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Furious Fists Of Fury - Use only your melee attacks the complete the level.

Stealth kills count as melee attacks, so you can get this skill point together with Silent Night. Though the floating cameras apparently do not count for this, since when you have to use your Tie-A-Rang to cut the statue's arm so it will raise, I accidentally hit some of those floating camera's (my Tie-A-Rang was leveled up at the time, so I had more than one flying off).

Silent Night - Take down every guard in the museum using stealth takedowns.

For clearance, this does not mean every single guard, since there are some guards you cannot sneak up on. However, all the patrolling guards are doable so try to get as many as you can. If you get detected, don't attack and just let them kill you, you don't have to do this all in one go without any errors, you can die and restart from a checkpoint.

Pyrrhic victory - Get damaged in only the very last segment.

This means the very last segment in the rythm challenge. This does not mean you cannot miss any buttons until the final segment, so long as you don't get damaged. Just play through the sequence as normal and when you get to the last part, don't press any buttons and Clank will get damaged on the very last laser.

Triple Platinum Record - Get through the whole segment without missing any button presses.

This is the first of the rythm challenge Skill Points. These can be very hard to achieve, so it will probably take you a lot of practice, or just some good luck.

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Planet Galattica, Max-Security Cells

#S02

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Stainless Steel - Take no damage during the Mega Challenge.

You may want to wait with this until later in the game, when you have access to more and better weapons. The usual running and jumping tactics work fine here, but be careful of the bigger, pinkish Tyhrranoids that tend to roll at you at high speed. Don't let them sneak up on you, especially in the final round when you're pulled into the center of the whirlwind.

Playing With Fire - Kill 5 enemies by running them into Lizard Thug Molotov

cocktails.

They're the guys with the knife in one hand, green orb shooting gun in the other. Just run around jumping and luring others into the fire or have them throw the cocktails to others until you get the Skill Point.

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Asyanica

#S03  
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(Gadgebot)

Speed Demon - Complete the Rescue Clank! challenge in 1 minute and 25 seconds

Like it says, just be speedy. Keep trying if you can't get it. At the end, ignore the enemies and just destroy what you need to destroy as quickly as you can.

Perfect Chrome Finish - Complete the Rescue Clank! challenge without any Gadgebot taking damage.

The only places to really be careful is near the water when you're electrified and near the end, try and destroy the energy beams as fast as possible before too many enemies start spawning.

(Clank)

Robot Finds Ninja - Get all possible stealth kills in the level.

9 kills in total, one sleeping ninja guard, 7 others a bit further on, all standing still, creep up on their backs and finish them.

Black Tie Affair - Get through the level defeating all enemies with the Tie-A-Rang.

This includes the enemies you could normally stealth kill, so this Skill Point can't be gotten together with Robot Finds Ninja. When things get crowded just strafe and jump around and toss those Tie-A-Rangs. This does not include the ninja's at the end of the level, you will get the Skill Point when you get to the last lock.

Like The Wind - Get through without getting hit by anything.

Not much to say with this one, pretty straightforward. When you get to the machine guns and ninja's, just run around and use your Tie-A-Rang or other ranged weapon of choice.

(Qwark)

Inverse Ninja Law - Kill 99 ninjas during the fight.

Pretty straightforward, when you get to the ninjas, just punch them towards the outer ring instead of the generators until you hit 99 and

you see the Skill Point message pop up.

Blaster Overload - Beat the boss without using the regular blaster.

Again, fairly straightforward, just use your megablaster the entire time, or mix it in with some punches if you like.

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Glaciara #S04  
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Perfect Tango - Don't miss a single button.

The second rhythm challenge. Just like the first one, practice makes perfect.

Black Diamond - Hit no Obstacles; Enemy projectiles do not count.

Enemy projectiles include the snowballs the yeti's throw down, the enemy guns, the dropship that comes in to drop the bombs, and the bombs dropped by the snowmobile. Basically, just try to not hit the scenery and tumble over. When you tumble over, restart.

Smooth Moves - Cause at least 15 enemies to get killed by their friends.

Whenever you have 2 of them coming up on either side of you about to shoot you, brake and let them shoot each other.

Ringleader - Collect all the rings in the Go For The Gold challenge.

This one can be a bit tricky in the tunnels. Try and learn some of the patterns the rings come in, especially in those tunnels, and be careful not to miss any behind obstacles. There are 62 rings in total.

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Prison Planet, The Mess Hall #S05  
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Empty The Warrens - Kill over 89 Tyhrranoids in the Tyrranoid Recycling Challenge.

Aim only at the Tyhrranoids throughout the challenge. Try and avoid the other enemies as much as you can.

Antaeus - Beat the Mega-Challenge without jumping.

Strafing is your friend here. Keep your finger away from that X button.

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Rionosis

#S06  
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(Clank)

Master of Disguise - Use a disguise station every time the Kingpin gets suspicious.

Just wait with killing the last Henchman until you get the Skill Point. There are 8 disguise stations you have to use until you get it. Take the last Henchman out when you get the Skill Point.

Trash Talk - Use the trashcans to lure out and kill all the Henchmen.

Just like it says, hit a trashcan, pull back, and when he sends a Henchman to check it out, stealth kill him and proceed.

Deadly Hands - Dispatch all of the Kingpin's Guards before he reaches the fourth tourist cart.

Either use the trash cans or smack some tourists around and pull back for when he sends a henchman to check it out, then take them all down before he gets to the fourth cart, can be gotten together with the Skill Point Trash Talk.

Steel Rain - Send at least 10 henchbots off the gondolas into the open blue.

Use your punches to send them over the edge, eventually you should be able to get this one.

(Qwark)

52 Card Pickup - Finish off Jack using only cards, not bombs. Using punches is also alright.

Use only your punches until you get his health down to half and you get the vacuum. Whenever you see his hands glow pink he'll use cards so get ready to suck some up and shoot them back at him. Whenever he's not using the cards, just dodge it and punch him.

Dress For Success - Get Jack to hit himself with three of his own hats.

Whenever he throws his hats, try to circle him so the hats will hit him when they fly back to you.

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Le Paradis Des Tricheurs Casino

#S07  
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Beat The House - Get 20 stealth kills in the level.

It isn't too hard to do this, as long as you're a bit careful. Take the 3 guards at the entrance out (a 4th will respawn for you to Holo-Monocle him and continue on, however, every respawn does not add to the 20 kills needed!). Next, kill the patrolling guard in front of the slot machines. You can take out the 3 remaining guards in this room by disguising as a customer. First take out the one by the window, then the one closest to the waitress' door, and then the last one. Continue on into the level. You can kill the 2 guards in the hallway to the next door but be careful of the patrol that comes out of there. After that you should be in the level where you need to use your Cufflink Bombs to take out the security system. It is possible to take out all the guards in this room. Start with the patrol and then work your way from where you entered the room to where you need to exit. Watch where they are looking at to figure out which you need to kill first in order to remain unnoticed. After that, take out the lone guard in the next hallway. We're almost there now. In the next room, sneak up on the guard you need to use the Holo-Monocle on and take him out. You can't take out the 2 guards in front of the door without going unnoticed. After that are the 2 guards near the lasers, both with their back towards you. Lastly, there is the patrolling guard you need to Holo-Monocle to continue. Instead, take him down as well and you should have 20 stealth kills. Hide and wait for a respawn to come over so you can Holo-Monocle him and finish the level, since again you can't take out the guards at the door without going unnoticed.

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Prison Planet, The Exercise Yard #S08  
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Indian Burn - Kill 10 enemies with dodgeballs.

On the first challenge, just run around the dodgeball field, enemies will walk on the targetting pad and get the balls shot at them. It can take a while for the balls to actually kill 10 enemies (providing the enemies don't kill each other) so just keep running around until you get it.

The Law Can't Touch Me - Complete the Mega Challenge and never get struck by the yard guns.

Lots of running around and jumping to do this. You'll have all the previous challenges to show you the ways the yard guns can shoot at you. Blasters, flames and rockets. If you don't easily get it, just keep trying until you do, or wait until later when you have some more health and/or better weapons.

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Le Paradis Des Tricheurs Casino (continued) #S09  
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(Clank)

Lucky Sevens - Complete the timing segment with 77,700 points.

The timing segment is of course the third rythm game, the poker game. You have to get 77,700 points when you get to the second Gadgebot part since that is where the poker game will end. This one can be fairly easy to pull off, just keep an eye out at your score. Try to get a bit over half when you get to the first Gadgebot part. After you resume the poker game, try not to let the rythm bonus stack up too high in case you get past 77,700. Once you get to 77,700 hope that you'll have enough life left to make it to the second Gadgebot part and get the Skill Point.

(Gadgebot)

A Gadgebot Stands Alone - Never use the revive command in either of the Gadgebot arenas.

Fairly straightforward again, use the attack command and go in yourself to destroy them as often as you can as well.

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Secret Laboratory, Venantonio

#S10  
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All Slime Must Burn - Complete the level killing amoeboids only with melee attacks and the Blowtorch Briefcase.

It'll be easier to finish the level once and then do it again so you can use your Blowtorch Briefcase right from the start. Just burn all those slimes until there are none left.

Ramming Speed! - Kill 10 amoeboids by ramming a small engine box into them.

This is into the room with the 2 segments where you have to jump on the platforms to advance. Just punch the platforms you can move into the amoeboids.

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Canals, Venantonio

#S11  
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Evasive Maneuvers - Dodge 8 torpedoes using the Hydrofoil.

The Hydrofoil is deployed when holding the L and R buttons and will raise your boat up in the water. The torpedoes are the rockets the ships will fire at you in the latter part of the course (in the earlier part they tend to only shoot their lasers at you). I found it easiest to do this when you had one enemy at your side and keep him alive to



keep dodging his torpedoes rather than instantly destroying him.

Deep Six - Don't get hit by seeking mines.

They're the the ones with the red lights, not the yellow ones. Try to jump and avoid them when you see them.

Wake Of Destruction - Destroy everything, bridges, tunnels covers, et cetera.

I did this on the Great Escape mission, you can ram some of the wooden boats to save up a bit on torpedos. With the walls coming on either side of you, you should be able to target them. Be very wary of the 2 little red signs, one is on the right side before the twin tunnels, destroy that one with a torpedo from a distance first, then take the left tunnel and hang left to ram the other one as soon as you come out.

Ringmaster - Collect all the rings in the Threading The Needle challenge.

Like the previous ring collecting game, just have a good look out for them. There are 54 rings in total.

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Venantonio #S12  
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Twinkle Toes - Get a 5-chain of butterfly bounces without touching the stage.

Wait until there are more than 5 of them near each other, because chances are, most of the time, you won't be able to hit 5 in a row when they hop away from each other again.

Magnum Opus - Beat the entire opera without getting hit.

This one almost goes together with the next one. Basically, you want to be careful and look out for enemies nearby all the time, jumping and running around a lot while shooting. Be careful on the scene where Qwark has to shoot the amoeboids, since they almost always come from 2 ways, in front of and from behind you.

Sold Out - Get 150,000 Box Office sales.

It's possible to get hit and still get this one. However, you can only get hit at the first or second scene, when your score isn't that high yet. Other than that, getting special kills such as sandbags or Monster Kills can greatly help. Try and go into the final round with a score of around 110,000 and you should be able to do fine, providing you don't get hit of course.

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(Clank)

With Interest - Kill 5 Static Midges through friendly fire from the Bolt Thief enemies.

The Static Midges are the ones that shock you, the smaller ones. The Bolt Thieves are the guys with the bolts swirling around in their heads. Try not to jump too much since they tend to shoot at you in the air in that case. Run around the Static Midges, jump if you're in trouble or need to save health.

Androids In Disguise - Stealth kill two disguised Doppelgangers in Fort Sprocket while being disguised as a Doppelganger.

You can do the first one easily, run back when he comes around the corner, disguise yourself and hide behind the obstacle, wait for him to turn around and stealth kill. Your second kill I'd advise to either do at the end of the vault (with risking being detected), or past that.

(Gadgebot)

Vault Vault - Beat the main challenge within 8 minutes and 25 seconds.

This can be quite difficult to achieve, pressing on really is the issue here, do the puzzles as efficient as possible. It might take a few tries but in the end you should be able to get it.

El Dia de los Muertos - Get a Static Midge helmet on all three Gadgebots at once.

You can do this on the first mission to save Clank. When you attack or use a handle the helmets will fall off, but don't worry, they won't disappear, just always keep track of where they are until you get 3.

Ruba-Dub Club - Only use the wrench to kill the Ameboid King.

He's the guy with the crown at the last round. Once he dissolves into smaller ameboids you can use your guns again, so don't worry about finishing everything off with just the wrench.

Modesty - Don't lose your towel, ever, during the Mega Challenge!

Never stand still, always run and jump around, tossing beehives or mines or anything you have around. It's best not to use weapons you have to aim with, the beehives will automatically attack and the mines

search out targets when near, so you can keep an eye out on all the rest to try and not lose your towel.

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Spaceship Graveyard #S15  
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(Clank)

It's A Delicacy Somewhere - Blow up every mature organic spore in the level.

They're those weird floaty things. The only ones you can't destroy are when you have to traverse the field, they keep regrowing, so don't bother with those.

Revenant - Destroy every enemy in the salvage yard before the final door opens without being seen.

This is another one of those that can be hard to achieve. Expect to use your Holo-Monocle quite often in this one. Be very methodical, spend your first few tries checking out the enemies movement patterns and see which you can take out without being seen in order.

(Qwark)

Punchy - Defeat all pirates using only punches.

Nothing much to say on this one, jump or strafe to avoid the lasers from their guns and their cannons, other than that, just punch away, except for the cannons, they're all one hit kills.

Sour Victory - Kill the Kudzu Monster, using only lemons.

Not too hard to do, just run around, dodging his attacks or punching or shooting the pirates (careful not to punch or shoot him) and jump on the lemons when they appear.

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The Quasar Fields #S16  
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Min Maxing - Score 1075 points in the Giant Clank level (1550 in Challenge Mode).

Basically, destroy about 90% to 95% of everything that appears on your screen. This might take you a few tries to get, but it's doable.

I Kill The Rock - Kill all 3 Mega Rock class dreadnoughts.

Not too hard to get since you have to kill the last 2 to even be able

to finish the challenge. Just kill the first one as quick as you can since it's not necessary to kill that one and he just goes away after too much time passes.

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Prison Planet, Prison Breakout!

#S17  
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Whip it Good - Get 40 kills with the Plasma Whip.

Take care that you don't get go crazy and run to every enemy to whip them into oblivion, your health might be gone faster than you think. The small amoeboids and tyhrranoids can add much to your count since they only need one hit to kill.

Hanging Judge - Beat the main challenge without letting any prisoners escape.

Your upgraded beehives can be a life saver here, as well as your mines. You can defend from the rocky area if you want, or you can run around and get anyone you see. Be careful when you're on the volley ball field as it is still active and can be annoying when you're hit too often.

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Hydrano

#S18  
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(Clank)

Yeeee Haaaaaw! - Perform a roll off of a cliff.

When you jump off a cliff, hold L or R and press square and you will perform a roll.

Offensive Driver - Complete the timed challenge with at least 60 sec remaining.

Destroy your enemies as efficiently as possible, drive near the edge to push them against it, slow down to use your rockets, jump over every obstacle when an enemy is near, ..

Slippery Slope - Hit at least five oil slicks on a single life.

Don't necessarily go for the first five oil slicks you encounter. Choose the ones that put you in the least amount of possible danger up ahead. Also, try and spare your life as most as possible, don't be afraid to use your mines or rockets to take out the enemies before they hit you.

Ring Around The Rosie - Collect all the rings in the Driving Test ring challenge.

Again, if you're having difficulty try and memorise some of the patterns. There are 66 rings in total.

(Qwark)

He Cleans Pools, Too! - Kill 20 enemies with a single lawnmower.

Not that hard to do, when you get the lawnmower, just run over as many as you can before it goes red and breaks.

Perfect Mirror - Let not a single leak spring in the level.

This can seem daunting at first but soliuasm posted a good guide for all of the rounds to help out with this, so that's what I'll pass along here as well.

Round 01 - Run forward, do single punches (Not Combos as that screws you up and leaves you open) and get all 6 into the pit.

Round 02 - Go to the exact same spot as Round 1, but this time Punch the gunners first.

Round 03 - Repeat Round 02.

Round 04 - All Swords, same spot. Don't waste Crop Duster.

Round 05 - Left side, punch the three gunners on the right first.

Round 06 - Bull Run round 1. Save the Crop Duster for later.

Round 07 - Right in front of you (Where the bulls were appearing from). As usual, take out the Gunners first. Gunners are on the far right and far left.

Round 08 - Lawn Mower appears (Don't use it.). Move to the middle and all the way left. A gunner appears here. Then just move a little more to the left and another gunner spawns. Just keep killing these two and let the swordies follow you. If need be, kill them.

Round 09 - Left side. Five gunners on the far right side and three swordies on the far left. Use Crop Duster if needed.

Round 10 - Middle and Right. Plasma Gunner (Purple shirt, does the most damage) Far left and far right. Rest swordies.

Round 11 - Right side. Plasma Gunner left and right side, four gunners, two swordies. Don't hesitate to use the Crop Duster, and make sure you avoid the Lawnmower.

Round 12 - Bull Run round 2.

Round 13 - Middle and Right. 2 Plasmas and 2 gunners. Rest swordies. Respawn for 4 gunners.

Round 14 - Left side. All swordies.

Round 15 - Middle. Use the Lawnmower now. 2 Plasmas, 5 gunners, rest swordies.

Round 16 - Right side. 4 Plasmas, 4 gunners.

Round 17 - Left, Middle, Right sides. Constant respawn till end (I believe 6 times of respawns each side). DO NOT WASTE THE NEW LAWN MOWER. WASTE THE CROP DUSTER IF NEED BE.

Left - Gunner left, right swordie.

Middle - 1 gunner far left, two swordies middle and right.

Right - Same as left.

Round 18 - Bull Run round 3.

Round 19 - Middle. Use the Lawn Mower now. Two Plasmas far right, rest swordies.

Round 20 - Middle and Right. 2 Gunners middle, 3 gunners right and 3 Plasmas right.

If you made it through without letting a single leak happen, great job!  
Otherwise, good luck.

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Underwater Base #S19  
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Cereal Decoder Ring - Beat the "Knockin' On Klunk's Door" Challenge within 4  
minutes and 30 seconds.

The same as with the previous similar Skill Points. Ignore what enemies  
you can and just barge on straight through. Learn the level a bit if  
you don't get it at first and just keep trying until you get the Skill  
Point.

133t h4xx0r - Don't fail any Omni Key puzzles.

Nothing much to be said here, this one shouldn't be too hard to get.  
There are 3 of these puzzles in the level.

Rust Proof - Don't fall in the water, ever.

Jump carefully. Also, when you step in the search light of a mine and  
it starts flooding the hallway, as long as you make it out in time,  
doesn't count as falling in the water, so if you trip a mine, don't  
worry about not getting this Skill Point.

I'm Not There - Don't get seen by any enemies, lasers or fish.

Be careful how you use you Blackout Pen here, try and not to use too  
much at the start. Other than that, rely on your Holo-Monocle in the  
rooms with stationary guns and patrolling enemies, walk against the  
wall to avoid the search lights and just be generally careful.  
This one can be done with the 2 previous ones, although if you can  
still get it if you fall in the water. Also, in the 2 rooms where the  
mines close in on you it is possible to fail since those mines don't  
count as being seen by enemies.

Turn the Tables - Complete at least 4 successful takedowns on Klunk, and never  
get taken down yourself.

The takedowns are of course the button sequences on a faster timer.  
Basically just complete them without fail until you get the Skill  
Point.

A Pretty Good Likeness - Beat Klunk without damaging Robo-Ratchet.

Basically, whenever Klunk goes into the Robo-Ratchet suit, just run  
around and dodge his attacks, and after a long enough time he'll switch  
back to his Kingpin or Nefarious suit so you can attack those until you  
beat Klunk.



Thanks go out to the following.

- High Impact Games : for making another Ratchet & Clank PSP game.
- GameFAQs.com : for still being the best games site in the world, and for the help of all the people who managed to get the Skill Points so this FAQ could be created.
- Contributors : JKiii, ibrake4dragons, Zeric, the\_7th\_LW, dragonsender223, newdarkcloud, xotheusedguyox, TrenGangsta, Ragnorokxk16, b8ssgsReturns, CHEEEEESEMAN, Drake\_Master, Flashdrive101, soliunasm, Kal\_Torak, Medaltable

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Part 5                               Version History                               #PA5
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- \* Version 1.00 : Finished on 06/23/2008.  
First version.
- \* Version 1.01 : Finished on 06/24/2008.  
Added a few more Skill Points and Cheats Section.
- \* Version 1.02 : Finished on 06/26/2008.  
Added info a few more Skill Points, currently 5 more remain unknown.
- \* Version 1.03 : Finished on 06/28/2008.  
Added the "Beat The House" Skill Point. 4 more to go.
- \* Version 1.04 : Finished on 06/30/2008.  
Added the "Lucky Sevens" Skill Point. Only 3 more to be discovered.
- \* Version 1.05 : Finished on 07/03/2008.  
Added the "Perfect Mirror" Skill Point. Just 2 more remaining.
- \* Version 1.06 : Finished on 07/05/2008.  
Added the "A Pretty Good Likeness" Skill Point thanks to Kal\_Torak for mailing me about this one. Only the Cereal Decoder Ring remains to be found.
- \* Version 1.07 : Finished on 07/06/2008  
Added the "Cereal Decoder Ring" Skill Point and the last 2 cheats.

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Part 6                               Contact Info                               #PA6
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If you want to you can contact me on the following e-mail address. Please put Clank Skill FAQ (or something similar) in the title. Try to write in clear English, you will have a better chance that I will reply. Please refrain from using AIM-speak or 1337-speak.



My contact address is: yoeri(dot)de(dot)lepper(at)gmail(dot)com

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Part 7                               Legal Stuff                               #PA7  
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