade Mode slices on other parts of the body will cause the weak spot to disappear. Conversely, as a single Blade Mode strike is always fatal, it means that you can secure ridiculously swift kills whenever you just need to remove them from the equation.
- The Sai is tailor-made for dealing with Sliders, and presents the best way to secure a Zandatsu kill: simply enter Blade Mode after the Sai propels Raiden into position, then carefully align the weak point for the decisive slice.
- Without the Sai, jumping to hit a Slider with a combo (or, worse still, an instant Blade Mode assault) can be an extremely awkward process. Unless you specifically need a Zandatsu to meet a score requirement, it can be easier to simply dispatch them with a Homing Missile. Expert players can alternatively run away to engineer the "tackle" melee attack, which can be met with a Parry Counter.
- A charged Sai attack (or Homing Missile explosion) on a manned Slider will cause the pilot to fall; note that Raiden will not be pulled to either with a Sai attack. This can be problematic in certain situations. With practice, it is possible to jump at manned Sliders and kill both targets with a precision mid-air Blade Mode slice – potentially gaining two Electrolyte Cores in the process. Though tricky to align, the jump and attack is easier to perform against the slow-moving manned Sliders.
- Whenever you are aiming for No Damage bonuses, Sliders are priority targets. Their machine guns are negated by Ninja Run, but splash damage from their missiles can be problematic.

PARRY COUNTER NOTES

ATTACK	NOTES
Vertical Roll	Activate the parry command not long after you see the red glimmer, just as the Slider's "sting" reaches its lowest point and starts moving towards Raiden (01).
Tackle	This move is telegraphed by a red glimmer and the fact that the Slider turns yellow. Input the parry command at the last split-second, when the Slider is about to make contact with Raiden (02).

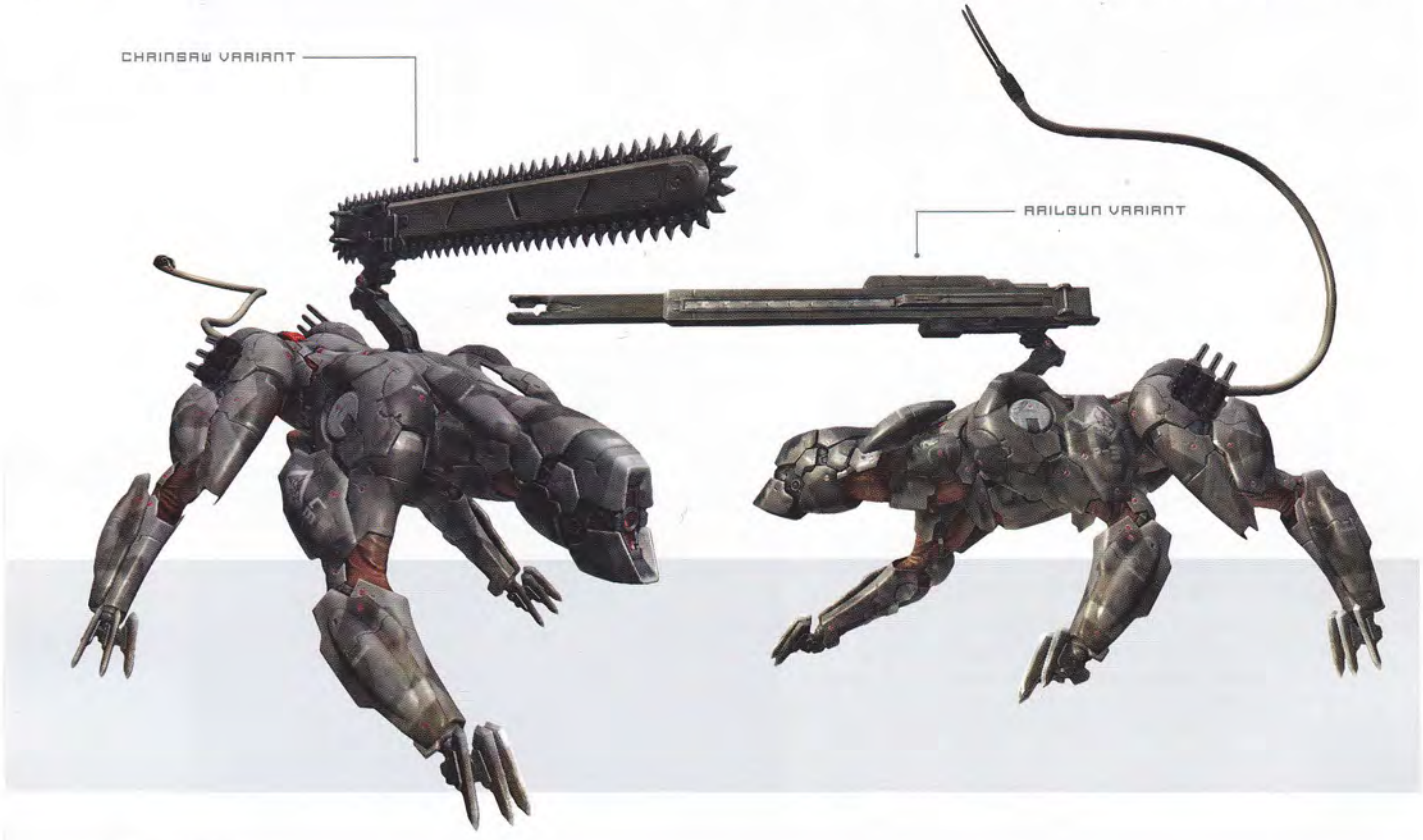
QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
DP
ACHIEVEMENTS & TROPHIES

Lament@Xbox360iso

LIFE VALUES

VARIANT/VULNERABILITY MILESTONE	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Fenrir (Chainsaw)	250	300	350	450	500
Fenrir (Railgun)	200	250	300	400	450
Weapon: Armor Break*	50% of total health remaining				
Front Left Leg: Armor Break*	40% of total health remaining				
Front Right Leg: Armor Break*	35% of total health remaining				
Tail: Armor Break*	35% of total health remaining				
Rear Left Leg: Armor Break*	30% of total health remaining				
Rear Right Leg: Armor Break*	25% of total health remaining				
Body: Armor Break*	20% of total health remaining				

* These values show the order in which you weaken the Fenrir's body parts, irrespective of where Raiden's blows actually land.



ATTACKS

WEAPON	ATTACK	DAMAGE					PARRY
		EASY	NORMAL	HARD	VERY HARD	REVENGEANCE	
No Weapon	Claws	30	60	90	120	600	Yes
	Pounce	50	100	150	200	1,000	Yes
Throwing Knife	Each knife	20	40	60	80	400	Yes
Chainsaw	Vertical & Horizontal Attack	45	90	135	180	900	Yes
	3-hit Combo	35	70	105	140	700	Yes
		40	80	120	160	800	Yes
		45	90	135	180	900	Yes
	Stab	70	140	210	280	1,400	Yes
Railgun	Charged Shot	50	100	150	200	1,000	No
	Rapid Fire	15	30	45	60	300	No

Notes:

- As this is an armored opponent, you can only slice weakened body parts (shown with a blue highlight) in Blade Mode.
- After weakening a Fenrir's weapon, you can slice it to destroy it, which can make the battle easier. This is especially applicable for railguns, as their shots are extremely difficult to evade. If you don't have the opportunity to do so, take cover or quickly move close to the Fenrir to cancel the attack during its preparation phase. A Fenrir usually needs a few seconds to recover after each railgun charged shot.
- You cannot Ninja Kill this enemy type.
- See page 55 for guidance on the unique LQ-84i "sub-boss" battle.

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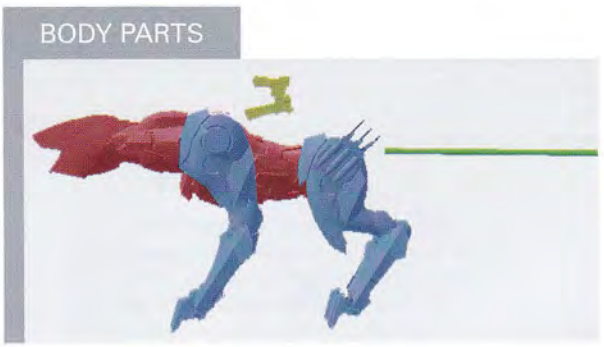
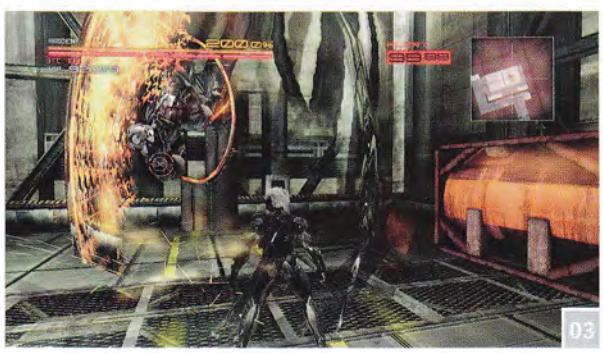
Weaknesses:

- Fenrir are vulnerable to both EM and RP Grenades, though the effect of the RP version lasts much longer.
- A good way to eliminate a Fenrir is to knock it down with a Sai combo. Follow up with fast blade strikes or a Pincer Blades combo to trigger an Execution opportunity.
- A lone Fenrir isn't much of a threat. In groups, however, they are extremely difficult to manage. If you can retreat to a favorable location and create a choke point, or simply force them to negotiate an obstacle to reach Raiden, you can avoid situations where they overwhelm you in open space. When this is not a possibility, a very aggressive approach is sometimes the safest option. Run in at close range, activate Ripper Mode and shred them, taking advantage of their relatively low health. In other instances, fast Pole-Arm combos can trigger Execution opportunities, or incapacitate and damage multiple targets herded into a corner – though this is risky on higher difficulty levels.

BODY PARTS





PARRY COUNTER NOTES

ATTACK	NOTES
Claws	The Fenrir runs forward and stops briefly with a red glimmer, before jumping to strike. Activate the parry command the moment it leaps (01).
Pounce	The Fenrir crouches with its head turned to its right (and a yellow glow), then leaps forward – activate the parry command just before the target is poised to touch Raiden (02).
Chainsaw Blow	Activate the parry command around half a second after the red glow, as the chainsaw starts its full swipe, with a large "slash" arc clearly visible (03).
3-hit Chainsaw Combo	The Fenrir briefly stops and uses its glowing chainsaw to strike three times in succession. Activate the parry command approximately one second after the red glow, as the chainsaw starts its full swipe, with a large "slash" arc clearly visible. The first strike is the easiest to counter (04).
Chainsaw Stab	This is foreshadowed by a series of non-attacking leaps around Raiden, before the Fenrir briefly crouches prior to a pounce. Activate the parry command just before the Fenrir makes contact with Raiden (05).

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
DP
ACHIEVEMENTS & TROPHIES

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HAMMERHEAD

LIFE VALUES

VARIANT/VULNERABILITY MILESTONE	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Hammerhead	256	320	480	640	640
Destruction	40% of total health remaining				
Missile-Run Sequence	30% of total health remaining				

ATTACKS

WEAPON	ATTACK	DAMAGE					PARRY
		EASY	NORMAL	HARD	VERY HARD	REVENGEANCE	
No Weapon	Charge	50	100	150	200	1,000	Yes
Machine Gun	Each bullet	1	2	3	4	20	No
Missile Launcher	Each missile	40	80	120	160	800	Yes

Notes:

- Once you reduce its health to 30%, a Hammerhead will retreat before it fires a barrage of missiles at Raiden. This offers you a free Execution opportunity after you follow the onscreen prompt to Ninja Run over the projectiles. If time is of the essence, you can skip the rather lengthy Execution sequence by continuing to land blows before it flies away. If necessary, enter Blade Mode – or just use Ripper Mode at the first opportunity – to destroy it before it can move out of range.
- Missiles fired by Hammerheads can be parried or sliced. Cleaved rockets will often drop recovery items. The drop rate varies depending on the difficulty level (see nearby table).

Weaknesses:

- You can stun Hammerheads with Homing Missiles, which leaves them ripe for melee attacks. However, obstructions beneath their position may prevent them from descending to ground level.
- They are vulnerable to both EM and RP Grenades, though a charged Sai attack is much more practical. The Sai is usually the best way to deal with Hammerheads: pull Raiden to the target and follow up with combos. This can be repeated until the target is destroyed (or the Execution opportunity arises, should you need a lengthy hit total).

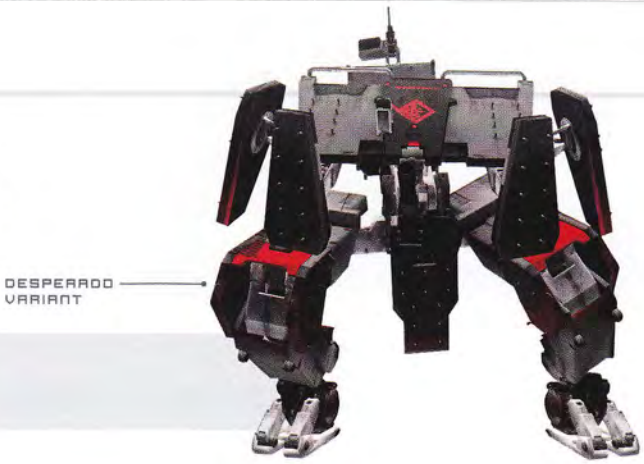
PARRY COUNTER NOTES

ATTACKS	NOTES
Tackle	The Hammerhead turns red and charges. Activate the parry command at the last split-second, just before it slams Raiden (01).

CLEAVED ROCKET ITEM DROPS

PARAMETERS	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Drop Rate	60%	40%	30%	20%	20%

GRAD



LIFE VALUES

VARIANT/VULNERABILITY MILESTONE	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
GRAD (Standard)	212	425	510	1062	1,275
GRAD (Desperado)	425	850	1,020	2,125	2,550
Shield Endurance	Equivalent to 14% of total health				
Main Cannon Endurance	Equivalent to 14% of total health				
Execution Milestone	10% of total health remaining				

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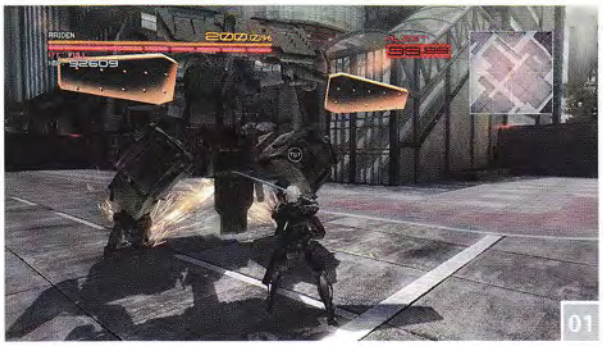
ATTACKS

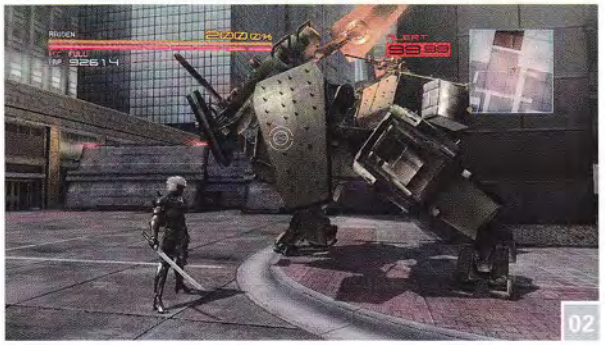
WEAPON	ATTACK	DAMAGE*					PARRY
		EASY	NORMAL	HARD	VERY HARD	REVENGEANCE	
No Weapon	Spinning Attack	55	110	165	275	1,100	Yes**
Machine Gun	Each bullet	0.5	1	1.5	2.5	10	No
Main Cannon	Each shot	50	100	150	250	1,000	No
Homing Missile	Each missile	25	50	75	125	500	No
Small Missile	Each missile	10	20	30	50	200	No
Shield	Shield Clap, Shield Slam, Shield Uppercut	60	120	180	300	1,200	Yes

* These damage values apply to the Desperado variant. Standard GRADs inflict 25% less damage.
** Can be parried, but a Parry Counter isn't possible.

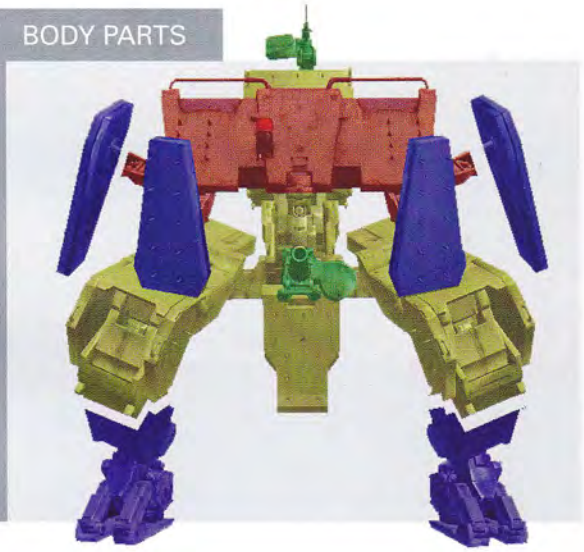
Notes:

- You face the Desperado GRAD from File R-04 onwards. The sub-boss encountered in File R-02 also belongs to this category (though it has a higher health total and other unique characteristics – see page 96).
- You can slice shields and the main cannon once you have weakened them. Slicing the main cannon prevents the GRAD from using some of its ranged attacks, which can be useful if you are attempting to secure a No Damage bonus.
- Homing Missiles can be parried or sliced; when cleaved, they will often drop recovery items.
- You cannot Ninja Kill this enemy variety.





BODY PARTS



Weaknesses:

- The GRAD is vulnerable to both EM and RP Grenades.
- Due to its high mobility and the damage it can deal from afar, this is a target that is best fought at very close range. Not only does this enable you to deal damage, but it also offers an opportunity to attack while the GRAD opens fire to no avail. Furthermore, staying in tight proximity will encourage this opponent to launch melee attacks with its shields, which you can Parry Counter. Its shield attacks are all signposted by a yellow glow.
- An efficient way to get rid of a GRAD is to use a charged Sai attack to disable it, then begin a lengthy combo. You can then repeat this for as long as required: the GRAD's recovery from the stun effect takes longer than the recharge period of the Sai. This also makes it easy to curtail chases where the GRAD slaloms frustratingly out of reach.
- It can often be more effective to ignore Blade Mode prompts to destroy individual components, instead focusing on lengthy combos. With a suitably ferocious assault, you can keep a GRAD off its feet until the Execution prompt appears.

PARRY COUNTER NOTES

ATTACK	NOTES
Shield Clap	The GRAD extends its shields on both sides, then claps them together. Activate the parry command as the shields start moving from the side to the middle (01).
Shield Smack	The GRAD slams Raiden with the shields on one if its arms. It charges up the attack with a clear stance, where it holds the arm concerned back: activate the parry command as the arm starts to move towards Raiden (02).
Shield Uppercut	The GRAD skates around with one shield deployed and strikes with an uppercut blow that propels Raiden into the air. Wait for the tank to "dance" around Raiden (sometimes in a full circle) and activate the parry command only as the shield itself is about to strike at the end of the sequence (03).
Shield Crush	The GRAD briefly stops and crushes Raiden with its frontal shield. Parry just as the shield starts moving downwards, less than one second after it started glowing.

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BOSSES

All boss battles are covered in great detail in the Walkthrough chapter, so we would suggest that you avoid reading any further until you have completed the main storyline. This section offers additional technical details and parameters.

METAL GEAR RAY

Complete battle strategy: see page 42

LIFE VALUES

VARIANT/VULNERABILITY MILESTONE	E	N	H	VH	R
1st Battle	3,000				
2nd Battle	1,500				
Execution Milestone	1% of total health				

ATTACKS

WEAPON	ATTACK	DAMAGE					PARRY
		E	N	H	VH	R	
No Weapon & Blade	All attacks	40	80	120	400	1,200	Yes
Machine Gun	Each bullet	7.5	15	22.5	75	225	No
Missile Launcher	Each missile	25	50	75	250	750	No
Plasma Cannon	Small Laser Beam	50	100	150	500	1,500	No
	Large Laser Beam*	150	300	450	1,500	4,500	No

* First battle only.

DAMAGE PER SLICED BODY PART

ATTACK TO PARRY	SLICED BODY PART	SLICE DAMAGE				
		E	N	H	VH	R
Bite; Tackle	Head	880	850	650	350	350
	Shoulder Machine Gun (Left & Right)	880	850	650	350	350
Stomp	Leg Armor (Left & Right)	920	850	650	350	350
	Thigh Machine Gun (Left & Right)	880	850	650	350	350
Tail Swipe	Tail	1,020	1,020	800	650	650
-	Head (2nd Battle)	650	500	430	350	350
-	Shoulder Machine Gun (2nd Battle)	650	500	430	350	350

Notes:

- You deal extra damage to each body part by slicing them at least once in Blade Mode. You get slicing opportunities every time you parry and attack. The body part you get to slice is related to the one Ray used to attack.
- You can also trigger slicing opportunities by reaching damage milestones on each body part, as revealed in the "Damage Milestones to Slice" tables.
- Every time you slice a body part, this causes significant damage, as revealed in the "Damage per Sliced Body Part" table.

DAMAGE MILESTONES TO SLICE

BODY PART	DAMAGE NECESSARY TO SLICE				
	E	N	H	VH	R
Head (1st Battle)	120	170	230	400	400
Legs (1st Battle)	80	170	230	350	350
Head (2nd Battle)	150	250	300	400	400

MISTRAL

Complete battle strategy: see page 72

PARAMETERS (MISTRAL)

PARAMETER	E	N	H	VH	R
Life	650	700	850	1,400	2,500
Damage for 1st Pole-Arm slice	40	40	55	100	100
Damage for 2nd Pole-Arm slice	50	50	65	140	140
Damage for 3rd Pole-Arm slice	65	65	75	180	180
Time to rebuild Pole-Arm	10 seconds				
Stick "waggles" to evade whip attack	16	20	22	28	28

PARAMETERS (MISTRAL CLONE MODEL)

PARAMETER	E	N	H	VH	R
Life	350	700	1,050	1,400	1,400
Damage for 1st Pole-Arm slice	1	1	3	4	10
Damage for 2nd Pole-Arm slice	1	3	4	7	12
Damage for 3rd Pole-Arm slice	3	6	7	10	15
Time to rebuild Pole-Arm	5 seconds				
Stick "waggles" to evade whip attack	16	20	22	28	28

ATTACKS

WEAPON FORM	ATTACK	DAMAGE				
		E	N	H	VH	R
Pole-Arm	3-hit Combo	40	80	120	240	800
		40	80	120	240	800
		55	110	165	330	1,100
	Back Attack	40	80	120	240	800
	Strong Attack	60	120	180	360	1,200
Whip	2-hit combo attacks	35	70	105	210	700
	Diving Kick	50	100	150	300	1,000
	5-hit combo attacks	30	60	90	180	600
	Buried Whip	60	120	180	360	1,200
Misc.	Pinwheel Attack	50	100	150	300	1,000
	Tripod Throw	30	60	90	180	600

MONSOON

Complete battle strategy: see page 126

ATTACKS

NAME	DAMAGE				
	E	N	H	VH	R
Sai Attacks	15	30	45	75	240
Kick Attacks	42	85	127	212	680
Magnetic Force Projectiles	75	150	225	300	1,500
Kick Launcher	17	35	52	87	280
Lorentz Force Projectiles	150	300	450	600	3,000
Aerial Attack	35	70	105	175	560

LIFE*

E	N	H	VH	R
800	1,000	1,300	1,900	1,900

* Monsoon's clone only has 37% of the boss's Life value, but inflicts 10% more damage.

Lament@Xbox360iso

SUNDOWNER

Complete battle strategy: see page 154

ATTACKS

PHASE	NAME	DAMAGE E	N	H	VH	R
1	2-hit Combo	35	70	105	175	700
		45	90	135	225	900
	4-hit Combo	35	70	105	175	700
		35	70	105	175	700
		35	70	105	175	700
		45	90	135	225	900
	Single Sword Attack	45	90	135	225	900
	Dash Attack	65	130	195	325	1,300
	Shield Bash	45	90	135	225	900
	Shield Explosion	60	120	180	300	1,200
	Tackle	65	130	195	325	1,300
	Blood Bath	135	270	405	675	2,700
2	Upward Strike	45	90	135	225	900
	Forward Thrust	75	150	225	375	1,500
	Spotlight Pole Blow	80	160	240	400	1,600
	Scissor Swipe	75	150	225	375	1,500
	5-hit Combo	35	70	105	175	700
		35	70	105	175	700
		35	70	105	175	700
		45	90	135	225	900
		75	150	225	375	1,500

PARAMETERS

PARAMETER	E	N	H	VH	R
Life	520	650	845	1,495	3,000
Damage reduction during Phase 1	35%	40%	40%	45%	45%
Time in Blade Mode to slice shields (seconds)	6	5	5	4	4
Hammerhead respawn time (seconds)	45	40	35	30	20
Damage sustained during Slider sequence	125	250	375	500	625

SAM

Complete battle strategy: see page 166

ATTACKS

NAME	DAMAGE E	N	H	VH	R
Upward Slash	60	120	180	240	1,200
Combo Attacks	30	60	90	120	600
Final Attack in Combo	55	110	165	220	1,100
Jump Attack	67	135	202	270	1,350
Explosive Aura & Charged Attack	60	120	180	240	1,200
Grab	150	300	450	600	3,000
Rock Throw	60	120	180	240	1,200
Rush Attack	65	130	195	260	1,300

PARAMETERS

PARAMETER	E	N	H	VH	R
Life	1,280	1,600	1,920	2,400	3,000
Guard Break	50 damage in 2 seconds	60 damage in 2 seconds	80 damage in 1 second	100 damage in 1 second	120 damage in ⅔ second

EXCELSUS

Complete battle strategy: see page 174

ATTACKS

NAME	DAMAGE E	N	H	VH	R
Trample	90	180	270	360	1,800
Leg Swipes	80	160	240	320	1,600
Two-arm Guillotine	90	180	270	360	1,800
Combo Guillotine	80	160	240	320	1,600
One-arm Swipe	75	150	225	300	1,500
Two-arm Swipe	85	170	255	340	1,700
Laser Beam	100	200	300	400	2,000

LIFE

E	N	H	VH	R
1,300	2,600	3,120	3,640	3,640

ARMSTRONG

Complete battle strategy: see page 177

ATTACKS

NAME	DAMAGE E	N	H	VH	R
All Melee Attacks	100	200	300	400	2,000
Explosive Aura	150	300	450	600	3,000
Projectile	200	400	600	800	4,000
Projectile: Final Attack	400	800	1,200	1,600	8,000
Trail of Fire	150	300	450	600	3,000

PARAMETERS

PARAMETER	E	N	H	VH	R
Life	1,200	1,500	2,250	6,000	6,000
Phase 1: Max Duration (seconds)	50	60	75	90	90
Phase 2: Max Duration (seconds)	90	100	120	140	160

E = Easy; N = Normal; H = Hard; VH = Very Hard; R = Revengeance

Lament@Xbox360iso

MOVES & COMBOS

The following tables list all moves and combos available in the game.

- The values in the Max Power column reveal the maximum amount of damage dealt by each combo with Raiden's default High-Frequency Blade *without* upgrades. These baseline figures are included primarily as a point of interest, and do not necessarily reflect the relative worth of each attack: other factors, such as the length of animation sequences and the unique "character" of each weapon, can have a profound influence.
- Multi-hit combos inflict the damage shown in the Max Power column if all blows strike their target. However in most cases, the initial hits are weak – it's usually the last hit of these combos that inflicts the greatest harm. With extendable combos, it can be more efficient in terms of overall damage-per-second to stick to the basic command and deal the final blow as soon as you can. That said, if a lengthy hit total is your goal, pressing the final button in an extendable combo sequence repeatedly can make combos such as Plume de l'ange twice as long.
- Certain attacks have a super slow-motion effect when they connect. If you activate Blade Mode immediately after performing them, enemies become 10 times slower than Raiden (as opposed to only twice as slow under standard Blade Mode conditions). This makes it *much* easier (and safer) to make precision blade strikes and complete Zandatsu kills, even if Raiden and his target are moving during the process.
- Many of the additional effects documented in the Notes column may not work against armored foes until they have been weakened – that is, at least one body part highlighted in blue.
- We do not include Ninja Kill in these tables: this move is always instantly lethal, and can only be performed outside of active combat. Don't forget that, in most instances, Ninja Kills do not count towards your final score totals in a Ranked Battle – we highlight the precious few exceptions in the Walkthrough chapter. If you have no need to secure a Zandatsu, note that you can abbreviate the lengthy slow-motion sequence with a split-second entry into Blade Mode.

BLADE MOVES & COMBOS

NAME	COMMAND		MAX POWER	NOTES
	XBOX 360	PS3		
Light Attack	X	□	8	-
Ninja Run Attack	X (while Ninja Running)	□ (while Ninja Running)	5	-
Sliding Tackle	Y (while Ninja Running)	△ (while Ninja Running)	8	Super slow-motion effect
Defensive Offense	X + A	□ + ⊗	8	Makes Raiden invincible for 0.33 seconds
Launcher	X, slight pause, X	□, slight pause, □	10	Super slow-motion effect; launches target
Draw Attack	Hold X	Hold □	15	-
Draw Attack (Max Charge)	Hold X until maximum charge	Hold □ until maximum charge	35	Super slow-motion effect
Sky High	LT, LT, X	L2, L2, □	18	Launches target
Thunder Strike	LT, LT, X	L2, L2, □	20	Super slow-motion effect
Mid-Air Slice	X repeatedly (while airborne)	□ (while airborne)	8	-
Mid-Air Slice (5th Attack)	X (while airborne)	□ (while airborne)	15	Super slow-motion effect
Strong Attack	Y	△	12	-
Right Back Kick	Y, Y	△, △	12	-
Triple Kick	Y, Y, Y	△, △, △	16	-
Flurry Kick	Y, Y, Y, Y	△, △, △, △	53	Extendable combo
Tornado Slash	Y, X	△, □	10	-
Stab Kick	Y, X, Y	△, □, △	18	Super slow-motion effect
Cross Slice	Y, Y, X	△, △, □	16	-
Low Roundhouse	Y, Y, X, Y	△, △, □, △	30	Super slow-motion effect
Triple Kick Upswing	Y, Y, Y, X	△, △, △, □	20	-
Throat Slicer	Y, Y, Y, X, Y	△, △, △, □, △	30	Super slow-motion effect
Ankle Slicer	Y, slight pause, X	△, slight pause, □	18	Knocks target down
Heel Drop	Y, slight pause, X, Y	△, slight pause, □, △	20	Super slow-motion effect
Rolling Thunder	Y, slight pause, Y	△, slight pause, △	18	Launches target
Falling Lightning	LT + Y (while airborne)	L2 + △ (while airborne)	15	Super slow-motion effect
Lightning Strike	LT, LT, Y	L2, L2, △	23	Super slow-motion effect
Sweep Kick	LT, LT, Y	L2, L2, △	20	Super slow-motion effect; knocks target down
Stormbringer	LT (full rotation) + Y	L2 (full rotation) + △	60	-
Crescent Slice	Y (while airborne)	△ (while airborne)	15	-
Head Cracker	Y, Y (while airborne)	△, △ (while airborne)	25	Super slow-motion effect

Lament@Xbox360iso

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
BP
ACHIEVEMENTS & TROPHIES

POLE-ARM MOVES & COMBOS

NAME	COMMAND		MAX POWER	NOTES
	XBOX 360	PS3		
Coup d'oeil de l'ange	Y	△	18	-
Baillement de l'ange	Y, Y	△, △	17	-
Prière de l'ange	Y, Y, Y	△, △, △	18	-
Chant de l'ange	Y, Y, Y, Y	△, △, △, △	36	Super slow-motion effect
Malice de l'ange	Y, X	△, □	17	-
Plume de l'ange	Y, X, Y	△, □, △	43	Extendable combo; super slow-motion effect; launches target
Larme de l'ange	Y, Y, X	△, △, □	15	-
Lamentation de l'ange	Y, Y, X, Y	△, △, □, △	59	Extendable combo; super slow-motion effect
Aile de l'ange	Y, Y, Y, X	△, △, △, □	20	-
Sommeil de l'ange	Y, Y, Y, X, Y	△, △, △, □, △	57	Extendable combo; super slow-motion effect; knocks target down
Vent du ciel	Y (while airborne)	△ (while airborne)	15	-
Bienvenu du ciel	Y, Y (while airborne)	△, △ (while airborne)	35	Super slow-motion effect; knocks target down
Lumière du ciel	L, L, Y	L, L, △	23	Super slow-motion effect
Marches du ciel	L, L, Y	L, L, △	21	Super slow-motion effect; launches target
Cercle de l'ange	L (full rotation) + Y	L (full rotation) + △	72	Extendable combo

SAI MOVES & COMBOS

NAME	COMMAND		MAX POWER	NOTES
	XBOX 360	PS3		
Stabbing Despair	Y	△	15	Long range: pull Raiden to target; Close range: blow target away
Force of Magnetism	Y (during Stabbing Despair)	△ (during Stabbing Despair)	25	Super slow-motion effect; knocks target down

PINCER BLADES MOVES & COMBOS

NAME	COMMAND		MAX POWER	NOTES
	XBOX 360	PS3		
Dust Devil	Y	△	40	Launches target
Whirlwind	Hold and release Y	Hold and release △	75	Final attack can sever weakened body parts
Turbulence	Y, Y	△, △	40	-
Wake Turbulence	Y, hold and release Y	△, hold and release △	85	Final attack can sever weakened body parts
Down Burst	Y, Y, Y	△, △, △	60	-
Heat Burst	Y, Y, hold and release Y	△, △, hold and release △	95	Final attack can sever weakened body parts
Cyclone	Y (while airborne)	△ (while airborne)	55	-
Spiral Hand	Hold and release Y (while airborne)	Hold and release △ (while airborne)	99	Final attack can sever weakened body parts

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INSTANT ZANDATSU & INSTANT KILLS

All standard Cyborgs (and Sliders) can be hit with a fatal Blade Mode slice at any time, with no need to weaken them beforehand. If your Blade Mode cut hits the weak point, you can perform a Zandatsu; if it hits the head or torso, the Cyborg dies instantly – which is sometimes preferable when score constraints, such as time limits, make Zandatsu unpractical or surplus to requirements. If you sever a limb, this will cause the target to vanish (without being killed) once you move away.

There are various ways to engineer instantly lethal slices. The following text details the most efficient methods:

- **Single blow + Blade Mode slice:** With practice, this is probably the most effective solution. Approach a Cyborg while jogging, deal a single blow to briefly stagger him, then immediately enter Blade Mode. The initial blow will usually cause the camera to be automatically pre-aligned on the target's weak spot, meaning that you only need to press a slice button to complete a Zandatsu (though you can always aim for another body part if required).
- **Sliding Tackle + Blade Mode slice:** During a Sliding Tackle, activate Blade Mode to perform a lethal slice; a benefit of this approach is that it makes it very easy to sever legs if you are aiming for a No Kills bonus. As Raiden is in motion throughout, and therefore hard for opponents to hit, this is one of the safest ways to dispatch Cyborgs. It can also be employed to eliminate multiple targets with one entry into Blade Mode: Raiden can strike any target within range while the slide is active.
- **Sai pulling move + Blade Mode slice:** Pull yourself to your target with the Sai, then activate Blade Mode at close quarters to slice the target. This is extremely effective against Sliders, who can otherwise be hard to reach. Note that dealing a follow-up melee blow (Force of Magnetism) with the Sai before entering Blade Mode causes a super slow-motion effect that makes it easier to align your slices (see "Crowd Control").
- **Falling Lightning + Blade Mode slice:** If you play with no Custom Weapon equipped, you can use the Falling Lightning attack to dive towards a target and slice it straight after the blow. This causes a super slow-motion effect while in Blade Mode.
- **Lightning Strike + Blade Mode slice:** Dash to your target with Lightning Strike, and switch to Blade Mode as soon as the attack connects to perform the lethal slice. This approach will also trigger the super slow-motion effect.

CROWD CONTROL

When you face multiple enemies in close quarters, you can use certain offensive moves to temporarily neutralize several foes with a single assault ( ). Launching enemies into the air (with Sky High, for example) can enable you to deal with other targets, enter Blade Mode to slice the airborne targets, or even "juggle" them with combos (the Pole-Arm is extremely useful in this scenario). A Sweep Kick will knock many opponents down; a Lightning Strike will repel them. These are just a handful of examples. Depending on the nature of the battle in question, temporarily incapacitating vulnerable foes can enable you to target specific enemies while their allies recover. As you reach higher difficulty levels and aspire to high scores, you will come to realize that most fights are not a simple matter of killing all opponents: you really need to "manage" the battlefield to eliminate assailants in an efficient order.

One important aspect of crowd control is the **super slow-motion** factor. When you enter Blade Mode, your enemies are usually slowed to 50% of their standard speed by default. This means that Raiden is twice as fast as his opponents, which can be enough to land a swift Zandatsu, but usually not enable you to perform slices on multiple targets. You can, however, trigger Blade Mode after attacks or situations that lead to a super slow-motion effect, where all enemies are slowed to a mere 10% of Raiden's speed. This gives you an incredible edge in combat encounters, as it becomes easier and safer to perform multiple blade strikes. You even have the luxury of being able to align the camera to strike a handful of targets. With Zandatsu kills against susceptible or weakened foes, this means that you can strike a few weak points in rapid succession, then collect multiple Electrolyte Cores to truncate the length of the "capture" animations. In battles where the S-Rank time requirement is tight, this can save valuable seconds.

The super slow-motion effect occurs when you kill an opponent, break their guard or destroy their armor, but it is also caused by certain specific moves or combos. Every time you successfully perform one of the attacks detailed in the following list, you can enter Blade Mode immediately to benefit from the super slow-motion effect.

- **Sliding Tackle:** The Sliding Tackle can be used in conjunction with Blade Mode to perform lethal slices against multiple standard Cyborgs and weakened foes.
- **Thunder Strike:** This single blow will repel all weaker targets it connects with. When you face a group of Cyborgs in close formation, this can be a very efficient way to buy yourself some time.
- **Mid-Air Slice:** Whenever you launch a target into the air (for example, with the Launcher or Sky High moves), you can perform a static jump and follow up with an aerial combo. If you deal Light Attacks, the fifth strike triggers super slow-motion. You can enter Blade Mode not only to perform a Zandatsu or similar finish on your current target, but also to slice other Cyborgs or weakened foes in range.
- **Sweep Kick:** This attack will knock down susceptible opponents (rendering them harmless until they stand up), and leads to a super slow-motion effect. Its range is limited, but in situations where a few weaker targets are in close proximity, it can be a great set-up for multiple Zandatsu kills with a single Blade Mode activation.
- **Chant de l'ange (Pole-Arm):** This basic Pole-Arm combo is also one of the most useful, as its huge range and multiple hits keep weaker enemies at bay.
- **Plume de l'ange (Pole-Arm):** One of the most efficient techniques for building long combos quickly. It will hit all targets surrounding Raiden, and only armored opponents can cut through it. The final blow launches all susceptible targets into the air, and it causes super slow-motion. Against crowds of standard Cyborgs or Tripods, this is an incredibly effective tool.
- **Bienvenu du ciel (Pole-Arm):** This aerial attack has limited range (Raiden will only hit the targets below him), but it can knock them down.
- **Marche du ciel (Pole-Arm):** This move is noteworthy because it launches affected opponents into the air, enabling you to follow up with an aerial combo or "juggle", if you wish, and it triggers super slow-motion if you activate Blade Mode – a very potent combination in terms of crowd control.

The Pincer Blades are also an important weapon whenever you face multiple opponents at once, particularly armored foes, with Wake Turbulence and Heat Burst being especially effective. Both attacks must be charged, which takes

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approximately three seconds: they are ready when the glow on the Pincer Blades is at its brightest. This isn't practical in the midst of a fight, of course, but if you can charge Wake Turbulence in advance, unleashing it on approaching enemies will usually cause tremendous damage, break armor parts, and even sever weakened limbs. Additionally, it can cut "through" enemy attacks: Raiden may sustain damage, but it's often a beneficial trade due to the raw power of the Pincer Blades. Heat Burst can be pre-charged while Wake Turbulence is being executed. If you unleash both in a row, even the sturdiest opponents – such as Berserkers – will usually be destroyed, or at least lose a limb or two.

RIPPER MODE

Available during your first playthrough from File R-04 onwards (and at any point following R-00 in subsequent playthroughs), Ripper Mode is a temporary power-up status that you can activate (press L1 + R1/L3 + R3 simultaneously) whenever Raiden's Fuel Cell Gauge is full.

- The moment you activate Ripper Mode, Raiden becomes a killing machine. Not only does he deal additional damage, vulnerable body parts will be sliced instantly in real-time as you attack targets. Against tougher enemies, Ripper Mode greatly speeds up the destruction of armor parts.
- Ripper Mode has two main applications. Firstly, it's a fantastic last-resort tool when you are overwhelmed by enemies. Secondly, it can be used by experienced players as part of advanced strategies to secure S-Ranks on higher difficulty levels. There are many Ranked Battles in the game that feature several armored opponents simultaneously, and Ripper Mode is of great utility when you need to destroy such targets without delay (02).
- Ripper Mode rapidly depletes Fuel Cell energy, and ends once the bar is empty (or if you press the sticks again to manually deactivate it). However, you can still refill the Fuel Cell Gauge by performing a Zandatsu, making it possible to remain in Ripper Mode for a longer period of time. You can equip Electrolyte Packs as Raiden's automatic recovery item to enter prolonged Ripper Mode rampages.
- Ripper Mode has a property that can be of great use in battles with a high Longest Combo score requirement: if you enter Blade Mode while Ripper Mode is active, the super slow-motion effect occurs automatically. With a maxed Fuel Cell Gauge, this means that you can inflict dozens of slices on a stunned or staggered target before Raiden runs out of energy. This even applies against bosses. For example, once you have staggered Sam (with a Sliding Tackle followed by blade blows) or Armstrong (after slicing his weak point during his regeneration phase), you can use this trick (and judicious use of Electrolyte Packs) to build up 50-hit or even 100-hit combos.
- Once you have unlocked Infinite Wig B (see page 214), equipping this item grants limitless Fuel Cell energy. This enables you to remain in Ripper Mode at all times, turning many battles in the game into mere formalities. This isn't necessarily ideal if you aim to obtain S-Ranks, however, as Ripper Mode may lead you to miss Zandatsu kills and fail combo requirements by inadvertently destroying opponents too quickly.

02

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
BP
ACHIEVEMENTS & TROPHIES

Lament@Xbox360iso

On higher difficulty levels, enemies attack relentlessly. If you adopt a defense-oriented strategy, this can make it difficult to find an opening to launch blows. You can prevent such situations by employing the moves and strategies detailed here.

- You should already know this by now, but the **Parry Counter** is an indispensable technique (see page 26). This is especially true on Revengeance, where the power of Parry Counter is such that it will kill virtually any target instantly. Many battles can be opened with this move. As a general rule, you have a clear view of the first enemy to assault Raiden, making it easy to perform a Parry Counter. Later on in a battle, once all enemies have surrounded Raiden, the fact that they can all attack simultaneously, or from different directions, makes the maneuver much more difficult to accomplish – so don't miss opportunities when they arise. Though less devastating in terms of raw damage on lower difficulty levels, Parry Counters can potentially set up immediate Executions.
- You can cancel many enemy assaults by launching **pre-emptive attacks**. This is relatively easy against weaker opponents, where a single strike may suffice. For stronger opponents, you will need to use multiple blows to reach a damage threshold before the move takes place. This is especially useful when employed to avert unblockable attacks, such as the Raptor's EM bubble, or the Berserker's charged hammer strike (03).
- By dealing large amounts of damage in a short timeframe, you can stun your target. If your Fuel Cell Gauge is full, this gives you an opportunity to trigger a contextual **Execution** that leads to an instant kill and a free Zandatsu opportunity. A "brute force" approach to engineer Executions is crucial when you begin to play for S-Ranks, as Zandatsu kills are much easier to secure during Executions against tall or nimble enemies, such as Gekkos and Raptors. The best way to reach the required damage total within the tight time window is often to use a fully upgraded Murasama Blade (see page 214), as this weapon has both the highest damage multiplier and a speed bonus, making it deadly in terms of raw damage output. Alternatively, the Stun Blade has a chance to instantly incapacitate targets with every blow, while the Armor Breaker can instantly render armored targets susceptible to Blade Mode incisions: see pages 211 and 212 for details.

03

- Low-rank enemies (such as standard Cyborgs and Sliders) can be eliminated without ceremony. Simply rush to them and perform an **instant Zandatsu** (or any suitable slice) in Blade Mode to neutralize them before they have a chance to attack. Read the "Instant Zandatsu & Instant Kills" section on page 214 for further advice.
- Try to keep the **Fuel Cell Gauge full at all times**, as this is a requisite for core techniques such as Executions and Ripper Mode, which are essential tools in the fight for perfect S-Rank finishes. Unless you are aiming for No Kills bonuses, unerring accuracy with Zandatsu kills is essential: it's very much a case of success begetting success. Once the Fuel Cell Gauge is depleted, battles can become witheringly difficult. Don't forget that selecting the Restart option will refill both of Raiden's gauges instantly. As the majority of Ranked Battles are preceded by a checkpoint, this will enable you to maintain a healthy stock of Electrolyte Packs for emergency situations.
- Learning how and when to **prioritize opponents** is a vital step on the path to mastering Metal Gear Rising: Revengeance. EM and RP Grenades are phenomenally useful tools in this regard, as they can enable you to temporarily becalm an entire battlefield – which means that you can eliminate dangerous foes or dismiss multiple weaker opponents while their allies are disabled. Equipping Infinite Wig A (see page 214) makes it possible to "spam" these devices, which has definite tactical applications in some S-Rank strategies, and may be a literal lifesaver for players who are laboring with the vicious difficulty spikes encountered on a first Very Hard or Revengeance playthrough.
- Don't neglect the **Soliton Radar**: with practice, a split-second glance at this display can provide you with vital information on the positioning of enemies during combat. It's particularly useful in RP Grenade smoke clouds, and to ascertain the point at which a Cyborg disappears when you are attempting a strategy based around the No Kills bonus.
- **Saving with Courtney** via the Codec interface records Raiden's current weapon configuration, but also has a useful secondary function: it enables you to keep any sub-weapons and BP collected since the previous checkpoint if you then select Restart. For example, let's say you're out of RP Grenades at the start of R-07. There is an RP collectible just below Raiden's starting position. If you pick it up, save with Courtney and then restart, you can grab another one. Do this five times, and you'll have a full stock. This can be very useful with recovery items, especially prior to battles where having a full stock of such items is essential to meet tight BP score requirements.

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AERIAL COMBAT

Fighting in the air can offer multiple advantages:

- Enemies that you launch are completely defenseless until they land: they cannot attack Raiden, nor can they block his assaults.
- Few melee attacks can hit Raiden while he is airborne: your primary concern is ranged weapons, particularly explosives. If you have eliminated all opponents that use missiles as a frequent attack strategy (such as Cyborgs and Sliders), Raiden will be mostly safe from harm at maximum jump height until he returns to the ground.
- Last but not least, certain aerial combos or techniques (such as the Mid-Air Slice and the Sai's Force of Magnetism) trigger a super slow-motion effect if you enter Blade Mode after performing them. This not only enables you to slice your current target(s), but also to deal with vulnerable targets beneath your position.

The attacks that can launch targets into the air are all detailed in our Moves & Combos table on page 204, but the following three have specific applications:

- **Launcher (Blade):** A simple two-hit assault that can be used early in the adventure to practice aerial combos.
- **Sky High (Blade):** A staple technique, useful in all kinds of situations, and effective even against multiple opponents. One of the most interesting features of this move is that its command is almost identical to that of parrying. In other words, whenever you activate it as an enemy is attacking you, Raiden will usually block. In situations where you are overwhelmed by many foes, performing this technique repeatedly may allow you to parry until you can exploit an opening, and then follow up with an aerial combo, or move away while your enemies are launched.
- **Plume de l'ange (Pole-Arm):** This skill is a great tool for building long combos, and its final blow hurls the affected targets into the air, leaving them ripe for an aerial follow-up.

Some opponents, such as the Mastiff, have their own moves that launch Raiden into the air. If you fail to block the initial blow, you can still guard against follow-up assaults with the Aerial Parry skill (○). This must be unlocked via the Customize screen, but it should be one of your earliest purchases. The command is identical to standard parrying.

CANCELLING ATTACKS & DEFENSIVE MANEUVERS

In certain circumstances, you may find yourself in the midst of performing a combo that is simply not efficient or, worse, actually puts you at risk – for example, if a nearby target is poised to hit Raiden while you are attacking another foe. In such cases, there are three techniques that enable you to manually interrupt a combo, and then parry, or perform evasive maneuvers:

- **Defensive Offense:** Once you have unlocked this skill from the Customize menu, simply press ✕+●/□+○ at any time to interrupt your current action and dodge in the direction of your choice. Defensive Offense will override virtually any other action (with a few exceptions, such as the Sliding Tackle). Even a swift light attack can be cancelled. As dodging in this manner grants you 0.33 seconds of invulnerability, this means that perfect timing may cause attacks to pass through Raiden harmlessly. The most critical condition is that you activate the command at precisely the right moment, just as an attack is about to connect; dodge too soon, and the brief period of invulnerability will end before Raiden is safe. While dodging backwards is usually a purely defensive technique, lateral dodges will usually cause the accompanying blade strike (the "offense" part) to hit your current target, which will enable you to keep a combo count active. This may even occasionally tip an enemy over the damage threshold required to cancel an attack.
- **Blade Mode:** Just like Defensive Offense, Blade Mode can be used to cancel practically any active combo or action: a single press of L2/L1 will make Raiden stop whatever he's doing. This has an obvious drawback, as entering Blade Mode – even for a split-second – will deplete a portion of the Fuel Cell Gauge and prevent you from performing Executions or using Ripper Mode until the bar is fully replenished. However, this technique also has some very useful applications. For example, if you're in the middle of a long combo and suddenly notice that an armored target has turned "full blue", enter Blade Mode to manually cancel the combo and have a chance to secure a Zandatsu. Another instance of note would be when you espy an incoming rocket while pummeling a target: a quick entry into Blade Mode will enable you to cleave the rocket before it strikes Raiden. If you are extremely ambitious, you can even bat thrown grenades aside with this technique.
- **Jumping:** Jumping is also a simple but effective way to cancel a long combo. Though more risky than other methods, this still has very salient merits. You could, for example, use it to manually jump in the midst of an assault the moment you notice that a target has been launched in the air and is ripe for an aerial finish. Another *very* useful application is to avoid grabs or unblockable attacks. Let's imagine that you are busy assailing a target and, mid-combo, you notice a Mastiff turning yellow prior to a grab attempt. Switching to Blade Mode wouldn't help at all, and dodging with Defensive Offense might not be enough to evade the Mastiff's injurious embrace. By jumping immediately and performing Light Attacks at the peak of the jump, however, you can keep Raiden airborne (and safely out of reach) until the danger passes.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
BP
ACHIEVEMENTS & TROPHIES

Lament@Xbox360iso

WEAPONS

All weapons are defined by three main attributes, though some of them also have a fourth special feature. Raiden's initial High-Frequency Blade is used as a point of reference for all other weapons, with base values of 1 in all categories. As you purchase upgrades and unlock new weapons, you will notice that multipliers are used to quantify the perks. For example, Strength upgrade #1 for the High-Frequency Blade (a 1.2 multiplier) improves the sword's Strength by 20%. Unlock the Stun Blade, however, and your initial Strength value is down to 0.8 – which indicates that the Stun Blade is 20% less powerful than the default, non-upgraded HF Blade.

- **Strength:** This defines the amount of damage dealt by each blow with the weapon. The higher the value, the more damage you will inflict.
- **Absorption:** This governs how quickly you will refill the Fuel Cell Gauge by dealing blows with the weapon. The higher the value, the faster you will replenish energy.
- **Consumption:** This determines the depletion rate of your Fuel Cell Gauge while in Blade Mode. The lower the value, the more slowly energy will drain.
- **Special Properties (Stun, Armor Break, Vanish):** With some weapons, you can unlock and upgrade a unique feature. These are often extremely potent, and usually have a specific application in combat.

WEAPON ATTRIBUTES

WEAPON	DESCRIPTION	UNLOCK CONDITION	BP COST (WEAPON)	ATTRIBUTES	DEFAULT VALUE	UPGRADES					BP COST (UPGRADES)				
						#1	#2	#3	#4	#5	#1	#2	#3	#4	#5
High-Frequency Blade	-	-	-	Strength	1.0	1.2	1.4	1.8	2.5	3.0	6,000	12,000	16,000	20,000	30,000
				Absorption	1.0	1.1	1.2	1.5	1.8	2.0	6,000	12,000	16,000	20,000	30,000
				Consumption	1.0	0.9	0.8	0.7	0.5	0.3	6,000	12,000	16,000	20,000	30,000
High-Frequency Murasama Blade	Strong and fast (speed +10%)	Complete the game on any difficulty	10,000	Strength	1.2	1.4	1.8	2.5	3.0	3.5	6,000	12,000	16,000	20,000	30,000
				Absorption	1.3	1.4	1.6	2.0	2.5	3.0	6,000	12,000	16,000	20,000	30,000
				Consumption	1.8	1.7	1.5	1.0	0.8	0.6	6,000	12,000	16,000	20,000	30,000
Stun Blade	Can potentially stun targets with every hit	Collect all Data Storage items (see page 224)	20,000	Strength	0.8	1.0	1.2	1.4	1.8	2.5	6,000	12,000	16,000	20,000	30,000
				Absorption	0.8	0.9	0.95	1.2	1.3	1.5	6,000	12,000	16,000	20,000	30,000
				Consumption	1.0	0.95	0.9	0.8	0.7	0.6	6,000	12,000	16,000	20,000	30,000
				Stun Chance	2%	6%	8%	10%	15%	20%	8,000	16,000	20,000	30,000	50,000
Armor Breaker	Has a chance to instantly turn armored targets to "full blue" vulnerable status with every hit	Collect all ID Chips (see page 224)	20,000	Strength	0.8	1.0	1.2	1.4	1.8	2.5	6,000	12,000	16,000	20,000	30,000
				Absorption	0.8	0.9	0.95	1.2	1.3	1.5	6,000	12,000	16,000	20,000	30,000
				Consumption	1.0	0.95	0.9	0.8	0.7	0.6	6,000	12,000	16,000	20,000	30,000
				Armor Break Chance	2%	6%	8%	10%	15%	20%	8,000	16,000	20,000	30,000	50,000
High-Frequency Long Sword	Long range and high power; speed -10%	Finish all VR missions with a 1st rank (see page 228)	20,000	Strength	1.5	1.8	2.0	2.5	3	3.5	6,000	12,000	16,000	20,000	30,000
				Absorption	0.75	0.8	0.85	1.1	1.3	1.6	6,000	12,000	16,000	20,000	30,000
				Consumption	1.25	1.2	1.15	1.0	0.9	0.7	6,000	12,000	16,000	20,000	30,000
High-Frequency Wooden Sword	You cannot slice targets in Blade Mode; has a chance to "vanish" all human opponents with every hit	Find all Men In Boxes (see page 224)	5,000	Strength	-0.5	-0.8	-1.0	-1.5	-2.0	-3.0	6,000	12,000	16,000	20,000	30,000
				Absorption	0.3	0.4	0.5	1.0	1.5	2.0	6,000	12,000	16,000	20,000	30,000
				Consumption	1.0	0.9	0.8	0.7	0.6	0.5	6,000	12,000	16,000	20,000	30,000
				Vanish Chance	2%	6%	8%	10%	15%	20%	8,000	16,000	20,000	30,000	50,000
High-Frequency Machete	Weak and defined by reduced range, but very fast (speed +10%)	Collect 10 Data Storage items (see page 224)	5,000	Strength	0.5	0.8	1.0	1.4	1.8	2.5	6,000	12,000	16,000	20,000	30,000
				Absorption	1.0	1.1	1.2	1.6	1.8	2.0	6,000	12,000	16,000	20,000	30,000
				Consumption	1.0	0.9	0.8	0.7	0.6	0.5	6,000	12,000	16,000	20,000	30,000
Pole-Arm	Useful to build up long combos	Complete R-01	10,000	Strength	1.0	1.2	1.4	1.8	2.5	3.0	6,000	12,000	16,000	20,000	30,000
Sai	Allows Raiden to pull himself almost instantly to targets; rechargeable "stun" function	Complete R-03	10,000	Strength	1.0	1.2	1.4	1.8	2.5	3.0	6,000	12,000	16,000	20,000	30,000
Pincer Blades	Efficient at destroying armor; can slice weakened body parts	Complete R-04	10,000	Strength	1.0	1.2	1.4	1.8	2.5	3.0	6,000	12,000	16,000	20,000	30,000

HIGH-FREQUENCY BLADE

Raiden's initial blade, once fully upgraded, has a very decent Strength stat, a solid Absorption rate, and the lowest Consumption value in the entire game. This means that you can remain in Blade Mode for longer with the HF Blade than with any other sword. This is extremely useful on early playthroughs as you gradually master the art of aligning precise Blade Mode slices to secure instant Zandatsu kills or non-lethal limb incisions. When you start to fight for S-Rank scores on higher difficulty levels, however, this is much less important: greater raw power or special effects are preferable attributes.

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HIGH-FREQUENCY MURASAMA BLADE

Available for purchase once you complete Story Mode for the first time, this weapon becomes the ultimate sword once fully upgraded. Only the Long Sword can rival its Strength stat, but the Murasama Blade has a far superior Absorption rating, and is 10% faster than other weapons, which makes it matchless in terms of damage per second. For this reason, the Murasama Blade is extremely effective at triggering Execution opportunities against armored targets by reaching the required damage threshold in a short space of time.

The only potential flaw to the Murasama Blade is its Consumption value. At maximum level, this weapon causes the Fuel Cell Gauge to deplete twice as fast as the standard HF Blade. For experienced players, though, this will rarely be a problem: with practice, aligning Zandatsus to refill the gauge completely should only take a split-second.

STUN BLADE

You will unlock this weapon by collecting all Data Storage items (see page 225), which can be accomplished during your first playthrough. Though its standard attributes are below par, this sword shines thanks to its special property: it has a chance to instantly stun your current target with each blow. The probability that this will occur increases as you upgrade the feature. It starts at a negligible 2% chance per strike, but this figure increases to an impressive 20% once you purchase upgrade #5. At that point, performing swift combos of light attacks is likely to stun virtually any target within seconds – even nimble Raptors or tough Berserkers. If Raiden has maximum Fuel Cell energy, stunning an enemy leads to an Execution opportunity. As long as you don't miss a Zandatsu, this weapon enables you to eliminate foes in quick succession.

If you struggle to achieve S-Ranks by following the strategies detailed in our Walkthrough with traditional swords, consider switching to the Stun Blade whenever you face foes that pose you problems, or whenever you struggle to meet challenging Zandatsu requirements.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
BP
ACHIEVEMENTS & TROPHIES

Lament@Xbox360iso

ARMOR BREAKER

This weapon is unlocked once you have collected all ID Chips (see page 225). Just like the Stun Blade, it has rather unimpressive raw stats, but its special property makes it unique and invaluable: used against armored opponents (such as Armored Cyborgs, Berserkers, Mastiffs, Raptors, et al. – even the mighty GRAD), it has a chance to instantly destroy their armor and turn them "full blue" with every single blow. Once the victim is in this state, you can instantly switch to Blade Mode to perform a Zandatsu or similarly decisive slice.

The Stun Blade and the Armor Breaker are tailor-made to defeat the game's stronger enemy archetypes. However, whereas the Stun Blade's primary function is to set up Executions, and therefore comfortable Zandatsu opportunities, the Armor Breaker's purpose is to eliminate armored enemies within mere seconds. Though the final Zandatsu kills demand superior technique and composure, they will be much faster. In short, this is an expert-grade sword that will enable accomplished players to end Very Hard and Revengeance battles within the S-Rank time constraints.

HIGH-FREQUENCY LONG SWORD

Unlocked by finishing all VR missions with a 1st Rank (see page 228), this blade has two distinct features: it has the highest Strength stat in the entire game (matched by the Murasama Blade, but only once fully upgraded), and it has a longer reach than any other sword. This will enable expert players to strike first, and to strike *hard*. The downside is that its other attributes are far less impressive. Even more problematic, the Long Sword is slow – 10% slower than almost all other blades.

HIGH-FREQUENCY WOODEN SWORD

To unlock this special sword, you must find the five "Men In Boxes" that are hidden in Story Mode (see page 225). The Wooden Sword is completely different to all other weapons, as it is not designed with damage in mind. Indeed, you cannot cut anything in Blade Mode with this cudgel: you will even need to use a Custom Weapon (or change sword) to slice through barriers that bar Raiden's progress to new areas. Its real utility lies in its special property, as it has a chance to cause any Cyborg (including the Armored and Berserker varieties) to vanish instantly from the battlefield. What's more, this does not count as a kill (01). The probability that the effect will occur increases as you upgrade the feature, from an initial low 2% to a convincing 20% once fully maxed.

Essentially, this means that the Wooden Sword is a tool for achieving non-lethal finishes on human targets as, once fully upgraded, it can be faster than severing limbs. It is therefore best employed when trying to secure the No Kills score bonus in a Ranked Battle. Against any other targets, however, it is utterly underwhelming.

Another interesting feature of the High-Frequency Wooden Sword is that you can only purchase damage *downgrades*. This feature is primarily designed to offer a stern optional challenge to expert players, though it could potentially be employed to build extremely lengthy combos against targets that would otherwise be destroyed. This is pretty much essential if you intend to complete an S-Rank Easy mode playthrough for full 100% completion.

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HIGH-FREQUENCY MACHETE

Available once you have acquired ten Data Storage collectibles (see page 225), the Machete has distinctly unremarkable stats, though it is at least 10% faster than most blades – with the exception of the swift and deadly Murasama Blade. When you take its shorter-than-average range into account, you may wonder if there is any reason to wield it. The answer is yes – though only in very specific situations. Once you have upgraded all other weapons, you may find it difficult to meet the Longest Combo requirement in certain Ranked Battles, with targets falling too fast. This is where the Machete can come in handy: its high attack speed combined with its low Strength (especially if you deliberately neglect to upgrade that stat) make it perfect for driving up hit counts without inflicting mortal injuries or damage.

If you have arrived here to consider the merits of unlocking this weapon after acquiring it during your first playthrough, a warning: there is a Title (an unlockable accolade) for completing Story Mode with Raiden's default HF Blade. Equipping the HF Machete before you complete the story for the first time will deny you an easy opportunity to obtain this.

POLE-ARM

Unlocked for purchase at the end of File R-01, Mistral's signature weapon will soon become a staple of your arsenal. Blessed with a huge range and blinding speed, the Pole-Arm is ideal for controlling crowds of weaker enemies – such as Tripods and standard Cyborgs – and to build up long combos in only a few seconds.

As with all Custom Weapons, the Pole-Arm has its own unique moves. One of the most noteworthy is Plume de l'ange, which can rack up dozens of hits on multiple targets in the blink of an eye. Other attacks are defined by their range (Chant de l'ange, Lumière du ciel), their rate of attack (Lamentation de l'ange), or their ability to trigger super slow-motion (Marches du ciel).

SAI

The Sai is unlocked for purchase at the end of File R-03. The weapon's most notable feature is that it enables Raiden to pull himself to his current target. This is one of the fastest ways to move in the game, making it almost impossible for your foes to follow Raiden as the Sai propels him to his next victim. This is especially useful against flying units, such as Sliders and Hammerheads, who can otherwise be hard to reach.

Once the Sai has struck its target, it can only deal two attacks in succession. The first one occurs when Raiden himself reaches his target (with Raiden hitting any other enemy on the way) - this dash attack may knock down weaker enemies. The second one is a follow-up kick (called Force of Magnetism) that can knock down even more resilient foes, and acts as a trigger for super slow-motion in Blade Mode, making it easier to align a Zandatsu.

Last but not least, the Sai has an incredible ability that is not immediately apparent when you first use it. Every six seconds, it reaches its full charge state and turns purple; this effect is cancelled (and must be given the same amount of time to recharge) whenever Raiden is struck by an opponent, and when you use the Sai. A charged Sai blow instantly stuns the affected foe in a similar fashion to an EM Grenade. The dash attack that follows kick will usually end the stun effect on weaker opponents, but this is enough to knock them down and continue the assault with a blade combo. Alternatively, you can cancel the pulling move to prevent Raiden from hitting the target (a quick light attack will suffice), and therefore preserve the stun effect. While the foe is incapacitated, you then have a free hand to deal with other enemies. With more resilient opponents (such as Mastiffs and GRADs), however, the stun effect will continue even if you perform the dash and the follow-up kick. This means that you can attack until the next charge is ready, then repeat it to dispatch these targets easily.

PINCER BLADES

The Pincer Blades are available for the first time at the end of File R-04 on your first playthrough. This weapon is very slow, but it is an essential part of many S-Rank strategies. The main property of the Pincer Blades is that they break enemy armor parts rapidly – and will often automatically sever weakened body parts. This makes them incredibly effective against stronger targets, such as Armored Cyborgs and Fenrir.

Another key property of the Pincer Blades is that they can be charged to unleash devastating combos. Wake Turbulence and Heat Burst, which can be executed in succession, inflict many blows and massive damage to any target that they strike. More importantly, these charged attacks will cut "through" enemy attacks. Raiden will sustain damage in the process, but this is a calculated and profitable sacrifice, given the severe wounds he will inflict in exchange. This even works against bosses. The only problem is that the charging process is often prohibitively long, and can therefore rarely be improvised in the thick of the action. You will instead need to plan the charges as part of an overall strategy – for example, to strike opponents as they arrive, or once they have been knocked down.

The fact that the Pincer Blades will sever weakened body parts can be a great boon in many situations. It can even help you to secure No Kills bonuses in fights that feature human opponents. However, this is only true with practice – at first, it's a little too easy to accidentally destroy Cyborgs...

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBOS
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZABLE ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
RP
ACHIEVEMENTS & TROPHIES

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EQUIPMENT

In addition to new swords and abilities, you can unlock many different pieces of specialist equipment at the Customize screen.

OUTFITS

All outfits have a cosmetic effect, though the Custom Bodies obtained through VR Missions apply modifiers to Raiden's attributes.

- The **Red Custom Body** boosts Strength and the rate at which you refill the Fuel Cell Gauge by hitting targets, but at the cost of a lowered Defense and a higher energy Consumption rate.
- The **Blue Custom Body** does the opposite, boosting your Defense at the expense of a lowered Strength and Fuel Cell refill rate.
- The **Yellow Custom Body**, unlocked once you have completed all VR Missions, is especially powerful, as it offers nothing but bonuses. It boosts all Fuel-Cell-related stats (increasing the refill rate by 25%, and lowering the Blade Mode depletion rate by 25%), as well as Raiden's overall resilience.

OUTFITS

ICONS	NAME	STRENGTH	DEFENSE	ABSORB	CONSUME	UNLOCK CONDITION	BP
	Custom Body	x1	x1	x1	x1	Available from the start.	-
	Mariachi Uniform	x1	x1	x1	x1	Complete File R-02.	20,000
	Custom Body (Desperado)	x1	x1	x1	x1	Complete File R-04.	15,000
	Suit	x1	x1	x1	x1	Complete File R-00 on Very Hard.	20,000
	Standard Body	x1	x1	x1	x1	Finish the game on Hard or higher.	20,000
	Custom Body (Red)	x1.15	x0.85	x1.2	x1.2	Complete 30% of the VR Missions.	15,000
	Custom Body (Blue)	x0.85	x1.1	x0.8	x1	Complete 50% of the VR Missions.	15,000
	Custom Body (Yellow)	x1	x1.15	x1.25	x0.75	Complete all VR Missions.	15,000
?	**Original Body**	x1	x1	x1	x1	Available as preorder bonus and/or downloadable content.	-
?	**Gray Fox**	x1	x1	x1	x1		-

WIGS

Wigs are unlocked as you collect ID Chips in the main adventure (see page 225). These special pieces of equipment offer incredible bonuses that will make the most challenging Ranked Battles far more approachable. Our strategies in the Walkthrough chapter rarely reference the "super powers" conferred by these items: it is simply an incontrovertible fact that equipping one will make the majority of confrontations easier.

- **Infinite Wig A** enables you to hurl RP and EM Grenades with abandon, incapacitating all opponents perpetually as you eliminate them one by one. If you experience difficulties obtaining an S-Rank in a (non-boss) Ranked Battle, this can be employed to grind out No Damage bonuses.
- **Infinite Wig B** enables you to stay in Blade Mode and Ripper Mode for as long as you need, which can make it relatively easy to complete most Ranked Battles – though not necessarily, it must be said, to master them with S-Ranks.
- The **Blade Mode Wig** enables you to perform lethal Blade Mode slices against armored opponents without first weakening them. With this equipped, S-Rank time requirements cease to be such a pressing concern.

WIGS

ICON	NAME	EFFECT	UNLOCK CONDITION	BP
	Infinite Wig A	Unlimited Sub-Weapon ammo	Finish the game on Normal or higher difficulty, and collect 10 ID Chips.	50,000
	Infinite Wig B	Unlimited Fuel Cell energy	Finish the game on Normal or higher difficulty, and collect 20 ID Chips.	50,000
	Blade Mode Wig	Armored enemies can be cut in Blade Mode without prior weakening	Finish the game on Hard or higher difficulty, and collect all 30 ID Chips.	50,000

ITEMS

Whenever a Zandatsu finish (which, of course, automatically restores Raiden to full efficiency) is unlikely or unavailable, you can replenish both the Life and Fuel Cell Gauges with the following consumable items.

- **Repair Nanopastes** and **Electrolyte Packs** can be collected from containers, as drops by certain enemy types, or obtained from destructible objects fired or thrown by opponents. Raiden can carry five units of each at once, and equip one of them in the Recovery slot of the Inventory. Once assigned in this fashion, a single unit will be automatically applied to refill Raiden's corresponding gauge (Life with Repair Nanopastes; Fuel Cell with Electrolyte Packs) whenever it is exhausted. Alternatively, you can also use them manually by highlighting the item and pressing ⊗/□ in the Inventory menu, or by tapping ✥ during live gameplay.
- **Repair Units** are found as item drops, mostly from Tripods, but also when you slice the weak spot of a target without completing the Zandatsu. These items automatically replenish a small portion of the Life and Fuel Cell Gauge when collected.

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RECOVERY ITEMS

ICON	ITEM	DIFFICULTY				
		EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
	Repair Nanopaste: Life Recovery	1,600	800	800	600	600
	Electrolyte Pack: Fuel Cell Recovery	1,800				
	Repair Unit: Life Recovery	800	400	300	200	200
	Repair Unit: Fuel Cell Recovery	960	400	300	200	200

Recovery items are not the only drops that you can obtain from the enemies that you eliminate. Other loot includes Sub-Weapon ammo and Holo-Chips, which are worth BP (see page 219). The following table reveals which items your victims are likely to yield when they are destroyed, with the corresponding probability expressed as a percentage.

ITEM DROPS

ENEMY	STANDARD KILL		EXECUTION		NINJA KILL	
	ITEM	RATE	ITEM	RATE	ITEM	RATE
Cyborg (Default)	Holo-Chip (S)	30%	Grenade	100%	Holo-Chip (M)	100%
Cyborg (Desperado)	Holo-Chip (S)	30%	Grenade	100%	Holo-Chip (M)	95%
					Holo-Chip (L)	5%
Cyborg Cop	Holo-Chip (S)	30%	3D Photo Frame	50%	Holo-Chip (M)	99%
			Grenade	50%	Holo-Chip (L)	1%
Armored Cyborg (Urban)	Holo-Chip (S)	30%	Grenade	100%	Holo-Chip (M)	99%
					Holo-Chip (L)	1%
Armored Cyborg (Desperado)	Holo-Chip (S)	30%	Grenade	100%	Holo-Chip (M)	95%
					Holo-Chip (L)	5%
Cyborg Berserker	Holo-Chip (M)	50%	Grenade	100%	Holo-Chip (M)	90%
					Holo-Chip (L)	10%
Mastiff	Holo-Chip (S)	50%	Repair Nanopaste	100%	Holo-Chip (M)	99%
					Holo-Chip (L)	1%
Gekko	Holo-Chip (S)	50%	Electrolyte Pack	100%	Holo-Chip (M)	99%
					Holo-Chip (L)	1%
Raptor	Holo-Chip (M)	30%	EM Grenade	100%	-	-
GRAD	Holo-Chip (M)	100%	Grenade	100%	-	-
Vodomjerka	Holo-Chip (M)	50%	Electrolyte Pack	100%	Holo-Chip (M)	90%
					Holo-Chip (L)	10%
Slider	Holo-Chip (S)	30%	-	-	-	-
Fenrir	Holo-Chip (M)	50%	Repair Nanopaste	100%	-	-
Hammerhead	Repair Nanopaste	100%	-	-	-	-
Tripod	Repair Unit	80%	-	-	-	-

SUB-WEAPONS

All Sub-Weapons are introduced in the Primer chapter on page 22. These can be obtained from fixed positions, which are all revealed on our walkthrough maps, though you will occasionally collect them as item drops from slain opponents.

The following table reveals enemy susceptibility to items designed to distract or incapacitate opponents. These are listed in their order of appearance in the game.

SPECIALIST SUB-WEAPON EFFICIENCY

ENEMY	EM GRENADE	JAMMING GRENADE	RP GRENADE	3D PHOTO FRAME
Cyborg	✓	✗	✓	✓
Gekko	✓	✗	✓	✗
LQ-84i	✓	✗	✓	✗
Hammerhead	✓	✗	✓	✗
Slider	✓	✗	✓	✗
Cyborg (Riot Shield)	✗	✗	✓	✗
Armored Cyborg	✓	✗	✓	✓
Tripod	✓	✗	✓	✓
Gun Camera	✗	✓	✓	✗
Mistral	✓	✗	✗	✗
Mastiff	✓	✗	✓	✗
Double Tripod	✗	✗	✓	✗
Raptor	✓	✗	✓	✗

ENEMY	EM GRENADE	JAMMING GRENADE	RP GRENADE	3D PHOTO FRAME
Man In Box	✗	✗	✗	✗
Vodomjerka	✓	✗	✓	✗
GRAD (Tank Form)	✗	✗	✓	✗
GRAD (Upright Form)	✓	✗	✓	✗
Cyborg Berserker	✓	✗	✓	✓
Fenrir	✓	✗	✓	✗
Monsoon	✓	✗	✗	✗
Mistral (Clone)	✓	✗	✗	✗
Monsoon (Clone)	✗	✗	✗	✗
Sundowner	✓	✗	✗	✗
Sam	✗	✗	✗	✗
Excelsus	✗	✗	✗	✗
Armstrong	✗	✗	✗	✗

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
BP
ACHIEVEMENTS & TROPHIES

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CUSTOMIZATION ITEMS

You can upgrade Raiden's basic stats and acquire new abilities via the Customize option. On a first playthrough, or a fresh start via the New Game option, this option is available from the start of R-01.

- **Life upgrades** each add 10% to Raiden's Life Gauge. You can purchase four of these via the Customize menu, with their availability staggered over the course of a first playthrough, and find a further six in locked containers hidden throughout the game (see pages 68, 91, 118, 143, 159, 173).
- **Fuel Cell upgrades** offer enhanced energy storage capacity, as represented by smaller bars to the right of the main Fuel Cell Gauge.
- **Skills** are moves that can only be performed once purchased. Refer to the "Moves and Combos" section for details (see page 204). As a point of interest, purchased abilities can be unequipped at the Skills menu: just select the appropriate "card" to toggle it on or off. This can be useful if you find that you regularly perform the wrong attack by accident once all offensive moves have been unlocked. That said, you really should train yourself to use combos properly, not just press and hope: frenetic sausage-fingered button mashing is a bad habit that will lead you to the Game Over screen with wearying regularity on higher difficulty levels.
- If you decide to start anew via the New Game option, note that all BP and unlocks at the Customize screen will be erased.

CUSTOMIZATION ITEMS

CATEGORY	ICON	NAME	UNLOCK CONDITION	BP
Life Upgrades		**Endurance +1**	Available from the start	8,000
		Endurance +2	R02 finished	10,000
		Endurance +3	R03 finished	20,000
		Endurance +4	R04 finished	40,000
Fuel Cell Upgrades		**Fuel Cell +1**	Available from the start	8,000
		Fuel Cell +2	R02 finished	10,000
		Fuel Cell +3	R03 finished	20,000
		Fuel Cell +4	R04 finished	40,000
		Fuel Cell +5	R06 finished	60,000
Skills		**Aerial Parry**	Available from the start	3,000
		Defensive Offense	Available from the start	3,000
		Sky High	Available from the start	6,000
		Sweep Kick	Available from the start	10,000
		Thunder Strike	Available from the start	10,000
		Falling Lightning	Sky High obtained	15,000
		Quick Draw	Sweep Kick, Thunder Strike obtained	18,000
		Lightning Strike	Aerial Parry, Defensive Offense, Sky High, Sweep Kick, Thunder Strike obtained	20,000
		Stormbringer	Lightning Strike obtained	22,000
		Marches du ciel	Pole-Arm obtained	8,000
		Lumière du ciel	Pole-Arm obtained	8,000
		Cercle de l'ange	Marches du ciel & Lumière du ciel obtained	16,000
		Turbulence	Pincer Blades obtained	8,000
		Down Blast	Turbulence obtained	16,000

OPTIMAL UNLOCK PATH

By taking the availability of all customization items into account, and their overall cost-effectiveness, it is possible to optimize the way you spend your hard-earned BP. The following overview offers a suggested development path.

First playthrough

- **HF Blade:** All upgrades
- **Pole-Arm:** Strength +1, +2, +3
- **Sai:** Strength +1
- **Pincer Blades:** Strength +1, +2
- **Life:** Endurance +1, +2, +3
- **Fuel Cells:** Fuel Cell +1, +2, +3
- **Skills:** Aerial Parry, Defensive Offense, Sky High, Falling Lightning, Sweep Kick, Thunder Strike
- **Body:** Custom Body (Red)

Second playthrough

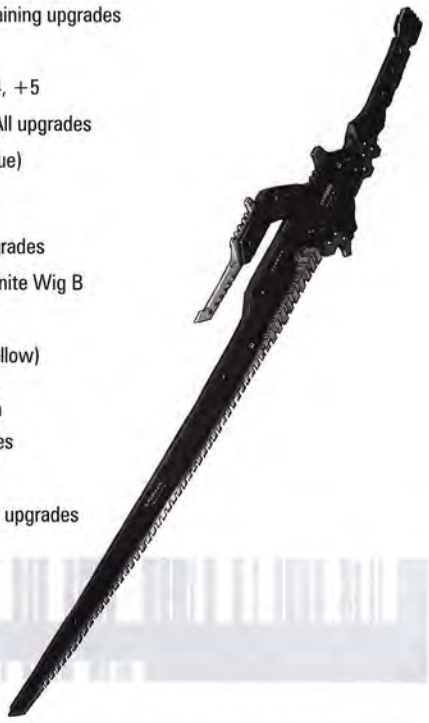
- **Pole-Arm:** All remaining upgrades
- **Sai:** All remaining upgrades
- **Pincer Blades:** All remaining upgrades
- **Life:** Endurance +4
- **Fuel Cells:** Fuel Cell +4, +5
- **HF Murasama Blade:** All upgrades
- **Body:** Custom Body (Blue)

Third playthrough

- **Armor Breaker:** All upgrades
- **Wig:** Infinite Wig A, Infinite Wig B
- **Skills:** All
- **Body:** Custom Body (Yellow)

Fourth playthrough

- **Stun Blade:** All Upgrades
- **Wig:** Blade Mode Wig
- **HF Wooden Sword:** All upgrades



DIFFICULTY LEVELS

After your debut Normal playthrough, the Hard difficulty level – and, beyond that, the unlockable Very Hard and Revengeance settings – await your attention. To start playing on a higher difficulty level, select the Story → Chapter option at the main menu, use L or R to change the setting as required, then select File R-00 to commence a fresh playthrough. Though each tilt at a new difficulty level must begin from the start, you can use this function to replay any previously completed chapter – you should note, however, that this will erase your progress in a part-finished File.

IMPORTANT: The "New Game" option erases all Story Mode progress and current BP and locks all items in the Customize menu, which must subsequently be purchased again for their standard cost. Though all VR Mission progress and items in the Collection menu – including all collectibles – are unaffected, this option still presents a very stark "blank slate" scenario.

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RAIDEN'S ATTRIBUTES

Though Raiden's base Life and Fuel Cell attributes are broadly fixed and common to all difficulty levels, there are two features that are significantly affected by your chosen difficulty setting:

- Raiden's **Absorption rate** (how fast the Fuel Cell Gauge refills when you deal damage to your enemies) is much lower on Hard and above than it is on Normal and Easy.
- Raiden's **Consumption rate** (how fast the Fuel Cell Gauge empties itself when you activate Blade Mode) increases as you progress to each higher difficulty level.

This underlines how essential it is to be precise with Blade Mode slices (and to land energy-replenishing Zandatsu kills) on higher difficulty settings. One of your top priorities during your early playthroughs on Normal and Hard, then, should be to fully familiarize yourself with manual aiming in Blade Mode – both to perform lethal slices on heads and torsos, and to secure instant Zandatsu finishes.

RAIDEN'S LIFE*

DIFFICULTY	FILE R-00	FILES R-01 TO R-07	ENDURANCE UPGRADES
Easy	600	800	+80 each (up to a maximum 10 for +800)
Normal			
Hard			
Very Hard	1,000		
Revengeance			

* The values in this table are converted to percentages in the game.

RAIDEN'S FUEL CELL ENERGY

DIFFICULTY	BASE VALUE	FUEL CELL UPGRADES	ABSORPTION RATE	CONSUMPTION RATE
Easy	400	+280 each (up to a maximum five for +1,400)	150%	50%
Normal			100%	100%
Hard			80%	120%
Very Hard			80%	120%
Revengeance			50%	150%

In addition to Raiden's attributes, the difficulty level also affects the **Parry Counter** parameters.

- The damage caused by Raiden's attacks is identical on all difficulty levels, except for the Parry Counter. The Parry Counter has a base damage value of 30 on Easy, Normal, Hard and Very Hard, but this value is increased to 400 on Revengeance – making it instantly lethal against virtually all enemies.
- The Parry Counter window of opportunity varies depending on the difficulty level: it is half as long on Hard, Very Hard and Revengeance as it is on Normal and Easy.

ENEMY ATTRIBUTES

The difficulty setting has a major impact on the behavior and stats of all enemies in the game.

- On Easy, Normal and Hard, you will usually be attacked by a single enemy at a time. On Very Hard and Revengeance, though, all enemies attack independently – and, often, simultaneously.
- The higher the difficulty, the more aggressive enemies will be, and the greater their resilience to damage. The difference between Normal and Revengeance isn't a matter of night and day – think more in terms of heaven and the very bowels of hell.

GENERAL CHANGES

DIFFICULTY	LIFE	ATTACK RATE
Easy	75%	50%
Normal	100%	100%
Hard	150-200%	150-200%
Very Hard	200-300%	200-300%
Revengeance	200-300%	800-1,000%

In addition to the global adjustments, your current difficulty level has an influence on most enemy archetypes – as revealed in the table below.

CHANGES PER ENEMY ARCHETYPE

ENEMY	DIFFICULTY	EFFECT
Cyborg / **Armored Cyborg**	All	The higher the difficulty: the more Cyborgs will parry all types of attacks; the more resilient riot shields are; the more frequently Cyborgs use ranged weapons and grenades; the more times Armored Cyborgs can parry during Parry Wars.
Gekko	All	The higher the difficulty, the more "waggles" are required to escape the wire attack.
Mastiff	Easy	On Easy, Mastiffs are slow, they remain stunned longer, and the homing effect of their grab attacks is weak.
	Normal and higher	Mastiffs have a faster rate of attack.
	Very Hard and higher	The rate of attack of Mastiffs is at its maximum. Their stun periods are shorter, and the homing effect of their grab attacks is strong; the number of stick waggles required to escape is increased, and there is no power-up stance for the Mount Punch grab.
Raptor	Hard and higher	Raptors can attack from any position around Raiden.
Fenrir	All	The higher the difficulty, the greater is the accuracy of Railgun shots.
	Revengeance	Railgun shots can hit Raiden even immediately after he has been struck by another shot, or lying prone after sustaining damage.
Vodomjerka	Hard and higher	Flamethrower attacks are more accurate, and the spinning attack has an improved homing effect.
Tripod	All	On higher difficulty levels, you are less likely to obtain Repair Units; Tripods will explode more quickly after grabbing Raiden; more stick waggles are required to escape a grab.
	Hard and higher	Higher homing effect.
Hammerhead	Easy	Missiles and machine guns cannot be fired simultaneously.
Hammerhead (Sundowner Battle)	Easy	Won't fire missiles while Raiden's Fuel Cell Gauge is yellow.
	Easy & Normal	Won't fire missiles while Raiden is taking damage or lying prone.
Mistral	All	The higher the difficulty: the more damage is required to have a chance to cut Mistral's weapon; the more she can evade Raiden's blows; the shorter the stagger duration when her weapon is broken; the more waggles are required to escape her whip grab.
GRAD	All	The higher the difficulty, the more GRADs use their ranged weapons.
Monsoon	Easy	Monsoon will not use his upwards kick from behind Raiden.
	Very Hard and higher	Increased attack speed during the smoke phase.
Sundowner	Very Hard and higher	Always parries Sliding Tackles and Falling Lightning.
Armstrong	Very Hard and higher	Armstrong will use his dash attacks frequently even during Phase 1 and Phase 2. His trails of fire have an improved homing feature during Phase 3.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
RP
ACHIEVEMENTS & TROPHIES

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THE SCORE SYSTEM

In every Ranked Battle, you score points in five main categories (Time, Zandatsu, BP, Longest Combo, and Kills), and can secure two potential bonuses (No Damage and No Kills). Detailed rank sheets for all Ranked Battles are revealed in the Walkthrough chapter.

- **Time:** How long it takes you to progress from the start of a Ranked Battle to its conclusion. The faster you are, the better your rank. When you restart from the pause menu, the battle timer is reset to its state at the previous checkpoint. However, a Restart from the Game Over screen leads to a penalty where the timer will resume from your previous total prior to death, which pretty much eliminates your chances of a Perfect Sheet finish. If death seems likely, be quick to make a manual restart prior to a killing blow.
- **BP:** Any BP you receive during a Ranked Battle is taken into account – Holo-Chips that you pick up, surplus collectibles for recovery items and Sub-Weapons (each adding 100 BP to your total), combos that you perform (see "BP from Combos"), and body parts that you sever (left arms are worth 100 BP, other limbs 50 BP, and each target destroyed or finished with a Zandatsu adds another 100 BP).
- **Zandatsu:** Slicing the weak point of a target in Blade Mode isn't enough – you actually have to absorb the Electrolyte Core for a Zandatsu to be counted.
- **Longest Combo:** Your current hit tally is visible at all times on the user interface. You can keep your combo active by attacking targets, and even striking destructible objects in the environment. If two foes are far from each other, you can slash such objects on your way from one to the other if required. There are two events that can break a combo: being hit by any enemy attack, and failing to add a new strike to the combo within five seconds. There is one damage-related exception: small arms fire (machine guns) will not usually cause the combo count to drop immediately.
- **Kills:** This includes all opponents that you simply destroy (they disappear in an explosion), those that fall to an Execution, and those that you finish off with a Zandatsu. Cyborgs that vanish once defeated with non-lethal techniques (up to three severed limbs or HF Wooden Sword blows) do not count towards your Kills total, but enable you to secure the No Kills bonus if you repeat the same strategy on all human assailants.

Your score total in each Ranked Battle is converted into a rating, from D for a pitiful performance to the ultimate S-Rank. In certain Ranked Battles that feature multiple checkpoints, note that using the Restart function during a later phase may reset score values from earlier phases. When you complete a File, all of your performances in each Ranked Battle are taken into account to determine your overall chapter rating. Similarly, when you finish the game, all of your chapter ratings are cumulated to calculate your playthrough Rank. It is this final, overall Rank which is used to unlock certain Titles (see page 226) and Achievements/Trophies (see page 220).

For chapter Ranks and playthrough Ranks, the rating you obtain is broadly an average of all constituent ratings. However, you can only secure a chapter S-Rank by obtaining S-Ranks in *all* of its battles – a single lower or missing rank will reduce your score to an A. Similarly, you must obtain perfect chapter S-Ranks to get a playthrough S-Rank.

Playing for perfect chapter S-Ranks requires a great deal of skill, patience, and a willingness to use the pause menu's Restart function repeatedly until you execute your favored strategy with precision. As a rule, you can select this option at any point prior to the autosave that occurs when the ratings sheet disappears.

BP

BP (Battle Points) is the currency used to purchase unlockable weapons, items, upgrades and skills at the Customize menu. BP can be acquired during combat, as the principal reward for completing Ranked Battles, Files and VR Missions, and by finding items in Story Mode.

BP FROM COMBOS

Every time you perform a combo, you obtain a certain amount of BP based on three variables: a base BP value determined by the amount of **kills**; the number of **hits** in the combo; and the number of **parts** cut. All three variables are revealed at all times during combat (or as you perform acts of vandalism) via the game's onscreen display. The exact formulas used are revealed below.

Formula with kills:

Combo BP =
number of kills × (**base BP value** + **base BP value** × (**hit rate** + **parts rate**))

Formula with no kills:

Combo BP =
base BP value × (**hit rate** + **parts rate**)

Summary: If the tables make your eyes recoil from the page, you can instead absorb the following simple facts:

1. The more hits you land, parts you cut, and kills you perform during a combo, the more BP you obtain as a reward.
2. Hits and kills can only be scored against enemies. However parts can also be accrued by slicing and smashing destructible objects. In battles that feature such objects (vehicles, poles, crates, et al.), you can deliberately cut them during (or at the end of) an ongoing combo to increase the BP reward that you will receive. The bonus is negligible if you only cut a few parts, but significant if you can reach the 100-part milestone. This is actually very easy to achieve with any object, even without entering Blade Mode: simply perform light attacks in rapid succession while facing the object in question. After a few seconds, you should be well above 100 parts.
3. Combos tend to become very profitable from three kills onwards. Beyond three kills, the BP bonuses you get for additional kills in a combo are exponential, not linear.
4. Combos with no kills (destroying objects, for example) will earn you broadly the same amount of BP as the number of parts cut. More precisely, every increment of 5 parts is worth 5 BP, up to a maximum of 100 BP. Because of this reward cap, slicing destructible objects to pieces outside of combat isn't worth the effort.

BASE BP VALUE

Kills	0	1	2	3	4	5	6	7	8	9	10	11
Base BP value	50	50	50	52.5	55	57.5	60	62.5	65	67.5	70	72.5

HIT RATE

Hits	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
Rate	0.10	0.20	0.30	0.40	0.50	0.60	0.70	0.80	0.90	1.00	1.10	1.20	1.30	1.40	1.50	1.60	1.70	1.80	1.90	2.00

PART RATE

Parts	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
Rate	0.10	0.20	0.30	0.40	0.50	0.60	0.70	0.80	0.90	1.00	1.10	1.20	1.30	1.40	1.50	1.60	1.70	1.80	1.90	2.00

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BP BONUSES

The BP reward that you receive in each individual ranked battle depends on how well you perform in all five main score categories, plus a No Damage and/or No Kills bonus if applicable. The Walkthrough chapter reveals the requirements in each category, and the corresponding rewards, for all Ranked Battles in the game.

In addition to individual combat rewards, you also receive bonuses when you complete a File, based on your overall chapter Rank.

BP BONUSES PER FILE

FILE	CHAPTER RANK BONUSES					OPTIONAL BONUSES	
	S	A	B	C	D	NO DAMAGE	NO KILLS
R-00	5,000	4,000	3,000	2,000	1,000	1,000	-
R-01	10,000	9,000	8,000	7,000	6,000	10,000	10,000
R-02	10,000	9,000	8,000	7,000	6,000	10,000	10,000
R-03	10,000	9,000	8,000	7,000	6,000	10,000	10,000
R-04	10,000	9,000	8,000	7,000	6,000	10,000	10,000
R-05	10,000	9,000	8,000	7,000	6,000	10,000	10,000
R-06	10,000	9,000	8,000	7,000	6,000	10,000	-
R-07	10,000	9,000	8,000	7,000	6,000	10,000	10,000

BP: OTHER SOURCES

There are various ways to obtain BP outside of open combat. The accompanying table lists all of these possibilities.

NON-COMBAT BP

ACTION	BP
Cut any destructible object in at least 100 parts	100
Pick up surplus collectibles (occurs when you have five units of the item in your inventory, or have Infinite Wig A equipped)	100
Perform a Ninja Kill	50
Collect a Holo-Chip (S)	300
Collect a Holo-Chip (M)	500
Collect a Holo-Chip (L)	5,000
Save hostage 01 (File R-01)	First time: 2,000; then: 200
Save hostage 01 (File R-01) with Ninja Kills	First time: 3,000; then: 300
Save hostage 02 (File R-01)	First time: 2,000; then: 200
Save hostage 02 (File R-01) with Ninja Kills	First time: 3,000; then: 300
Save hostage 03 (File R-03)	First time: 4,000; then: 400
Save hostage 03 (File R-03) with Ninja Kills	First time: 6,000; then: 600
Save hostage 04 (File R-05)	First time: 6,000; then: 600
Save hostage 04 (File R-05) with Ninja Kills	First time: 8,000; then: 800

BP FARMING TIPS

In any area that features a locked chest containing a Holo-Chip (L), such as the plaza by the Ferris wheel in R-01, you can exploit this to accumulate BP if you wish. Collect the item, save by calling Courtney on the Codec, then select Restart to collect it again.

Ranked Battle #2 in File R-02 probably presents the easiest BP farming opportunity in the game. The battle itself can be completed in seconds. Once it ends, backtrack to the start of the tunnel to destroy the Double Tripod that appears. This has a chance of dropping two Holo-Chip (L) collectibles. If you then save with Courtney using the Codec and select Restart to repeat the process several times, you can potentially amass over 100,000 BP every five minutes. This rather breaks the natural progression curve for unlocks, but it's a valid option for those who would prefer to have Raiden fighting at full capacity from an early stage.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
BP
ACHIEVEMENTS & TROPHIES

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ACHIEVEMENTS & TROPHIES

The following tables offer a range of prompts and tips to help readers obtain a full haul of Achievements and Trophies. Where extended guidance is required or might prove useful, we've also supplied page references to relevant information elsewhere in the guide.

	ICON	NAME	G	TROPHY	UNLOCK CONDITION
STORY MILESTONES		File R-00: Status – Closed	15	Bronze	These main story milestones are all unlocked during your first playthrough.
		File R-01: Status – Closed	15	Bronze	
		File R-02: Status – Closed	15	Bronze	
		File R-03: Status – Closed	15	Bronze	
		File R-04: Status – Closed	15	Bronze	
		File R-05: Status – Closed	15	Bronze	
		File R-06: Status – Closed	15	Bronze	
		File R-07: Status – Closed	15	Bronze	
GAMEPLAY MILESTONES		Looking Out for the Little Guys	5	Bronze	Destroy 30 Dwarf Gekkos (or, by their less formal designation, Tripods) during Story Mode.
		Pondscum	20	Bronze	Destroy five Vodomjerka in Story Mode. As you destroy four in Ranked Battle #4 of File R-02, you only need to eliminate one more outside the secret base entrance to unlock this.
		Anti-Cyborg Sentiment	5	Bronze	Eliminate 100 Cyborgs during the story: a simple milestone.
		Silverback	15	Bronze	Destroy 10 Mastiffs during Story Mode. The R-02 sewers and R-03 abandoned subway area are prime hunting locations.
		Slider Strike	15	Bronze	Destroy 10 Sliders in Story Mode.
		Herpetophobia	20	Bronze	Destroy 10 Gekkos in Story Mode. "Herpetophobia", incidentally, is a fear or aversion to reptiles.
		Extinction Level Event	20	Bronze	Destroy 10 Raptors in Story Mode.
		Jumping the Shark	20	Bronze	Destroy 10 Hammerheads in Story Mode. The helicopters are uncommon opponents, so unless you destroy multiple Hammerheads in the battle with Sundowner at the conclusion of R-04, this may not unlock until your third playthrough.
		Wolf Hunter	20	Bronze	Destroy a total of 10 Fenrir in Story Mode. These are also rare on lower difficulty levels.
		The Bigger They Are...	10	Bronze	Eliminate a total of 100 Armored Cyborgs in Story Mode. A typical linear progression through the difficulty levels will see you pick this up during a fourth playthrough.
		Demilitarized Zone	15	Bronze	Kill a total of 100 Cyborg Berserkers in Story Mode. If you are determined to unlock this Achievement/Trophy in a timely fashion, it is possible to speed things up by eliminating the four found in R-07, then trigger the checkpoint just prior to the fight with Excelsus before you quit out and begin again.
		Datsu Right	15	Bronze	Complete 50 Zandatsu kills by grabbing the Electrolyte Core in Story Mode.
		You Don't Run from Chance	15	Bronze	Complete 50 Executions in Story Mode. This does not require you to complete a Zandatsu: just to kill targets after following the Execution prompt.
		Assassin Behind Closed Doors	15	Bronze	Complete 30 Ninja Kills in Story Mode.
		Rip 'Em Apart!	15	Bronze	In Story Mode, kill 100 enemies by cleaving them with Blade Mode slices.
COLLECTION MILESTONES (1)		Humanitarian Assistance	25	Bronze	Rescue all hostages in Story Mode: see pages 50, 58, 111, 163 for details. This Achievement/Trophy is automatically rewarded once you save the fourth civilian.
		Tearing Away the Disguise	20	Bronze	Destroy all five Double Tripods in Story Mode: see pages 78, 117, 151, 162 and 170 for details.
		Data Mining	20	Bronze	These are awarded for collecting all Data Storage units (Data Mining), ID Chips (A Big Fan of Lefties), VR Terminals (Analysis Complete) and Men in Boxes (Peekaboo). Note that the Achievements/Trophies for these collection milestones are not awarded immediately when you reach the total, but only when you finish a File.
		A Big Fan of Lefties	20	Bronze	
		Peekaboo	20	Bronze	
		Analysis Complete	20	Bronze	

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Note that all enemy kill milestones (such as "Herpetophobia") are cumulative over multiple playthroughs on a single save file. Kills are not "saved" until you hit a subsequent checkpoint, though you can reach the total and have the Achievement/Trophy unlock immediately once you eliminate the final required enemy.

	ICON	NAME	G	TROPHY	UNLOCK CONDITION
COLLECTION MILESTONES (2)		Amateur Radio Operator	50	Gold	This Achievement/Trophy requires you to listen to at least 400 of the total 540 unique Codec conversations that can occur during the events of the storyline. To hit this total, you will need to make regular visits to the Codec screen to speak with Raiden's allies. As a general rule, you will always find new lines at the start of each File, after major cinematic interludes and during boss battles. Try to visit the screen and speak with all available characters whenever there is narrative event of note: everything from the introduction of a new enemy archetype, to exposition that takes place via automatic Codec exchanges. Once characters repeat a line, there is nothing more to hear at the present time.
		Ich Liebe Kapitalismus!	20	Bronze	Unlock, purchase and – where applicable – fully upgrade all items at the Customize menu. A notification will appear once you have acquired all potential purchases and upgrades in each individual category.
UNIQUE FEATS		Steel Tail	15	Bronze	Sever the tail of Metal Gear Ray during the first encounter in R-00. See page 42 for details.
		Assault with a Deadly Weapon	20	Bronze	Dismember three enemies during Blade Mode with a single sword slice. Ranked Battle #01 in R-01 offers an almost tailor-made opportunity to accomplish this feat: see page 49 for details.
		No Flash Photography!	15	Bronze	Destroy all Gun Cameras in File R-01. See page 68 for details.
		Dwarf Raiden	15	Bronze	Incapacitate all five Cyborgs while controlling the Dwarf Gekko in R-02: see page 92.
		Love at First Sight	15	Bronze	Find and communicate with all "friendly" Tripods during the sequence where you control the Dwarf Gekko: see page 93.
		A Walk in the Dark	15	Bronze	Make your way through the abandoned subway in File R-03 without using AR Mode: see page 117 for details.
		Menace to Society	5	Bronze	Cut off the finial on top of the pagoda in File R-04. See page 143.
		Great Escape	20	Bronze	Complete File R-05 in less than seven minutes. If you wait until you have fully upgraded weapons and the unlockable Infinite Wig B before you attempt this, you can smash your way through mandatory fights in Ripper Mode and avoid other confrontations to beat the deadline with time to spare.
		Surprise Attack!	20	Bronze	You must avoid detection (a full "Alert" status) from the beginning of File R-07 until the cinematic where Raiden discovers Wolf. Playing on Easy, Normal or Hard, run to the Cardboard Box collectible to the far left of your starting position and, from there, kill the sentry standing directly in front of the gate with a Homing Missile. You can then sneak over and Ninja Kill the two remaining Cyborgs once the Caution status has ended. Inside the base, follow the easy Stealth Infiltration route map on page 173 to enter and leave the hangar undetected. Outside, you can either sneak past the three soldiers with an RP Grenade (be careful that the device doesn't detonate too close to a Cyborg), or jump onto the upper walkway and immediately hide in a Cardboard Box to weather the Caution phase. When this ends, eliminate the Armored Cyborg with a Ninja Kill and calmly walk to the waypoint. The Achievement/Trophy will pop up at the Chapter Results screen.
		What Doesn't Kill You...	20	Bronze	In Story Mode, successfully parry 10 attacks in a row in one minute or less. A good place to collect this Achievement/Trophy with relative ease is the fight with LQ-84i in R-01.
		Lover, Not a Fighter	20	Bronze	Receive a No Kills bonus on 10 occasions in Story Mode. We offer No Kills strategies for all applicable Ranked Battles in the Walkthrough chapter. File R-01 has six graded fights (#1, #2, #3, #5, #7 and #9) that lend themselves to a fairly straightforward No Kills strategy if you generally avoid this style of play.
		Prodigal Murderer	30	Silver	Obtain a No Damage bonus in the R-01 fight against Mistral on the Hard difficulty level (or higher). See page 75 for details.
		Genius Destroyer	30	Silver	Obtain a No Damage bonus in the R-03 fight against Monsoon on the Hard difficulty level (or higher). See page 129 for details.
		Truly Human	30	Silver	Obtain a No Damage bonus in the fight against Sundowner on the Hard difficulty level (or higher). See page 157 for details.
		Chosen by History	30	Silver	Obtain a No Damage bonus in the fight against Sam on the Hard difficulty level (or higher). See page 169 for details.
		The Politics of Silencing Foes	30	Silver	Obtain a No Damage bonus in the fight against Armstrong on the Hard difficulty level (or higher). See page 180 for details.
		VR Master	30	Bronze	Complete all 20 unlockable VR Missions. See page 228 for details.
		Virtually a God	50	Gold	Beat the top score in all 20 VR Missions. You can find full guides to this mighty accomplishment in a dedicated section that begins on page 228.
		Becoming a Lightning God	50	Gold	Complete Story Mode on the unlockable Revengeance difficulty setting with a perfect S-Rank playthrough. This requires that you accomplish S-Ranks in every single Ranked Battle. This is by far the hardest Achievement/Trophy to unlock... but our Walkthrough chapter has been specifically designed to assist you with every last step of this torturous journey.
		Revengeance	-	Platinum	Awarded once you unlock all other trophies (PS3 only).

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
ENEMIES
BOSSES
MOVES & COMBOS
ADVANCED COMBAT
WEAPONS
EQUIPMENT
ITEMS
SUB-WEAPONS
CUSTOMIZATION ITEMS
DIFFICULTY LEVELS
SCORE SYSTEM
BP
ACHIEVEMENTS & TROPHIES

Lament@Xbox360iso

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX

5 EXTRAS

In this final chapter, we document all secrets, collectible items, unlockable equipment and "Titles": accolades that acknowledge specific feats during full playthroughs. We also offer walkthroughs for all 20 VR Missions that can be found in Story Mode.

Note: Though spoilers in this chapter are fairly light, and easy to spot (and avoid) with an experienced eye, we nonetheless recommend that players leave this chapter until they have completed File R-07.

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SECRETS

01

02

03

- **Konami Code:** From the title screen (specifically, the point where "Press Start" appears), press the following buttons in a continuous sequence: ↑, ↑, ↓, ↓, ←, →, ←, →, B/○, A/×. You will hear a sound effect and a comment. This will automatically unlock the Very Hard and Revengeance difficulty levels for new playthroughs.

- **Full Stealth:** Whenever you take down all the enemies in an area with Ninja Kills, you will receive a compliment from Raiden's support team in addition to a 2,000 BP reward. This can be a profitable way of clearing certain unrated battles.

- **Tripod Ultimate Taunt:** In VR Mission 05, if you leave the final wave of Tripods alone for approximately 20 seconds, they will align themselves to spell the letter "P" (01) – a bold provocation, though this could also refer to PlatinumGames.

- **Secret Data Storage:** Once you have collected all 20 Data Storage items, you will find that a further three are automatically unlocked in the Collection menu.

- **Posters & Pictures:** Throughout File R-03 and in three further instances in R-04 and R-05, there are secret pictures to reveal with a slice in Blade Mode (02). See pages 101, 106, 119, 137 and 162 to find them. These are Easter eggs, a homage to the posters that could be found by Raiden in Metal Gear Solid 2: Sons of Liberty.

- **Undress Hostage Civilians:** Every time you free a hostage, he will run away. Sprint after him and strike to undress him (03). A member of Raiden's support team will rebuke you.

UNLOCKABLES

Many items in the game can be purchased with BP from the Customize screen. However, there are certain special pieces that only become available when you unlock them by meeting very specific requirements.

UNLOCKABLE EQUIPMENT

CATEGORY	NAME	EFFECT	UNLOCK CONDITION
Weapons (see page 210)	Pole-Arm	The ultimate combo weapon, and an effective tool for crowd control.	Complete File R-01.
	Sai	Enables Raiden to pull himself almost instantly to targets; has a rechargeable stun effect.	Complete File R-03.
	Pincer Blades	Slow but enormously powerful; efficient at destroying armor; can slice weakened body parts.	Complete File R-04.
	High-Frequency Murasama Blade	Once fully upgraded, this is the most powerful weapon you can use in terms of raw damage.	Complete the game on any difficulty.
	High-Frequency Machete	Weaker than other swords, and with a shorter range, but 10% faster.	Collect 10 Data Storage items.
	Stun Blade	Each blow has a chance to stun its target.	Collect all Data Storage items.
	Armor Breaker	Each blow has a chance to break the target's entire armor.	Collect all ID Chips.
	High-Frequency Long Sword	A weapon with long range, but lower speed.	Finish all VR Missions with the 1st ranking.
	High-Frequency Wooden Sword	Each blow has a chance to make Cyborg targets vanish, without killing them.	Find all Men In Boxes.
Outfits (see page 214)	Mariachi Uniform	-	Complete File R-02.
	Custom Body (Red)	Improves Raiden's Strength, but weakens his Defense and Consumption attributes.	Complete 30% of the VR Missions.
	Custom Body (Blue)	Improves Raiden's Defense, but weakens his Strength and Absorption attributes.	Complete 50% of the VR Missions.
	Custom Body (Yellow)	Improves Raiden's Defense, Absorption and Consumption attributes.	Complete all VR Missions.
	Custom Body (Desperado)	Makes Raiden slightly less likely to be spotted by Desperado units.	Complete File R-04.
	Suit	-	Complete File R-00 on Very Hard.
	Standard Body	-	Complete the game on Hard difficulty or higher.
	Original Body	-	Available as preorder bonus and/or downloadable content.
	Gray Fox	-	
Wigs (see page 214)	Infinite Wig A	Offers Raiden unlimited Sub-Weapon ammo.	Complete the game on Normal difficulty or higher, and collect at least 10 ID Chips.
	Infinite Wig B	Offers Raiden unlimited Fuel Cell energy.	Complete the game on Normal difficulty or higher, and collect at least 20 ID Chips.
	Blade Mode Wig	Allows Raiden to cut armored units while in Blade Mode.	Complete the game on Hard difficulty or higher, and collect all 30 ID Chips.

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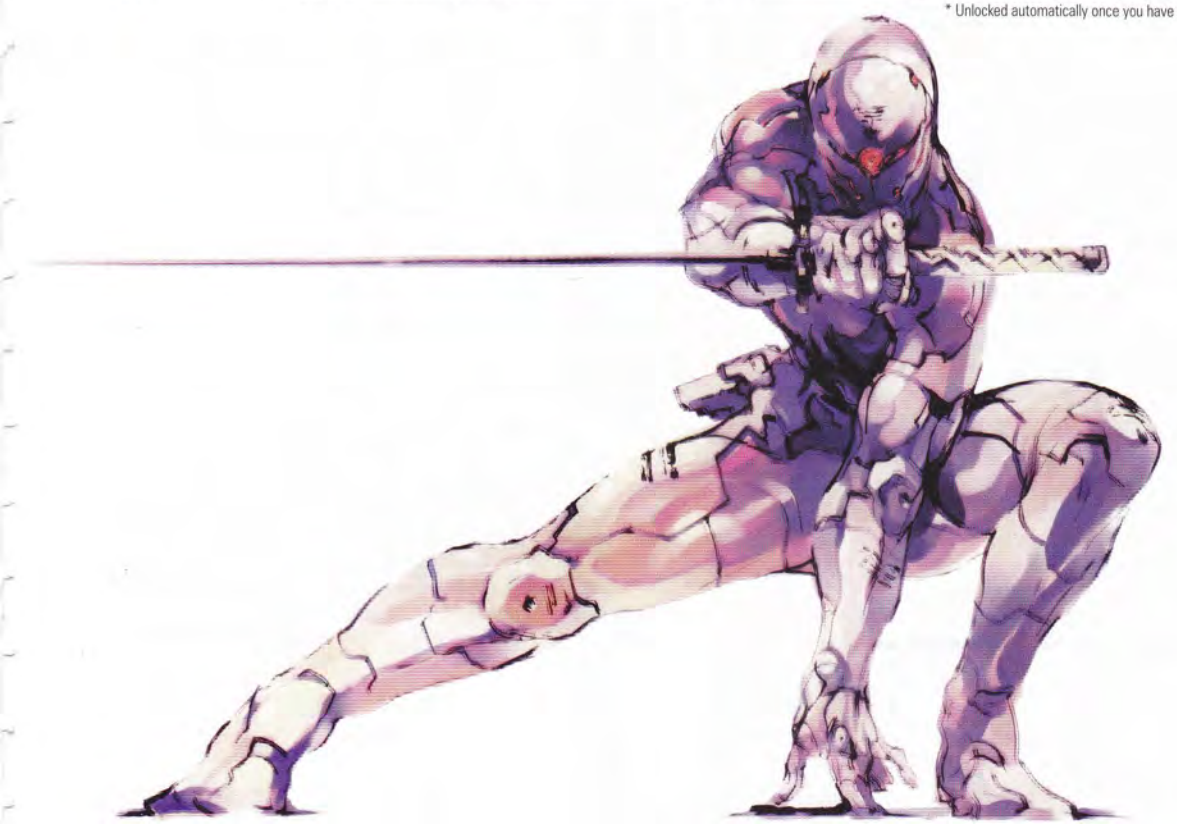
COLLECTION

You can unlock entries in the Collection menu by picking up items (VR Terminals, Data Storage units, ID Chips and Men in Boxes) during your time in Story mode.

COLLECTION COLLECTIBLES

CATEGORY	NAME	UNLOCKS	PAGE
VR Terminals	VR Terminal 01	VR Mission 01	50
	VR Terminal 02	VR Mission 02	58
	VR Terminal 03	VR Mission 03	62
	VR Terminal 04	VR Mission 04	68
	VR Terminal 05	VR Mission 05	78
	VR Terminal 06	VR Mission 06	82
	VR Terminal 07	VR Mission 07	94
	VR Terminal 08	VR Mission 08	100
	VR Terminal 09	VR Mission 09	106
	VR Terminal 10	VR Mission 10	110
	VR Terminal 11	VR Mission 11	116
	VR Terminal 12	VR Mission 12	118
	VR Terminal 13	VR Mission 13	132
	VR Terminal 14	VR Mission 14	136
	VR Terminal 15	VR Mission 15	136
	VR Terminal 16	VR Mission 16	150
	VR Terminal 17	VR Mission 17	150
	VR Terminal 18	VR Mission 18	162
	VR Terminal 19	VR Mission 19	170
	VR Terminal 20	VR Mission 20	172
ID Chips	ID Chip 01	ID Details of Stephen	60
	ID Chip 02	ID Details of James	64
	ID Chip 03	ID Details of Abraham	64
	ID Chip 04	ID Details of Benjamin	68
	ID Chip 05	ID Details of William	86
	ID Chip 06	ID Details of Franklin	90
	ID Chip 07	ID Details of Thomas	94
	ID Chip 08	ID Details of Zachary	100
	ID Chip 09	ID Details of Harry	100
	ID Chip 10	ID Details of Lyndon	106
	ID Chip 11	ID Details of Ulysses	110
	ID Chip 12	ID Details of Richard	110
	ID Chip 13	ID Details of George	118
	ID Chip 14	ID Details of Rutherford	118
	ID Chip 15	ID Details of Dwight	118
	ID Chip 16	ID Details of Martin	132
	ID Chip 17	ID Details of Herbert	132
	ID Chip 18	ID Details of Theodore	136
	ID Chip 19	ID Details of Donald	136
ID Chips	ID Chip 20	ID Details of Gerald	142
	ID Chip 21	ID Details of Milliard	142
	ID Chip 22	ID Details of Warren	142
	ID Chip 23	ID Details of David	142
	ID Chip 24	ID Details of Barrack	158
	ID Chip 25	ID Details of Ronald	158
	ID Chip 26	ID Details of Chester	162
	ID Chip 27	ID Details of Andrew	170
	ID Chip 28	ID Details of Frank	172
	ID Chip 29	ID Details of John	172
	ID Chip 30	ID Details of Adam	172
Men in Boxes	Man in Box 01	High-Frequency Wooden Sword (see page 212)	68
	Man in Box 02		82
	Man in Box 03		106
	Man in Box 04		150
	Man in Box 05		172
Data Storage	Data Storage 01	Metal Gear Ray artwork	40
	Data Storage 02	Cyborg artwork	40
	Data Storage 03	Raiden artwork 1	48
	Data Storage 04	Boris and Doktor artwork	50
	Data Storage 05	Courtney artwork	54
	Data Storage 06	Kevin artwork	68
	Data Storage 07	Raptor artwork	82
	Data Storage 08	Fenrir artwork	90
	Data Storage 09	Mistral artwork	90
	Data Storage 10	Vodomjerka artwork	100
	Data Storage 11	George artwork	110
	Data Storage 12	Mastiff artwork	116
	Data Storage 13	Pincer Blades artwork	118
	Data Storage 14	Monsoon artwork	132
	Data Storage 15	Armored Cyborg artwork	142
	Data Storage 16	Cyborg Berserker artwork	142
	Data Storage 17	Brain artwork	150
	Data Storage 18	Sundowner artwork	158
	Data Storage 19	Sam artwork	172
	Data Storage 20	Sunny artwork	172
	Data Storage 21*	Excelsus artwork	-
	Data Storage 22*	Armstrong artwork	-
	Data Storage 23*	Raiden artwork 2	-

* Unlocked automatically once you have unlocked Data Storage 1-20.



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TITLES

Titles are accolades that can be awarded every time you complete the game, acknowledging special feats. Some require little short of perfection, many are rather challenging, while a few are designed to playfully acknowledge sub-optimal performances.

TITLES

ICON	NAME	UNLOCK CONDITION
	Thunder God	Obtain an overall S-Rank for all chapters, on all difficulty levels. This is arguably the most demanding Title to acquire, and will require five perfect playthroughs.
	Lightning Bolt	Obtain an overall B-Rank or higher on all difficulty levels.
	Divine Wind	Complete the game on Revengeance difficulty within three hours without dying: another brutally tough accolade to acquire; see "Speed Runs" for tips.
	Cyclone	Complete the game on Very Hard difficulty within three hours without dying once; see "Speed Runs" for tips.
	Gale Force	Complete the game on Hard difficulty within four hours without dying once.
	Strong Wind	Complete the game on Normal difficulty within four hours without dying once.
	Light Breeze	Complete the game on Easy difficulty within five hours without dying once.
	Thunderstorm	Complete the game on Hard difficulty or above without dying, and without using a single unit of Repair Nanopaste.
	Passing Rain	Complete the game on Normal difficulty or higher in less than eight hours.
	Rain Shower	Complete the game in 10 hours or more, with 10 deaths or more, and use in excess of 20 Life recovery items or more; many players will probably earn this Title at the end of their first playthrough.
	Lightning Speed	Complete the game on any difficulty within two hours; see "Speed Runs" for tips.
	Light Drizzle	Complete the game on Normal difficulty or higher in 12 hours or more.
	Mr. One Percent	Earn at least 300,000 BP during a playthrough on Normal difficulty or higher. If you follow our Walkthrough, you should achieve this by the end of File R-04.
	Massive Deterrent	Complete the game on Normal difficulty or higher without killing a single Cyborg, Armored Cyborg or Cyborg Berserker. This can be achieved in one of two ways: either by severing between one and three limbs from human opponents before moving away, or by using the unlockable Wooden Blade (see page 212).

ICON	NAME	UNLOCK CONDITION
	Naked and Unloved	Complete the game on the Hard difficulty level or higher without upgrading Raiden's Life or Fuel Cell capacity via the Customize option, or by collecting Endurance +1 upgrades. This can only be accomplished by selecting the New Game option, which deletes your BP, resets all Customization unlocks and purchases, and your progress on all difficulty levels, but leaves collectibles, Titles and VR Mission progress intact. For obvious reasons, completists may wish to leave this Title until last.
	Samurai	Complete the game on Normal difficulty or higher while using the High-Frequency Blade exclusively as Raiden's primary weapon. You are permitted to use Sub-Weapons or Custom Weapons (Pole-Arm, Sai, Pincer Blades) without consequence.
	Ninja	Eliminate 50 or more enemies with Ninja Kills during a playthrough on Normal or above.
	Hard Worker	Obtain a rating in every Ranked Battle in the game; this includes a selection of optional/hidden fights. If you miss a battle, it is marked by a "-" on the chapter results page. Our Walkthrough chapter reveals the location and trigger for all Ranked Battles.
	Battle Tested	Complete the game on Normal difficulty or higher having been detected on at least 50 occasions. This requires that you enter open combat in the majority of unrated skirmishes that can take place between Ranked Battles. This, naturally, makes it effectively incompatible with the "Ninja" Title.
	Sworn to Secrecy	Complete the game on Normal difficulty or higher having been detected less than 35 times. Unless you pick this up with Ninja, it is a title that you can obtain while following our Speed Run strategy.
	Jack the Ripper	Perform at least 1,000 slices on enemies while in Blade Mode. This should come easily on playthroughs where you are fighting to secure S-Ranks: the Longest Combo and BP score requirements often necessitate plenty of Blade Mode incisions.
	Precision Machine	Cleanly sever at least 30 body parts in Blade Mode during the course of a full playthrough without damaging them with further slices. This requires precise cuts that cleanly separate limbs or heads from torsos, and is something that you could plausibly accomplish while playing for the "Massive Deterrent" title (but without the Wooden Blade, naturally).

SPEED RUNS

There are a number of Titles that challenge you to finish the game within a specific time limit. The most demanding of these are **Lightning Speed**, which involves a playthrough of under two hours (but on any difficulty level), and **Divine Wind** and **Cyclone**, which necessitate playthroughs under three hours, but on the Revengeance and Very Hard difficulties respectively – and without ever dying.

To meet these conditions, you will need an encyclopedic understanding of each File, and a methodical approach. You will need to skip all cutscenes and use Ⓨ/Ⓐ to speed up Codec conversations. Though the clock stops at the Pause menu, use of the Restart function will not erase any time that has elapsed since the previous checkpoint – so precision is mandatory.

The following walkthrough addendum offers tips to bypass battles and use all possible shortcuts to save time, with page references pointing to relevant parts of the Walkthrough chapter. Naturally, there are certain pieces of equipment that will enable you to complete mandatory battles with greater speed. Infinite Wig A can be employed to use and abuse RP and EM devices to bypass many optional encounters; alternatively, Infinite Wig B (for endless Ripper Mode) and the Blade Mode Wig (for instant slicing against armored foes) can be equally beneficial. A maxed Stun Blade or Armor Breaker sword may also make a difference.

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WALKTHROUGH ADDENDUM: SPEED RUN SHORTCUTS

FILE	BATTLE/ LOCATION	NOTES
R-00 (page 40)	Unrated Battle	After the opening battle, you can sprint to the fence and slice through it to bypass the longer second confrontation.
	Ranked Battle #1	Parry Metal Gear Ray's attacks to quickly destroy its body parts and wear it down.
	Waterway	Ninja Run at all times as you follow Sundowner.
	Ranked Battle #2	Be sure to destroy Ray by the time it uses its arm swing attack.
	Train	Ninja Run straight to Sam, then allow him to attack Raiden without reply; run close to encourage him to strike.
R-01 (page 46)	Coast	Ninja Run to trigger Ranked Battle #1 and defeat the Cyborgs with instant lethal slices.
	Unrated Battle	Sprint straight to Ranked Battle #2, without stopping to fight any enemies on the way.
	Streets	Bypass the next unrated battle by sneaking along the right-hand wall until you reach the door panel.
	Ranked Battle #3	Defeat LQ-84i quickly with charged Pincer Blades attacks (or a Parry Counter on Revengeance).
	Bridge Approach	Sprint straight to the bridge, ignoring all enemies on the way.
	Monument	Bypass all enemies by following the rooftop route.
	Barricade	Slice the lock on the Barricade gate while in Blade Mode to open it and reach Ranked Battle #6 immediately.
	Plaza	Eliminate the first three Cyborgs with Ninja Kills, then sneak to the waypoint without further combat to bypass Ranked Battles #7 and #8 entirely.
	Factory	Reveal the laser beams with AR Mode, then Ninja Run until you reach the large room. Run up the stairs, stop a few steps from the top and throw an RP Grenade to blind the two closest Cyborgs. Ninja Run along the left-hand wall, straight to the exit.
	Ranked Battle #10	Use Parry Counters to cut Mistral's weapon and speed up the battle.
R-02 (page 76)	Sewer Entrance	After Ranked Battle #1, climb the stairs. From the upper walkway, throw an RP Grenade directly to the GRAD or the Mastiffs, then slice the fence and drop down into the hole.
	Lower Sewer	When you reach the tunnel with the three Mastiffs, sprint down the stairs to the left while the first Mastiff is still looking away, and jog directly to the north exit. Slice the metallic door and drop down.
	Lower Sewer	Run straight to the north, ignoring the Vodomjerka, and slice the hidden door to open the way.
	Raptor Hangar	From the top of the stairs, throw an RP Grenade in the center of the room, but be careful to ensure that the explosion doesn't hit a Mastiff. Run along the upper walkway to the north and drop down. Interact with the door panel to skip Ranked Battle #5.
	Processing Facility	When controlling the Dwarf Gekko, rush to the exit vent while silently incapacitating all Cyborgs. This can be done in less than a minute. You can then sprint to the control panel as Raiden, simply eliminating the Tripods on the way.
	Warehouse	After Ranked Battle #8, throw an RP Grenade when you reach the junction to blind the Cyborgs, then sprint to the end of the chapter.
R-03 (page 98)	Downtown	Immediately after Ranked Battle #1, Ninja Run to the north, climb the stairs to the left and sprint to the terrace via the bridge; enter the office to bypass Ranked Battles #2 and #3 altogether.
	Ranked Battle #5	Use our No Damage strategy to save time.

FILE	BATTLE/ LOCATION	NOTES
R-03 (page 98)	Rooftops	After Ranked Battle #6, climb up the next stairs and Ninja Kill the Armored Cyborg patrolling on the east side of the rooftop, then jump to the north building from the red platform – skipping Ranked Battles #7 and #8 in the process. Drop on the lower rooftop and hide behind the second set of fans. Throw an RP Grenade to blind the Cyborgs and the Slider, then sneak past, running along the left-hand wall. Cut through the fence before slicing the elevator cables.
	Subway	Ninja Kill all the Mastiffs on the way. Once you reach the final platform, throw an RP Grenade on the east side to blind the Tripods and the Mastiff. Jog into the smoke cloud and activate the panel before you rush up the stairs.
	Mall	After Ranked Battle #10, sneak up the steps and bypass the Unrated Battle completely.
	World Marshal HQ	Follow the speed run route while Raiden is "wounded" to avoid Ranked Battle #13 altogether.
R-04 (page 130)	Foyer	Slice the reception hostess to trigger Ranked Battle #1 immediately.
	Ranked Battle #2	As soon as Doktor informs you that the elevator is ready, step inside and operate the panel to end the fight prematurely.
	Ranked Battle #3	Follow the No Damage strategy described in the Walkthrough to save time.
	Ranked Battle #4	Follow the Speed Run strategy described in the Walkthrough for a really fast finish.
	Japanese Garden	Bypass the Armored Cyborg standing guard inside the pagoda. Once in the main area, run along the wall to your left at all times to bypass enemies, until you reach the exit. Use a Cardboard Box, if required, to hide until nearby patrols move away.
	Freight Elevator	Just before you reach the elevator, hide behind the dark container and wait in AR Mode for the patrolling Berserker to approach. When he's close, jump onto the container, close to the wall, then Ninja Kill him from above. Further down the corridor, stealth kill the next targets as they turn away.
	Ranked Battle #8	Follow our Speed Run strategy to end the battle in a few seconds.
R-05 (page 158)	World Marshal HQ	After Ranked Battle #1, jog to the east, then to the south as you reach the train to pass unnoticed.
	Mall	After Ranked Battle #2, run along the left-hand wall, away from the Tripods. Throw an RP Grenade towards (but not at) the Gekko, and sneak in a diagonal line between the final two Tripods to avoid triggering the Alert status.
	Ranked Battle #3	Run to the corner to the right until the Sliders fly away. Jog down the steps while snap-throwing RP Grenades to avoid raising the alert until you pass all prospective hostiles.
	Mall	From behind the Cyborg ahead, throw an RP Grenade towards the GRAD below, then jog down the steps to the left and cut through the barrier. Ninja Run along the left-hand wall, then stop and toss an RP Grenade towards the Mastiffs. Keep jogging along the left-hand wall until you reach the exit, throwing another RP Grenade to blind the Mastiffs if required.
R-06 (page 166)	Sam	Focus on damage, and avoid triggering the second phase of the battle to finish it in record time.
R-07 (page 170)	Air Base	Follow our "Stealth Infiltration" strategy to sneak through the entire base in less than a minute.
	Excelsus	Use charged Pincer Blades attacks (both on the legs and the head) to take down Excelsus quickly.
	Armstrong	Adopt an aggressive approach to accelerate the outcome of the first two battle phases. On easy, Normal and Hard, you can choose to deliberately allow Armstrong to empty Raiden's Life Gauge in the second phase to progress in mere seconds.

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
SECRETS
UNLOCKABLES
COLLECTION
TITLES
SPEED RUNS
VR MISSIONS

Lament@Xbox360iso

VR MISSIONS

VR Missions are special, individual assignments where you are challenged to complete a preset objective in the smallest possible amount of time. Unlike the five VR Tutorials, which are simple guides to combat skills unlocked at milestones in the main storyline, the 20 available VR Missions must be unlocked by finding the corresponding VR Terminals hidden in Story mode. You can find the location of these collectibles on the Walkthrough chapter, or use our checklist on page 225.

We offer strategies for perfect finishes in all missions over the pages that follow. We'll begin with a selection of universal guidelines and tips:

- VR Missions are played with limited equipment, with Raiden stripped of any upgrades acquired in the main storyline – and, moreover, no Soliton Radar. You have the HF Blade as your standard weapon, with the Pole-Arm, Sai and Pincer Blades available at their default, pre-upgrade level. Unless they are provided as collectibles in a given challenge, you do not have Sub-Weapons at your disposal. This facilitates a very "pure" experience, where your success depends first and foremost on your skill and understanding of the game mechanics. For this reason, attempting to complete all VR Missions with a high Rank is not something you should do until you have mastered core techniques. That said, when the time comes, VR Missions offer an excellent training opportunity for those planning to complete the game on the Very Hard and Revengeance difficulty levels.
- If you need to save a Custom Weapon change, you must finish a mission. Choose a short challenge that you have already completed (Mission 03 takes no more than 20 seconds on a slow run) and go through it quickly. This can be useful in more challenging missions where you do not have seconds to spare on selecting an item at the inventory screen.
- If you move (or fall) outside the borders of an arena, you will reappear at the starting point, or equivalent checkpoint.
- The first time you obtain each Rank in a mission, you receive a BP reward. If you reach the 1st or 2nd Rank straight away, you acquire the reward for the lower Rank(s) simultaneously. The reward for each Rank is only awarded once per mission.

BP PER RANK

RANK	BP REWARD
1st	5,000
2nd	3,000
3rd	2,000

MISSION TYPES

Each of the 20 VR Missions belongs to one of six challenge categories.

MISSION TYPE OVERVIEW

CATEGORY	RULES	GENERAL TIPS
"Eliminate all enemies" (Missions **01, 07, 13, 16, & 18**)	■ **Objective:** Defeat all enemies as quickly as possible. ■ **Failure Condition:** Raiden is killed.	■ There are two staple techniques that are essential in these challenges: instant Zandatsu kills against standard Cyborgs, and Parry Counters/Execution moves against stronger opponents. See page 206 for details. ■ There are two main ways to quickly refill your Fuel Cell Gauge: killing a foe with a Zandatsu (which costs a few seconds), or employing fast combos (the Pole-Arm being the weapon of choice for this). ■ Enemies can be hit as soon as they arrive in the arena, even while they are still partly transparent. You can often take advantage of this – for example, by unleashing a pre-charged Pincer Blades combo on a wave of foes as they spawn.
"Eliminate all enemies via Ninja Kill" (Missions **02, 08 & 14**)	■ **Objective:** Use Ninja Kill to defeat all enemies as quickly as possible. ■ **Failure Conditions:** Raiden is killed; an enemy enters Alert status; you kill an enemy with a move other than a Ninja Kill.	■ Press Ⓑ/○ repeatedly when you reach a target from behind to perform a Ninja Kill. If you're not perfectly aligned, it's usually safer to jog than to Ninja Run during the final part of the approach. ■ Use AR Mode to locate enemies and identify the direction they are facing. ■ Avoid using Target Lock on targets that you are poised to Ninja Kill: free camera control is a must. ■ When you Ninja Kill a target, the action stops as you are offered an opportunity to perform the customary Zandatsu. This is superfluous (indeed, a waste of time) in these challenges. Instead, enter Blade Mode for a split second to truncate the slow-motion period before moving on. ■ Triggering a Caution status doesn't end the mission. The suspicious target will investigate, but you can move away as long as Raiden is not fully detected.
"Arrive at the specified waypoint" (Missions **03, 09 & 15**)	■ **Objective:** Reach the waypoint as quickly as possible. ■ **Failure Condition:** Raiden is killed.	■ These missions usually come down to Ninja Running at all times until you reach the destination marker. ■ One of your priorities is to pay your foes a wide berth. Raiden automatically deflects incoming bullets while Ninja Run is active, and it's possible to evade missiles with judicious use of the Sliding Tackle move or well-timed jumps.
"Eliminate all enemies via Zandatsu" (Missions **04, 10 & 19**)	■ **Objective:** Kill all your foes with Zandatsu moves as quickly as possible. ■ **Failure Conditions:** Raiden is killed; you kill a target without finishing them off with a Zandatsu.	■ Follow the same general advice as for the "Eliminate all enemies" mission type. Knowing the techniques to quickly engineer Zandatsu situations is of paramount importance. This includes instant Zandatsu kills, weakening targets quickly, the Sliding Tackle, Parry Counters and Executions. ■ Whenever you have weakened a target to the point that their body is completely blue, be careful not to destroy them inadvertently.
"Eliminate all enemies using the supplied Sub-Weapon" (Missions **05, 12 & 17**)	■ **Objective:** Defeat all enemies with the supplied Sub-Weapon as quickly as possible. ■ **Failure Condition:** Raiden is killed.	■ You can't use normal attacks or parry during these missions – you have to rely exclusively on the supplied Sub-Weapons. ■ You can find advice on the use of Sub-Weapons in the Primer chapter (see page 32).
"Arrive at the specified waypoint without being detected" (Missions **06, 11 & 20**)	■ **Objective:** Reach the waypoint as quickly as possible without alerting any enemies. ■ **Failure Conditions:** Raiden is killed; an enemy enters Alert status.	■ These missions focus on stealth – you don't need to kill enemies at all on your way to the destination marker. ■ Triggering a Caution status doesn't end the mission.

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DIFFICULTY

VR MISSION DIFFICULTY

DIFFICULTY	MISSIONS
◇	01-03
◇◇	04-06
◇◇◇	07-13
◇◇◇◇	14-17
◇◇◇◇◇	18-20

The 20 VR Missions broadly escalate in difficulty as you progress in a linear order, though there are naturally instances where one player might struggle with an early challenge, yet ace a much later VR Mission on their first attempt. The VR Missions interface offers a one to five rating to indicate the designer's approximate grading for each mission.

MISSION 01

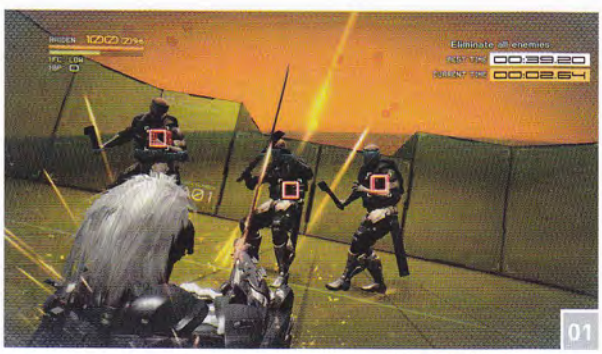
PREPARATION

- **Availability:** VR Terminal 01 in File R-01 (see page 50)
- **Objective:** Eliminate all enemies.
- **Recommended Equipment:** Pole-Arm
- **Enemies:**
  - **Set 1:** Cyborg (Machete) x3
  - **Set 2:** Cyborg (Assault Rifle/Machete) x2, Cyborg (Assault Rifle) x2, Gekko (Missile Launcher) x1

RANKING	TIME
1st	00:40.00
2nd	01:00.00
3rd	01:20.00

SUGGESTED STRATEGY

1. **Set 1:** As soon as you take control of Raiden, rush straight ahead and perform a Sliding Tackle. Activate Blade Mode and slice all three targets during the slide, aiming for heads or torsos to kill them all immediately (01) – don't lose time with a Zandatsu.
2. **Set 2:** The Gekko will appear broadly where your slide will end. Make sure you trap it with the wall behind it (02), and Parry Counter its first attack to get rid of it immediately with a follow-up Execution (but no Zandatsu). If you fail to engineer this, a damaged-based Execution is also possible, but this is far less time-efficient. Deal with each remaining Cyborg in turn, using short Pole-Arm combos both to stagger your targets and replenish your Fuel Cell Gauge (this is faster than the Zandatsu animation sequence). Switch to Blade Mode whenever the bar turns blue and slice their torsos for instant kills. If possible, try to slice multiple targets within a single Blade Mode instance.



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MISSION 02

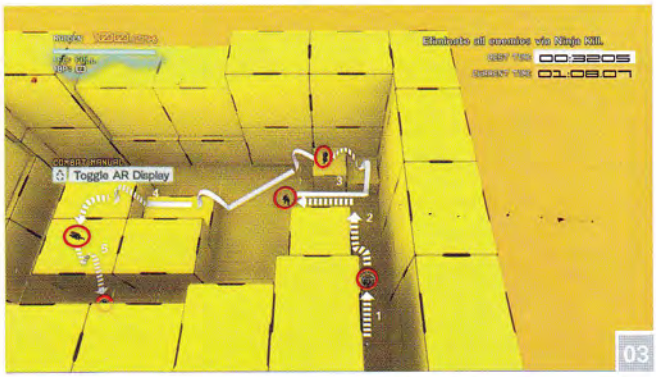
PREPARATION

- **Availability:** VR Terminal 02 in File R-01 (see page 58)
- **Objective:** Eliminate all enemies via Ninja Kill.
- **Enemies:** Cyborg (Machete) x5

RANKING	TIME
1st	00:40.00
2nd	01:00.00
3rd	01:20.00

SUGGESTED STRATEGY (02)

1. **Target 1:** Jog towards the first soldier and Ninja Kill him; don't forget that you can shorten the killing animation by entering Blade Mode for a split-second after you have pressed B/◎.
2. **Target 2:** Wait in the corner until the soldier to your left starts walking forward; when he does, immediately sneak behind him (jog along the wall and turn right), then Ninja Kill him. He should only have time to take one or two steps.
3. **Target 3:** Immediately backtrack and climb the two blocks in the corner to strike the next soldier from behind. Take care not to touch him when you jump to his platform.



Raiden Movement: Jogging Pace
Raiden Movement: Ninja Run

4. **Target 4:** Ninja Run to the blocks ahead of you; sneak behind the next soldier at a jogging pace and Ninja Kill him while his back is turned.
5. **Target 5:** Locate the final soldier below with AR Mode and Ninja Kill him from above.

MISSION 03

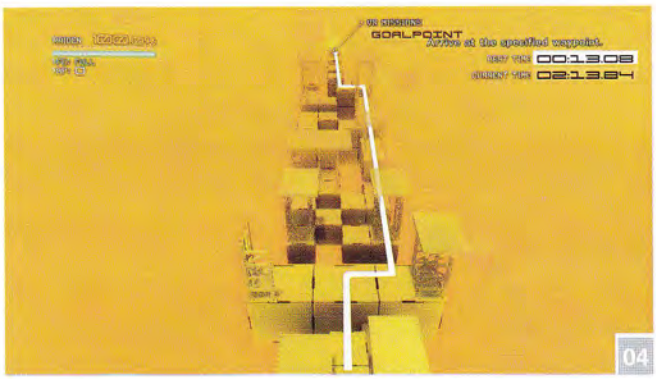
PREPARATION

- **Availability:** VR Terminal 03 in File R-01 (see page 62)
- **Objective:** Arrive at the specified waypoint.
- **Enemies:** Cyborg (Assault Rifle) x4

RANKING	TIME
1st	00:15.00
2nd	00:30.00
3rd	00:45.00

SUGGESTED STRATEGY

1. Simply Ninja Run forward, following the path shown on our annotated map (04), and ignore all foes on the way.
2. When you arrive on the last block, make sure that you immediately step inside the yellow halo to stop the timer and complete the mission.



MISSION 04

PREPARATION

- **Availability:** VR Terminal 04 in File R-01 (see page 68)
- **Objective:** Eliminate all enemies via Zandatsu.
- **Recommended Equipment:** Pincer Blades
- **Enemies:** Cyborg (Machete) x1, then Armored Cyborg (Blade) x1, then Gekko (Machine Gun) x1

RANKING	TIME
1st	01:00.00
2nd	01:30.00
3rd	02:00.00

SUGGESTED STRATEGY

1. **Target 1:** Run forward and immediately take down the first Cyborg with the Sliding Tackle/Zandatsu technique, or a single running blow followed by an instant Zandatsu.
2. **Target 2:** When you face the Armored Cyborg, strike him with a triple Pincer Blades combo twice in a row, then finish him off with a Zandatsu.
3. **Target 3:** Immediately charge up a Heat Burst Pincer Blades combo, and release it on the (preferably locked) Gekko to trigger an Execution opportunity (05). When in Blade Mode, press Y/△ once to perform a swift kill.

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MISSION 05

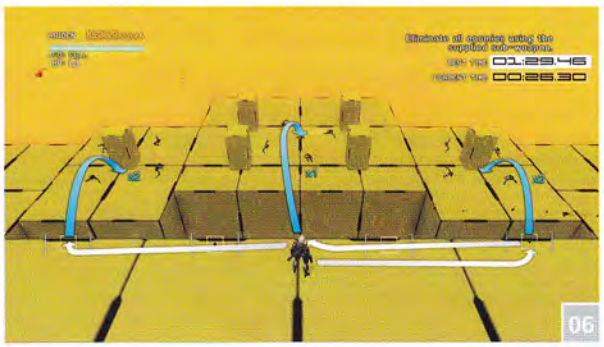
PREPARATION

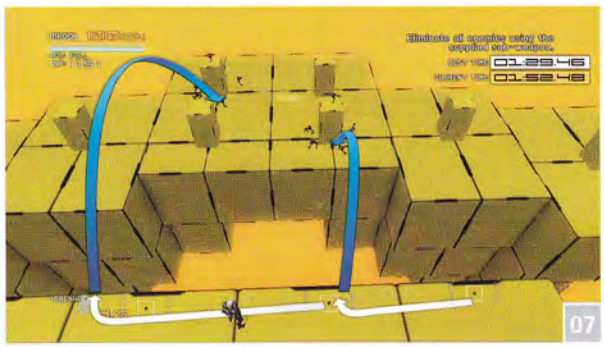
- **Availability:** VR Terminal 05 in File R-02 (see page 78)
- **Objective:** Eliminate all enemies using the supplied Sub-Weapon.
- **Enemies:** Tripod x53
- **Note:** There are four waves of Tripods, and four grenade spawn locations on the main platform.

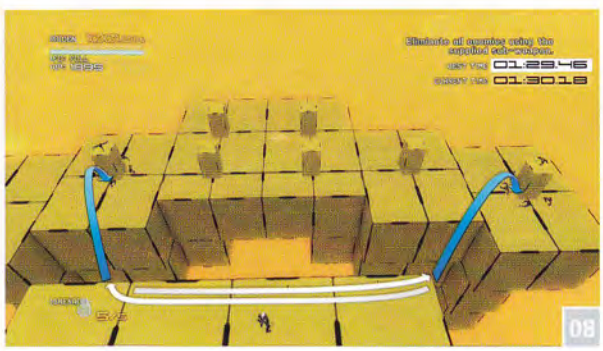
RANKING	TIME
1st	01:30.00
2nd	02:30.00
3rd	03:30.00

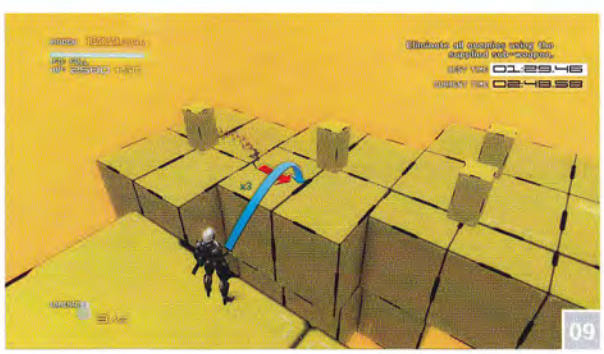
SUGGESTED STRATEGY

1. **Wave 1 (06):** Immediately run to the right end of the platform, picking up the two grenades on the way. Select them in the inventory, then throw them at the base of the right-hand pillar, with approximately one second of delay between the tosses. All four Tripods need to die immediately. Ideally, you should be hitting a Tripod with the grenade for an immediate explosion. If you miss, restart. Once this can be achieved in a timely fashion (approximately 10 seconds), run to the center, picking up one or two grenades on the way, and throw one at the Tripod in the middle of his group to take them all down in a single explosion. Finally run to the left end of the platform, collecting the two grenades on the way, and take down the final group with two throws (separated by a second) aimed at the base of the pillar once again. Try to have the grenades connect with a target – this is always much more efficient than letting them bounce around. Feel free to throw a third grenade if you have one left in your inventory. On a perfect run, you should be done with this wave after approximately 30 seconds. Replenish your stock of grenades by running to the right end of the platform.
2. **Wave 2 (07):** Position Raiden in front of the right-hand pillar and throw a grenade at its base – if possible to strike a running Tripod and eliminate the entire group. Move to the left, collecting ammo on the way, and proceed as before with the second group. Remember that you will need to aim a little higher to cover longer distances. If you happen to kill the Tripods on the ground, but not the one on the pillar, you'll lose precious time – make sure to aim very high to reach your target. Quickly pick up grenades while the third wave spawns.
3. **Wave 3 (08):** Use the same strategy to get rid of both groups, starting with the one on the left (which spawns first) to save a few seconds. It is vital to defeat each group with a single grenade.
4. **Wave 4 (09):** The last group of Tripods forms a chain that spawns in the left of the arena and moves towards the right. Quickly take position on the left-hand side of the platform, and throw three grenades in rapid succession. Your goal is to hit the Tripods at the head of the line by aiming a few meters ahead of the line. You may find that it helps to throw your grenades in the direction of the nearby pillar – this way, the explosive will bounce back towards the Tripods even if you miss. To achieve a 1st Rank finish, you really need to eliminate this final wave without delay.









Raiden Movement
Tripod Movement
Grenade Throws

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
SECRETS
UNLOCKABLES
COLLECTION
TITLES
SPEED RUNS
VR MISSIONS

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MISSION 06

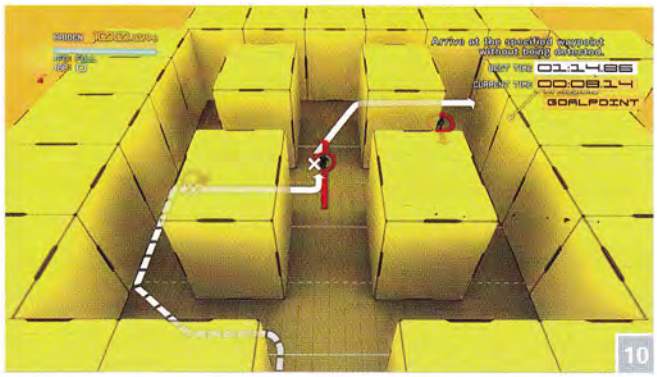
PREPARATION

- **Availability:** VR Terminal 06 in File R-02 (see page 82)
- **Objective:** Arrive at the specified waypoint without being detected.
- **Enemies:** Cyborg (Assault Rifle) x3

RANKING	TIME
1st	00:15.00
2nd	00:30.00
3rd	00:45.00

SUGGESTED STRATEGY

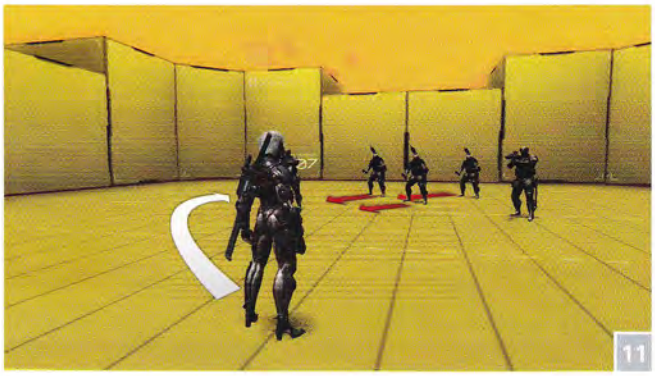
1. Follow the path shown on the screenshot (10): jog to the first target by sticking close to the second wall to your left, and Ninja Kill him right after he begins his patrol. Immediately Ninja Run to the Cyborg a few steps forward and stealth kill him. Finally, Ninja Run to the goal by cutting corners.
2. **Note:** It is essential to shorten the Ninja Kill animation with split-second activations of Blade Mode for both targets (see page 228).



10

Raiden Movement: Jogging Pace
Raiden Movement: Ninja Run
Enemy Movement
Ninja Kill

MISSION 07


11

12

PREPARATION

- **Availability:** VR Terminal 07 in File R-02 (see page 94)
- **Objective:** Eliminate all enemies.
- **Recommended Equipment:** Pole-Arm, Pincer Blades
- **Enemies:**
  - **Set 1:** Cyborg (Rocket Launcher) x2, Cyborg (Machete/Rocket Launcher) x3
  - **Set 2:** Vodomjerka x1, Cyborg (Double Blades) x4
  - **Set 3:** Armored Cyborg (Long blade) x3
  - **Set 4:** Tripod (Sub-machine Gun) x2, Tripod x4, then Gekko (Machine Gun) x2 (7 seconds later)
- **Note:** Though it is not revealed in the game, this fight takes place on the Very Hard difficulty level. This can be a severe shock if you are accustomed to Normal and Hard.

RANKING	TIME
1st	04:00.00
2nd	05:00.00
3rd	06:00.00

SUGGESTED STRATEGY

1. **Set 1:** Open the battle with a Sliding Tackle where you slice multiple Cyborgs (ideally four) in Blade Mode. Taking a few steps to the left is often a good way to ensure that the melee-focused Cyborgs will be aligned with a Rocket Launcher Cyborg (11). Perform a Zandatsu, if possible, to refill your Fuel Cell Gauge before you eliminate any remaining Cyborgs (or the sole survivor after an optimal start). Otherwise, break out the Pole-Arm to refill your gauge then aim for swift Blade Mode finishes. A Zandatsu would be a useful conclusion to begin the second wave in perfect condition.
2. **Set 2:** Position Raiden in a corner as the second wave appears. If the Vodomjerka charges at you (12), take it down instantly with a Parry Counter/Execution combination – this will enable you to dismember all assailants in range before you complete the Zandatsu (13). Otherwise, charge up a Pincer Blades combo and unleash it on the Cyborgs as they approach in close formation. Deal with the Vodomjerka last if it's still alive, using charged Pincer Blades attacks – though a Parry Counter on its charge (or the last rotation of its spinning attack) is better if you have the opportunity. Again, a Zandatsu will help to restore Raiden for the next stage. The timer should be at approximately 1:30 on a good run.
3. **Set 3:** Move to a corner, charge up a Pincer Blades combo, and unleash it on all three Armored Cyborgs as they move within range. Follow up with a few strikes and cut off a few limbs, then move away to make your victims disappear – though you may wish to secure a Zandatsu if your health is low.
4. **Set 4:** Dispatch as many Tripods as you can with Pole-Arm combos. Once the Gekkos enter the fray, Ninja Run at all times and grind down the remaining Tripods with light attacks. Keep an eye on the Gekkos and seize any occasion to defeat them with contextual Execution moves when they use the Stomp or Tackle attacks (14). The Pincer Blades can be useful for mopping up the bipeds to end the mission.

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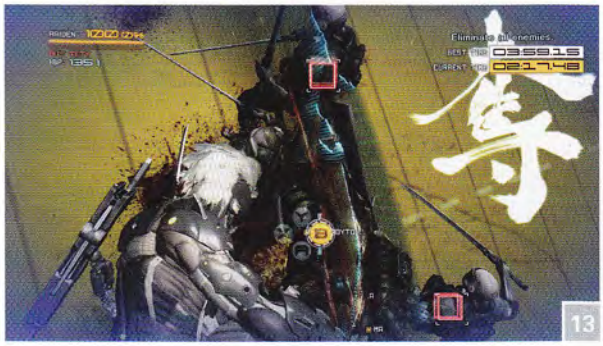


13

14

QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
SECRETS
UNLOCKABLES
COLLECTION
TITLES
SPEED RUNS
VR MISSIONS

MISSION 08

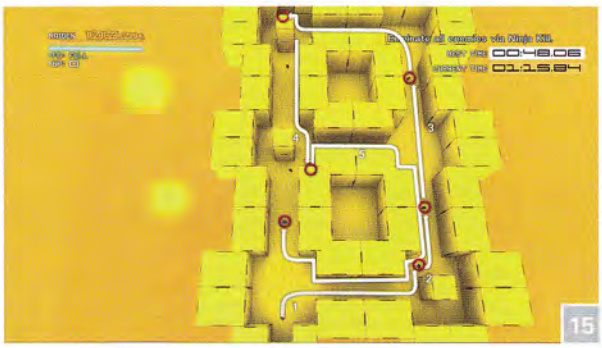
PREPARATION

- **Availability:** VR Terminal 08 in File R-03 (see page 100)
- **Objective:** Eliminate all enemies via Ninja Kill.
- **Enemies:** Cyborg (Machete) x6

RANKING	TIME
1st	00:50.00
2nd	01:20.00
3rd	01:40.00

SUGGESTED STRATEGY (15)

1. **Target 1:** Run to your right and Ninja Kill the first soldier you encounter, then hide behind the corner just a step in front of you. Watch the next Cyborg in line: he will be currently looking your way.
2. **Target 2:** The moment the Cyborg starts to turn, an intense race against the clock begins. From this point forward, you should Ninja Run at all times, cutting corners, and shorten all Ninja Kill animations by briefly entering Blade Mode. This begins with the Cyborg directly ahead.
3. **Target 3 & 4:** Keep sprinting in the same corridor and dispatch the next two Cyborgs at full speed.
4. **Target 5:** Ninja Run to the next target. Make sure that you stay close to the wall to your left when you reach the corner, otherwise you will be detected. You don't have the luxury of jogging for a safer approach: this will prevent you from securing a perfect finish.
5. **Target 6:** To reach the final Cyborg, you have to make a detour around the block. Sprint at maximum speed to reach him as he crosses the white line in the middle of his corridor section.

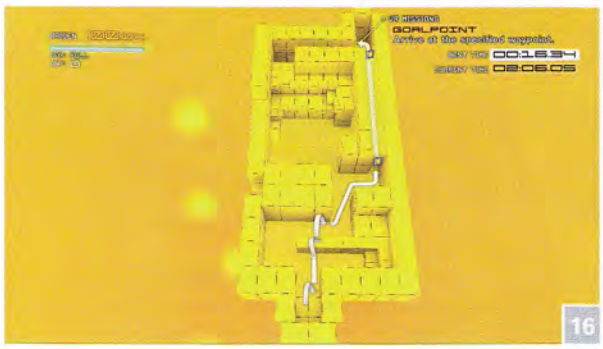


15

MISSION 09

PREPARATION

- **Availability:** VR Terminal 09 in File R-03 (see page 106)
- **Objective:** Arrive at the specified waypoint.
- **Recommended Equipment:** Sai
- **Note:** There is a hidden shortcut on this map that will enable you to reach the goal in the designated 1st time.



16

: Fake Wall

RANKING	TIME
1st	00:20.00
2nd	00:30.00
3rd	00:40.00

SUGGESTED STRATEGY (16)

1. From the starting point, jump and – at the peak of your leap – pull yourself to the Tripod with the Sai. Jump down and sprint in a diagonal to your right, performing light attacks as you Ninja Run, both to repel the falling Tripods and to break the fake wall.
2. Once inside the hidden tunnel, sprint and zigzag to avoid the incoming rockets, dealing light attacks until you reach the first step. The key is to get all three Cyborgs to fire their first Rocket without hitting you, as this will make your ascent much easier. Now Ninja Run up the steps, slaloming between the Cyborgs and Tripods. If you reach the fake wall at the end without being hit by an explosion or restrained by a Tripod, you're on your way to the 1st Rank finish. Simply take down the wall with light attacks without breaking stride and sprint to the goal. It will probably take a few attempts until you beat the time limit – but once you manage to get all three Cyborgs to fire their first volley without harming you, you should do this rather easily.

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MISSION 10

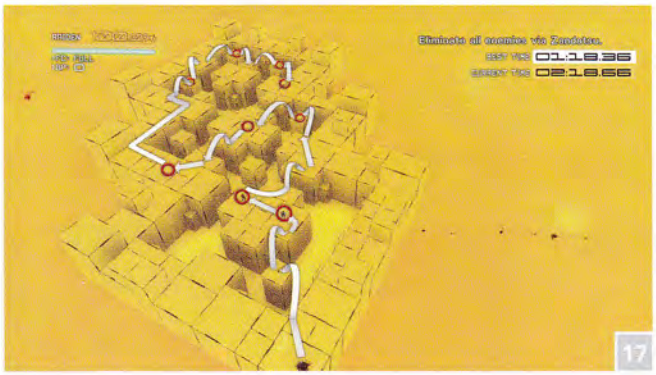
PREPARATION

- **Availability:** VR Terminal 10 in File R-03 (see page 110)
- **Objective:** Eliminate all enemies via Zandatsu.
- **Enemies:**
  - **Set 1:** Cyborg (Assault Rifle) x2
  - **Set 2:** Cyborg (Assault Rifle) x3
  - **Set 3:** Cyborg (Assault Rifle) x1, Cyborg (Rocket Launcher) x3

RANKING	TIME
1st	01:20.00
2nd	01:50.00
3rd	02:30.00

SUGGESTED STRATEGY

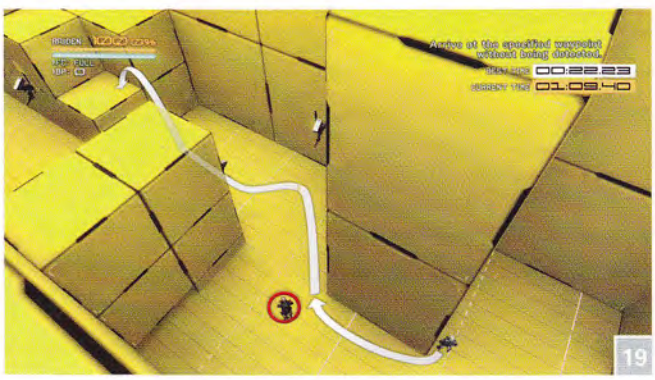
1. Run to the Cyborgs in the order shown on our screenshot (17) and kill each one of them with a single running blow followed by an instant Zandatsu. The path we suggest is optimized to take into account the order in which your enemies spawn, and the fact that the ones wielding Rocket Launchers need to be prioritized.
2. There are a few essential steps that you must take to succeed in this mission. First, it is vital to attack each target with a single blow before you enter Blade Mode for the finishing Zandatsu. Striking the targets briefly staggers them and automatically pre-aligns the camera on the weak point once you activate Blade Mode. This makes the process of performing nine Zandatsu in a row much, much easier. Secondly, you cannot afford to fall to the lower level at all. Finally, you cannot let the Rocket Launcher Cyborgs hit you even once, so always approach them at a slight angle to evade their missiles (18).



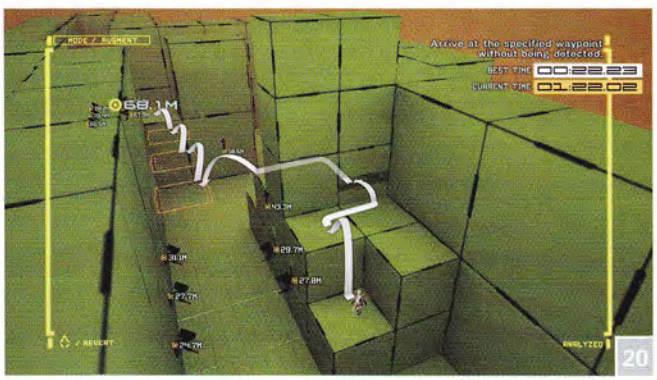
17

18

MISSION 11



19



20

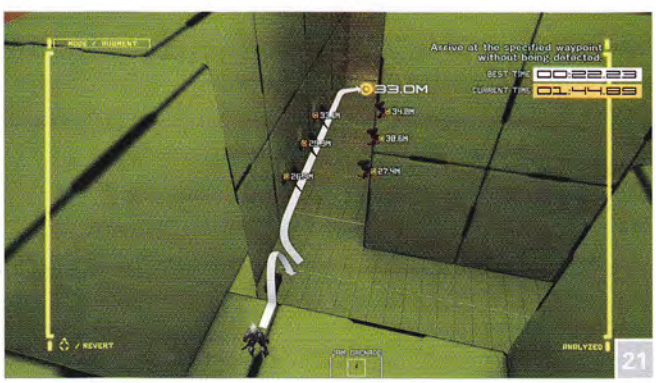
PREPARATION

- **Availability:** VR Terminal 11 in File R-03 (see page 116)
- **Objective:** Arrive at the specified waypoint without being detected.
- **Enemies:** Cyborg (Assault Rifle) x3, Gun Camera x13
- **Note:** There are invisible platforms in this stage that can be detected in AR Mode. Raiden will automatically leap to them with Ninja Run.

RANKING	TIME
1st	00:25.00
2nd	00:50.00
3rd	01:30.00

SUGGESTED STRATEGY

1. Run to the left-hand face of the block in front of you, and wait near the corner for the Cyborg to approach from the right (watch him with AR Mode). As he reaches the corner closest to him, sneak behind at a jogging pace, then slalom between the camera beams (19). Climb the block up ahead.
2. At the top, squeeze through the small horizontal opening with Ninja Run. Once on the other side, jump to the invisible platforms to reach the next solid block (20).



21

3. Immediately jump down and, as soon as the camera beams reach the position where they are closest to Raiden, sprint along the left-hand wall to the goal (21). On a perfect run, if you have executed all previous steps without wasting any time, the camera beams should be aligned adequately when you arrive, enabling you to Ninja Run along the left-hand wall of the final corridor without ever stopping.

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MISSION 12

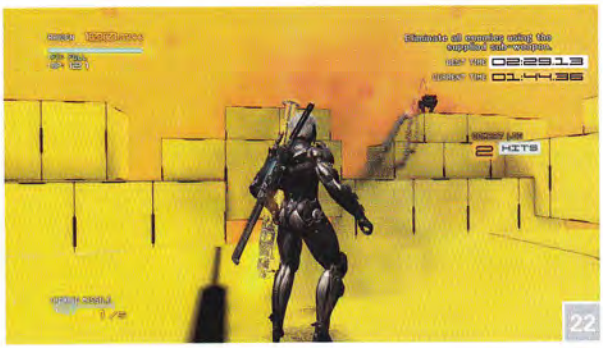
PREPARATION

- **Availability:** VR Terminal 12 in File R-03 (see page 118)
- **Objective:** Eliminate all enemies using the supplied Sub-Weapon.
- **Enemies:**
  - **Set 1:** Gekko (Rocket Launcher) x1, Slider x2
  - **Set 2:** Slider x2
  - **Set 3:** Gekko (Rocket Launcher) x4
- **Note:** There are several Homing Missile spawn points on the main platform (spawn occurs every two seconds).

RANKING	TIME
1st	02:30.00
2nd	03:00.00
3rd	03:30.00

SUGGESTED STRATEGY

1. This mission is mainly a matter of being patient and methodical. Stand on a missile spawn point, enter aiming mode by holding LB/L2, and press RT/R1 repeatedly to take down targets in turn.
2. **Sliders:** One missile is enough to destroy the Sliders. To save some time, quickly lock another target as soon as you've shot a missile – don't wait for the projectile to explode. Try to hit the Sliders while they are above a gap to make their Cyborg pilot fall to his death. If a Cyborg falls on a platform, you will need to waste further shots to eliminate them separately.
3. **Gekkos:** There is one Gekko in the initial wave, and a further four in the third and final waves. These are difficult to hit as they leap from one platform to the next, sometimes confounding the homing feature of your missiles. Keep firing non-stop in aiming mode while standing on an ammo spawn point (which equates to having endless ammo). You will notice that the lock feature becomes available when one of your missiles hits its targets. In some instances, in particular when a Gekko is very close to you on a platform on either side, it can make sense to lock the target, and repeatedly press LB/L2 as fast as you can. This will lead Raiden to snap-fire up to five missiles in rapid succession, usually stunning and killing the Gekko instantly (22). This will force you to spend a few seconds gathering more ammo, but it is a very effective way to defeat the Gekko in the first wave (as you can collect ammo while the second wave arrives) and the final Gekko in the third wave (where gathering ammo isn't a concern, as destroying the Gekko ends the mission).



MISSION 13

PREPARATION

- **Availability:** VR Terminal 13 in File R-04 (see page 132)
- **Objective:** Eliminate all enemies.
- **Recommended Equipment:** Sai
- **Enemies:**
  - **Set 1:** Slider x7
  - **Set 2:** Slider x4, Hammerhead x2
- **Note:** There are four Homing Missile and two EM Grenade spawn points on the map; these are replenished every 10 seconds.

RANKING	TIME
1st	03:30.00
2nd	04:00.00
3rd	04:30.00

SUGGESTED STRATEGY

1. **Set 1:** Open the battle by meeting the first Slider's charge with a Parry Counter followed by a Zandatsu. Deal with each remaining Slider by using the Sai to pull Raiden to them and perform instant Zandatsu kills. Whenever you miss a Zandatsu, your Fuel Cell Gauge will be partly emptied, so you will need to deal a few blows before you can enter Blade Mode again. Ideally, you should be flying between targets with the Sai without delay, making flawless Zandatsu kills in rapid succession.
2. **Set 2:** Your priority is to quickly destroy the four Sliders. Run around the battlefield to deal with them in turn, taking advantage of the central blocks to hide from the Hammerheads, and pick up Homing Missiles on the way. Once the initial targets are down, snap-fire Homing Missiles at one Hammerhead (ideally from behind the cover of a wall to avoid the other helicopter's attacks), then quickly finish it off with Sai attacks followed up by aerial combos (23). Repeat this with the second Hammerhead. Note that the helicopters are susceptible to the stunning effect of the charged Sai.

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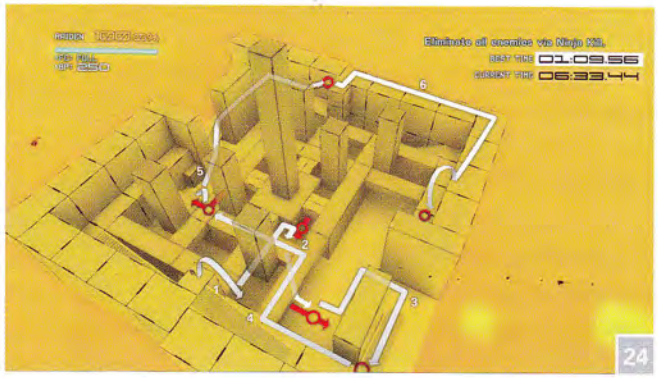
MISSION 14

PREPARATION

- **Availability:** VR Terminal 14 in File R-04 (see page 136)
- **Objective:** Eliminate all enemies via Ninja Kill.
- **Enemies:** Vodomjerka x2, Cyborg (Assault Rifle) x2, Gekko (Machine Gun) x2
- **Note:** The Gekkos in this mission are highly vigilant – they can spot you from afar, even if you stand on floor levels above or below their positions.

RANKING	TIME
1st	01:10.00
2nd	01:40.00
3rd	02:30.00



SUGGESTED STRATEGY (24)

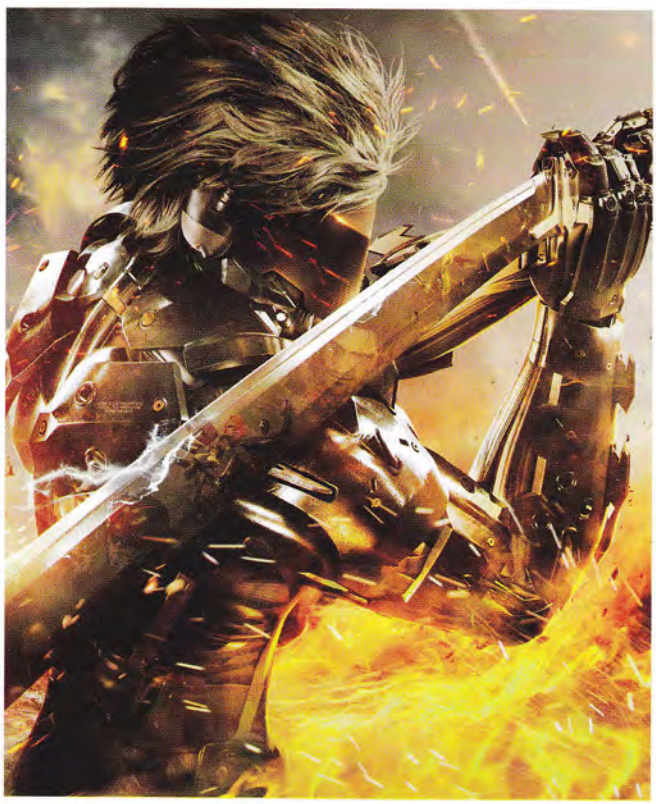
1. **Target 1:** Jump down on ground floor, to the base of the pillar marked "Area Number A14". Immediately hide in front of the next pillar to your left. Wait for the Vodomjerka to pass your position and Ninja Kill it from behind.
2. **Target 2:** Hide behind the nearby wall, closest to the incoming Vodomjerka (use AR Mode to spot it). When it moves forward, follow it and perform the necessary stealth kill. Shorten the killing animation by entering Blade Mode for a fraction of a second.
3. **Target 3:** Immediately run after the Gekko, up the nearby stairs, and Ninja Kill it when you move within range. Again, don't forget to shorten the killing animation.
4. **Target 4:** Sprint forward on the same walkway, taking a right and a left. Wait behind the pillar to your right, and Ninja Kill the second Gekko the instant it turns its back to you.
5. **Target 5:** Jump down to the ground level and run to the stairs in the corner. Ninja Kill the Cyborg at the top when he turns his back to you (use AR Mode to see him through the pillar). The timer should now show 55 seconds or less if you plan to secure a 1st Rank finish.
6. **Target 6:** Go up the next flight of stairs to your left, and sprint around the arena. When you are about 10 meters away from the final Cyborg, jump towards him and press Ⓑ/◎ to Ninja Kill him from above.

MISSION 15

PREPARATION

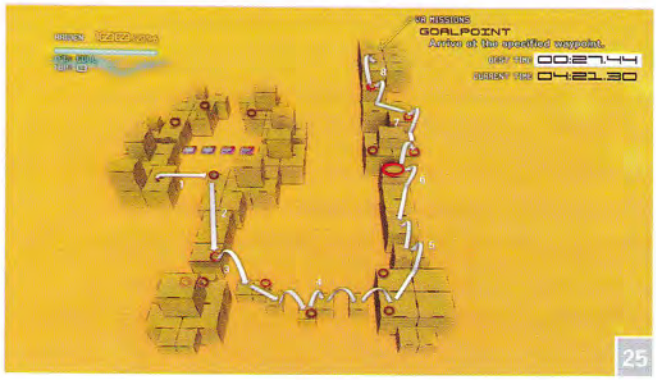
- **Availability:** VR Terminal 15 in File R-04 (see page 136)
- **Objective:** Arrive at the specified waypoint.
- **Enemies:** Numerous and belligerent, though fortunately you only need to pay them a wide berth while you avoid their projectiles.
- **Note:** There are invisible platforms, revealed in AR Mode, which you can use as a shortcut.

RANKING	TIME
1st	00:30.00
2nd	00:50.00
3rd	01:30.00



SUGGESTED STRATEGY (25)

1. You could be tempted to use the invisible platforms as a shortcut, but there's actually an even *better* route: use the Sai to pull Raiden to the Cyborg to the right to cross the gap instantly.
2. Ninja Run to the end of the platform.
3. Manually jump to the next small platform.
4. Ninja Run until you reach the large square platform.
5. Perform a manual jump above this small gap.
6. Sprint to the right of the GRAD, ignoring it completely.
7. Ninja Run towards the waypoint, combining confident zigs with consummate zags to avoid incoming Rockets. You can probably survive a single hit and still beat the time requirement, but a fall will end any aspirations for a 1st Rank conclusion.
8. Sprint to the goal point in a straight line once you have passed the final soldiers.



: Invisible Platform

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MISSION 16

PREPARATION

- **Availability:** VR Terminal 16 in File R-04 (see page 150)
- **Objective:** Eliminate all enemies.
- **Enemies:**
  - **Set 1:** Cyborg (Machete) x3, then Cyborg (Machete)
  - **Set 2:** Cyborg (Machete) x3, Cyborg (Assault Rifle) x2
  - **Set 3:** Tripod x10
  - **Set 4:** Tripod x10
  - **Set 5:** Cyborg Berserker x3, then Cyborg Berserker x2
  - **Set 6:** GRAD x1
- **Note:** The best way to deal with the foes in this mission is to use the turrets, taking care to ensure that your targets do not get too close. Move the turret with L, and fire with RT/R1. The process of aiming is very slow while firing, but much faster once you release the trigger.

RANKING	TIME
1st	02:30.00
2nd	02:50.00
3rd	03:20.00

SUGGESTED STRATEGY

1. **Sets 1 & 2:** Destroy each Cyborg in turn with a turret. Note that there is an orange flash when your current target is destroyed – whenever you see this, there's no need to waste any further time or bullets.
2. **Set 3:** The Tripods of this wave appear in line, one after the other, from your right to your left – destroy them all as soon as they enter the fray.
3. **Set 4:** These Tripods follow the same pattern, but appear from your left to your right. Pre-aim the turret diagonally to the left (26), then gradually rotate to the right as you kill the Tripods.
4. **Set 5:** Shoot the Berserkers in succession until you have them all stunned, then finish them off one by one while they're defenseless.
5. **Set 6:** The GRAD is the most difficult target to pin down, as it's very evasive. Get a sense of its sweeping movement style, back and forth across the arena, and replicate this with the turret until it falls. Your experience in Ranked Battle #2 in R-04 will put you in good stead here. Note that you can destroy missiles fired by the GRAD, though this is not a priority.

MISSION 17

PREPARATION

- **Availability:** VR Terminal 17 in File R-04 (see page 150)
- **Objective:** Eliminate all enemies using the supplied Sub-Weapon.
- **Enemies:**
  - **Set 1 (Area 1):** Cyborg (Assault Rifle) x1, Cyborg (Machete) x2
  - **Set 2 (Area 1):** Cyborg (Assault Rifle) x2, Cyborg (Machete) x2
  - **Set 3 (Area 2):** Tripod x4
  - **Set 4 (Area 2):** Cyborg (Double Blades) x2, Cyborg (Rocket Launcher) x2
  - **Set 5 (Area 3):** Raptor (Machine Gun) x2, Tripod x2, Gekko (Machine Gun) x1
- **Note:** This stage has three battle areas. You need to kill all enemies in an area to access the next one. There are Homing Missile and Grenade spawn points in all three areas: these are refreshed every second.

RANKING	TIME
1st	03:30.00
2nd	04:30.00
3rd	06:00.00

SUGGESTED STRATEGY

1. **Area 1:** Position yourself on ammo spawn points and take down the first Cyborgs at close range with uninterrupted snap-shots. It takes two explosions to kill a target. Deal with the second wave soldiers with a few missiles – your targets are bunched together behind the barricades when they enter the fray. Standing on a spawn point, you can fire relentlessly while manually aiming.
2. **Area 2:** When the invisible walls disappear, sprint to the second area and take refuge in front of the central blocks, where the Homing Missiles are located. Quickly deal with the melee Cyborgs with snap-shots when they come close. Next, take care of those wielding Rocket Launchers: climb on their platform, snap-fire a missile or toss a grenade at close range, and finish them off with a second shot. Finally, dispatch the Tripods running around with grenades. You really cannot afford to lose time here, so be methodical. Stock up on grenades using the spawn point found on top of one of the central blocks, then jump down and position Raiden at a suitable area of their patrol route. Snap-throw grenades as the Tripods approach you in a straight line (27), or at point-blank range.
3. **Area 3:** When the invisible walls disappear, fully restock your ammo and sprint to the third area. Unleash everything you have with snap-throws and quick-shots to destroy or at least stun two of the main targets (two Raptors and a Gekko). Once you're out of ammo, sprint to a corner and stand on a grenade spawn point. From here, snap-throw grenades relentlessly, focusing on the Raptors as a priority – their missiles are a threat if they are left unchecked. By unleashing a constant barrage of explosives, you should destroy one or two targets quickly. If your last target is a Raptor, don't relax when it falls, especially if you're still on track for a 1st rank: remember that you also need to destroy the Tripod "pilot".

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MISSION 18

PREPARATION

- **Availability:** VR Terminal 18 in File R-05 (see page 162)
- **Objective:** Eliminate all enemies.
- **Recommended Equipment:** Pole-Arm, Pincer Blades
- **Enemies:**
  - **Set 1:** Tripod x6 (2 with Machine Gun), Gekko (Machine Gun) x1
  - **Set 2:** Mastiff x2, Tripod x4 (2 with Machine Gun)
  - **Set 3:** Fenrir (Railgun) x1, Cyborg Berserker x2, then Tripod x7 (2 with Machine Gun; 3 unarmed after 13 seconds)
  - **Set 4:** Tripod x3 (1 with Machine Gun)
  - **Set 5:** GRAD x1
- **Note:** This mission is played on the Revengeance difficulty setting, so there is no second chance – a single enemy attack will usually kill Raiden instantly. Your absolute priority is therefore to focus on defense and mobility.

RANKING	TIME
1st	10:00.00
2nd	12:00.00
3rd	15:00.00

SUGGESTED STRATEGY

1. **Set 1:** Strike once or twice with the Pole-Arm to repel the Tripods, and parry if the Gekko opens the battle with its running tackle attack. Otherwise, wait for a tackle or foot stomp opportunity, and destroy it with an Execution before you finish off the Tripods.
2. **Set 2:** Run to a wall and wait for the two Mastiffs to attack. Parry Counter them (potentially hitting both at the same time) and follow up with an Execution. Deal brief Pole-Arm blows to control the crowd of Tripods, standing ready to Parry Counter any attack from the second Mastiff. Take it down with an Execution, and defeat the remaining Tripods with the Pole-Arm.
3. **Set 3:** This is by far the most difficult part of the battle. Ignore the Tripods and Berserkers for now – they're slow and easy to evade. The main threat is the Railgun Fenrir, which is fast and uses deadly attacks. Your absolute priority is to stay close to the Fenrir at all times. This will prevent it from using its (virtually unavoidable) Railgun shots. To do so, acquire a Target Lock and pull yourself to it with the Sai whenever it moves away. The double Sai attack tends to knock it down consistently (28), and you can deal quick combos every time you stun this assailant with a charged Sai attack. Of course, if an opportunity to Parry Counter arises, seize it gratefully and follow up with an Execution. If you find yourself far from the Fenrir, try to maneuver Raiden into a position where Railgun shots will lead to friendly fire incidents; direct hits may stun the Berserkers, offering you free Execution opportunities. Once the Fenrir is down, calmly eliminate the Tripods with the Pole-Arm. Finally, lure the Berserkers to you and defeat them with fully charged Pincer Blades combos.
4. **Set 4:** Destroy the Tripods using Pole-Arm combos.
5. **Set 5:** This is actually the easiest part of the battle: disable the GRAD with charged Sai attacks, and grind it down with light attacks or Pincer Blades combos. You can alternatively Parry Counter its melee strikes for a faster conclusion to the mission, though this will be a risky gambit for all but the most adept and confident players.

MISSION 19

PREPARATION

- **Availability:** VR Terminal 19 in File R-07 (see page 170)
- **Objective:** Eliminate all enemies via Zandatsu.
- **Recommended Equipment:** Pincer Blades
- **Enemies:**
  - **Set 1:** Fenrir (Chainsaw) x1
  - **Set 2:** Fenrir (Chainsaw) x1, Armored Cyborg (Blade) x2, Cyborg Berserker x2
  - **Set 3:** Fenrir (Railgun) x2, Fenrir (Chainsaw) x2
- **Notes:** There are three areas in this mission, with one enemy set per area; you need to defeat all assailants in one zone to open the next. There are six Electrolyte Packs hidden inside the pillars in the first area.

RANKING	TIME
1st	10:00.00
2nd	12:00.00
3rd	15:00.00

SUGGESTED STRATEGY

1. **Set 1:** A quick and efficient way to deal with the Fenrir is to trigger an Execution opportunity with an immediate triple Pincer Blades combo.
2. **Set 2, Step 1:** In the second area, make the Armored Cyborgs your first targets – the Fenrir won't enter the fray as long as you don't climb on the central block where it stands guard. Run away to shake off the Berserkers, then turn around and hit the two Armored Cyborgs with a triple Pincer Blades combo – making sure you hit both of them at the same time. Repeat this until they are weakened (with at least one arm highlighted in blue), and thus ripe for a Parry Counter. Allow them to attack you, perform a Parry Counter, then finish them off with an Execution and Zandatsu flourish.
3. **Set 2, Step 2:** The Fenrir enters the fray as soon as you have killed the two Armored Cyborgs. Run around the arena to shake off the two Berserkers, then deal with the Fenrir with a triple Pincer Blades combo (launch it with Sky High beforehand if you want to err on the side of caution), once again followed by an Execution and a Zandatsu.
4. **Set 2, Step 3:** Finally take care of the Berserkers. Weaken them with Pincer Blades attacks until they are full blue, then finish them off with a Zandatsu.
5. **Set 3:** Four Fenrir at a time can seem like an intimidating prospect. The good news is that they deal relatively little damage, and every Zandatsu will replenish the Life bar. An aggressive approach, then, can work in your favor. Run around until you have an opening, and unleash a triple Pincer Blades assault to trigger an Execution. Finish the target off with a Zandatsu. Repeat this with all the others. Your priority at this stage is to avoid inadvertently inflicting fatal damage, as this would lead you to failure. Take them one by one, setting up a triple Pincer Blades assault with a Sliding Tackle, a charged Sai attack, or Sky High, then employ the usual Execution/Zandatsu combination.

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QUICKSTART
CAST
PRIMER
WALKTHROUGH
REFERENCE & ANALYSIS
EXTRAS
INDEX
SECRETS
UNLOCKABLES
COLLECTION
TITLES
SPEED RUNS
VR MISSIONS

MISSION 20

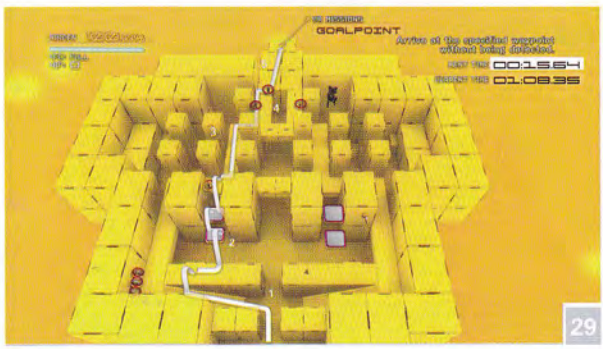
PREPARATION

- **Availability:** VR Terminal 20 in File R-07 (see page 172)
- **Objective:** Arrive at the specified waypoint without being detected.
- **Note:** There are invisible platforms – revealed in AR Mode – that you can use as shortcuts.

RANKING	TIME
1st	00:20.00
2nd	00:50.00
3rd	01:30.00

SUGGESTED STRATEGY (29)

1. As soon as you have control of Raiden, Ninja Run forward and up the steps to your left without delay or hesitation. Climb up on the walkway above before the camera beams spot you.
2. Keep Ninja Running to automatically leap on top of the invisible platforms.
3. Sprint in the same direction, take a right at the end of the passage, and briefly slow down before the next corner.
4. Use AR Mode to identify when the final Cyborg looks to his left (your right), then jog along the left-hand wall.
5. Once you're clear, sprint to the goal.



: Invisible Platform

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INDEX

If you are looking for specific information, this alphabetical listing is just what you need. To avoid any potential spoilers, note that all entries that link to the Extras chapter are written in red.

Key Word	Page
3D Photo Frame	32
A Walk In The Dark	117
Achievements (Xbox 360)	220
Advanced Combat	206
Aerial Combat	209
Aerial Parry	209, 216
Aimed Shot	32
Air Base	172
Alert	19
Alternative Weapons	33
AR Mode	22
Armor Breaker	212
Armored Cyborg	62, 186
Armstrong	177, 201
Assassination Attempt	170
Attacks	26
Attributes (Weapons)	210
Badlands Showdown	166
Barricade	60
Battle Sheet	34
Battle Tested	226
Berserker	111, 188
Blade Mode	27
Blade Mode Wig	214
BMI Error	19
Body (Customization)	214
Boris	13
Bosses	202
BP	34, 35, 217, 219
Bridge Approach	54
Button Prompts	19
Camera Control	29
Cardboard Box	32
Cast (Chapter)	8
Caution	19
Cercle de l'ange	216
Checkpoint	31
Chest	23
City	40
Civilian Hostage (Introduction)	23
Coast	48
Codec Menu	21
Collectibles	23
Collection	225
Combat	25
Combat (Advanced)	206
Combat (Aerial)	209
Combat Guide	38
Combat Rank	34
Combat Result	34
Combos	26, 204
Commands	19
Container	23
Context-Sensitive Moves	29
Controls	19
Corridors	140
Costumes	214
Coup d'État	46
Courtney	12
Custom Body	214
Custom Body (Blue)	214
Custom Body (Desperado)	214
Custom Body (Red)	214
Custom Body (Yellow)	214
Custom Weapon Slot	20
Custom Weapons	33, 210, 213
Customization	35
Customization Items	216
Cyborg (Armored)	62, 186
Cyborg (Standard)	41, 184
Cyborg Berserker	111, 188
Cyborg Cop	102
Cyborg Ninja	214
Cyclone	226
Data Storages	23
Data Storage 01	41
Data Storage 02	41
Data Storage 03	48
Data Storage 04	50
Data Storage 05	54
Data Storage 06	69
Data Storage 07	82
Data Storage 08	90
Data Storage 09	90
Data Storage 10	101
Data Storage 11	111
Data Storage 12	116
Data Storage 13	119
Data Storage 14	132
Data Storage 15	143
Data Storage 16	145
Data Storage 17	151
Data Storage 18	159
Data Storage 19	172
Data Storage 20	173
Defensive Offense	30, 216
Desperado Enforcement	14
Desperado Variations (Enemies)	132
Difficulty Levels	31, 218
Divine Wind	226
Dodging	30
Doktor	13
Double Tripod (Humanoid Dwarf Gekko)	23, 79, 189
Double Tripod 01	78
Double Tripod 02	117
Double Tripod 03	151
Double Tripod 04	162
Double Tripod 05	170
Down Blast	216
Downtown	100
Drops (Item)	215
Drum Can	32
Dwarf Gekko (Tripod)	70, 79, 189
Dwarf Raiden	92
E, N, H, VH, R (Difficulty Settings)	31
Easy	31
Electrical Panel	136
Electrolyte Pack	33, 215
EM Grenade	32
Endurance +1 (01)	68
Endurance +1 (02)	91
Endurance +1 (03)	118
Endurance +1 (04)	143
Endurance +1 (05)	159
Endurance +1 (06)	173
Enemies	184
Enemy Archetype Introductions	39
Equipment	32, 214
Escape From Denver	158
Essential Skills	35
Excelsus	174, 201
Executions	29
Exploration	22
Extras (Chapter)	222
Factory	68
Falling Lightning	216
Farming BP	219
Fenrir (Blade Wolf)	118, 198
File Introduction	38
File R-00	40
File R-00: Ranked Battle #1	44
File R-00: Ranked Battle #2	44
File R-01	46
File R-01: Ranked Battle #1	49
File R-01: Ranked Battle #2	52
File R-01: Ranked Battle #3	56
File R-01: Ranked Battle #4	59
File R-01: Ranked Battle #5	61
File R-01: Ranked Battle #6	63
File R-01: Ranked Battle #7	66
File R-01: Ranked Battle #8	67
File R-01: Ranked Battle #9	70
File R-01: Ranked Battle #10	73
File R-01: Suggested Upgrades	75
File R-02	76
File R-02: Ranked Battle #1	80
File R-02: Ranked Battle #2	81
File R-02: Ranked Battle #3	84
File R-02: Ranked Battle #4	85
File R-02: Ranked Battle #5	86
File R-02: Ranked Battle #6	88
File R-02: Ranked Battle #7	91
File R-02: Ranked Battle #8	96
File R-02: Suggested Upgrades	97
File R-03	98
File R-03: Ranked Battle #1	102
File R-03: Ranked Battle #2	104
File R-03: Ranked Battle #3	104
File R-03: Ranked Battle #4	108
File R-03: Ranked Battle #5	108
File R-03: Ranked Battle #6	112
File R-03: Ranked Battle #7	113
File R-03: Ranked Battle #8	114
File R-03: Ranked Battle #9	115
File R-03: Ranked Battle #10	119
File R-03: Ranked Battle #11	120
File R-03: Ranked Battle #12	123
File R-03: Ranked Battle #13	124
File R-03: Ranked Battle #14	129
File R-03: Suggested Upgrades	129
File R-04	130
File R-04: Ranked Battle #1	133
File R-04: Ranked Battle #2	134
File R-04: Ranked Battle #3	138
File R-04: Ranked Battle #4	140
File R-04: Ranked Battle #5	144
File R-04: Ranked Battle #6	146
File R-04: Ranked Battle #7	147
File R-04: Ranked Battle #8	148
File R-04: Ranked Battle #9	149
File R-04: Ranked Battle #10	152
File R-04: Ranked Battle #11	153
File R-04: Ranked Battle #12	156
File R-04: Suggested Upgrades	157
File R-05	158
File R-05: Ranked Battle #1	160
File R-05: Ranked Battle #2	161
File R-05: Ranked Battle #3	164
File R-05: Ranked Battle #4	165
File R-05: Suggested Upgrades	164
File R-06	166
File R-06: Ranked Battle #1	168
File R-07	170
File R-07: Ranked Battle #1	171
File R-07: Ranked Battle #2	176
File R-07: Ranked Battle #3	180
File Timeline: R-01	46
File Timeline: R-02	76
File Timeline: R-03	98
File Timeline: R-04	130
File Timeline: R-05	158
File Timeline: R-07	170
Floor 20	136
Foyer	132
Freight Elevator	145
Fuel Cell Gauge	18
Fuel Cell Upgrades (Customization)	216
Gale Force	226
Game Over	31
Gekko	53, 190
Glimmer	19
Glow	19
GRAD	95, 200
Gray Fox	214
Grenade	32
Guard Duty	40
Gun Camera	70
Hammerhead	59, 200
Hard	31
Hard Worker	226
High-Frequency Blade	210
High-Frequency Long Sword	212
High-Frequency Machete	213
High-Frequency Murasama Blade	211
High-Frequency Wooden Sword	212
Holo-Chips	35
Homing Missile	32
Hostage (Introduction)	23
Hostage 01	50
Hostage 02	58
Hostage 03	111
Hostage 04	163
Hostile Takeover	130
Hotel	62
Humanoid Dwarf Gekko (Double Tripod)	23, 79, 189
Icons	19
ID Chip	23
ID Chip 01	60
ID Chip 02	64
ID Chip 03	65
ID Chip 04	68
ID Chip 05	86
ID Chip 06	90

Lament@Xbox360iso

Key Word	Page
ID Chip 07	94
ID Chip 08	101
ID Chip 09	101
ID Chip 10	107
ID Chip 11	110
ID Chip 12	111
ID Chip 13	118
ID Chip 14	118
ID Chip 15	118
ID Chip 16	132
ID Chip 17	132
ID Chip 18	137
ID Chip 19	137
ID Chip 20	142
ID Chip 21	142
ID Chip 22	143
ID Chip 23	145
ID Chip 24	159
ID Chip 25	159
ID Chip 26	162
ID Chip 27	170
ID Chip 28	172
ID Chip 29	172
ID Chip 30	173
Indicators	19
Infinite Wigs A & B	214
Instant Zandatsu	206
Inventory Menu	20
Irving (Gekko)	53, 190
Item Drops	215
Items	215
J	
Jack the Ripper	226
Jamming Grenade	32
Japanese Garden	142
Jog	22
K	
Kevin	12
Kills	34, 219
Konami Code	224
L	
Left Hands (ID Chips)	23
Legend	39
Life Gauge	18
Life Upgrades (Customization)	216
Light Attacks	26
Light Breeze	226
Light Drizzle	226
Lightning Bolt	226
Lightning Speed	226
Lightning Strike	216
Lock	29
Longest Combo	34, 219
Love At First Sight	93
Lower Sewer	82
LQ-84i	55
Lumière du ciel	216
M	
Main Menu	20
Main Walkthrough	38
Main Weapon Slot	20
Mall (File R-03)	118
Mall (File R-05)	162
Man In Box 01	69
Man In Box 02	82
Man In Box 03	107
Man In Box 04	150
Man In Box 05	173
Manual Aiming	32
Map (Area)	38
Map (Overview)	38
Map Legend	39
Marches du ciel	216
Mariachi Uniform	214
Massive Deterrent	226
Mastiff	79, 192
Men In Boxes	23
Menace To Society	143
Menus	20
Metal Gear Excelsus	174
Metal Gear Ray	42, 200
Mile High	98
Mini-Map	18
Mistral	72, 200
Monsoon	126, 200
Monument	58
Movement	22
Moves	204
Mr. One Percent	226
N	
Naked and Unloved	226
Ninja	226
Ninja Kill	24
Ninja Run	22
No Damage Bonus	35
No Damage Strategy	39
No Flash Photography!	68
No Kills Bonus	35
No Kills Strategy	39
Normal	31
O	
Office	106
Onscreen Display	18
Original Body	214
Outfits	214
Overview Map: R-01	46
Overview Map: R-02	76
Overview Map: R-03	98
Overview Map: R-04	130
P	
Parry Counter	26
Parrying	25
Passing Rain	226
Pause Menu	21
Perfect Sheet	35
Perfect Sheet Strategy	39
Pincer Blades	33, 210, 213,
Plaza	64
Pole-Arm	33, 210, 213
Poster	101, 106, 119, 137, 162
Precision Machine	226
Primer (Chapter)	16
Processing Facility	90
Progression	34
Q	
Quick Draw	216
R	
R-00	40
R-01	46
R-02	76
R-03	98
R-04	130
R-05	158
R-06	166
R-07	170
Radar	18
Raiden	10
Raiden's Support Team	12
Rain Shower	226
Rank	34
Rank Sheet	38
Raptor	83, 194
Raptor Hangar	86
Recovery Item Slot	20
Recovery Items	18, 23
Red Glow/Glimmer	19
Red Square	28
Reference & Analysis (Chapter)	182
Repair Nanopaste	33, 215
Repair Unit	33, 215
Research Facility	76
Reticle	29
Revengeance	31
Riot Shield Cyborg	54
Ripper Mode	132, 207
Rocket Launcher	32
Rocket Launcher Cyborg	53
Rooftops (File R-00)	40
Rooftops (File R-03)	110
RP Grenade	32
Run	22
S	
Sai	33, 210, 213
Sam (Samuel Rodriguez)	14, 166, 201
Samurai	226
Score (System)	34, 219
Score Bonus	35
Secrets	224
Senator Armstrong	177, 201
Sewer Entrance	78
Skills	204
Sky High	216
Slider	60, 197
Sliding Tackle	88
Snap Shot	33
Soliton Radar	18
Speed Run	227
S-Rank	35
S-Rank Strategies	38
Standard Body	214
Standard Cyborg	184
Stealth	24
Stormbringer	216
Streets	50
Strong Attacks	26
Strong Wind	226
Stun Blade	211
Stun Icon	19
Subway	116
Sub-Weapon Efficiency	215
Sub-Weapon Slot	20
Sub-Weapons	18, 22, 215
Suit	214
Sundowner	15, 154, 201
Sweep Kick	216
Sworn to Secrecy	226
T	
Target Lock	29
Thunder God	226
Thunder Strike	216
Thunderstorm	226
Time	34, 219
Timeline Diagram	38
Timeline: R-01	46
Timeline: R-02	76
Timeline: R-03	98
Timeline: R-04	130
Timeline: R-05	158
Timeline: R-07	170
Titles	226
Top Floor	150
Train	40
Tripod (Dwarf Gekko)	70, 79, 189
Trophies (PS3)	220
Turbulence	216
U	
Unique Weapons	33, 210, 213
Unlock Path	216
Unlockables	224
User Instructions	38
Using The Environment	30
V	
Very Hard	31
Vodomjerka	83, 196
VR Mission 01	229
VR Mission 02	230
VR Mission 03	230
VR Mission 04	230
VR Mission 05	231
VR Mission 06	232
VR Mission 07	232
VR Mission 08	233
VR Mission 09	233
VR Mission 10	234
VR Mission 11	234
VR Mission 12	235
VR Mission 13	235
VR Mission 14	236
VR Mission 15	236
VR Mission 16	237
VR Mission 17	237
VR Mission 18	238
VR Mission 19	238
VR Mission 20	239
VR Missions	228
VR Terminal 01	50
VR Terminal 02	58
VR Terminal 03	62
VR Terminal 04	69
VR Terminal 05	78
VR Terminal 06	82
VR Terminal 07	94
VR Terminal 08	101
VR Terminal 09	106
VR Terminal 10	110
VR Terminal 11	117
VR Terminal 12	118
VR Terminal 13	132
VR Terminal 14	137
VR Terminal 15	137
VR Terminal 16	150
VR Terminal 17	151
VR Terminal 18	163
VR Terminal 19	170
VR Terminal 20	173
VR Terminals	23
W	
Walkthrough (Chapter)	36
Warehouse	94
Waterway	40
Weak Point	28
Weapons	210
Wigs	214
World Marshal HQ (File R-03)	122
World Marshal HQ (File R-05)	159
Y	
Yellow Glow/Glimmer	19
Z	
Zandatsu	28, 34, 219
Zandatsu (Instant)	206

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