

GAMER GUIDE

**RATCHET & CLANK:
RIFT APART EDITION**

the need to know you didn't know you needed

WHAT IS IT?

Ratchet & Clank: Rift Apart is a third-person shooter platform game developed by Insomniac Games and published by Sony Interactive Entertainment. Created specifically for the PlayStation 5, it is the sixteenth instalment in the *Ratchet & Clank* series and was released on June 11, 2021. The first game, simply titled *Ratchet & Clank*, was released in 2002 for the Playstation 2 and introduced the titular characters of Ratchet (a furry creature called a Lombax) and his robot sidekick Clank. *Ratchet & Clank: Rift Apart* allows the player to play as Ratchet once again, along with a second playable character.



INTRODUCTION



The gameplay is very similar to previous entries in the series. The player navigates diverse environments across a multitude of levels whilst defeating enemies and aiming to complete dangerous missions.

There will be inter-dimensional travel, new planets to explore, cutting-edge gadgetry that's new to the franchise, and classics that fans of the games will know and love. Thanks to the capabilities of Playstation 5, you can expect breathtaking vistas and thrilling action sequences, oh and no loading screens!

An abundance of adventure awaits you. Time to save the universe (again)!

BREAKDOWN THE BASICS

Gameplay

As we mentioned before, the basic mechanics are similar to previous games but if you're new to the franchise then you may appreciate a quick breakdown of what to expect.

Characters



Ratchet

The main playable character throughout the franchise. He's a skilled mechanic and a street-wise, headstrong, thrill-seeking hero who's always ready with a joke. He's one of the last remaining Lombaxes in the universe.

Clank

(designation XJ-0461, serial number B5429671) is the trusty companion. He is a robot created by the Zoni and is Ratchet's best friend. Clank is a logical smarty-pants who can communicate with other machines and activate gadgets to assist Ratchet in their adventures.



Kit

Originally a warbot (real designation KT-7461), Kit is similar to Clank, but from another dimension. She is mostly very polite and straightforward but has a tendency to be pessimistic. Kit ultimately becomes Rivet's partner.



Rivet

The other playable character in the game, she is an alternate dimension version of Ratchet. She teams up with our indomitable heroes to save the universe from Dr. Nefarious.



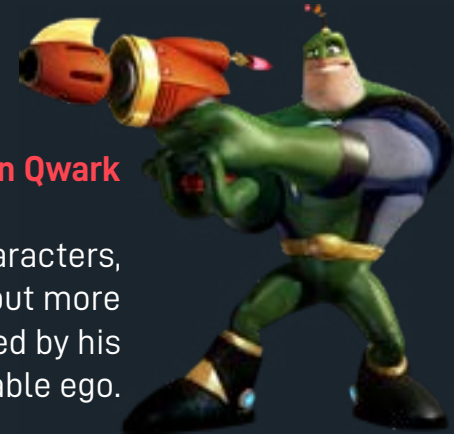
BREAKDOWN THE BASICS



Doctor Nefarious

Is a recurring antagonist of the series and has quite a complicated backstory. A robot scientist and self-proclaimed supervillain, he has a distinct hatred for organic life forms - strange, since he used to be one! He is the nemesis of Captain Qwark.

Copernicus Leslie Qwark, one of the most frequently recurring characters, is an opportunistic superhero. Sort of...He's been on the good side, but more often than not is found to be in cahoots with the bad guys, motivated by his insufferable ego.



Captain Qwark

Bosses

Each major location has at least one boss fight. These are the bosses, their locations, and a non-spoilery hint:

- ❑ **Doctor Nefarious (Prologue - Corson V):** Keep shooting while avoiding his attacks.
- ❑ **Nefarious Juggernaut (Nefarious City):** The Negatron Collider is particularly effective.
- ❑ **Seekerpede (Sargasso):** Use any medium to long-range weapons to attack Seekerpede.
- ❑ **Francois (Scarstu Debris Field):** Target the core on the boss's chest to deal additional damage.
- ❑ **Undead Grunthor Sue (Scarstu Debris Field):** Avoid getting close, long-range damage only.
- ❑ **Invasion Commanders (Savali):** Focus on one until they're downed, fire at the exposed boss cores.
- ❑ **Thugs Dropship (Blizar Prime):** It doesn't move very fast so use slow power attacks to take it down.
- ❑ **Wee Roger (Torren IV):** Another slow boss so use those high firepower weapons.
- ❑ **Elite security (Cordelion):** The Negatron Collider or the Lightning Rod can be useful.
- ❑ **Doctor Nefarious (Arena - return):** Avoid his attacks with Phantom Dash.
- ❑ **Scolo the Seekerpede (Scarstu Debris Field):** Ammo is scarce so don't waste it!
- ❑ **Crabcakes McGee (Ardolis):** Movement is key so use Phantom Dash, Hoverboot, or grab nearby hooks.
- ❑ **The Tide Twins (Ardolis):** Distract and weaken them with allies summoned from Glove of Doom and Mr. Fungi.
- ❑ **Master Virus (Glitch's sequence):** Ultimate attack sequence: Standard Fire (R2), Use Infectors (L2), Detonate the Pulse Charge (X).
- ❑ **Royal Guard Escorts (Viceron):** Use Warmonger or Negatron Collider, Bombardier, Mr. Fungi, and Glove of Doom



Final Boss:

The final confrontation consists of three fights with different strategies.

Hopefully, by this point, you have mastered your gadgets and can take down the boss smoothly. We can't give away all the answers, now can we?

Combat

Combat is either melee or at range, depending on the attacks used by your enemies. Your weapons have effective ranges as well, some (such as the shotgun) work better at close range, and others like the Negatron Collider are better suited for ranged combat.

As a rule, ranged combat is safer. It gives you room to dodge attacks and opportunities to grab health or ammo. Movement is very integral to battles and there are gadgets and skills that help you navigate the battlefield.

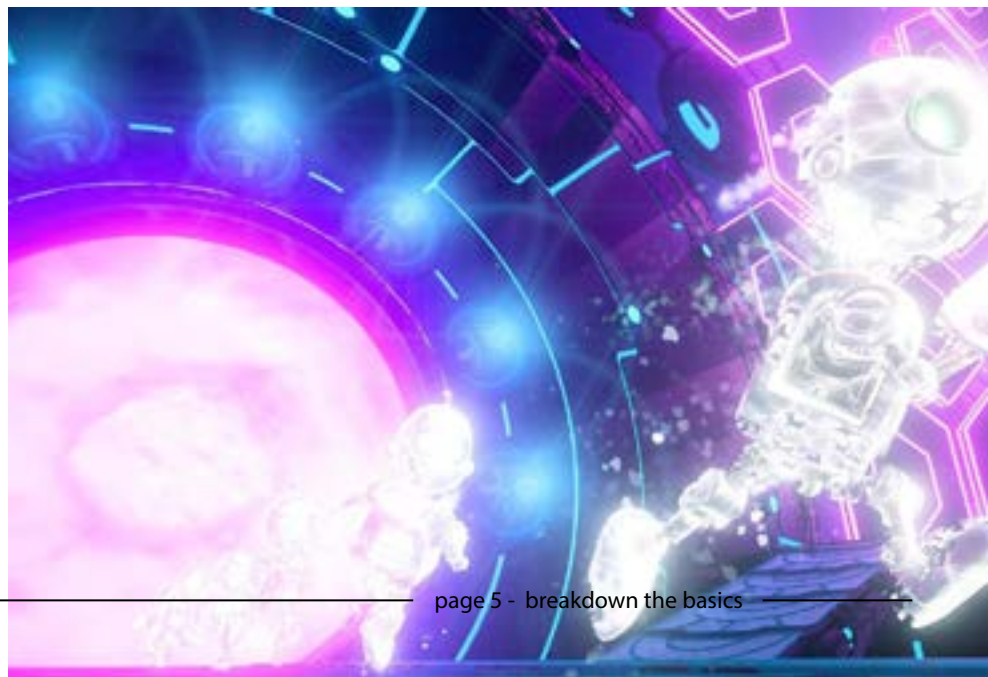


Anomaly Puzzles

These puzzles involve collecting and positioning coloured orbs into machines and platforms.

Once in place, you can direct either Clank or Kit's "potentials" through a dangerous path and to a door.

Each anomaly features three puzzles and there are four anomalies in the game.



Environment & Movement

Planets

There are nine locations in *Ratchet & Clank: Rift Apart*. Each planet/zone is essentially a chapter of the game, some of which you will revisit as you progress:



Environment & Movement

ZORDOOM PRISON

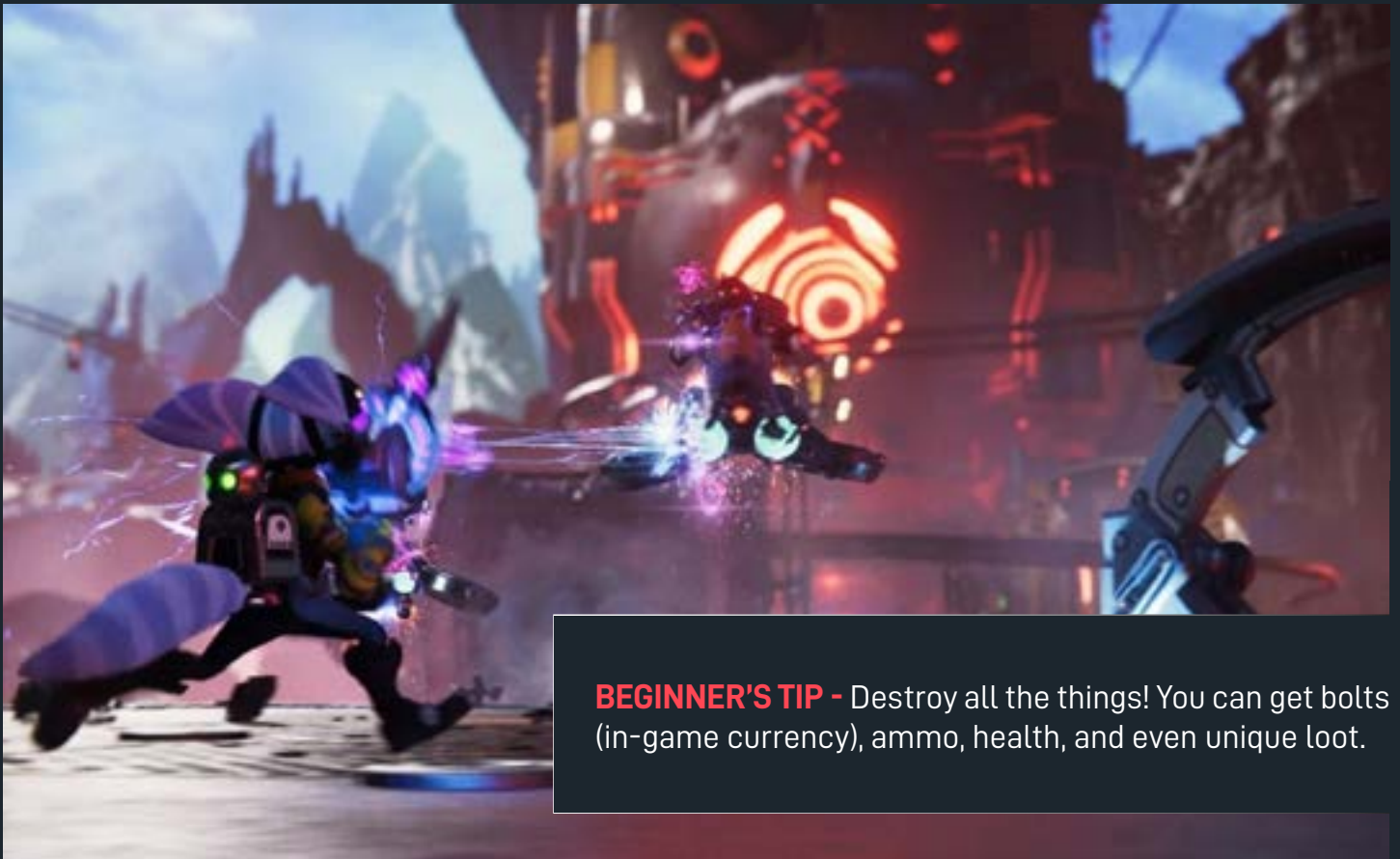


BEGINNER'S TIP

Come back to locations you couldn't reach before when you obtain new gadgets and abilities.

Movement

Within the levels you'll be platforming, navigating the terrain by jumping, hovering, or using a tether as a grappling hook. You will also use the tether to latch on to dimensional tears.



BEGINNER'S TIP - Destroy all the things! You can get bolts (in-game currency), ammo, health, and even unique loot.

Items



Weapons

There are twenty-one weapons in the game and you can carry them all! This is handy because you'll need to switch between weapons to make the most of combat situations.



Each weapon uses different ammo so it's wise to switch between weapons to avoid running out.



Omniwrench/Hammer | Burst Pistol | Shatterbomb | The Enforcer | Mr. Fungi |
 Negatron Collider | Topiary Sprinkler | Ricochet | Lightning Rod | Drillhound | Void
 Repulser | Glove of Doom | Buzz Blades | Cold Snap | Warmonger | Bombardier |
 Blackhole Storm | Headhunter | RYNO 8 | Bouncer | Pixelizer

Gadgets

Manage movement, loot more efficiently, and just have more fun all around with these gadgets:



OmniGlove: The most versatile gadget, it enables functions like the Swingshot, Rift Tether, Phantom Dash, and Wall Run.



Glide Boots: The Glide Boots are a starter gadget that allow Ratchet to glide and slow his descent.



Hover Boots: The Hoverboots allow Ratchet to travel huge distances in mere moments. This is the most important gadget to the story.



Grind Boots: One of Ratchet's oldest gadgets (you may recognise them from the first game), they allow you to grind on rails at high speed. They're automatically equipped when you jump on rails.



Magneboots: The Magneboots allow you to traverse Gravity Strips. They essentially function like Gravity Boots as well.



Map-o-Matic: This gadget reveals the location of every Gold Bolt, Raritanium stick, Armor Pod, and Pocket Dimension on the map which you can then pin.



Box Breaker: Once you collect the Box Breaker, slamming your melee weapon on the ground breaks all the boxes around you. Your Bolt collection radius also increases.

CONCLUSION

Epic adventures await anyone willing and ready to lift the Omniwrench. The universe awaits!