EDUCATION

Ratchet And Clank Trophy Guide

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Introduction: Mastering the Lombax’s Hunt for Platinum

The *Ratchet & Clank* series has long been a staple of PlayStation platforms, blending colorful worlds, inventive weapons, and a heartfelt story between a Lombax and his robot buddy. For trophy hunters, the games present a particular challenge: collecting every bolt, gold bolt, skill point, and hidden item across multiple playthroughs. Whether you are a seasoned veteran or a newcomer aiming for that elusive platinum trophy, a comprehensive **Ratchet And Clank Trophy Guide** can turn a daunting task into a manageable and enjoyable journey. This guide will walk you through the key strategies, weapon upgrades, collectible hunts, and difficulty-specific considerations that apply to the 2016 PS4 reboot as well as the classic PS3 titles, with a particular focus on the most recent releases. By following these structured approaches, you will save time, avoid frustration, and maximize your satisfaction as you unlock every achievement.

Understanding the Trophy Structure in Ratchet & Clank

Before diving into specific collectible routes, it helps to understand how trophies are typically arranged across the series. Most games feature a mix of story-related, combat, collectible, and challenge trophies. Story trophies are automatic as you progress through the main campaign, while combat trophies often require specific weapon usage, such as defeating a certain number of enemies with the Groovitron or using the Sheepinator on a boss. Collectibles usually include Gold Bolts, Holo-Plans, Gadgets, and Skill Points. Additionally, many games have a “New Game+” mode where the difficulty scales, and certain trophies can only be earned on higher challenge levels or by completing specific optional missions. The platinum trophy almost always requires a thorough exploration of the game world and a willingness to replay levels after acquiring new abilities.

Core Categories of Trophies

- Story trophies – Earned by completing planets and main story beats.
- Weapon trophies – Require upgrading a weapon to its maximum level or using it a set number of times.
- Collectible trophies – Finding all Gold Bolts, Holo-Plans, or Infobots.
- Skill Point trophies – Hidden objectives like defeating enemies in a certain way or destroying specific objects.
- Difficulty trophies – Often require completing the game on a harder setting, such as “Challenge Mode”.

Knowing these categories upfront lets you plan your playthrough efficiently. For instance, you might want to use weapons you normally avoid early on to check off combat trophies before maxing out your favorite gun.

Planning Your Playthrough for Maximum Efficiency

One of the most common mistakes trophy hunters make is rushing through the story without collecting anything and then having to replay entire levels later. A better strategy is to divide your playthrough into clear phases. For the 2016 *Ratchet & Clank* game, the platinum usually requires at least two runs: a normal playthrough to collect everything and complete all missions, and a Challenge Mode playthrough on a higher difficulty to unlock the remaining trophies and buy the RYNO (the ultimate weapon). Here’s a step-by-step approach:

Phase 1: First Playthrough – Complete and Collect

1. Play through the game on the default difficulty. Don’t worry about speed; focus on enjoying the story and exploring every corner.
2. Pick up every Gold Bolt you see. These are usually hidden behind walls, on high platforms, or require a specific gadget later. Make a note of locations you cannot reach yet.
3. Scan every enemy with the Lombaxer or weapon that tracks kills – but also pay attention to the specific kill requirements for weapons like the Groovitron, which requires you to make enemies dance and then eliminate them.
4. Collect all Holo-Plans (the schematics for weapons) as soon as you gain access to that planet’s puzzle. These are tied to hoverboard races and other minigames.
5. Complete all vendor requests and side missions. Some trophies, like “My Blaster Runs Really, Really Hot,” require upgrading a weapon fully, which demands bolts amassed through thorough play.

Phase 2: Clean Up Before Starting Challenge Mode

Once you finish the main story, use the planet select feature to revisit any levels you missed. Many guides recommend a checklist approach: open your holocard collection and verify you have every Gold Bolt, card, and skill point. This is also the time to finish any leftover minigames such as the Clank sections or the puzzle panels. If you missed a single Gold Bolt in one of the more complex planets like Kerwan or Quartu, it’s easier to find it now than during a second playthrough under pressure.

Phase 3: Challenge Mode – The Final Push

Challenge Mode unlocks after you beat the game. It offers a higher difficulty, but enemies drop more bolts, and the weapon cap increases. Your goal here is twofold: reach maximum weapon levels (usually level 10) and purchase the RYNO prototype. To make this easier, invest in the Golden Weapons (bought with Gold Bolts) early – they start at a high level and speed up kills. Additionally, focus on the “Challenge Mode” specific trophy, which often requires completing the game on that difficulty without lowering it. Also pay attention to any time-related trophies, such as completing the game under a certain number of hours. For the PS4 version, there is no speedrun trophy, so you can take your time.

Detailed Collectible Walkthrough by Planet

To avoid repeating large swaths of text, I will highlight the trickiest collectibles across the most notoriously difficult planets in the 2016 game. These apply generally to the series but are especially relevant for the **Ratchet And Clank Trophy Guide** covering the 2016 title.

Kerwan – The Overlooked Gold Bolts

On planet Kerwan, there are four Gold Bolts. The hardest is inside a vent near the start of the level. After the moving walkways, you’ll see a ventilation grate you can destroy with a Combuster or similar fire weapon. Inside, you will find a long tunnel with hidden rooms. The bolt is behind a breakable wall at the end. Many players miss this because they assume the grate is purely cosmetic. Also, during the hoverboard race, you can collect a Holo-Plan if you equip the speed boost gadget early. Practice the race several times to nail the shortcut.

Quartu – The Infobot and Skill Point

Quartu is a large factory planet with multiple floors. The Gold Bolt here is located behind a series of timed blast doors. You need the Dynamo gadget to activate switches. The skill point “Bot Destroyer” requires you to destroy 50 of the small flying camera bots. You can farm them by repeatedly entering and exiting the central room. Also note that the “My Reward is Greater” trophy (for getting all Gold Bolts) requires patience – use a video guide if stuck.

Rilgar – The Race and the RYNO

Rilgar is famous for its hoverboard race. To unlock the Holo-Plan for the RYNO, you must complete the race within a time limit and also win against other racers. The secret is to use the boost at exactly the right moments – boost when you have a clear straightaway, and avoid obstacles. If you struggle, equip the “Magnet Boots” upgrade to improve control. The skill point “Beat the Clock” requires a sub-1:30 time, which is tough but manageable with practice.

Weapon-Specific Trophies and Strategies

Weapon trophies are often the most time-consuming. Each weapon in *Ratchet & Clank*has a unique ammo capacity, damage, and upgrade path. Below are proven methods to max out the most stubborn weapons.

The Groovitron – Making Every Enemy Dance

The Groovitron forces enemies to dance, making them easy targets. To earn its trophy, you must kill 20 enemies while they are under its effect. The best place is on the planet Gaspar, where swarms of small enemies spawn continuously. Toss a Groovitron, then use a shotgun (like the Warmonger) to eliminate them quickly. Repeat until you have 20 kills. This can be done in one or two encounters.

The Sheepinator – Turning Enemies into Sheep

This weapon turns organic enemies into sheep, and you must then destroy 10 sheep. Again, Gaspar is ideal. Use the Sheepinator on a group of small enemies, then switch to a area-of-effect weapon (such as the Volcanic Eruptor) to kill the sheep. Keep track of the count – the trophy may not pop immediately if you kill them too fast.

The RYNO – The Ultimate Weapon

The RYNO (Rip You a New One) requires collecting 10 Holo-Plans across different planets and then purchasing it in Challenge Mode. It is powerful but consumes a lot of ammo. For the trophy “Maximum Overdrive,” you need to fully upgrade it – the fastest method is to use the X2 XP multiplier you can buy with bolts and then fire the RYNO into dense crowds on planet Kalebo III. Be careful not to waste ammo; reload checkpoints if needed.

Advanced Tips for Speed and Efficiency

Even with a thorough guide, you may find yourself stuck on certain challenges. Here are advanced tips that can save hours of frustration.

Use the Weapon Wheel to Switch Quickly

During combat, rarely pause the game. Instead, assign your most-used weapons to the quick-select wheel (L1+R1). This allows you to seamlessly alternate between, say, the Groovitron and the Warmonger, maximizing kill efficiency.

Farm Bolts in the Battle Arena

If you fall short of the 1 million bolt requirement for the RYNO, the Battle Arena on planet Kalebo III offers lucrative bolt bonuses. Complete the highest rank repeatedly. Use the “Bolt Magnet” gadget to attract bolts from farther away. Also, sell any extra weapons you don’t need once you have their trophy – this frees up bolts for the expensive RYNO.

Back Up Your Save (Cloud or USB)

Some skill points require you to perform a single, difficult maneuver. For example, the “Untouchable” skill point demands that you clear a room without taking any damage. If you mess up, reload a save file rather than restarting the whole level. Regularly back up your save to the cloud or USB to avoid losing progress on tricky segments.

Common Pitfalls and How to Avoid Them

Even experienced players fall into traps. Here are several pitfalls and their solutions.

- Missing a Gold Bolt after the point of no return: Many planets have areas that become inaccessible after completing the main objective. Always explore every path before leaving a planet. Use the “Backtrack” option in chapter select, but note that some bolts are tied to story progression and may require a new save.
- Not upgrading weapons evenly: The “Modded” trophy requires you to have a weapon at level 5. But many weapons are situational. Focus on the ones you use least; for example, the Buzz Blades are easy to spam in tight corridors. Never ignore a weapon completely.
- Neglecting the Clank puzzles: Clank’s sections often hide Gold Bolts and Holo-Plans. The “Master of the Minions” trophy (for controlling 10 enemies with Clank’s mechanical armies) is easy to miss if you don’t actively command them. Use the decoy strategy to attract groups and then order your minions to attack.
- Ignoring the Holocard collection: The collector’s edition trophy for all Holocards can be a grind. Cards drop randomly from enemies, so you may need to farm specific enemy types. Check a dedicated list to see which cards are rare. Sometimes the only way is to replay levels on Challenge Mode and open every crate.

Concluding the Hunt: Your Platinum Awaits

Earning a platinum trophy in a *Ratchet & Clank*game is not merely about ticking checkboxes; it is about fully appreciating the world Insomniac Games created. The joy of discovering an obscure Gold Bolt, the thrill of defeating a boss with a dancing sheep, and the satisfaction of seeing 100% completion on your profile are well worth the effort. This

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