Overview of Missions

The game consists of three Acts. You will find an overview of the missions at the start of each Act. This is presented in the form of a flow-chart, and will clearly show how the adventure branches out, enabling you to decide which route through the game you wish to take. The missions are listed numerically (a) and you can use the chapter tab system to quickly find the mission that you are looking for. (b) denotes which character will be assigning the mission. (c) indicates which, if any, item you will receive (orange colored if to be received at the mission start or middle; yellow if to be received at the end of the mission). (d) refers to the page number on which the mission starts.

Walkthrough
Everything you need to know about the mission. What to do, how to do it, and why. The result of endless hours of testing by experts, you can rely on the Walkthrough to provide all the answers you seek, as well as lots of handy hints to make your life easier.

Boss Box
You’ll encounter four difficult bosses in the game, so we have provided a separate entry for each boss, featuring a detailed step-by-step strategy guaranteed to help you overcome even the toughest opponent.

Map
The map details the location of the current mission, and displays all relevant information about the mission in icon form for easy reference. At a glance, you will be able to check where to find items such as ammo and health crates. You will also be able to see the start and end point of the mission, the location of the mission goal, and the location of any characters that provide mission briefings. You will even be able to see where all your enemies are lurking, preventing any embarrassing and painful ambush situations! Invaluable.

Introduction
At the start of each mission one of the characters in the game will brief you as to the nature of the mission. Sometimes they’ll describe what has to be done in the mission, other times they’ll just indulge in some harmless ranting and raving about how dangerous the mission is. Daxter usually writes those bits.