



METAL ARMS™
GLITCH IN THE SYSTEM



**Weapons and
Strategy Guide**

Weapons



MINING LASER

Once used by Miner Droids to cut through rock, the 4MW geologic laser is modified by Droid rebel engineers to be powerful enough to blow apart small Mil bot chassis. The laser's energy pump is replenished from its operator's battery and never runs out of ammunition.



S.P.E.W.

The Small Projectile Emitter Weapon (S.P.E.W.) is a Mil-developed machine gun used by upgraded Mil Grunts. It fires rapid streams of metal-shredding projectiles at high velocity. The S.P.E.W.'s accuracy decreases the longer the trigger is held down. Fire short bursts for optimal damage.



RIPPER

This Krunk-engineered weapon fires razor-sharp blades to sever limbs and appendages. Slicing through a shoulder ball joint severely hinders the enemy's capabilities, but has little impact on their energy. Also, identify soft metal steel cables by their red tint and slice through them. The Ripper's targeting reticle turns red when a sliceable cable lies under it—slicing it at the right moment could turn a dismal situation into certain victory.



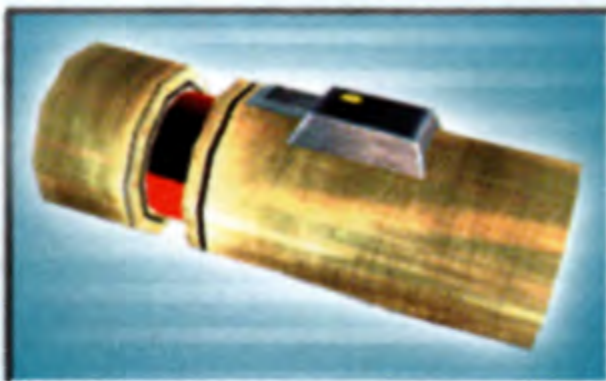
CONTROL TETHER

Hijack and control certain enemy Mils. Aim at flashing data ports located on enemy bots and it will identify and lock onto the data port. Pull the trigger and a fiber-optic cable spools out and latches onto the bot's data port. You are now in control of that bot and its unique capabilities. Don't stray too far from the point of possession or you will lose your signal.



SCOPE

This telescopic device is compatible with some weapons. The Scope's HUD icon flashes red when it can't be used with the current weapon. The Scope provides zoom capability, increases accuracy, and displays target information. To activate the Scope, equip it with a compatible weapon and tap the secondary fire trigger to toggle between zoom levels. To see target information, hold the Scope reticle over the target while zoomed.



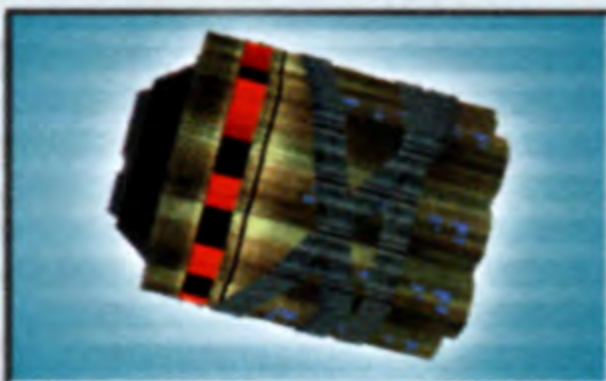
CORING CHARGE

This powerful explosive rattles any metal chassis. Toss it from Glitch's left hand and close-range targets are attacked simultaneously using the primary weapon—a devastating combination. Skillful users may find ways to toss them at greater distances. Coring Charges are effective against Mils with small and medium armor. It's rumored that newer-modeled Grunts have been programmed to use Coring Charges as well.



RECRUITER GRENADE

Labeled with familiar hieroglyphs, this mysterious device is obviously made from Morbot technology. Dubbed the Recruiter Grenade by Droid rebels, it has the unique ability to permanently reprogram the allegiance subroutines of nearby Mils so they become allies of the Recruiter Grenade's user. Only Mils with recruiter icons above their heads can be recruited. These icons appear only when the Recruiter Grenade is equipped.



DET PACK

Placed only in areas designated with the Det Pack receptacle icon, it can have an explosive impact. After placing the Det Pack, you'll have a few seconds to clear some distance before the explosion.



SCATTER BLASTER

The Scatter Blaster is a shotgun-type weapon retrofitted from Mil technology for Droid use. At a distance, the Scatter Blaster's accuracy and range are poor. Up close, it will deliver a deadly blow to anything made of metal. When upgraded, the Scatter Blaster is perfect for times when you find yourself swarmed by the enemy.



TOASTER

This hand-me-down molten metal spray gun melts through metal armor as if it were plastic. It fires a napalm-style stream of molten metal that sticks to any metal surface and quickly burns through it. Be careful with this close-range flamethrower. Don't walk Glitch over any surfaces you set afire—Glitch will catch fire too!



RIVET GUN

A gift from Mozer, this S-2 type Industrial Rivet Gun has been modified to rapid-fire steel piercing rivet arrows at ultra-high velocity. The modified Rivet Gun has outstanding accuracy, which makes it a particularly good weapon to use in combination with the Scope. When upgraded, the rivet arrows charge up and detonate moments after their initial impact causing extra blast damage.



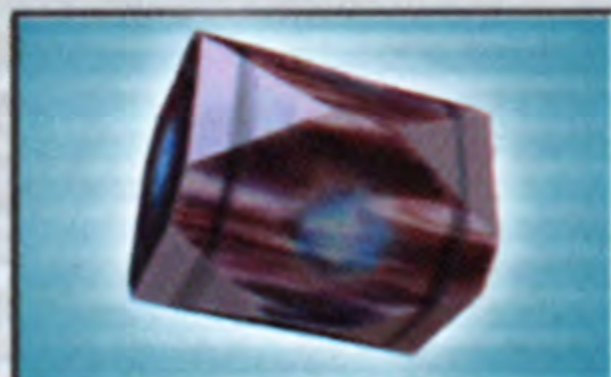
SLINGSHOT

Simple but effective, this weapon lets Glitch throw grenades with added distance and accuracy. It can be equipped as his primary weapon and used in combination with any grenade as his secondary weapon. Use the left trigger for Glitch to load the selected grenade in the sling. Press the left trigger down as far as you can for ultimate Slingshot distance. Then release the trigger to send the grenade sailing at deadly speed.



WRENCH

Glitch can use the Wrench to temporarily disassemble himself. When disassembled, Glitch appears as a pile of parts. Most Mils will completely ignore him in this state. To return to normal, Glitch needs to use the Wrench again and he will reassemble himself.



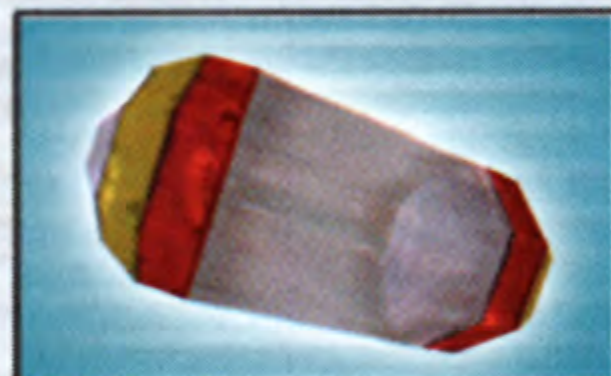
EMP GRENADE

A valuable weapon with multiple uses, this grenade can immediately power down bots that step into the effective field of the EMP. This makes the enemy bots vulnerable for both attacking and hijacking. Glitch will need to move fast to destroy or possess his dormant foes as the EMP effect is only temporary. Glitch can also be affected by the EMP. He doesn't power down, but his optical and equilibrium sensors take heavy interference.



CLEANER

One of Glitch's most advanced weapons, the Cleaner targets up to 3 enemies simultaneously and unleashes powerful guided rockets at all of them! After targeting an enemy, a flashing reticle over the enemy bot will indicate that they're locked. Selected targets, with a number of targeted enemies, also appears in the lower left corner of the HUD. Once the enemies are targeted, release the trigger to send flaming destruction raining down from above!



MAGMA BOMB

A homemade canister of doom crafted by the master of molten metal: Slosh. Used like a grenade, the Magma Bomb spells searing flaming destruction on all bots caught in its shower. When thrown and broken, it sprays the surrounding area with molten metal. Any bot, including Glitch, caught in the detonation continues to take damage as the molten metal burns.



ROCKET LAUNCHER

Stolen from the Mils, the A-76 series Mil Industries Rocket Launcher is a shoulder-mounted powerhouse of pain. This weapon is excellent for distance attacks and obliterating small groups of enemies. Although the base level requires the use of both of Glitch's arms, the upgraded versions allow for super-powerful weapon combos.

Tips & Tricks



Figure #1



Figure #2

- Collect Secret Chips to unlock additional multiplayer levels. Find Secret Chips by destroying the purple glowing rock located directly behind you at the start of the "Seal the Mines" level.
- For a fast reload, quickly tap the Primary Weapon Select button.
- Break the limbs of bots at close range with the Melee Attack. **See Figure #1**
- Use your weapons to target and disable an enemy bot's vital regions, such as using the shoulder-mounted Rocket Launcher on the Titan.
- Use the Ripper to cut red wires. Look for opportunities throughout the environments.
- Pick up items such as crates, rocks or even Mil Grunts with the Loader (the hovering vehicle with the pinching claw). **See Figure #2**
- After possessing a bot, you will remain unnoticed by other bots for a short period of time. Use this time to your advantage because they will eventually see through your "disguise" and begin to attack. **See Figure #3**
- Hold the trigger down after firing the Level 3 Rivet Gun and allow it to build up a charge, then release the trigger for a larger explosion.
- Shorter bursts with the S.P.E.W., and other similar weapons, will improve accuracy.
- Use the EMP Grenades to power down Sentry Guns. Then, use the action button to take them over. When you exit the Sentry Gun, it will still be "Recruited" and will continue to fight for you unless you do harm to it. You can also recruit Sentry Guns with the Recruiter Grenade. **See Figure #4**
- Fire the Tether Gun past an enemy and use it to distract him.
- Tether into bots easily when you EMP them first. **See Figure #5**
- Save your Washers to purchase big-ticket items earlier than they are normally offered in the game.
- You can find additional helpful tips in the Mission Objectives section of the Information Screen.
- Use the controller to program your favorite primary/secondary weapon combos. For details on how to use this feature, refer to the Weapon Selection section of the manual. Here's one powerful configuration: Up=Rocket Launcher & Coring Charges, Down=Rivet Gun & Scope, Left=Scatter Blaster & Coring Charges, Right=S.P.E.W. & Coring Charges.



Figure #3



Figure #4



Figure #5

- Use your antenna tip to fire the Slingshot more accurately. **See Figure #6**
- Select the Recruiter Grenade to look for the purple Recruit symbol over a bot's head and determine which bot can fight with you, not against you. **See Figure #7**
- Use the Scope to check stats—such as health or tetherability of an enemy bot. **See Figure #8**

LEVEL 2 WALKTHROUGH

ENTRANCE

- Find the Level 1 Ripper and use it to cut the red wires that attach the pipes to the roof of the cave.
- Defeat enemies with the Ripper (use as much ammo as you want—the Ripper at this location responds every 20 seconds).
- An alternative technique that may come in handy is to perform the “Grenade Super Toss.” To do this, you need to perform a double jump. While in the air, throw a Coring Charge and watch it sail across the ore river. You can experiment by throwing Coring Charges at different jump heights to achieve varying distances. Try this method later in the game with EMP and Recruiter Grenades as well.
- Next, shoot the red wires and bring the first section of pipes down. Use the fallen pipes to cross the river of ore. Once on the other side, you can enter the Mil Facility in one of two ways. You can use the Ripper or the Laser to remove the slats in the vent, allowing you to jump up and enter the facility (the sneaky and best way), or you can jump down and enter the facility by shooting the rusty panel and jumping into the spillway shaft near the door.

IN THE VENT

- Pick up the Battery upgrade at the entrance to the vent.
- There are many other items to find within the vent system, including 2 Secret Chips, the Level 1 Spew Gun, Coring Charges and Ripper ammo.
- By following the vents on the left, you can find another location where the Ripper comes in handy. Cut the cables holding up the consoles. When the consoles fall they will produce an explosion massive enough to destroy Mils working below.
- Continue through the vent and find yourself behind prison cells where Droid Miners are held captive. Rescue the first imprisoned miner.
- Shoot out the manhole cover in the miner's cell and continue through the underground system. You can free two more miners. All of the miners will follow you wherever you go and help you fight.



Figure #6



Figure #7



Figure #8

INSIDE THE FACILITY

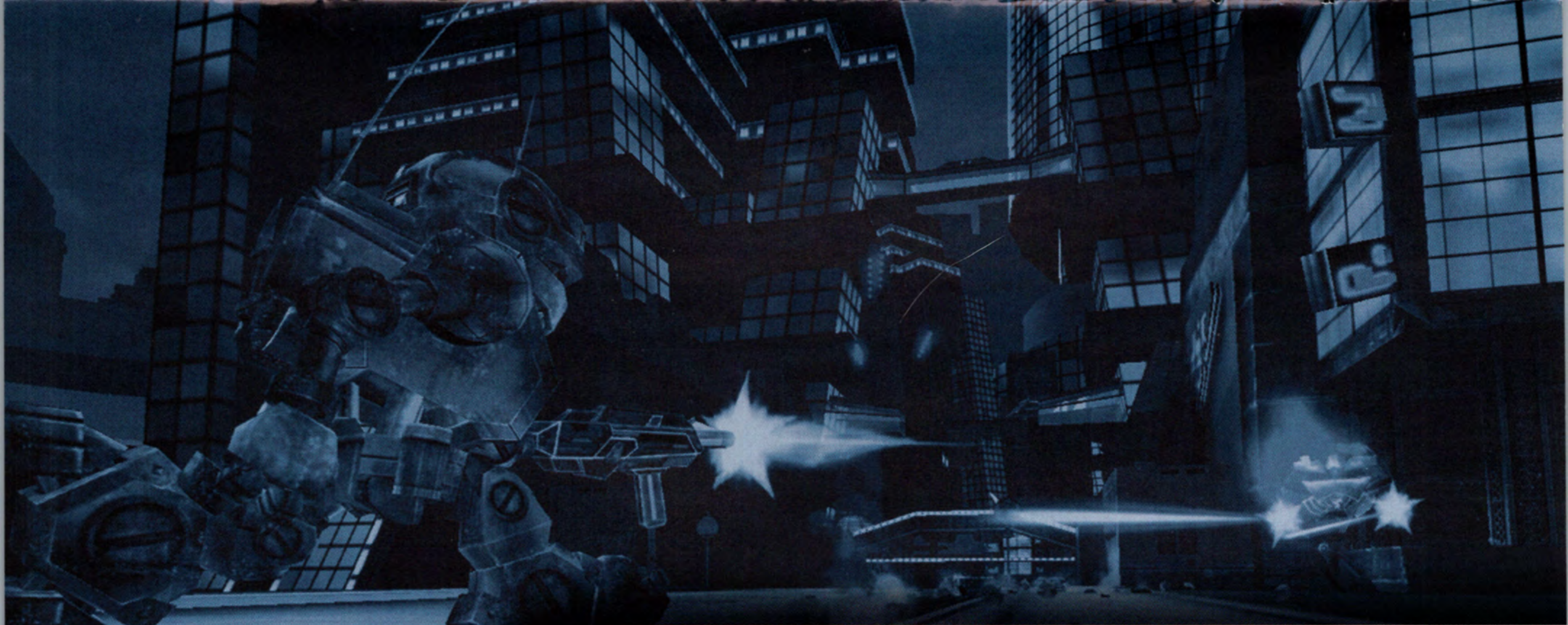
- You can find the Level 1 Spew Gun and some Coring Charges on top of the steam pipe enclosures near the entrance to the facility.
- Hijack the Mil Grunts in the first section and receive a chip that allows you to use the Mil Control Console located in the viewing room.
- Use the Mil Control Console to hijack a Mil Grunt and wreak havoc on the bots and the equipment in the Main Vat Room. Use the console as many times as you need until you destroy the Main Power Control Box on the uppermost catwalk at the far end of the section. Use the hijacked bot to unlock the Mil Bots Only door located behind two large ore vats. When you return later as Glitch, you can enter the corridor and recover a Secret Chip.
- Once the Main Power Control Box has been destroyed, the Mils will be alerted to your presence. Expect an attack from the previously locked doorway.
- Follow the corridor into the Prison Section, but pick up the Fire Buddy in the crate on the right before entering the main room. Upon entering the room, benefit from a Grenade Super Toss toward the descending elevator. If you are skilled, you might be able to take them all out with one toss.

THE PRISON SECTION

- Clear the lower level of Grunts and then use the elevator to make your way up to the Prison Door Control Switch on the second level. Press the switch and release any remaining prisoners.
- Watch out for the Leech (the flying bot with multiple legs)! Avoid his spinning attack and his grab attack by keeping your distance. Take him out first while your buddies are occupied with the attacking Grunts below.
- Clear the room and then proceed down the corridor from where the Leech and company first appeared. A second wave of Mil attackers will be waiting in the elevator at the far end of the corridor. Lobbing a bunch of Coring Charges down toward the door should clear most of the enemies out of your way.

DESTROYED VAT SECTION

- Take the elevator down and enter the Main Vat Section (the area that you destroyed while possessing the Mil Grunt).
- Pick up all of the weapons, ammo and washers that you can carry and make your way to the far end of the room. A miner will be waiting to help you get to the next section...



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