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Lost Planet

X-Box 360

Developer: **Capcom USA, Inc.**

Publisher: **Capcom USA, Inc.**

Rated: **"M" for Mature**

Strategy Guide & Walkthrough

made by **Berserker**

INTRODUCTION

Capcom follows up their zombie smash success for the Xbox 360 with a new futuristic shooter that takes place in the ice-covered wastelands of a frozen planet inhabited by alien creatures known as the Akrid. Humans sought to colonize this icy planet of E.D.N. III only to find a new life form that had adapted to the cold environment that the planet endures. Some of the humans gave up hope from lack of weapons and left the new world while others remained and banded together in a group under the name of Snow Pirates in an attempt to defeat the Akrid menace. The remaining humans discovered that the Akrid carry thermal energy deep inside their bodies so the humans created new weapons known as Vital Suits that harness the power of that thermal energy in an attempt to help them fight back against the Akrid threat.

Under routine investigation, a small band of Snow Pirates stumble upon a man in a Vital Suit encased in ice by the name of Wayne Holden. Wayne is taken in and treated from his near death experience through the mysterious life support system known as the Harmonizer attached to his wrist. The only traces of memory that Wayne now retains are his own name and the name of the Akrid that killed his father, "Green Eye". In an attempt to regain his memory by finding the Green Eye, Wayne joins up with the small group of Snow Pirates that rescued him and helps them seek out the Akrid menace.

Lost Planet is a 3-D action shooter that places the player in the role of Wayne Holden, a literal one-man army. Fight through each mission filled with in- your-face action, tons of explosions, and epic boss fights to delve deeper into the story of this hostile world of extreme cold. Pilot Vital Suits (VS) and take the Akrid nests by storm as you hunt down this alien life form in an attempt to take back the planet and regain your memory.

One rocket left along with an empty machine gun and two grenades while Wayne reloads and recovers from a near fatal attack with very little thermal energy left - an empty Vital Suit equipped with a missile launcher can just barely be made out through the smoke that now fills the area from the last oncoming rocket - should you make a run for it, or reload and pray the enemy VS is stumbling when the smoke clears?

The situation above is an example of one of the many action-packed moments that you'll endure through the missions of *Lost Planet*. To put it simply, in this frozen wasteland...

The Intensity. Never. Stops.

To remedy situations with such anxiety this Featured Guide offers a full walkthrough of all story missions with helpful advice that will lead you through each mission and provide you with plenty of strategies to help you defeat the epic bosses found at the end of each mission. This guide will point out many items pickups and every data post location in each mission. The Target Marks section includes the entire set of target marks found throughout the various difficulties. This guide will provide you with support for the most extreme conditions on your journey through the Akrid hives and enemy bases of E.D.N. III. Please enjoy the guide and contact me through the email address in my profile if you have any questions, comments, or concerns.

BASICS

Controls and Basics

Default Control Setup

A - Jump/Move Up Grapple Rope (when hanging)
X - Anchor (Grapple)/Release Grapple (when hanging)
Y - Change Weapon
B - Action/Pick up weapon/Melee attack (with equipped weapon)
LT - Throw Grenade
LB - Turn left 90 degrees
RT - Fire weapon
RB - Turn right 90 degrees
Left Analog - Move
Left Analog (push) - Crawl/Crouch
Right Analog - Move Camera
Right Analog (push) - Reload
Start - Display Pause Menu
Back - Pull Up Map/PDA
D-pad Up - Zoom
D-pad Down - Zoom
D-pad Left - Turn On/Off Light
D-pad Right - Turn On/Off Light

Anchor (Grapple)

By pressing the X button when the targeting crosshair turns green, Wayne will be able to grapple up to the targeted obstacle. Grappling will help Wayne to reach high ledges and climb up the side of obstacles. The grapple should be substituted for a jump whenever possible since it is much quicker and more precise. Wayne will automatically jump after reaching the end of the grapple as he is pulled toward his destination.

He can also perform the following grapple attacks when he has grappled an object or enemy:

X + RT - Grapple and fire weapon
X + LT - Grapple and toss grenade

Evading (Rolling)

Wayne can evade an oncoming attack by inputting the following command:

Push in on Left Analog + Press Any Direction with Left Analog + A

Evading is extremely important in later stages and will sometimes save you from certain defeat while on foot and up against bosses or other enemies. Wayne is basically invincible during the actual rolling animation and this should be taken extreme advantage of while fighting a boss. Just about every boss can be fought on foot if this skill is mastered along with the precise timing of when to execute it.

Thermal Energy (T-ENG)

In order for Wayne to survive, he must constantly collect thermal energy. T-ENG is the orange substance that drops from killing Akrid among many other methods.

- Harmonizer Life Support

The device attached to Wayne's arm, known as the Harmonizer, works off of thermal energy and will start to affect his life gauge if he cannot collect enough thermal energy to keep it activated. Thermal energy will constantly drain while Wayne is in the field and will drain even faster whenever he performs any type of physical action such as jumping or grappling. In turn, the Harmonizer will restore Wayne's life gauge if he is harmed while he has thermal energy. The Harmonizer will immediately begin to heal Wayne when he takes damage. If Wayne's life gauge ever falls below the zero mark then Wayne will automatically die without the ability to recover.

- Vital Suit (VS) use

Vital Suits work off of thermal energy so the T-ENG gauge will drop even more rapidly while Wayne is piloting a VS, and will drop at an even faster rate when a VS performs a special function.

- Replenishing T-ENG

Thermal energy can be found in many different ways including:

- defeating Akrid, Snow Pirates, NEVEC soldiers, or VS suits
- seriously damaging a boss
- destroying explosive barrels, vehicles, tanks, Akrid eggs, etc.
- activating a Data Post

WEAPONS

Lost Planet allows you to carry two weapons at a time with you on your journey. Be sure to take advantage of this and carry a weapon with heavy firepower and one long distance weapon at all times. Below is a list of every firearm in the game along with a ranking of the amount of damage it deals, its rate of fire, range, reload time, and the maximum amount of ammo that it can carry.

Normal Weapons

Machine Gun

The Machine Gun is Lost Planet's standard weapon. It holds the most ammo and is the most common so it's very useful. The rate of fire can severely damage a normal enemy quickly if targeted properly.

Damage: **
Rate of fire: *****
Range: ***
Reload time: ****
Maximum Ammo: 999 shots

Rifle

As usual, the rifle is perfect for long distance attacks and it packs quite a punch with each shot. Use D-pad Up to zoom in and D-pad Down to zoom out with the scope to get a perfect shot.

Damage: ****
Rate of fire: ***
Range: *****
Reload time: ***
Maximum Ammo: 50 shots

Shotgun

The shotgun is excellent for close range shooting, but it lacks range. This weapon is also good for groups of enemies since the shots will spread quite a bit. A point blank shot with a shotgun will finish almost any normal enemy, seriously damage bigger enemies, or take a good amount from bosses.

Damage: ****
Rate of fire: ***
Range: *
Reload time: **
Maximum Ammo: 100 shots

Energy Gun

The energy gun is powered by T-ENG, so you will use up your precious thermal energy for each shot. The rate of fire is very poor, the normal damage is not that great, and the shots are slow. Fortunately, it can be charged for a higher damage rate.

Damage: ****
Rate of fire: **
Range: ***
Reload time: N/A
Maximum Ammo: Depends on the T-ENG gauge

Plasma Gun

This is the best weapon to have while on foot. Each shot only takes 5 units of T-ENG from the T-ENG gauge and the shot is just as powerful as a rifle shot. Like the rifle, this gun has a scope that will allow you to zoom (d-pad up or down) for precision shots. Unlike the rifle, this weapon makes a good close range weapon as well. Most of the time it is best to substitute this for the machine gun when a plasmas gun is found.

Damage: ****

Rate of fire: ***

Range: *****

Reload time: N/A

Maximum Ammo: Depends on the T-ENG gauge

Rocket Launcher

Each shot from the rocket launcher will put some serious hurt on normal enemies and bosses. Its powerful explosion will cause a shelled enemy to stagger from the force of the hit. The main fault is that it requires quite a bit of time to reload and must be reloaded manually after each shot. One good aspect of reloading is that you can still move during the reloading animation.

Damage: *****

Rate of fire: *

Range: *****

Reload time: *

Maximum Ammo: 20

Grenades

Hand Grenades

These are standard grenades that will explode within a few seconds of being thrown and sometimes explode on contact. The grenade will bounce off of walls when thrown towards a wall, which can help to damage enemies below while on ledge - throw it toward a wall and have it bounce below.

Damage: ***

Range: ***

Maximum Ammo: 20

Disc Grenades

The Disc Grenade is thrown much like a frisbee and will explode upon contact. This will travel the furthest of any of the grenades and these are much more accurate than the other types.

Damage: ***

Range: *****

Maximum Ammo: 20

Gum Grenades

This grenade will stick to whatever surface it is thrown toward or stuck to. These work very well in conjunction with the grapple. Grapple an object then stick a gum grenade on it as you jump off. The only flaw is that the gum grenade will not bounce, so it will remain where it lands and not travel a great distance. It seems to take longer to detonate than the standard grenade as well.

Damage: ***

Range: **

Maximum Ammo: 20

Plasma Grenades

Plasma Grenades will send out an electrical charge that will stun any enemy that happens to be in the area when it goes off for a couple of seconds. These are very damaging when used against enemy Vital Suits. Throw a plasma grenade then shoot the Vital Suit with a rocket launcher while it is stunned. These can also be bounced off of walls much like the hand grenade.

Damage: ** (Normal Enemy) ***** (Vital Suit)

Range: ***

Maximum Ammo: 20

Vital Suit (VS) Weapons

Keep in mind that while using any of the below weapons on foot, the reload time will be extremely poor and will require Wayne to stand still. Wayne will also only be able to carry one at a time and he will be forced to drop his current VS weapon while switching to another weapon in his arsenal. Being so big, these weapons also make some damaging melee attacks when the B button is pressed - hitting an enemy with the butt end of any of these heavy-duty weapons while on foot always seems to bring a smile to my face though. Also, be sure to take note that you can attach or detach any of these VS weapons while standing next to a Vital Suit by tapping the B button on either side (except for the GTF-13M model that can only be equipped on one side).

EM Laser

The EM Laser can be charged just like the normal VS laser gun, but it will take off more damage and will stun any enemy that it hits. This weapon will momentarily stun any normal enemy that is hit with the blast. Get two of these on your Vital Suit and you will be an unstoppable killing machine. They also work great in conjunction with a rocket launcher or grenade launcher - shoot a laser blast to stun the enemy then hit them with the other weapon. Think of this weapon as a Laser Gun +.

Damage: *****
Rate of fire: **
Range: **
Reload time: N/A
Maximum Ammo: Depends on the T-ENG gauge

Gatling Gun

This is the standard weapon for any VS. Most Vital Suits will already come equipped with a gatling gun. The number of bullets that can be fired is rather impressive and the reload time is good. Target an enemy with dual machine guns in a weak spot to really lay down some constant hurt.

Damage: **
Rate of fire: *****
Range: ***
Reload time: ***
Maximum Ammo: 999 shots

Grenade Launcher

This weapon can be extremely destructive if your aim is good. The grenade launched out will explode upon contact and hit the target in multiple areas for some extreme damage, even more than the other VS weapons. The only bad aspect of the grenade launcher is that it is hard to aim while in a VS. The aiming seems slightly off and doesn't fire directly where the crosshair points.

Damage: *****
Rate of fire: ***
Range: ***
Reload time: **
Maximum Ammo: 20

Homing Laser

The homing laser is another weapon that works off of thermal energy. Much like the name implies, it will home in on any heat source on an enemy and when fired, a group of several lasers will be launched directly toward the targeted heat source. Charge the weapon to lock on to the target.

Damage: *****
Rate of fire: *
Range: ***
Reload time: N/A
Maximum Ammo: Depends on the T-ENG gauge

Laser Gun

The laser gun feeds off of your T-ENG gauge, so it has infinite ammo and never needs to be reloaded as long as your thermal energy last. It can be charged for greater damage and takes quite a bit when fully charged.

Damage: *****
Rate of fire: **
Range: **
Reload time: N/A

Maximum Ammo: Depends on the T-ENG gauge

Missile Launcher

Some Vital Suits and Turrets come equipped with this weapon and this particular weapon may not be removed from the Vital Suit or Turret. These only require a reload after 4 shots have been fired unlike the standard rocket launcher, which must be reloaded for every shot fired.

Damage: *****
Rate of fire: ***
Range: *****
Reload time: **
Maximum Ammo: 24 shots

VS Shotgun

The VS Shotgun can be one of the most damaging weapons on your VS, even more damaging than the rocket launcher depending on how close you are to your opponent. Dual wield two of these on a boss and that boss will usually fall very quickly.

Damage: *****
Rate of fire: ***
Range: **
Reload time: **
Maximum Ammo: 100 shots

VS Rocket Launcher

This weapon basically remains the same as the normal rocket launcher with all the good qualities and downfalls, though at least you'll be in a VS suit while reloading. The main difference is that the VS Rocket Launcher takes off more than the standard rocket launcher.

Damage: *****
Rate of fire: *
Range: *****
Reload time: *
Maximum Ammo: 20

VITAL SUITS

Vital Suits play a very important role as the game continues to progress. Many of the later boss battles nearly require you to have some sort of Vital Suit in order to survive an enemies' attack and damage them. Below is a list of all the Vital Suits along with a bit of ranking and a special function list for each one.

GTT-01 (Standard)

These are only found in the first few stages for the most part and really have no special function whatsoever except for the very basics, such as jumping and the ability to load weapons on each side. When found in later levels, these Vital Suits are nothing more than walking coffins when up against the later enemies unless they are equipped with some heavy firepower.

Movement: *
Armor: **

Special Functions:

N/A

GTF-11

The GTF-11 suit is the most common Vital Suit and gives you the most basic of special functions. The movement of the suit is lacking compared to later models, but this suit will help out in boss fights since you can use its hovering function to avoid oncoming attacks. The special function dash is not very useful at all.

Movement: **
Armor: ***

Special Function:

Hover: A after jumping. A again to cancel hovering.
Dash: Press a direction with the Left Analog then press Y to dash in that direction.

GTF-13M

This Vital Suit is the weakest of all the Vital Suits and will fall fast under heavy firepower, but it makes up for this with its speed when transformed into a bike. This particular VS can only be equipped with one gun unlike the rest.

Movement: ***
Armor: *

Special Function:

Transform into bike: Y.

GTF-13M Bike Mode

Special Functions:

Accelerate: A
Decelerate/Reverse: X
Transform to VS: Y
Dashing Jump: LB

GTB-22

One of the most agile Vital Suits, this will allow the user to double jump and perform a long jump to reach a great distance. The Vital Suit is also fast unlike the prior models and the response for commands is much greater. The top portion pivots allowing for faster turns when compared to most other models.

Movement: ****
Armor: **

Special Functions:

Double Jump: A after a normal jump (not a long jump)
Long Jump: Y. Y again to cancel.
Smoke Screen: X

GAB-25M (Spider)

The Spider VS is the most unique of all the VS suits thanks to its own unique weapons and overall movement style. The weapons cannot be detached or reloaded. The laser vulcan runs off of thermal energy and the cannon always comes loaded with 30 shots. The suit has four legs that it uses to move around on and these legs will actually allow it to crawl along some slopes where a standard VS would have to jump. This VS is incredibly slow while jumping and just as slow while hovering which can lead to problems while using it during a boss fight. On the flip side, it is built to last and can withstand severe damage. Much like the GTF-13M this VS can transform into a vehicle as well. The vehicle mode gives up the laser vulcan for a drill.

Movement: **
Armor: *****

Special Functions:

Laser Vulcan: RT
Cannon: LT
Hover: A after jumping
Slide: Y while moving
Transform to Drill: Y

GAB-25M Drill Mode

Movement: ***
Armor: *****

Special Functions:

Drill: RT

Cannon: LT

Drilling Dash: X

Transform to VS: Y

PTX-140

This VS is the most agile of all the Vital Suits. It feels much like controlling the main character and the response time is great. The normal jump outshines most of the rest of the Vital Suits and is second only to the GTB-22 model with its long and double jump.

Movement: *****

Armor: ***

Special Functions:

Hover: A after jumping. A again to cancel.

Slide: Y while moving

Saw Slice: X

L-P-9999

The L-P-9999 is Wayne's normal VS under the full potential of his Harmonizer. This VS can only be used in the final mission of the game and has a big advantage over all the others with the ability to fly.

Movement: *****

Armor: *****

Special Functions:

Ascend: Y to ascend. Y again to cancel.

Descend: A to descend. A again to cancel.

Laser Vulcan: X

EMF Blade: RT (blade); LT (blade shots)

Big EMF Blade: Charge RT then release (horizontal); Charge LT then release (vertical)

ENEMIES

Wayne will run across several varieties of enemies throughout the world of E.D.N. III ranging from Akrid, Human, and Machine. All enemies have a weakness or a weapon that they fall easily to. Below is a list of each enemy along with their heat source location (Akrid only), a recommended set of weapons for dealing with each type, and a strategy with a few methods for defeating them.

Akrids

Spider

These Akrid move around on three legs. They like to lunge straight toward an enemy and bite them with their mouth that opens in three different directions, much like a plant. These are usually found near hives where they spawn numerous from inside.

Heat Source:

Inside of their mouth. Wait for them to open their mouth before their lunge attack.

Recommended Weapon(s):

Anything really.

Strategy:

These enemies fall fast to a few shots from any weapon no matter where they are shot, but one shot to their heat source inside of their mouth is instant death. Their heat source is really of no concern on the easy to normal difficulty, but knowing where it is can help save a few shots on hard to extreme difficulty.

Explosive Spider

These look much like the normal spider, but they have a reddish tint to them and will swell up and eventually explode. These things explode while dying as well so always make sure to shoot them from a distance.

Heat Source:

There heat source is in their mouth, much like the normal Spiders.

Recommended Weapon(s):

Anything.

Strategy:

Shoot them from a distance! One good aspect of their explosion is that the dying Spider may take out some of his brethren when shot, much like the Explosive Akrid.

Chryatis

Similar to a preying mantis, these Akrid lie in wait under the snow and surprise their enemies by busting out of the ground. They use their long front feet to their advantage for long distance attacks and stabbing their foes.

Heat Source:

These aggressive Akrid have a heat source in three places. They have two on the top portion of their front legs (one on each side) and another at the bottom of their body.

Recommended Weapon(s):

Shotgun (while up close) Machine Gun (from a distance)

Strategy:

Blast the two heat sources on their legs to severely cripple them by severing their legs then go for the heat source on the bottom of their body. A Chryatis has trouble hitting you from up close so you can stand right next to him to avoid his horizontal swipe, but his stab will usually hit you. This is a good tactic for when you want to attack with a shotgun - stand right underneath them and blast the heat source on their lower body.

Armored Chryatis

These Chryatis are slightly bigger than the normal Chryatis and have a harder shell over their entire body. They are known for their extreme aggressiveness.

Heat Source:

The same three places as the normal Chryatis: top portion of their legs and the bottom of their body. Unlike the normal Chryatis, their heat sources must first be exposed by hitting their hardened shells before they can be damaged in these areas.

Recommended Weapon(s):

VS weapons, rocket launcher, or shotgun

Strategy:

The Armored Chryatis can be very tough but just about any VS weapon can take them down quick. A VS shotgun is by far the best weapon to use when up close. Try to stand very close to these enemies and they will be less likely to hit you like a normal Chryatis.

Dongo & Armored Dongo

Another Akrid that likes to lie in wait under the snow, much like a beetle, these Akrid possess hardened shells that protect most of their body from harm. They like to curl up into a ball and roll at their enemies from a distance. The Armored Dongo is not much different from the ordinary Dongo. He is more heavily armored making him harder to kill and he's slightly more aggressive.

Heat Source:

The Dongo have some extremely tough shells protecting their entire body with only one visible heat source on their tail end.

Recommended Weapon(s):

Shotgun (stuns them), Rocket Launcher, or Grenade (to tump them over); Machine Gun (when blasting the heat source)

Strategy:

1) The Shotgun will stun them momentarily no matter where they are hit allowing you to rush behind them and blast their heat source. The Armored Dongo is not phased by a shotgun to his armor.

2) Move out of the way as a Dongo rolls toward you then fire at them from behind while they try to recover from the roll.

3) Use some form of explosion or heavy hit from a rocket launcher rocket, a hand grenade, a nearby barrel, or a shotgun to hit them while they are rolling and this will cause them to roll over on their backs. Blast their heat source with gunfire while they try to recover.

Explosive Akrid & Electric Akrid

These enemies are similar to Jellyfish or a famed Nintendo enemy. They float around areas and explode/release electricity when they come into contact with any object.

Heat Source:

Their heat source is only visible when they move downward or if you shoot them in the bottom half and cause them to sway back and forth. A circular piece on the bottom of their body will open to reveal a glowing portion inside of them.

Recommended Weapon(s):

Just about any weapon will do.

Strategy:

Shoot them from a distance so their explosion or electric explosion will not hit you if you choose to shoot them in the top portion. They will freeze and break without exploding if you shoot the heat source. Use them to your advantage and shoot them in the top half so that they explode and kill nearby enemies if there are any in the area.

Scorpion

Another extremely aggressive Akrid that is found mainly in warm climates; the Scorpion can leap a great distance and likes to attack from long distance with its back stinger or lunge attack. It can jump great distances as well.

Heat Source:

1) Shoot the glowing space in the middle of their tails.

2) While they are turned over on their back, shoot the glowing middle portion of their stomach.

Recommended Weapon(s):

Machine Gun (with good aiming), Rifle (more precise aim and bigger damage), or Grenades (turns them over easily)

Strategy:

A Scorpion is a weak enemy despite its appearance and aggressive nature. As long as you stay aggressive, it's not much of a problem. Aim for the heat source on its tail and shoot it a few times (Machine Gun) or once (Rifle) and it will roll over on its back when the tail falls off. Finish it off by shooting the heat source on its belly. Shooting off its tail severely weakens a Scorpion so continue to shoot it

anywhere on its body to finish it off even if it manages to flip back. Keep in mind that you can throw a grenade under a Scorpion at any time and it might fall over on its back. The Scorpion can be either a big pain (because of its aggressiveness and how easily the body can get in the way of hitting its tail heat source) or an easy kill (because it falls fast when hit in the right areas).

Spore

Much like a dead dandelion spreading its seeds, these Akrid will sprout from the ground and release explosive spores that will fly all around them and explode upon contact with an object.

Heat Source:

The bud at the top of the vine-like body.

Recommended Weapon(s):

Machine Gun (from a distance) or Shotgun (up close)

Strategy:

Always aim for the bud at the top whenever these Akrid surface from the ground and shoot. A Shotgun will wipe them out with one shot if the shot is accurate enough.

Trilid

These flying stingray-like Akrid are very weak, but extremely numerous. Their heat source is on their tail end, but they will fall no matter where they are shot.

Recommended Weapon:

Machine Gun (from a distance) or Shotgun (from up close, especially in packs)

Strategy:

Any type of gunfire will automatically kill them. The Shotgun really shines on these enemies while they are grouped up since it can take out a whole crowd with one shot.

Wasp

These enemies can get quite annoying since they will usually buzz around the area and shoot fireballs your way. They also have an attack where they will lunge forward with their electric stinger stretched outward. Sometimes they will stop and hover in the area and that is when you should attack aggressively.

Heat Source:

The bottom glowing half of its front side.

Recommended Weapon(s):

Plasma Gun, Shotgun (up close), Machine Gun (for the wings)

Strategy:

Most of the time you will run into these enemies while in a VS, and you shouldn't have many problems while hitting them at that time as long as you wait until they hover in place. A shotgun blast both from a normal shotgun and VS shotgun will damage these enemies very badly and nearly kill them with one shot. They usually like to move toward you while attacking, so be ready then shoot them. A plasma gun on foot or either a laser gun with the VS works well from a distance for precise aiming. Their wings can be shot off with any type of gun if you aim for them. The wasp will hit the ground on its back and expose its heat source on the lower portion of its body. The wasp will not regenerate its wings when they are shot off and will remain on the ground until it is finished off.

Humans

Snow Pirate

Snow Pirates are found in the earlier missions of the games and their numbers can overwhelm you easily in groups. Many of them carry machine guns, but they also favor energy guns and rocket launchers as well.

Recommended Weapon(s):

Machine Gun, Rifle, or Grenades

Strategy:

The Snow Pirates are fairly easy one on one, but get a group of them together and that is where the trouble starts. Use grenades to kill off groups quickly since a machine gun will take too many hits for multiple Snow Pirates resulting in them ganging up on you. The most dangerous aspect of the Snow Pirate is that they can carry any gun that Wayne can carry. The Snow Pirates with the rocket launcher and

the energy gun are some of the most dangerous. Make sure to scope out the ones with rocket launchers when you see a rocket hit nearby. They will usually leave behind a Machine Gun when you kill them. The Snow Pirates can also pilot Vital Suits.

NEVEC soldier

These heavily armored enemies will start to appear in the later missions of the game. They mainly come equipped with plasma guns, but a few of them use rocket launchers. These enemies can easily gang up on you like the Snow Pirates, so have some heavy firepower at your disposal when dealing with them.

Recommended Weapon(s):

Plasma Gun or Grenades

Strategy:

NEVEC soldiers are heavily armored and will not fall fast to machine gun fire or shotgun blasts, but those are sometimes the only weapons available. A Plasma Gun will kill them in two hits and of course grenades are helpful as well. Many of these enemies carry plasma guns and they will zap your life energy down fast with them, so be sure to stay constantly moving while fighting a group of them. NEVEC soldiers sometimes drop their plasma gun when they are killed. Like the Snow Pirates, these enemies will pilot Vital Suits as well.

Machines

Vital Suit

Piloted by either Snow Pirates or NEVEC soldiers, enemy Vital Suits should always be the main focus of your attention while they are in the area and targeting you. The enemy Vital Suits with rocket launchers are the most deadly, but if they ever come equipped with a homing laser then you better take them down fast or they will be a heavy nuisance. A homing laser can be dodged with a simple roll, but the blast comes quickly and must be anticipated.

Recommended Weapon(s):

Rocket Launcher, Rifle (aim for the pilot), Plasma Grenades, Gum Grenades, VS Shotgun, VS Rocket Launcher, Laser Gun, EM Laser

Strategy:

Try to shoot the pilot if at all possible. From a distance, you can use the rifle to shoot the pilot right out of the seat. When using a rocket launcher, try to aim for the pilot by shooting the top half of the suit. If you can successfully knock the pilot out of the suit then the suit is yours for the taking! Plasma Grenades are good for stunning a Vital Suit so that you can attack it and Gum Grenades are good when used in conjunction with the grapple - grapple the VS suit then slap a grenade right near the pilot seat!

When you have a VS yourself, just about any heavy weapon will take them down quickly, but the VS shotgun really helps out, especially when you have two of them. A VS shotgun can hit them quickly and stun them; it has a good rate of fire along with quite a few shots before needing to reload. Charged laser or EM laser blasts work just as well also.

Turret

Turrets are usually rare. They come equipped with either dual machine guns, dual rocket launchers, or a combination of both. Enemy soldiers will sit behind them and aim directly for you. Turrets are useable by standing in the back of one and pressing the B button, so you can sit behind the chair and kill to your heart's content once you're in the seat, though you will only have the immediate area to dispose of.

Recommended Weapon(s):

Rocket Launcher or Rifle/Plasma Rifle (aim for the enemy in the seat)

Strategy:

You have two choices when fighting these: either dispose of the user or destroy the turret. The turret will easily fall to a single rocket and will give you a good amount of T-ENG when disposed of. Shooting the soldier using the turret will require you to either shoot him with the rifle/plasma gun or get in behind him and shoot him.

Bot

These flying machines are basically the enemy's surveillance cameras. They fly around areas and search for any unknown person with their red beams. Once a beam hits a target, these bots will not stop attacking until their target is dead. The bots will fire laser blasts at their targets.

Recommended Weapon(s):

Any weapon will do but a plasma gun or machine gun work best.

Strategy:

A Bot's weak point is exposed each time it prepares a laser blast or while it is scanning an area. Shoot the center of the Bot as it opens its midsection, otherwise it is invulnerable. A plasma gun is one hit kill on easier difficulties but it is best to use a machine gun on higher difficulties since you can get more hits in while the middle section is open.

Security Gun

Security Guns are another type of security machine usually planted around doors. They will blast any unknown person that steps into their sights.

Recommended Weapon(s):

Any weapon.

Strategy:

Security Guns are very weak and can be taken out with a few shots from just about any weapon. They are usually numerous in areas where they are located. You can also shoot the circular surveillance beacons to shut them off. The beacons are usually found in an area close to the guns.

WALKTHROUGH - Mission 01 - A World of Ice

Mission Objective:

"Make your way past the scattered ruins and into the Akrid hive. Once inside, navigate around any obstacles that present themselves then clear the hive out."

JOURNEY TO THE FIRST NEST...

Rick will call your attention to the VS on the right side. Blast the tanks on the left to gain some extra T-ENG then jump into the VS. Unfortunately, this Vital Suit is a GTT-01 standard VS with no special functions. At least it has one machine gun on its right side and it sure beats walking through the snow. Several cars and tanks will be lying along the sides with extra T-ENG inside once destroyed. A MACHINE GUN will be lying in the snow along the way but you'll find plenty of those in just a minute. You'll have to exit from the VS to collect any normal firearms. Press the B button while standing over an item to pick it up. Walk over to the right and enter the tunnel.

Blast the hives on the left wall up ahead as the Spider Akrid burst through them. The Akrid will continually respawn out of the hives so focus all firepower on the source of their spawning and destroy the hives quickly. There is another MACHINE GUN on the right side of the tunnel. Walk toward the building up ahead and a Chryatis Akrid will surface from the ground. Back up while in the VS and focus your gatling gun on the glowing portions of its two front legs (close to the body). After enough shots, the Chryatis' legs will fall off and it will eventually freeze once it receives enough damage. Blast the glowing bottom half of the Chryatis if it tries to take a swing at you since it will be in full view while it recovers. Grab the SHOTGUN up ahead then enter the building through the small opening in the middle. You'll have to ditch the VS to enter (Press B to exit). You can take the gatling gun off the side of the VS by approaching the right side and grabbing it with the B button but it probably doesn't have much ammo left.

A few Spider Akrid are lurking in the parking garage inside of the building. Plenty of hives are around as well. Use your flashlight (D-pad right or left) to light up the dark areas. Find a barrel near a column and fire at it to start things out with a bang. Fire at the Spiders if they start to move toward you. Don't conserve grenades at this point - use them constantly. Find the hives in the back of the room and focus all of your firepower on them. Be sure to look for the hive on the ceiling in the back center portion of the garage. Make use of the barrels found around the room to help destroy the hives or fight off any Spiders that may be headed your way. Make sure to activate the DATA POST (1/4) in the middle of the room. Tap the Back button to pull up the map of the current area if needed. About pickups, starting from the right and going toward the back wall, there is a pickup of HAND GRENADES, a SHOTGUN, and a MACHINE GUN. On the left side there are two MACHINE GUNS, and a pickup of HAND GRENADES.

AMBUSH IN THE WAREHOUSE...

Walk outside through the next doorway up ahead. As the message from Rick will hint at, there is a weapon under the snow in between the metal fence up ahead. Tap the B button over the mound of snow to dig the ROCKET LAUNCHER up from the ground. Walk toward the next building (the warehouse) past the fence on the left. Don't destroy the barrels just yet. Walk inside to find several Spider Akrid lurking about. Blast any of them that get in your way and shoot the hive to the left then run toward the middle of the warehouse. A Chryatis Akrid will fly up from the ground. Run all the way back to the entrance and try to shoot at the glowing sections of the top of the Chryatis' legs and lure it toward the barrels near the entrance. When it gets close enough to the barrels, move away and blast the barrels to severely damage it. The Chryatis will sometimes will damage himself by hitting the barrels. You can also stay in the warehouse and fight him. There are many other barrels lying around the warehouse. A cheap tactic that works well is to run through the doorway on the back left side of the warehouse and blast him from there. He can't get inside. Take a moment to catch your breath then retrieve the MACHINE GUN and SHOTGUN pickup from the warehouse. There is also a pickup of HAND GRENADES and another ROCKET LAUNCHER through the open set of doors near the back of the warehouse on the left side - the same room where you can hide from the Chryatis. Blast the barrels to the right of the two large iron doors to exit the warehouse or just shoot the doors.

UP THE HILL...

Two Dongo Akrid will spring up from the ground as you walk toward the center of the area ahead. Wait for them to roll toward you then dodge out of the way. Turn around and shoot their glowing tails while they recover from their roll to put a quick end to them. Spam them with machine gun fire at their weak area and they will fall fast. Sometimes they can be taken down with a single grenade if you throw it directly underneath them as they walk toward you. Also, you can throw a grenade as they roll or shoot them with a rocket launcher or shotgun blast to cause them to tumble over on their backs. A shotgun blast also works very well to stun them and get to the their heat source behind them. Another Dongo will hop out of the snow from the back left. Collect the T-ENG pickup from the surrounding debris, followed by the pickup of HAND GRENADES and the SHOTGUN then walk over to the hill with the Data Post on top. Use X to grapple the side of the hill and pull yourself up. Activate the DATA POST (2/4) by tapping the B button then continue up the hill ahead. You may need to jump up the sloped part or just hike up the left side.

Yuri will mention the boulders up ahead. Firing at them will shatter the boulders and send a group of smaller boulders down the hill. These can be used to damage the enemies. Stay to the left side while moving up the mountain. A Dongo Akrid will appear, but if you stay on the left side he will roll off the cliff - a fitting end. Grab the SHOTGUN in the area where the Dongo was and the MACHINE GUN further up the hill. An avalanche will send a few rocks down the hill once you get near the center. Work your way to the side to avoid getting crushed. Run toward the Dongo Akrid that springs up from the ground in the distance and jump out of the way as he rolls down the hill. Shoot him when he tries to recover or send some boulders down on him if he is near a boulder. At the top of hill, several Trilid Akrid will fly out of the cave at the top of hill in packs. Try to shoot them with the shotgun while they are grouped together and either

flying out or into the cave. A well-placed shotgun blast will kill a bunch of them with one shot. Grab the ROCKET LAUNCHER if you want then enter the cave. Blast any leftover Trilids while running further into the cave since they will try to lunge at you.

INTO THE NEST...

Don't run directly into the center of the cave room up ahead. There are several Trilid Akrid hovering around the top and bottom portion of the cave. Walk toward the big open area and blast the Trilids as they dart toward you from the air. Focus on the Trilids that are moving directly toward your current location. Try to thin them out a bit then rush for the GATLING GUN on the right side of the path and blast the hives and the remaining Trilids. Do not rush through this part or the Trilids will damage you badly! You must stand still while using the Gatling Gun and it has a slow reload animation so keep that in mind while shooting. There is an ENERGY GUN and a pickup of HAND GRENADES right in front of the narrow ledge. Keep in mind that the Energy Gun will use up your valuable thermal energy for its ammo.

Thin out the remaining Trilid Akrid until they attack very sparingly then activate the DATA POST (3/4) before walking across the narrow ledge. Grab the SHOTGUN in the middle of the ledge then blast the eggs at the end for some heat pickups. Drop off the right end of the narrow ledge when you reach the cave wall at the end. You'll likely need the MACHINE GUN pickup on the way toward the Akrid on the ledge ahead. Blast the glowing hives ahead and toss grenades at them to quickly destroy them. Several Trilids will ambush you from the left side of the ledge. Look off the left side of the ledge and blast the glowing hive hidden on the side to stop a few more Spiders from spawning. A MACHINE GUN pickup is on the other side of the ledge along with the final DATA POST (4/4). Walk across the webbing forming a bridge to the central nest and enter the nest.

DEEPER INTO THE NEST...

Boss - Giant Armored Dongo

Immediately get into the VS to the left while entering the hive. A big Armored Dongo Akrid will spin around the walls and drop to the floor below. He will try to take a few stabs at your VS with his claws, but stay away from him and pick up the VS rocket launcher on the right side of the room. Maneuver around him with Y dashes or normal steps and blast his glowing tail with the machine gun to damage him. You can also blast his tail with the rocket launcher for some intense damage, but you need to reload that rocket launcher fast since that is the main key to stopping his roll attacks and a way to get free hits on him. Wait for him to spin toward the VS then immediately shoot him. This will cause him to tumble over and expose his heat source. Blast the heat source on his rear end with machine gun fire then reload the rocket launcher. He will get up again and try to hit you with his claws. Maneuver around him some more and blast his heat source. Shoot him with a rocket every time he tries to spin and spam his rear end with machine gun fire to eat away at his life gauge.

If he destroys the VS suit badly be sure to exit from the suit by tapping the B button when the evacuate icon pops up to avoid the explosion. There is another VS suit, but without a VS rocket launcher you'll have to perform some quick maneuvering to hit him in his heat source. Take him out on foot by throwing grenades at him to make him tump over just like with the rockets. Try to throw a grenade when you think he is about to spin and this will save you from his instant dashing spins. If he is allowed to spin in place and escape, he will start to spin all around the walls and ceiling of the room and make rocks fall throughout the area. You can stop him at any time by hitting him with a powerful explosion from a rocket launcher or grenade. Hitting him in the heat source at point blank range will often result in a big T-ENG boost. A shotgun works very well on foot when up close to his heat source. This boss can be fought just as well on foot if you have some grenades.

When fought on hard mode, this fight will change a bit. You will have to deal with two normal Dongos while fighting the boss. Defeat the normal Dongos first with constant firepower directed at their heat source then deal with the boss. On hard mode, you may be forced to fight the boss without a Vital Suit since the rate at which the thermal energy gauge counts down may take its toll on you if the battle is carried on too long.

Boss - Giant Armored Dongo (EXTREME MODE)

There are no Vital Suits this time so you will have to battle him on foot. Be sure to bring as much shotgun ammunition as you can hold and all the grenades you can hold since you will need them. The giant Dongo now has four smaller Dongos with him and all them are just as aggressive as the giant Dongo. The smaller Dongos will roll to sides of the room in pairs of two. Start the battle by running toward either side and throwing a grenade at one pair of smaller Dongos. This might kill one of them or it might simply knock one of them over or it might just stun them. It is good to throw grenades at them this whole battle when you see one of them about to roll toward you. Keep your shotgun out and keep shooting at them in their heat source or anywhere on their body, just so that you keep constant pressure on one of them. The objective is to get rid of all four smaller Dongos by staying as aggressive as possible while you avoid all of their attacks through rolling. Speaking of rolling, you will have to roll quite a bunch during this battle. Try to keep all enemies on the screen so you can easily roll out of the way of an oncoming attack.

The bigger Dongo will roll into the area from the right wall. He will roll directly toward you then stop and try to attack with both claws. Always be ready for this and roll to the side to avoid it. Be sure to keep a sharp eye out for his claw shooting attack where he will fire both claws at you from a distance; this move is very quick and will catch you off guard easily. Whenever he rolls, you need to throw a grenade directly near him so that the explosion hits him and causes him to roll over on his back. Always listen for him to breathe deeply and that will be the cue that he is about to roll. You'll need to dodge his body when the blast hits him if he is facing you. Wait for the explosion from the grenade to hit him then pay quick attention to the way he is moving toward you and roll to the side that is open. Move to his tail end and blast his heat source with a shotgun. Blast it enough and he will fall over and release T-ENG, which will be just

enough to keep you going. You must damage him heavily like this often to keep your thermal energy up to survive this battle. It is possible to run around him and shoot him in his heat source, but try to keep some distance between the both of you when he starts to roll.

The main focus is to defeat all four Dongos then severely damage the Giant Dongo by shooting him in his heat source with the shotgun so that he releases thermal energy. Once the battle is down to only the big Dongo it isn't that bad, but the beginning can be quite chaotic. This battle takes practice with both fighting him and learning when to roll. It is one of the three hardest battles for extreme mode.

EXTRAS / CHEATS

Achievements

Normal:

Achievement Points Description

Ace Medal	(30)	Collect 10 Ace Medals in the Elimination matches online.
Conqueror Medal	(30)	Collect 10 Conqueror Medals in the Post Grab matches online.
Elimination Medal	(30)	Collect 10 Elimination Medals in the Team Elimination matches online.
Hunting Medal	(30)	Collect 10 Hunting Medals in the Fugitive matches online.
Chain Killer	(50)	Waste 10 opponents in a row without dying in online battle.
"EARTH" Explorer	(10)	Find all target marks in Mission 01.
Grand Slam	(30)	Collect all four types of medals in matches online.
Head Hunter	(50)	Head shot on 50 enemies in online battle.
Online Master	(50)	Get to level 50 in online battle.
Mission 01 Cleared	(10)	Successfully completed Mission 01.
Moth Hunter	(50)	Defeat the giant moth.
Worm Hunter	(50)	Defeat the giant worm.

Secret:

Achievement Points Description

"STORM" Explorer	(10)	Find all of the target marks in Mission 02.
"MIRAGE" Explorer	(10)	Find all of the target marks in Mission 03.
"METEOR" Explorer	(10)	Find all of the target marks in Mission 04.
"AURORA" Explorer	(15)	Find all of the target marks in Mission 05.
"THUNDER" Explorer	(15)	Find all of the target marks in Mission 06.
"TORNADO" Explorer	(15)	Find all of the target marks in Mission 07.
"VOLCANO" Explorer	(20)	Find all of the target marks in Mission 08.
"RAINBOW" Explorer	(20)	Find all of the target marks in Mission 09.
"BLIZZARD" Explorer	(20)	Find all of the target marks in Mission 10.
"STARDUST" Explorer	(30)	Find all of the target marks in Mission 11.
Extreme Soldier	(150)	Complete the game on Extreme Difficulty.
Mission 02 Cleared	(10)	Successfully completed Mission 02.
Mission 03 Cleared	(10)	Successfully completed Mission 03.
Mission 04 Cleared	(10)	Successfully completed Mission 04.
Mission 05 Cleared	(15)	Successfully completed Mission 05.
Mission 06 Cleared	(15)	Successfully completed Mission 06.
Mission 07 Cleared	(15)	Successfully completed Mission 07.
Mission 08 Cleared	(20)	Successfully completed Mission 08.
Mission 09 Cleared	(20)	Successfully completed Mission 09.
Mission 10 Cleared	(20)	Successfully completed Mission 10.
Mission 11 Cleared	(30)	Successfully completed Mission 11.
Online Century	(50)	Logged more than 100 online matches.
TM Master	(50)	Find all Target Marks on Campaign on all difficulties.

Multiplayer unlockables:

Level up in a multiplayer game to obtain the following extra characters and outfits.

3rd Pattern for Basics	Level 10
3rd Pattern for Gale	Level 50
3rd Pattern for Hero	Level 80

3rd Pattern for NEVEC	Level 65
3rd Pattern for Stranger	Level 35
4th Pattern for Basic	Level 20
4th Pattern for Gale	Level 60
4th Pattern for Hero	Level 85
4th Pattern for NEVEC	Level 70
4th Pattern for Stranger	Level 40
Basic Costumes	Level 01
Gale Character	Level 45
Hero Character	Level 75
NEVEC Character	Level 55
Stranger Character	Level 30

Control the Cutscene Camera

During a cutscene, enter the following code in order to control the camera while the cutscene plays:

B - A - X - Y - B - A - X - Y - B - A - X - Y

Controls for Cutscene Camera:

Left Analog - Move camera
RT - Tilt Screen to the right
LT - Tilt Screen to the left
RB - Zoom in
LB - Zoom out
X - Default screen setup

Interact with the "Now Loading" Screen

- Press RT to fire shots at the "Now Loading" words.
- Press LT to make the Target cursor next to the words bounce.

Control Wayne's Vital Suit during the Ending Credits

Press and hold the following buttons during the ending credits, before the words "Test Player" appear on the screen to control Wayne's L-P-9999 suit:

LT + LB + RT + RB + X + Y + B

Unlock Extreme Difficulty

Beat the game on any difficulty level available from the beginning (Easy, Normal, or Hard) to unlock Extreme Difficulty.

Unlock Mission Select and all Difficulties

Beat each mission on each difficulty to have the mission and the chosen difficulty appear in the mission select mode. Beat each mission on a higher difficulty to have the lower difficulty automatically appear in the mission select for each stage.

CREDITS

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