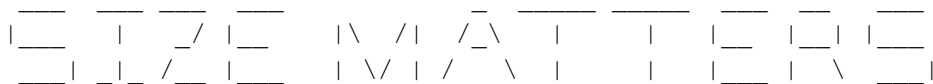
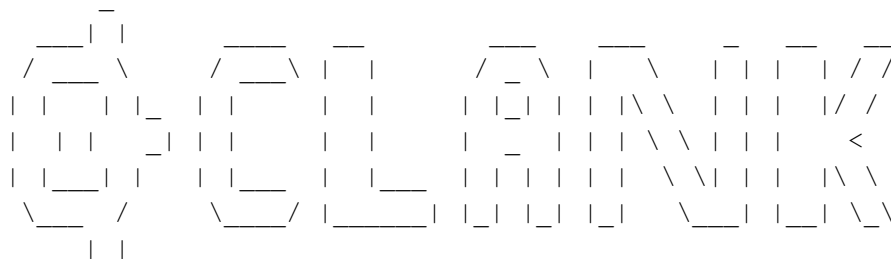
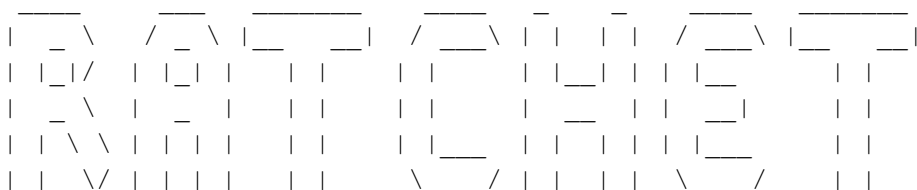


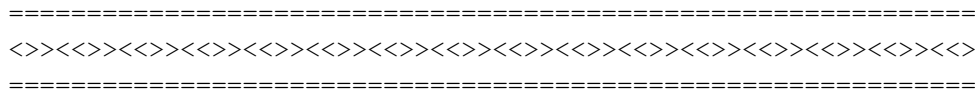
Ratchet and Clank: Size Matters Weapons FAQ

by SpaceWalker

Updated to v0.8 on Aug 9, 2009



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||>< RATCHET AND CLANK: SIZE MATTERS ><||
||<> WEAPONS GUIDE/F.A.Q. by SPACEWALKER <>||
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++++++ !!!MORE COMING NEXT UPDATE!!! ++++++

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(NOTE: To find certain sections of my guide more quickly,
press Ctrl+F and type in the tag - for example, type WAU03
into your Finder Box to find the weapon section of the guide)

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Hello again, and welcome to my THIRD FAQ! I have already written a Weapons guide for the original Ratchet and Clank, and a Technique guide for Digimon World (you can check them out on Neoseeker.com), so I hope this does my other guides justice! In this guide I will give you full information on all thirteen weapons in Ratchet and Clank: Size Matters, plus all

of their modifications and upgrades, and a full strategy guide for each weapon. Here goes!

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<> 2 - Version History <>           [VER02]
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[Version 0.1] = Started guide. Finished contents, header, the
- 5th Apr 09- general guide layout and started the section
 'Weapons and Upgrades'.

[Version 0.5] = Completed up to and started Suck Cannon.
- 4th May 09- Coming along well so far.

[Version 0.6] = Long time no see! Sorry about no updates over
-22nd May 09- the last few weeks, I have been revising for
 GCSE exams, and doing some of them, but I will
 complete this eventually. Anyway, this update
 continues the original weapons.

[Version 0.7] = Okay, finally finished the original weapons
-16th Jun 09- now that I have finished my GCSE exams. Expect
 major updates over the coming weeks! Submitted
 guide to Neoseeker.

[Version 0.8] = Made a start on the Upgraded Weapons, as well
-1st June 09 as making small additions and correcting
 spelling mistakes in the Acid Bob Glove and
 RYNO sections. First 50 hits on Neoseeker,
 nice start! (Of course i expect lots more once
 I get this guide filled in more) :D

[Version 0.9] =

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<> 3 - Weapons and Upgrades <>       [WAU03]
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+=====+
|<> 3.1 - Original Weapons <>|           [OWP31]
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~::~::~::~::~
>< (3.1.1) Lacerator ><                [LAC01]
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Notes: The Lacerator is effectively your run-of-the-mill pistol, but it shoots little yellow plasma bolts instead of bullets. Each blast does minimal damage individually but the good range and rate-of-fire make up for it. The weapon also has some auto-locking capabilities and can acquire targets easily without you having to be very accurate. A good starter weapon, but it will feel quite weak after a few levels, when even the small enemies take several hits to kill.

First Available: Starting Weapon
Cost: 0 bolts
Difficulty to upgrade: 2/10 - you should have this fully upgraded about half way through Dreamtime. Very easy.

Ammo: 60 plasma bolts
Power: 0.5/10
Range: 6/10
Rate of fire: 6/10

>< V.2 ><

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Notes: Plasma bolts are now blue, and do double damage. Also has more ammo.

Ammo: 70 plasma bolts  
Power: 1/10  
Range: 6/10  
Rate of fire: 6/10

>< V.3 ><

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Notes: Plasma bolts are purple, resulting in higher power and rate of fire. Greatly increased ammo capacity and more range.

Ammo: 90 plasma bolts
Power: 1.5/10
Range: 7/10
Rate of fire: 7/10

Upgrade: Dual Lacerators

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>< (3.1.2) Acid Bomb Glove >< [ABG02]

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Notes: The ABG is the big bomb weapon of Size Matters. This weapon chucks a bomb which flies through the air and explodes after about one and a half seconds. Not only does it have much higher power than your other starting weapon, the blast radius is big enough to hit quite a few enemies at once. As the name would suggest, the blast also releases a rather large amount of green acid which lands on the floor around the target and burns anything that goes through it for heavy damage. An excellent choice for early and mid-game.

First Available: Starting Weapon

Cost: 0 bolts

Difficulty to upgrade: 1/10 - this should be fully upgraded near the end of Ryllus if you use it often, or at most half way through. Definitely the easiest weapon to upgrade in the game.

Ammo: 8 bombs
Power: 3.5/10
Range: 3/10
*Blast Radius: 5/10
Rate of fire: 2/10

>< V.2 ><

~~~~~

Notes: Both the blast and acid cause more damage than before, plus a slightly increased blast radius.

Ammo: 8 bombs  
Power: 4.5/10  
Range: 3/10  
Rate of fire: 2/10

>< V.3 ><

~~~~~

Notes: The acid lasts a little longer and does more damage.
Initial explosion is slightly larger but does no more damage.
Ammo: 8 bombs
Power: 5/10
Range: 3/10
*Blast Radius: 6/10
Rate of fire: 2/10

Upgrade: Acid Detonator

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>< (3.1.3) Concussion Gun >< [CCG03]  
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Notes: The classic energy-blast shotgun weapon. The shot is wide and can hit two or three enemies at once. However, being a shotgun, it has a limited range, and even at medium range, damage is minimal. At close range, however, this weapon is fairly powerful, at least for the first half of the game. Remember that, being a shotgun-type weapon, the extreme end of the blast is much wider - and less damaging, than the barrel end of the blast.

NOTE: If you do not buy this weapon, you can get it for FREE when you go through Medical Outpost Omega, after waking up from the dream [ie. when you are finished in Dreamtime] - you find it after the first room with enemies in the red corridor with a turret.

First Available: Jowai Resort, Pokitaru
Cost: 10,000 bolts / 0 bolts (see above)
Difficulty to upgrade: 3/10 - if bought on Ryllus it should be done by the time you're half way through Dreamtime. If you grabbed it for free on Omega, the amount of XP you get from those enemies means you should have it fully upgraded half way through Challax (although you will repeatedly have to use vendors because the enemies are so much stronger).

Ammo: 25 blasts
Power: 2/10 (2.5 at close range)
Range: 4.5/10
Rate of fire: 4/10

>< V.2 ><
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Notes: No changes besides power.  
Ammo: 25 blasts  
Power: 2.5/10 (3 at close range)  
Range: 4.5/10  
Rate of fire: 4/10

>< V.3 ><  
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Notes: Power and ammo increase.
Ammo: 30 blasts
Power: 3/10 (3.5 at close range)
Range: 4.5/10
Rate of fire: 4/10

Upgrade: Concussion Cannon

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>< (3.1.4) Agents of Doom >< [ADO04]  
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Notes: Look who's returned! The classic agents from two of the previous games, with some differences. These guys can now attack multiple times before disappearing, since they bite enemies to death - quite strongly, too! This glove throws a small pod, which instantly bursts open to reveal four small, robotic 'Agents', which seek and destroy enemies by biting them until they fall. Together, a full set of agents can tear apart most enemies for much of the game and even some bosses. The downside is that you can only have two sets of agents active at any time, and even then, the second set takes ages to load up in the glove after you throw down the first set. Quite powerful, but the worst rate of fire, period.

First Available: Vetega Jungle, Ryllus

Cost: 25,000 bolts

Difficulty to upgrade: 5/10 - I bought these on Kalidon and they were fully upgraded by the end of Challax. Fairly difficult upgrade.

Ammo: 6 pods

Power: 4/10

Range: N/A (agents follow you everywhere as long as you don't jump up a ledge)

*Agents' Range: 0.5/10

Rate of fire: 0.5/10

*Agents' Rate of attack: 4/10

>< V.2 ><

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Notes: This upgrade is useful - the agents each gain shoulder-mounted cannons, so instead of biting at close range they shoot small metal balls which not only give the agents some ranged capabilities, but are also much stronger than the biting attacks of the original agents (probably due to impact damage). Very useful, and makes the agents very good against Mungo and even large robots later in the game.

Ammo: 6 pods

Power: 5/10

Range: N/A

\*Agents' Range: 3/10

Rate of fire: 0.5/10

\*Agents' Rate of fire: 4/10

>< V.3 ><

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Notes: Another very good upgrade, the agents have scrapped their cannons in favour of deadly energy blasters. These new weapons have more power and range than the cannons of their predecessors. The glove itself carries two extra pods of agents.

Ammo: 8 pods

Power: 6/10

Range: N/A

*Agents' Range: 4/10

Rate of fire: 0.5/10

*Agents' Rate of fire: 4/10

Upgrade: Agents of Dread

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>< (3.1.5) Scorcher ><

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Notes: Wow! "Is it hot in here or is it just me?" That's what this weapon said to me. Despite being available so early in the game, this is one heck of a strong weapon. Its usefulness is stifled by its very short range, but increased by firing a constant stream of fire (well, it is a flamethrower) rather than individual shots. This makes it useful for dense crowds of enemies as it can hit several close enemies at once.

Definitely level this one up ASAP and see its full potential!

Obviously, larger enemies take a couple of seconds to cook...

Best of all, that's a lot of ammo for something so strong!

First Available: Technomite Factory, Kalidon

Cost: 25,000 bolts

Difficulty to upgrade: 3/10 - Pretty easy, this gets lots of experience from larger enemies such as the Qwarks in the Dreamtime level, so it shouldn't take long.

Ammo: 40 fuel canisters

Power: 3.5/10 (per second)

Range: 1/10

Rate of fire: 5/10

NOTE: In this case, rate of fire simply shows how quickly the ammo is drained.

>< V.2 ><

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Notes: A hotter flame for more damage, and it can hold extra fuel canisters.

Ammo: 50 fuel canisters

Power: 4/10 (per second)

Range: 1/10

Rate of fire: 5/10

>< V.3 ><

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Notes: Drastically increased power (a much hotter flame?) and extra fuel canisters.

Ammo: 60 fuel canisters

Power: 5/10 (per second)

Range: 1/10

Rate of fire: 5/10

Upgrade: Incinerator

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>< (3.1.6) Suck Cannon ><

[SCN06]

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Notes: To be honest, this is a crappy weapon. It really does suck as much as its name suggests. Don't get me wrong, it can be fun sucking up small enemies and shooting them back out again. The problem is that by the time you get this weapon, it is just too weak to compare with the other weapons that appear within that time frame (Scorcher, Sniper Mine, Bee Mine Glove) and the lack of small enemies may force you to suck up boxes instead - you don't get as many bolts out of them as you normally would by breaking them this way. It just isn't worth the cost. However, at its highest form it is FAIRLY strong... as long as you have the patience to use it a lot. Good rate of fire though.

First Available: Dreamtime

Cost: 30,000 bolts

Difficulty to upgrade: 7/10 - It isn't strong enough and ammo is limited to small enemies and nearby crates, so this will take a while to level up.

Ammo: N/A

*Max Capacity: 8 objects

Power: 2.5/10

Range: 4/10

Rate of fire: 5.5/10

>< V.2 ><

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Notes: Nothing much has changed... just a higher capacity and slightly more power.

Ammo: N/A

\*Max Capacity: 10 objects

Power: 3/10

Range: 4/10

Rate of fire: 5.5/10

>< V.3 ><

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Notes: Same as V.2...

Ammo: N/A

*Max Capacity: 12 objects

Power: 3.5/10

Range: 4/10

Rate of fire: 5.5/10

Upgrade: Vortex Cannon

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>< (3.1.7) Bee Mine Glove >< [BMG07]

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Notes: Okay, this weapon has serious ups and downs. The ups: it kills enemies for you, it is fun and it is fairly easy to upgrade. The downs: each mine only has 8 bees. This weapon throws out electronic bee-hives with a swarm (a very small swarm at that) of deadly robotic bees which sting enemies. Each bee can deal surprising damage but there are so few bees in each hive that it sort of nulls its usefulness.

First Available: Surgical Facility, Medical Outpost Omega - in the vendor after you get all of your weapons back.

Cost: 50,000 bolts

Difficulty to upgrade: 5/10 - The first couple of levels you will struggle to to the fairly low power, but at V.3, it actually becomes way easier to level up, so the Killer Bee Mine should come quickly - probably by the end of Dayni Moon.

Ammo: 8 hives (64 bees)

Power: 1/10 (per bee)

Range: 2/10

*Range of bees from hive: 4/10

Rate of fire: 1.5/10

*Rate of fire for bees from hive: 6.5/10

>< V.2 ><

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Notes: More damage per bee (ergo, much more useful).

Ammo: 8 hives (64 bees)

Power: 1.5/10 (per bee)

Range: 2/10



\*Range of bees from hive: 4/10  
Rate of fire: 1.5/10  
\*Rate of fire for bees from hive: 6.5/10

>< V.3 ><

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Notes: More damage than V.2, and 2 extra hives
Ammo: 10 hives (80 bees)
Power: 2/10 (per bee)
Range: 2/10
*Range of bees from hive: 4/10
Rate of fire: 1.5/10
*Rate of fire for bees from hive: 6.5/10

Upgrade: Killer Bee Mine

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>< (3.1.8) Sniper Mine >< [SPM08]

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Notes: A rather historic-looking long range weapon. It is a powerful sniper rifle which looks like a Crossbow - its shots are actually laser darts shaped like crossbow bolts. What's more, when you press [SELECT] you go into Sniper Mode, from which you can zoom in to amazing magnifications! This weapon is actually more powerful the more you zoom in - while in Sniper Mode you will see some bullets on the side of the screen which glow, one by one, as you zoom in more and more. This can help you determine how strong your shot will be. Using your sniper rifle without using Sniper Mode is commonly known as 'hip-sniping'.

First Available: Technomite City, Challax

Cost: 50,000 bolts

Difficulty to upgrade: 7/10 - It is very powerful, but there are very few situations where sniping it useful and it also suffers from a lack of ammo, but if you can take out some of the big XP enemies such as the giant robots on Dayni Moon, you will upgrade it without too much trouble. Don't expect to even get V.2 before the end of Challax though.

Ammo: 8 darts

Power: 2.5/10 hip sniping -- 4/10 fully zoomed

Range: 10/10

Rate of fire: 2/10

>< V.2 ><

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Notes: A little more power while hip-sniping, far more power when fully zoomed.

Ammo: 8 darts

Power: 3/10 hip sniping -- 5/10 fully zoomed

Range: 10/10

Rate of fire: 2/10

>< V.3 ><

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Notes: A little more power while hip-sniping, far more power when fully zoomed.

Ammo: 8 darts

Power: 3.5/10 hip sniping -- 6/10 fully zoomed

Range: 10/10

Rate of fire: 2/10

Upgrade: Deadeye Mine

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>< (3.1.9) Mootator ><  
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[MOO09]

Notes: This rather abnormal weapon is simply designed for those moments everybody has when they would rather turn something into a cow than blow it up. Come on, admit it, you have had those moments, too, right? Well, now they can come true! By holding down the constant beam of transmutation energy, you can turn any enemy you see into adorable little explosive cows! The more powerful the enemy, the longer it takes to morph them, so be cautious when using it on the last couple of levels.

First Available: Farming Co-operative, Dayni Moon - beat all of the Clank Challenges to obtain this weapon.

Cost: 0 bolts

Difficulty to upgrade: 9/10 - no matter how powerful the enemies you morph are, they never give much XP. Don't expect to get this fully levelled until about half way through Challenge Mode.

Ammo: Infinite

Power: N/A

Range: 2.5/10

Rate of fire: N/A

*Morphing Time (lower is better): 7/10

>< V.2 ><
~~~~~

Notes: 'Mootates' enemies quicker, and the cows deal damage to enemies when they explode.

Ammo: Infinite

Power: 2/10

Range: 2.5/10

Rate of fire: N/A

\*Morphing Time (lower is better): 5/10

>< V.3 ><  
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Notes: Same upgrades as V.2 really - speed and power increase.

Ammo: Infinite

Power: 3.5/10

Range: 2.5/10

Rate of fire: N/A

*Morphing Time (lower is better): 3.5/10

Upgrade: Armoogeddon

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>< (3.1.10) Shock Rocket ><  
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[SHR10]

Notes: This powerful long range weapon utilises rockets packed with an extra electrical kick! Its deadly accuracy, high power and decent ammo capacity make it one of the most useful weapons in the game. It's not too expensive either, and it has excellent range (second only to the Sniper Mine).

First Available: Farming Co-operative, Dayni Moon

Cost: 50,000 bolts

Difficulty to upgrade: 7/10 - the first couple of levels are

fairly easy, but at V.3 it will take a crapload of XP. Still, the enemies are strong enough that by the time you fight Otto you should have it upgraded fully.

Ammo: 20 rockets
Power: 5/10
Range: 8.5/10
Rate of fire: 4.5/10

>< V.2 ><
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Notes: Higher power, nothing more.  
Ammo: 20 rockets  
Power: 5.5/10  
Range: 8.5/10  
Rate of fire: 4.5/10

>< V.3 ><  
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Notes: A generous increase in power, and a couple of extra rockets for when the going gets tough.
Ammo: 22 rockets
Power: 6.5/10
Range: 8.5/10
Rate of fire: 4.5/10

Upgrade: Electro Rocket

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>< (3.1.11) Static Barrier >< [SBR11]  
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Notes: A shielding device, this weapon creates an electromagnetic forcefield which envelopes Ratchet fully, rather like a large, impenetrable bubble. It must be upgraded by being hit many times by enemy attacks, as it has no offensive capabilities. Once a shield takes enough damage it fails and you must put up another to avoid taking damage. I find that at V.1 it fails rather too quickly, but upgrade it a few times and you can beat the toughest bosses without taking a scratch!

First Available: Inside Clank
Cost: 65,000 bolts
Difficulty to upgrade: 8/10 - This will be very difficult to level up, but repeatedly going between the later levels and letting your shield get hit by powerful enemies over and over again will mean that you can get your shield to a high level before you fight Otto.
Ammo: 4 shields
Power: N/A
*Damage shield can take: 3.5/10
Range: 0.5/10 (surrounds Ratchet)
Rate of fire: N/A (lasts until it takes too much damage)

>< V.2 ><
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Notes: It can take far more damage, so you won't eat through your shields so quickly.  
Ammo: 4 shields  
Power: N/A  
\*Damage shield can take: 4.5/10  
Range: 0.5/10 (surrounds Ratchet)

Rate of fire: N/A (lasts until it takes too much damage)

>< V.3 ><

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Notes: Same upgrade as V.2, and you get an extra shield.

Ammo: 5 shields

Power: N/A

*Damage shield can take: 5.5/10

Range: 0.5/10 (surrounds Ratchet)

Rate of fire: N/A (lasts until it takes too much damage)

Upgrade: Repulsor Field

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>< (3.1.12) Laser Tracer >< [LTR12]

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Notes: This devastating handheld cannon fires a thin but powerful orange laser capable of burning even the strongest enemies in mere seconds - the weaker enemies will be virtually instantly vaporised. This weapon gives so much kickback that Ratchet must stand still while firing it, but while shooting, the cannon also produces a small shield in front of Ratchet, protecting him from most incoming fire. Definitely a worthy investment of your hard-earned bolts. Just be aware that this laser eats up ammo stupidly quickly - about 15 charges per second - so make sure you use your ammo sparingly unless you have the PDA and a few hundred thousand bolts.

First Available: Cloning Factory, Quodrona

Cost: 85,000 bolts

Difficulty to upgrade: 7/10 - This weapons is powerful enough that you don't really even need much upgrades, but if you go between worlds and fight past enemies a few times you should be able to get it to V.3 before long (though getting it to V.4 before Challenge Mode is extremely difficult - I tried it once).

Ammo: 200 laser charges

Power: 6/10 (per second)

Range: 7.5/10

Rate of fire: 10/10 (constant beam)

>< V.2 ><

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Notes: The laser is now wider, a bright yellow colour, and of course does far more damage. The shield in front of you is also slightly bigger.

Ammo: 200 laser charges

Power: 7/10 (per second)

Range: 7.5/10

Rate of fire: 10/10 (constant beam)

>< V.3 ><

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Notes: The laser is even wider, and yellow-white because it is extremely hot now. The shield in front of you has grown again, and you get a generous helping of extra ammo.

Ammo: 300 laser charges

Power: 8/10 (per second)

Range: 7.5/10

Rate of fire: 10/10 (constant beam)

Upgrade: Optical Maser Array

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>< (3.1.13) RYNO ><  
~~~~~

[RIP13]

Notes: Devastating, deadly and packing firepower equivalent to that of several bomber planes, this puppy fires 6 rockets per shot that lock onto enemies and blow them up in spectacular fashion. It may seem a little weak by the time you get it, however that's because it will probably be late in Challenge Mode due to the cost. Don't worry, it will still become the most deadly weapon in the game by a long shot when upgraded. It also comes with a generous helping of ammo. The only problem with this weapon is that several of the rockets in each barrage tend to go... not where the lock-ons tell them to. So it's powerful, but has poor accuracy.

First Available: Jowai Resort, Pokitaru - Challenge Mode only

Cost: 9,999,000 (no joke)

Difficulty to upgrade: 6/10 - Since you can only get it in Challenge Mode the enemies you fight give much more XP than the normal enemies, so this weapon is actually easier to upgrade than several of the earlier weapons.

Ammo: 25 barrages

Power: 8/10

Range: 8/10

Rate of fire: 5/10

>< V.2 ><
~~~~~

Notes: Basically just more devastating, with extra power and a few extra barrages.

Ammo: 30 barrages

Power: 9/10

Range: 8/10

Rate of fire: 5/10

>< V.3 ><  
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Notes: Total destructive power and ten - yes, ten - extra barrages. And this isn't even the final upgrade! The accuracy seems to improve slightly with this upgrade, too - so more than one or two missiles will actually go to their targets.

Ammo: 40 barrages

Power: 10/10

Range: 8/10

Rate of fire: 5/10

Upgrade: RYNOCERATOR

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|<> 3.2 - Upgraded Weapons <>|
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[UWP32]

~~~~~  
>< (3.2.1) Dual Lacerators ><  
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[DLS01]

Notes: These little beauties may not be powerful in themselves (the bolts still don't do much damage) but their very high

rate of fire means you can punch down powerful enemies with surprising ease. And since you have two fully-upgraded Lacerators, Ratchet will automatically aim at two separate enemies (if possible) to kill them both at the same time! Despite the low power, this is one of the best, most useful weapons in the game! (Although against the final boss, it's about as damaging as a stapler...)

Ammo: 120 plasma bolts
Power: 1.5/10
Range: 6/10
Rate of fire: 8.5/10
MODS: Lock On, Double Barrel
Titan Version Cost: 250,000 bolts

DUAL LACERATORS RATING: 6.5/10

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>< (3.2.2) Acid Detonator >< [ACD02]  
~~~~~

Notes: This is an excellent mid-game weapon, due to the wide area of the blast, power of the explosion and the high damage of the acid. The total combined power of the blast and pool of acid is actually high enough to destroy enemies as powerful as WereSheep and Clones, so it can be a useful to throw one of these and then use another weapon while the acid burns your victim, combining damage. Furthermore it's blast radius has been increased, so the pool of acid is much bigger. Its mod's are some of the most useful in the game, too. Unfortunately it still has a very small ammo capacity, a short range and very slow rate of fire, making it impractical for many of the situations you find yourself in, including boss battles.

Ammo: 8 bombs
Power: 6.5/10
Range: 3/10
*Blast Radius: 8/10
Rate of fire: 2/10
MODS: Epoxy, Acid Burn
Titan Version Cost: 250,000 bolts

ACID DETONATOR RATING: 5.5/10

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>< (3.2.3) Concussion Cannon >< [CCC03]  
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Notes: This upgraded shotgun weapon fires more powerful blue energy blasts with increased range. However, this weapon is just not practical due to its low power at medium range, and cannot contend with its other close-range competitor, the Incinerator, in power (or usefulness due to the Incinerator's constant fire). This is a decent weapon but will fall behind many of the others for most of your battles. Note that if you buy the charge-up mod you may find yourself using this weapon a lot more due to the drastic increase in power that the mod provides.

Ammo: 30 blasts
Power: 4/10 (5/10 at close range)
Range: 5.5/10

Rate of Fire: 4/10
 MODS: Wide Barrel, Charge-up
 Titan Version Cost: 250,000 bolts

CONCUSSION CANNON RATING: 3.5/10 (5/10 with charge up mod)

~~~~~  
 >< (3.2.4) Agents of Dread >< [ADR04]  
 ~~~~~

Notes: Now that they fly by your side with their new jetpacks, these agents can now follow you across gaps, up ledges and glide with you to distant platforms. Their energy guns also have increased power and a higher fire rate, making them fairly useful for boss battles, although their true abilities are shown in firefights with medium-strong enemies, which will be annihilated by a shower of energy bullets. Useful and fun, if not the most imaginative (it IS a returning weapon, just... tweaked). You also get two more sets of agents.

Ammo: 8 pods
 Power: 6.5/10
 Range: N/A
 *Agents' Range: N/A (infinite, until the agents fade)
 Rate of fire: 0.5/10
 *Agents' Rate of fire: 5.5/10
 Titan Version Cost: 250,000 bolts (notice a pattern?)

AGENTS OF DREAD RATING: 6/10

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 >< (3.2.5) Incinerator >< [INC05]  
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<> 4 - Slim's Weapon Modifications <> [SWM04]
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<> 5 - Strategies <> [STR05]
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<> 6 - Disclaimer <> [DIS06]
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<> 7. Contact and Credits <> [CAC07]
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- E-MAIL: (1) JH_Linkin_Park@sky.com <---- I will check this one
 regularly. Contact me
 via this if you can.
- (2) JHLinkinPark@hotmail.com <-- This one is rarely
 checked. I would much
 prefer if you used my
 primary e-mail unless
 you can't get through
 to the first one.

CREDITS: My mum - got me this game for Christmas!
 My brother - it was his PSP!
 Neoseeker - for hosting my guide!
 ... yeah it's a lame credits section but I don't see anyone
 else helping out!

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