EDUCATION

Resistance 3 Trophy Guide

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Unleash the Plague: Your Ultimate Resistance 3 Trophy Guide

Few games on the PlayStation 3 managed to blend gritty, post-apocalyptic storytelling with tight, visceral first-person shooting as effectively as Insomniac Games' **Resistance 3**. As the concluding chapter of the original trilogy, this title sent players on a harrowing journey across a devastated United States, fighting against the relentless Chimera. For trophy hunters and completionists, the game offers a challenging but immensely satisfying list of achievements. Whether you are aiming for that coveted Platinum trophy or just want to know how to clean up every last Chimera, this **Resistance 3 Trophy Guide** will provide you with all the strategies, tips, and secrets you need to conquer the infection.

The trophy list in Resistance 3 is a well-balanced mix of story progression, collectible hunting, difficulty-based challenges, and unique combat feats. With a total of 1 Platinum, 3 Gold, 7 Silver, and 40 Bronze trophies, the journey will take you through the entire campaign and require multiple playthroughs if you want to maximize your efficiency. This guide is designed to be your companion from the moment you step out of Haven to the final confrontation with the Terraformer.

Understanding the Trophy Structure in Resistance 3

Before diving into the specifics, it is crucial to understand how the trophies are laid out. The list can be broken down into a few core categories:

- Story Trophies: These are awarded for completing main story chapters and cannot be missed as long as you finish the game.
- Difficulty Trophies: Tied to completing the game on a specific difficulty setting. They stack, meaning if you beat the game on the hardest setting, you unlock the lower difficulty trophies.
- Collectible Trophies: Require finding all Chimeran Intel, journals, and recordings scattered across the levels.
- Combat and Weapon Trophies: Usually the trickiest, requiring specific kills with specific weapons or under specific conditions (like using a particular secondary fire mode).
- Co-op Trophies: A handful of trophies require a second player to join your game locally or online.

One of the most important pieces of advice in any **Resistance 3 Trophy Guide** is to plan your playthroughs. You will need at least two full playthroughs to get everything, but with careful save-file management, you can reduce the grind significantly.

The First Playthrough: Survival and Exploration

For your initial run, we highly recommend playing on the **Normal** difficulty. This allows you to experience the story, find collectibles without pulling your hair out from frustration, and get a feel for the game's unique weapon wheel. During this playthrough, focus on two things: **collecting all Intel items** and **experimenting with every weapon**. Do not worry too much about the Superhuman difficulty yet. Use this time to familiarize yourself with the enemy types and level layouts. Missing a single collectible will require you to replay the level or use Chapter Select, so using a guide for Intel locations during this run is highly recommended.

Complete List of Story and Difficulty Trophies

These trophies are linear and tied directly to progression. You will earn most of these simply by playing the game from start to finish.

Story Progression Trophies (Bronze and Silver)

As you move through the game's chapters, you will unlock trophies for key story beats. These include escaping Haven, surviving the Mississippi River, and defeating the various boss encounters. There are no surprises here; just play through the campaign. Specific names include **"The Escape," "The River,"** and **"The Enemy of My Enemy."** You will unlock roughly 10 to 12 trophies simply for completing the narrative chapters.

Difficulty Trophies

This is where the challenge ramps up. Resistance 3 features four difficulty settings: Easy, Normal, Hard, and Superhuman.

- "Survivor" (Bronze): Complete the game on Easy or Normal.
- "Veteran" (Silver): Complete the game on Hard.
- "Pulverizer" (Gold): Complete the game on Superhuman.

Credit where it is due: The difficulty trophies stack. If you complete the game on Superhuman, you will unlock all three of these trophies at once. However, Superhuman is no joke. Enemies deal massive damage, have significantly more health, and your health regeneration is much slower. The best strategy for Superhuman is to play smart. Use cover extensively, prioritize the Bullseye's tagging secondary fire to shoot around corners, and never rush into a room. The Auger is also your best friend, as it allows you to shoot through walls. If you find yourself struggling, consider doing a New Game+ run on Normal first to unlock the Bullseye, Auger, and Marksman with full upgrades before attempting Superhuman.

Weapon Mastery and Combat Trophies

Resistance 3 has a fantastic arsenal, and Insomniac rewarded players for using every tool at their disposal. These trophies require specific actions during combat and are some of the most fun to unlock. A quality **Resistance 3 Trophy Guide** will always emphasize the importance of weapon switching.

The "Tool and Die" Sub-Trophies

For each primary weapon, there is a trophy tied to using its secondary fire mode to kill a specific number of enemies. Here are the key ones:

- Bullseye (Bronze): Kill 30 enemies with the Tagged secondary fire. Simply tag an enemy and shoot the tag to auto-hit them anywhere.
- Auger (Bronze): Kill 30 enemies through walls. This is easy; just find cover and fire the primary fire through any solid surface.
- Marksman (Bronze): Kill 30 enemies while the scope is active. Aim down the sights and get headshots for maximum efficiency.
- Shotgun (Bronze): Kill 30 enemies with the secondary "fan-fire" mode. Tap the secondary fire button rapidly to empty the shotgun in a wide spread.
- Deadeye (Bronze): Kill 30 enemies with the secondary "Ricochet" fire. The Deadeye's secondary fire on a fully upgraded weapon bounces between heads.

Pro Tip: There is a level early on called "The Bayou" where you face a large number of the weak Leaper enemies. This is a perfect farming spot for almost all of these weapon-specific kill trophies. Let them swarm and pick them off with the specific weapon you need to level.

Special Combat Feats

Beyond the standard weapon kills, there are a few unique combat scenarios:

- "Here's a new trick" (Bronze): Kill a Grimm with a melee attack. Grimms are the cloaked, stealthy enemies. Wait for them to decloak and rush in for a quick melee. The safest way is to use a proximity mine to stagger them and then hit melee.
- "Go Long" (Bronze): Throw a grenade through a Spire and kill an enemy. Spires are those floating Chimeran death drones. You need to thread the needle through the rings of the Spire's shield. This takes practice. The best location is in the "St. Louis" chapter where Spires are plentiful.
- "Headhunter" (Bronze): Get 250 headshot kills total. This will come naturally if you use the Marksman or Deadeye, but you can farm this easily in the "Rossmore" level by aiming for the heads of the humanoid Chimeran soldiers.

Collectible Trophies: Finding Every Intel Item

Resistance 3 features a robust collectible system. Finding all of them is required for the Platinum trophy. There are three main types:

- Chimeran Intel (30 total): Green glowing data pads. These provide backstory on the Chimera.
- Survivor Journals (30 total): Handheld audio recorders. These tell the heartbreaking stories of the human survivors.
- Fuse Boxes (6 total): Hidden in specific chapters. Opening a fuse box reveals a secret room or a dialogue sequence.

The "Historian" (Silver) trophy is awarded for finding 50 of the 60 total Intel items. This is much easier than getting all 60. However, for the **"Scavenger" (Gold)** and the **"Collector" (Platinum)**, you need to find everything. There is no in-game tracker that shows you exactly how many you have in a chapter, so we strongly recommend using a dedicated video or text guide for the location of every single item. Missing one item means you have to replay the entire chapter or use chapter select to find it.

Co-op and Multiplayer Trophies

While the focus of this **Resistance 3 Trophy Guide** is primarily on the single-player experience, you cannot ignore the co-op trophies if you want that Platinum. Fortunately, the game features a solid co-op mode that is still playable via LAN or online if servers are available.

- "Partners in Crime" (Bronze): Complete a cooperative game session. Join or host any co-op match.
- "Cooperative Victory" (Silver): Win a cooperative game. This usually refers to completing a specific co-op mission or match on the co-op maps.
- "Everything Syncs" (Bronze): Complete a co-op game with a full 4-player party. You will need to find three other players.
- "Team Player" (Bronze): Revive a downed teammate in co-op.

If you do not have friends locally, posting on dedicated trophy hunting forums or Reddit's **r/Trophies** is the best way to find boosting partners for the multiplayer trophies. These trophies are generally straightforward and do not require high skill, just coordination.

Advanced Strategies for the Platinum Trophy

To save you time and frustration, here is a recommended roadmap for earning the Platinum in Resistance 3:

1. Playthrough 1 (Normal Difficulty): Play through the story on Normal. Focus on finding all collectibles (Intel and Journals). Do not skip cutscenes if they contain Intel. Experiment with every weapon as much as possible. The "Pulverizer" trophy for Superhuman is hard, but doing a Normal run first lets you get all the weapon upgrades.
2. Clean-Up (Chapter Select): After the first playthrough, use Chapter Select to go back to any levels where you missed collectibles. Do not start a New Game+ until you have all 60 Intel items, as having them all unlocked grants you a specific upgrade that will help on Superhuman.
3. Playthrough 2 (Superhuman Difficulty - New Game+): Start a New Game+ on Superhuman. You will keep all your weapons and their upgrades from the first run. This makes the Superhuman run significantly more manageable. Focus purely on surviving. You do not need to find collectibles again in New Game+; their discovery carries over from your Normal save file.
4. Co-op Clean-Up: Finally, gather a group for the co-op trophies.

Important Note on Save Files: The game uses a single save file. When you finish the game on Normal, create a manual save in the "Save" menu. Then when you start New Game+, do not overwrite that manual save. Keep it as a backup. If you accidentally miss a collectible, you can reload that manual save and hunt for it without starting a new game from scratch.

Weapon Upgrades and Their Impact on Trophies

Upgrading your weapons is not directly tied to a trophy, but it is essential for the weapon kill trophies and for surviving Superhuman. Each weapon has three levels. To upgrade a weapon, you simply need to kill enough enemies with it. The secondary fire modes become much more lethal with upgrades. For example, the Deadeye's Ricochet fire at level 3 will bounce between up to three

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