The short **Cast** chapter introduces the central characters that appear in the opening R-00 Prologue.

Our **Primer** presents the game's structure and introduces its various systems. We strongly suggest that you take the time to read it, if only the section on combat, before or as you start playing the game. Consider this a crash course that will ease you into your first playthrough, and gradually help you pick up the right habits to become an expert player.

The **Walkthrough** chapter has been designed for first-time players and experienced gamers alike, offering tailor-made assistance and analysis for all difficulty levels. With story and situational spoilers kept to a bare minimum, you can safely use it whether you need an occasional helping hand, or to follow detailed step-by-step guidance for a "perfect" playthrough.

From underlying systems and advanced play mechanics to unlockable weapons and secrets, the **Reference & Analysis** chapter is designed for players who will settle for nothing less than 100% completion – and, of course, a full understanding of how they can get there. While we avoid making direct references to events in the main narrative where possible, it should go without saying that players who have yet to complete Story Mode may encounter occasional spoilers.

The **Extras** chapter – which contains potential spoiler material – documents all secrets, collectible items, unlockable equipment and "Titles": accolades that acknowledge specific feats during full playthroughs. We also offer walkthroughs for all 20 VR Missions that can be found in Story Mode.

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Quickstart

You will find a "Quickstart" section overleaf, where we suggest how to optimize your progression through the game by using the parts of the guide that are pertinent to you.

Index

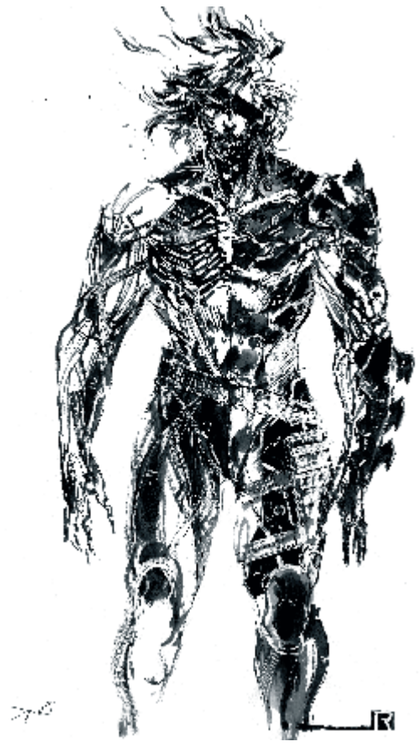
If you would rather play with a minimum of assistance, the guide's comprehensive index can be used to jump to topics of interest whenever you need a hint or specific piece of information.

Vertical Tab

The vertical tab on the right-hand margin of each double-page spread is a navigational tool designed to help you find your way around the guide. The top section lists the individual chapters, while the lower section highlights the part of the chapter you are currently reading.

Update Notice

We have taken every step to ensure that the contents of this guide are correct at the time of going to press. However, future updates to Metal Gear Rising: Revengeance may contain adjustments, gameplay balancing and even feature additions that we cannot anticipate at the time of writing.



QUESTIONS & ANSWERS

Q: I'm concerned that I might encounter story spoilers in this guide. Will it be safe to read it during a first playthrough?

A: The entire book is carefully spoiler-controlled. We take every effort to avoid needlessly giving away plot details. Readers with an extreme aversion to situational spoilers (that is, those more closely related to gameplay) may perhaps wish to avoid the Reference & Analysis and Extras chapters during their debut run through Story Mode.

Q: I'm an experienced and capable player. Should I start on the Hard difficulty level?

A: We would generally advise against this. While starting with a Hard mode playthrough is certainly a faster way to unlock the Very Hard setting, Raiden will be ill-equipped to deal with the challenges of either mode until you have acquired specific weapons and upgrades. See page 31 for an appraisal of each difficulty mode, and the Quickstart section (overleaf) to read our suggested progression path.

Q: Raiden is constantly "dizzy", or being knocked from his feet. What am I doing wrong?

A: Parrying is the most important move in the entire game, but its slightly unorthodox format (you don't use a classic "block" button) takes a little practice to grasp, and rather longer to master. Developing situational awareness and honing defensive techniques is a big part of a first playthrough. See page 25 for further details.

Q: I'm playing on Normal, and it seems really tough. Am I missing something?

A: At first, Metal Gear Rising has a difficulty curve that appears to be punctuated by torturous peaks. However, every time you feel as if you are scaling a cliff face adorned with barbed wire, a liberal film of grease and yes, *crocodiles*, it's usually because you completely overlooked a door at the start of the climb. When you feel overwhelmed during a first playthrough, there is often a simple explanation: perhaps a core technique that you have yet to add to your repertoire, or an over-reliance on a move that may not work against a specific foe. For a crash-course in all fundamental features of the combat system – and, potentially, many "eureka" moments as you discover something that you were previously missing – take the time to read our enlightening Primer chapter, which begins on page 16.

Q: What is the meaning of the two gauges in the top-left corner of the screen, and how do I refill them?

A: The top bar represents Raiden's Life, while the one below shows his current Fuel Cell energy – which is required to activate the essential Blade Mode (see page 27). Both bars can be refilled with consumable items, or via the all-important Zandatsu technique: see page 28 for details. You can actually equip the Repair Nanopaste consumable to be used automatically when Raiden's Life Gauge is exhausted, which will drastically reduce the number of visits you make to the Game Over screen: see page 33.

Q: There are a lot of different collectibles. Is there actually any point in picking them all up?

A: Emphatically, **yes**. The four types of collectible items that have no immediate utility (Data Storage, ID Chips, VR Terminals and "Men in Boxes") all unlock new features, weapons and equipment – which, as a consequence, will make subsequent playthroughs (and high score attempts) much easier. We document all consumable items in a section that begins on page 32.

Q: Why do I get a score sheet for certain battles, but not for others?

A: Combat encounters that lead to a rating – which we refer to as Ranked Battles – have very specific start and end points, with your performance graded in specific categories. We offer the precise conditions for all Ranked Battles in the Walkthrough chapter, and highlight whenever you can bypass optional "unrated combat" situations. You can read a general presentation of the score system on page 34.

Q: When I have completed the game on Normal, will it really be worth completing it again?

A: Definitely. As your playing ability gradually improves over repeat playthroughs, and you aspire to high scores, you will find that the game evolves. Ultimately, the exacting demands of the unlockable Very Hard and Revengeance difficulty settings will present you with a totally different experience. This is Metal Gear Rising: Revengeance at its most pure, compelling and, dare we say, malevolent: the game as it is *meant* to be played.

Q: I have more questions!

A: You can find a comprehensive Index at the back of this book. It covers practically everything, and is a great way to quickly find information on enemy types, items and moves – or, indeed, resolve any other enquiries that you may have while playing.

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QUICKSTART

Metal Gear Rising: Revengeance is a game that is designed to be completed on multiple occasions. Indeed, it is only by making several playthroughs that you can unlock all of its secrets and bonuses – not to mention its supremely demanding (but highly rewarding) ultimate Revengeance difficulty setting.

If you start playing without a clear understanding of what you might hope to accomplish, and of the game's most fundamental techniques, it can seem quite remorselessly cruel. For many hours (indeed, entire playthroughs), winning isn't the real issue: it's all about improving, honing your abilities and refining tactics that will eventually enable you to reach the promised land of perfect S-Rank chapter ratings.

To give you a clear sense of the challenges that lie ahead as you begin the journey to 100% completion, this Quickstart section suggests a natural and efficient approach to mastering Metal Gear Rising: Revengeance.

FIRST PLAYTHROUGH
DIFFICULTY: NORMAL

Notes:

- The Normal setting is the most practical entry point for new players. This will enable you to familiarize yourself with core combat techniques and enemy attack patterns, enjoy the storyline, and hunt for collectibles. High scores should be a satisfying bonus: not your primary objective.
- Players who are unaccustomed to fast-paced action games can optionally make an initial playthrough on the Easy difficulty level. On this setting, enemies attack with reduced frequency and vigor, while Raiden enjoys the benefit of a more generous allocation of Life and Fuel Cell energy.

MAIN OBJECTIVES	RECOMMENDED READING
Develop a solid understanding of the most important gameplay systems – such as parrying, Zandatsu kills, the Parry Counter technique and the more efficient combos.	Primer chapter, particularly the section on combat: see page 25.
Try to obtain most (but ideally all) collectibles – especially ID Chips, as these are much easier to acquire on lower difficulty settings.	Refer to the annotated maps and captions available in the Walkthrough chapter.
Gradually acquire important unlocks and upgrades via the Customize screen, including High-Frequency Blade enhancements, all three Custom Weapons, Life and Fuel Cell expansions, and the most essential Skills.	At the end of each walkthrough section covering a game chapter (called "Files"), you will find a table with a selection of suggested priority upgrades and unlocks.

SECOND PLAYTHROUGH
DIFFICULTY: HARD

Notes:

- Hard is identical to Normal in terms of the enemies you face, though your assailants enjoy 50% extra health and attack more frequently. Raiden's Fuel Cell Gauge empties more rapidly and takes longer to refill.
- It's at this point when players who wish to conquer Metal Gear Rising: Revengeance should start aspiring to attain perfect S-Ranks, and to further refine their technique.

MAIN OBJECTIVES	RECOMMENDED READING
Pick up any collectibles that you might have missed on your first playthrough: the equipment that they unlock will be useful on Hard, but will be pretty much essential on Very Hard and Revengeance.	Refer to the annotated maps and captions in the Walkthrough chapter.
Learn to identify the key attacks performed by all enemy archetypes.	Study the enemy archetype introductions found in the Walkthrough, and the expanded advice in the Reference & Analysis chapter.
Familiarize yourself with score requirements and advanced strategies to obtain S-Ranks whenever possible.	Consult the S-Rank strategies for every Ranked Battle in the Walkthrough chapter.
Unlock most of the game's Achievements/Trophies.	Our section on Achievements and Trophies will help you fulfill this goal: see page 220.
Maximize Raiden's core stats and upgrade key weapons (particularly the Pole-Arm, Sai and Pincer Blades) to their full level. You should also work to unlock the full potential of the potent Murasama blade.	The Reference & Analysis chapter features a complete overview of all customization upgrades, including their effects and BP costs: see page 210 onwards.

THIRD PLAYTHROUGH
DIFFICULTY: VERY HARD

Notes:

- Very Hard can be a shock: in addition to sizable increases in enemy endurance, attack power and ferocity, this setting features an alternative set of enemies in many combat encounters. At first, it may seem almost incomprehensibly tough.
- With practice, however, you will begin to appreciate that each battle is an action-oriented puzzle to be solved.

MAIN OBJECTIVES	RECOMMENDED READING
Fully maximize Raiden's potential by unlocking all essential upgrades and new equipment in the Customize menu.	Read the Reference & Analysis chapter to find out the availability conditions of all unlockables, and how to put them to good use (see page 210 onwards); you can also find our suggested optimal unlock path in the Reference & Analysis chapter (see page 216).
Master the best moves and combos available to Raiden, and how to use them most efficiently in live combat situations.	Study the Moves & Combos section in the Reference & Analysis chapter: see page 204.
Complete all VR Missions to practice a wide variety of abilities that will be essential on the ultimate Revengeance difficulty level, and obtain unlockable equipment.	You can find solutions to all VR Missions in the Extras chapter: see page 228.
Execute advanced strategies to obtain S-Ranks on Very Hard.	Consult the dedicated S-Rank strategies for Very Hard and Revengeance for every Ranked Battle in the Walkthrough chapter.

FOURTH PLAYTHROUGH
DIFFICULTY: REVENGEANCE

Notes:

- Revengeance shares the same special enemy sets as Very Hard, but even weak opponents attack at a frenetic rate and possess tremendous durability.
- Almost any blow will drain Raiden's entire Life bar immediately; furthermore, Fuel Cell energy refills slowly, and depletes with alarming haste. There is one boon, however: the Parry Counter receives a huge boost in power.

MAIN OBJECTIVES	RECOMMENDED READING
Become a master in the art of defending: parrying, aerial parrying, dodging (Defensive Offense), and other evasive maneuvers. Ultimately, you must negate the awesome strength of your opponents by becoming impossible to hit.	You will find many useful defensive tips in the Advanced Combat section of the Reference & Analysis chapter: see page 206.
Learn to recognize all enemy attacks during the first frames of their animations and – where applicable – practice the use of the essential Parry Counter move against them.	Read the analysis of each enemy archetype in the Reference & Analysis chapter, paying special attention to the Parry Counter notes: see page 184.
Identify the weapons and attacking techniques that will enable you to deal the most damage in the shortest possible time, which is the key to trigger Executions.	Read the section of the Reference & Analysis chapter dedicated to advanced combat techniques: see page 206. Our S-Rank strategy guides in the Walkthrough chapter recommend weapons and attack techniques that work well in each Ranked Battle.

SUBSEQUENT PLAYTHROUGHS

Four playthroughs will be sufficient to approach full competition… but for those who will settle for no less than 100% mastery, it will take several additional runs through Story Mode to conquer every last challenge. The "Thunder God" Title, for example, requires that you complete all difficulty levels with a perfect S-Rank for every chapter.

MAIN OBJECTIVES	RECOMMENDED READING
Complete your collection of Achievements/Trophies and Titles.	Our Achievements & Trophies guide (see page 220) and Titles (see page 226) will help you fulfill this.
Unlock, purchase (and, where appropriate, upgrade) all items in the Customize menu.	Read the Extras chapter to learn the unlock requirements: see page 224.

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EQUIPMENT

SUB-WEAPONS

In addition to Raiden's High-Frequency Blade (and, later, Custom Weapons), you will acquire secondary weapons and tools that can prove useful in a variety of scenarios. These Sub-Weapons are most frequently encountered in fixed positions, though you will occasionally collect them as item drops from slain opponents. Raiden can carry a maximum of five of each type at once. If your stock of any item is already at the maximum five, collecting them will simply lead to a BP bonus.

Broadly speaking, Sub-Weapons can be divided into three categories, based on their method of use: projectiles, grenades and disguises. To equip a Sub-Weapon, press left or right on ✣ and highlight the Sub category. Tap ✣ up or down to move to the required item, then press Ⓐ/✕ to confirm your selection.

To conceal Raiden inside the Cardboard Box and Drum Can disguises, hold LB/L2 (01); release it to return to standard movement. Your stock of either item will only be reduced if Raiden is discovered while in motion or attacked while wearing one, though you will also lose Drum Cans by over-using their unique rolling function.

Projectiles and grenades can be fired or thrown via a dedicated aiming mode (see "Aimed Shots"), or deployed quickly with a less accurate "snap shot" function (see "Snap Shots").

01

02

03

AIMED SHOTS

Press and hold LB/L2 to switch to the dedicated aiming mode. You can reposition Raiden with Ⓛ – albeit at a vastly reduced pace that leaves him vulnerable to enemy attacks – and target the weapon with Ⓡ. Press RT/R1 to fire or throw.

Homing Missiles are directed towards the targeting reticule at the center of the screen (02).

Grenades – including the 3D Photo Frame, which essentially acts as a "distraction grenade" – have a unique indicator that reveals the projected arc of the throw (03). To hurl the device over longer distances, you must aim high and make your best estimate on its landing position.

SUB-WEAPONS SUMMARY

ICON	NAME	DESCRIPTION
	Rocket Launcher	Can damage and knock down weaker soldiers, and may stun larger enemies.
	Homing Missile	Primarily used to briefly incapacitate or destroy airborne foes, with the limited homing function more effective at medium-to-long range. A reticle clearly identifies the target that is currently locked.
	Grenade	This will damage and knock down smaller enemies caught in the explosion; larger enemies may be stunned.
	RP Grenade	The Red Phosphorus Grenade creates a temporary fog, causing enemies to lose sight of Raiden; it will often prevent them from employing ranged projectile attacks.
	Jamming Grenade	Used exclusively for disabling Gun Cameras during infiltrations.
	EM Grenade	The Electromagnetic Grenade can be employed to briefly incapacitate opponents within its blast radius.
	3D Photo Frame	Can be used to lure soldiers to a specific position – but only if they are unaware of Raiden's presence in the area.
	Cardboard Box	This improvised method of concealment is foil-lined, which makes Raiden invisible to the infrared vision used by many assailants – but only when stationary. Raiden's range of movement is restricted to waddling at a slow pace while wearing this disguise.
	Drum Can	The Drum Can is used in the same fashion as the Cardboard Box, but leaves Raiden visible in the infrared spectrum. However, it has a unique function: you can hold RT/R1 to roll (with an Easter egg for those who do so for long periods of time).

SNAP SHOTS

In the heat of battle, there is rarely an opportunity to manually aim a rocket or grenade. In these instances, you can instead briefly tap LB/L2 to perform a snap shot. This action is unavailable while Ninja Run is active.

With rocket launchers, Raiden will swiftly wield and fire the weapon in the direction he is facing. Snap shots with grenades will cause Raiden to bowl them with an underarm technique – again, in the direction he is facing or towards the currently locked target.

RECOVERY ITEMS

Raiden has a finite level of physical endurance and electrical energy stored within his body, as represented by the Life and Fuel Cell Gauges. Whenever damage sustained and physical exertions take a terrible toll, and a Zandatsu finish (which, of course, automatically restores Raiden to full efficiency), is unlikely or unavailable, you can replenish both meters with the following methods:

REPAIR NANOPASTE

Repair Nanopaste is a collectible item that can be acquired as item drops or found by exploring the environment. As with Sub-Weapons, Raiden can carry five units at once. If you open the Inventory screen by tapping left or right on ✣, you can equip them in the Recovery slot. Once assigned in this fashion, a single unit of Repair Nanopaste will be automatically applied to save Raiden whenever his Life Gauge is exhausted. Alternatively, you can also manually use Repair Nanopaste by highlighting the item and pressing ✕/▭ in the Inventory menu, though this is impractical in the heat of battle.

Once Repair Nanopaste has been equipped, you can also instantly consume one unit by tapping ✣. This is generally unnecessary during combat, but can be useful if you encounter these items while your stocks are full, but the Life Gauge is below maximum. In such instances, tap ✣ to top-up Raiden's health before you collect the item.

ELECTROLYTE PACK

The Electrolyte Pack is identical in terms of basic use (collection, equipping, et al. to Repair Nanopaste, but instead serves to fully restore Raiden's Fuel Cell Gauge.

As maintaining the Life Gauge is invariably of paramount importance during battles, especially boss encounters, we generally recommend that you opt to manually replenish the Fuel Cell Gauge via the Inventory screen as and when required.

REPAIR UNITS

Most commonly found as item drops, Repair Units automatically replenish a small portion of the Life and Fuel Cell Gauge when collected.

ALTERNATIVE WEAPONS

By defeating three specific "boss" enemies during your first playthrough, you will unlock their weapon and be able to equip it as an alternative mode of attack. Whenever you equip a Custom Weapon, ✕/▭ continues to employ Raiden's Main Weapon, but Ⓨ/△ causes him to wield his secondary weapon. Once unlocked, these Custom Weapons are available from the start on all subsequent playthroughs.

Custom Weapons have very specific (and, on higher difficulty levels, essential) applications, though with the drawback that they interfere with Raiden's ability to parry if brandished without care. With practice, you can use them for their unique attacks to exploit enemy vulnerabilities or counter their strengths, and stick with Raiden's Main Weapon in all other instances.

As all three Custom Weapons are referred to in the Very Hard/Revengeance strategies in the Walkthrough chapter, it makes sense to offer a brief introduction to each one for those who hazard a glance at the challenges that face them in the future:

CUSTOM WEAPONS SUMMARY

ICON	NAME	DESCRIPTION
	Pole-Arm	The Pole-arm is great for crowd control, as it strikes multiple enemies at once, incapacitating weaker foes with each hit. It is also very efficient for building long combos.
	Sai	The Sai is useful to pull Raiden instantly to a target – a very handy feature against flying or very mobile units. When charged, the Sai can briefly incapacitate targets, both human and mechanical. The effect has a fixed cooldown of approximately five seconds.
	Pincer Blades	The Pincer Blades are slow but deal powerful blows with a wide area of effect.

In addition to Raiden's initial High-Frequency Blade, other Main Weapons become available on further playthroughs, or by fulfilling certain challenges. Some of these weapons have special effects that have a huge impact on combat encounters. We detail all of these in the Reference & Analysis chapter.

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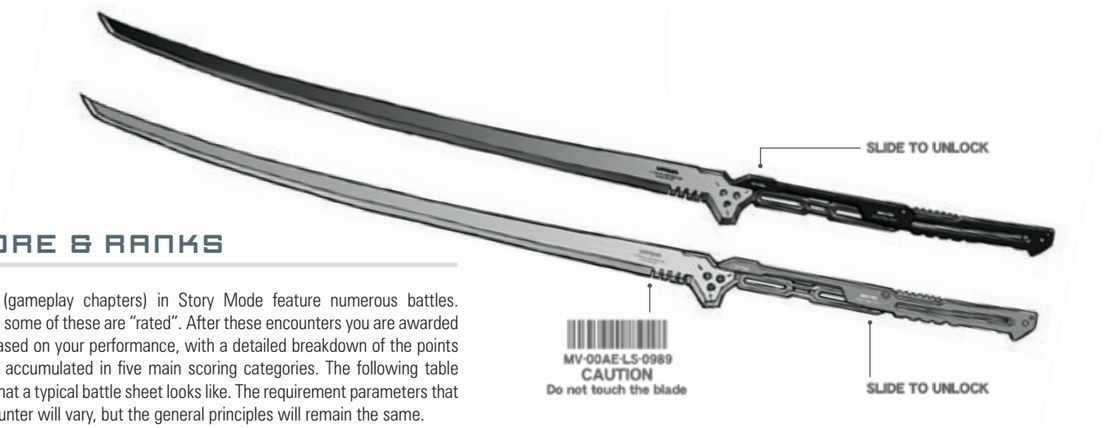
SCORE & PROGRESSION



SCORE & RANKS

All Files (gameplay chapters) in Story Mode feature numerous battles. However, some of these are "rated". After these encounters you are awarded a Rank based on your performance, with a detailed breakdown of the points you have accumulated in five main scoring categories. The following table shows what a typical battle sheet looks like. The requirement parameters that you encounter will vary, but the general principles will remain the same.

A TYPICAL BATTLE SHEET

CATEGORY	DESCRIPTION	REQUIREMENT (EXAMPLE)	SCORE
Time	How long it takes you to progress from the start of a ranked section to its conclusion. The faster you are, the better your rank. Getting the highest score usually requires a flawless (and, therefore, practiced) performance.	1:15	1,000
		1:30	900
		1:45	750
		2:00	600
		4:00	500
BP	The sum of BP acquired via combos, kills, sliced body parts, Zandatsu, and item collection. Against most enemies, you can slice all four limbs and the head before you finish them off. This is usually one of the easiest criteria to fulfill.	1,000	1,000
		800	900
		500	750
		300	600
		100	500
Zandatsu	The number of Zandatsu finishing moves performed. Slicing a weak point isn't enough: you need to absorb the target's Electrolyte Core for the move to be counted. To reach the highest score, you will usually need to perform a Zandatsu on all enemies in a given battle (unless you receive score bonuses – more on which shortly).	5	1,000
		4	900
		3	750
		2	600
		1	500
Longest Combo	A grade based on your longest uninterrupted combo. The number of hits in your current combo is displayed onscreen. Certain unlockable weapons will enable you to build longer combos. You can also switch to Blade Mode and slice a target repeatedly to increase your hit total.	20	1,000
		16	900
		12	750
		8	600
		5	500
Kills	The number of opponents slain. This includes: standard kills (hit a target until they have no health and blow up); Zandatsu; context-sensitive Executions; lethal Parry Counters; enemies sliced to death (either in Blade Mode or, later in the story, Ripper Mode); and any Ninja Kills taken into account.	5	1,000
		4	900
		3	750
		2	600
		1	500
Combat Rank	The grade assigned in accordance with your cumulative score in all categories. In other words, this is determined by the total of your scores in the five main categories. A perfect score usually amounts to 5,000, which corresponds to a top 1,000 performance in all five core categories – or a slightly less polished performance with an additional score bonus (more on which in a moment).	5,000	S
		4,500	A
		3,750	B
		3,000	C
		0	D

Throughout the Walkthrough chapter, we will inform you whenever you are due to begin a section of a chapter that has a score rating, and when smaller battles have no Rank-related repercussions.

STRIVING FOR S RANKS

There are two ways to achieve an S-Rank in a battle: you can either obtain a "perfect sheet", or take advantage of score bonuses:

- **Perfect Sheet:** This requires you to achieve a flawless performance in a battle, getting a perfect score in the five main criteria (Time, BP, Zandatsu, Longest Combo, and Kills). This can only be achieved once you've mastered all of the game's systems and learned to identify the attacks from all enemy types – and how to react accordingly. On the hardest difficulty settings, this is only a realistic challenge for action game experts with lightning-fast reactions.
- **Score Bonuses:** Most battles feature one or two hidden bonuses that become apparent only if you fulfill them: taking no damage, and killing no human enemies. Each of these usually offers a generous 1,500 score bonus. The No Damage and No Kill bonuses can therefore be seen as "jokers". As long as you take no damage and/or do not kill human opponents, you can afford to make certain errors in each fight (such as missing a Zandatsu or failing to complete a very long combo). The No Damage and No Kills bonuses offer alternative (and often creative) ways to attain an S-Rank without troubling yourself with some of the more technically demanding objectives.

SCORE BONUSES

NAME	NOTES	SCORE
No Damage	An award for completing a ranked section without sustaining a single blow – which requires practice and a cautious approach. This can be achieved in practically every battle in the game.	1,500
No Kills	An award for not killing human enemies. Naturally, this is only possible in battles that feature at least one applicable opponent. All you have to do is cut a limb (leg or arm) from the enemies in question, then move away until they disappear.	1,500

At the end of a File, your chapter performance is graded with an overall Rank. This takes into account your cumulated performance in every rated battle. Your chapter Rank determines the final BP reward you receive.

CHAPTER RANK

RANK	BP REWARD	RANK	BP REWARD
S	10,000	**C**	7,000
A	9,000	**D**	6,000
B	8,000		

BP & CUSTOMIZATION

You automatically accrue Battle Points by fighting battles – indeed, your combat score is directly converted to BP. The better you perform (in other words, the higher your combat Ranks), the more points you receive.

You also get BP by picking up collectibles. Of special interest are Holo-Chips, which you can acquire by dispatching enemies with a Ninja Kill or a standard kill (causing them to explode). Holo-Chips can also be found inside containers. There are three varieties of Holo-Chip that all offer an immediate Battle Point bonus.

HOLO-CHIPS

NAME	BP
Holo-Chip (S)	300
Holo-Chip (M)	500
Holo-Chip (L)	5,000

You are free to invest your hard-earned BP as you see fit in upgrades via the Customize menu (not available in the R-00 Prologue during a first playthrough). You can access this menu at the end of each chapter, and at any time during gameplay via the Codec menu: selecting it will automatically return Raiden to the last checkpoint triggered once play resumes.

You will find a complete breakdown of the bonuses and upgrades available to customize Raiden on page 216. For now, all you need to know is that this will give you access to extensions of your Life and Fuel Cell Gauges, more moves and skills, new weapons and upgrades to your existing equipment, as well as special armor and other noteworthy accessories. On average it takes two to three complete playthroughs (depending on how well you perform) to unlock most of Raiden's arsenal.

There are four Life Gauge upgrades (called "Endurance +1") that can be bought via the Customize screen, unlocked as you progress through your first playthrough. Each adds 10% to your total health. An additional six must be found in "rare" containers hidden in Story Mode. The Walkthrough chapter reveals where to find these to reach the maximum 200% Life Gauge.

If you are not sure of how you should invest your hard-earned BP once unlocked in R-01 during your first playthrough, feel free to follow our suggested priorities:

- **Skill: Defensive Offense (3,000 BP)**
  This move is cheap and very useful for dodging enemy attacks (see page 30). If you initially struggle with the Parry move, this offers a viable alternative solution for emergency situations.
- **Skill: Aerial Parry (3,000 BP)**
  Another cheap but essential purchase, enabling you to perform the all-important Parry move (see page 25) while airborne.
- **Skill: Sky High (6,000 BP)**
  This simple attack is great to launch enemies into the air. Not only does this temporarily neutralize the victims (and thus reduce the danger of incoming attacks), but it's also a move that you can perform easily while you practice your use of the Parry move. Indeed both techniques have a very similar button input, making them entirely compatible.
- **Main Weapon Enhancement: Strength +1 (6,000 BP)**
  Increasing your blade's strength will help kill or weaken enemies faster. This is generally more efficient than investing in the more expensive Life or Fuel Cell upgrades early on, as both gauges will be entirely refilled whenever you die or perform a Zandatsu (see page 28).

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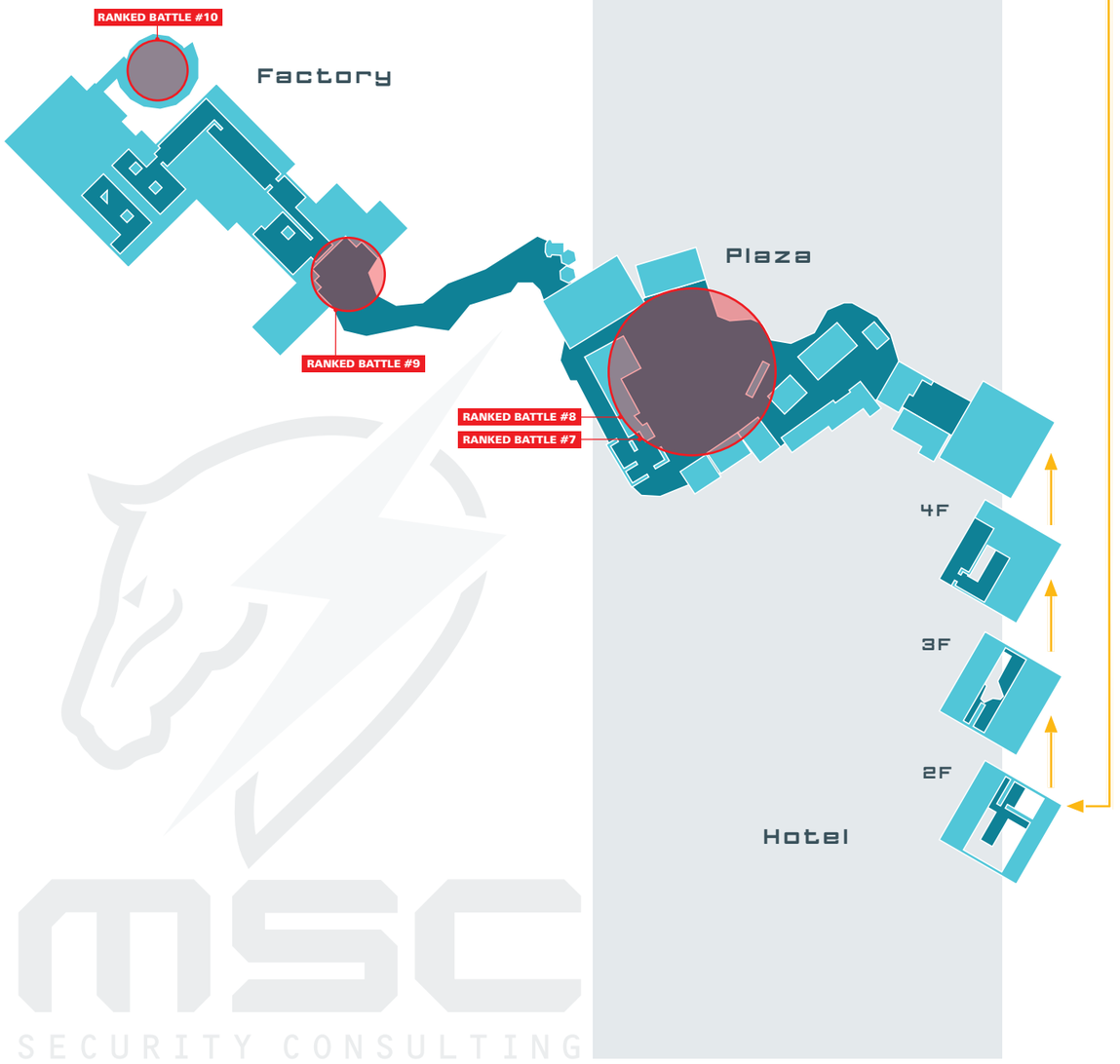
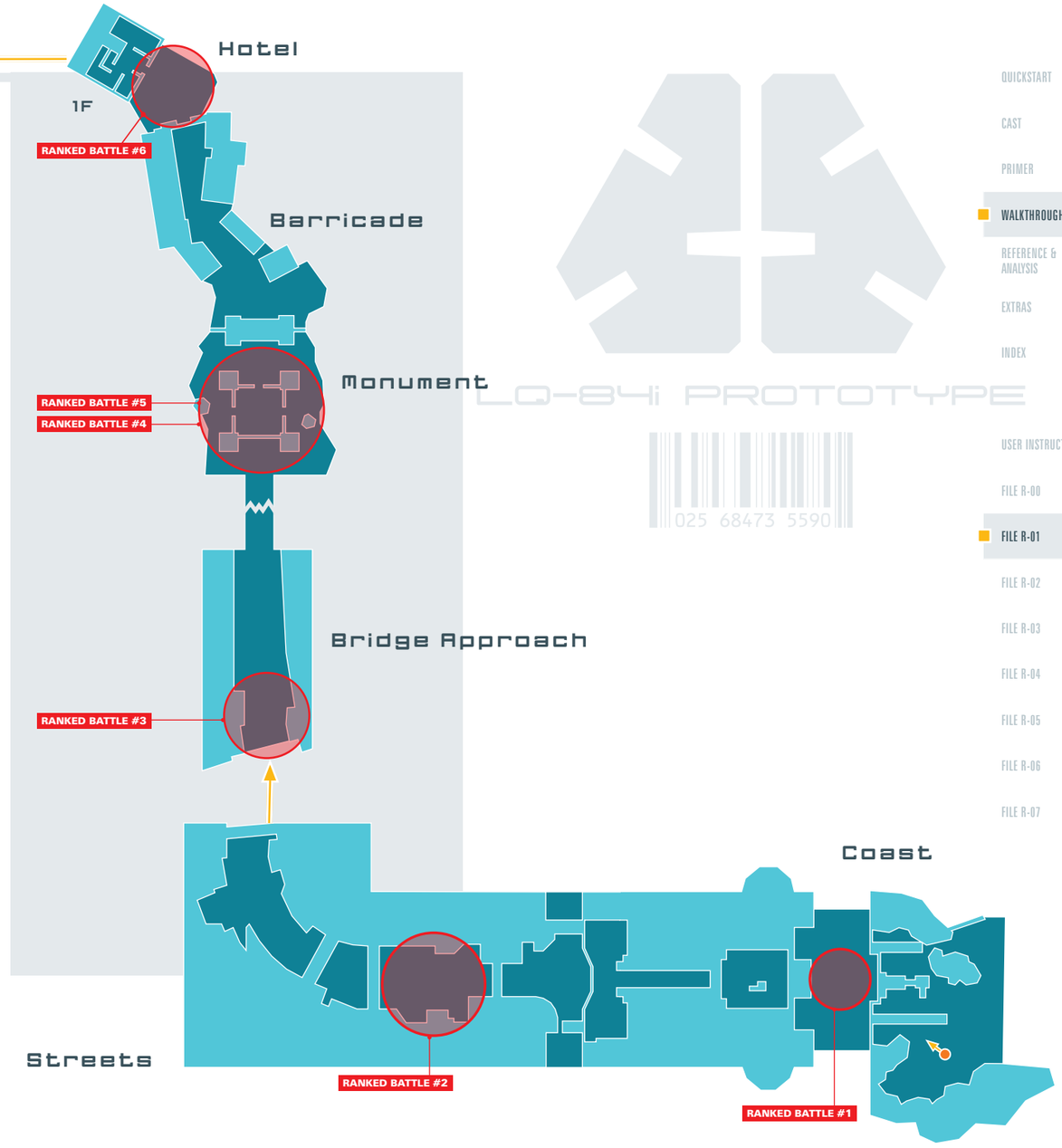
COUP D'ÉTAT





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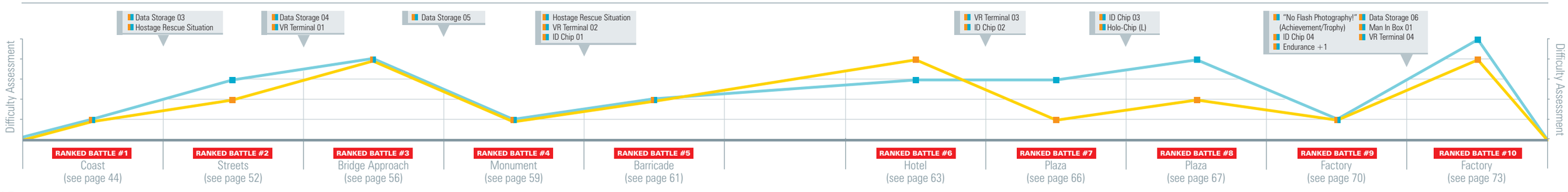

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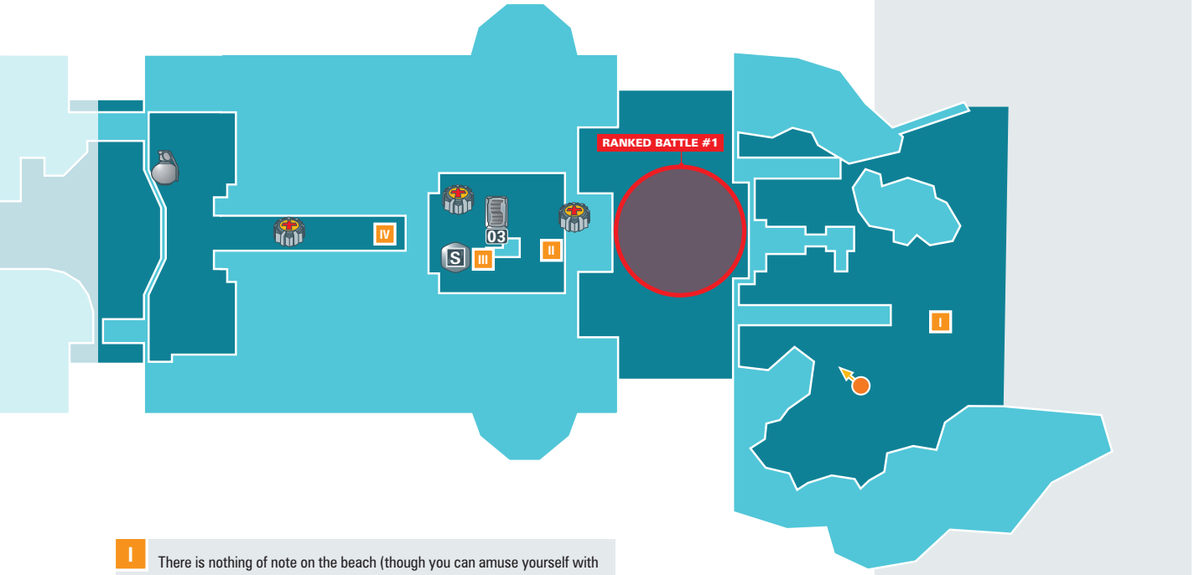
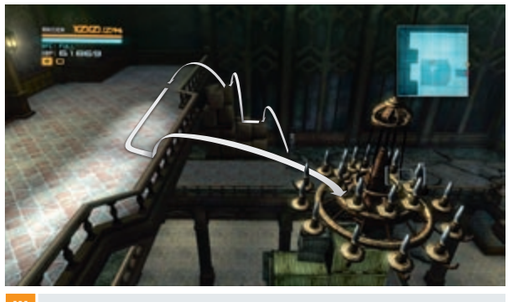
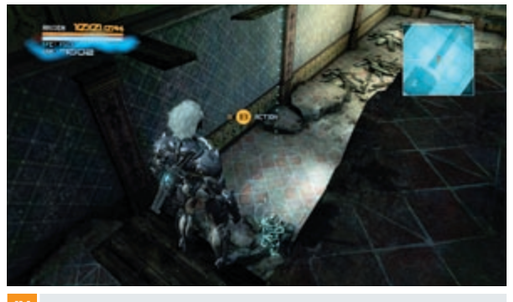


I There is nothing of note on the beach (though you can amuse yourself with tree slicing and by harassing a remarkably agile cat), so head straight up the metal steps to begin **Ranked Battle #1** (see right-hand page). Once this ends, enter the building.

II Hold RT/R1 to activate Ninja Run (see page 22) and direct Raiden at these crates. He will automatically perform the necessary feats of athleticism to reach the floor above.



III **Data Storage 03** can be found on top of a chandelier on the upper floor. Don't neglect to collect Repair Nanopaste in this building: these restorative collectibles serve as additional "lives" for Raiden when equipped (see page 33).



IV This is your first opportunity to perform a Ninja Kill (see page 24). Stand above the hostile until the contextual button prompt appears, then press B/◎ to leap down and attack. When time slows down, hold RT/L1 to finish the kill with a Zandatsu conclusion (see page 28).

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RANKED BATTLE #1

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	0:20	1,000
	0:40	900
	1:00	750
	1:30	600
	2:00	500
BP	800	1,000
	500	900
	300	750
	100	600
	50	500
Zandatsu	3	1,000
	2	750
	1	500
Longest Combo	15	1,000
	12	900
	10	750
	8	600
	5	500
Kills	3	1,000
	2	750
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	**S**	**A**	**B**	**C**	**D**

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** The fight begins (after a short cutscene) when you reach the street in front of the building.
- **Enemies:** Cyborg x3
- **Difficulty:** Simple

Strategy:

1. Stand and wait for the first Cyborg to perform a leaping attack, and try to delay your defensive instincts until the last split-second to perform a Parry Counter (see page 26). If successful, you can eliminate all three assailants with a Zandatsu finish while in Blade Mode. The trick is to hit all three weak spots before you press B/◎ for the first time (01); you can then collect all three Electrolyte Cores in rapid succession. In this instance, the No Damage bonus will comfortably secure you an S-Rank, even if you miss a Zandatsu or exceed the stringent "perfect" time requirement.
2. If you miss the Parry Counter and get a standard block (which is highly likely on a first playthrough), maintaining a watertight defense as you dispatch the trio of Cyborgs is usually enough to achieve an S-Rank.

"ASSAULT WITH A DEADLY WEAPON"

Achievement/Trophy: Though it's perfectly possible to obtain it elsewhere, this short opening battle is tailor-made for obtaining this Achievement/Trophy ("Dismember three enemies during Blade Mode with a single attack") on Easy, Normal and Hard. With an opening Parry Counter, and a deft horizontal strike while in Blade Mode, it's easy to divest each Cyborg of at least one limb.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Enemies:** Cyborg x3, Mastiff x1
- **Difficulty:** Simple

Perfect Sheet Strategy:

1. Wait for a second and Parry Counter the attacking Cyborgs. Finish each of them with a Zandatsu. Watch out for the Mastiff that usually attacks with a running dropkick during the slow-motion sequence! Time your Zandatsu so that this Mastiff's attack will not hit you (press B/◎ before it connects to enjoy brief invulnerability).
2. After that, defeat the Mastiff with a Parry Counter, or stun it with the Sai and attack until you trigger an Execution.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 0:20	1,000
BP	800	1,000
Zandatsu	3	1,000
Longest Combo	15	1,000
Kills	3	1,000
Score Total (S-Rank):		**5,000**

No Damage Strategy:

- As soon as the battle starts, activate Ripper Mode and cut your assailants into shreds.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 0:20	1,000
BP	800	1,000
Zandatsu	≥ 0	0+
Longest Combo	≥ 5	500+
Kills	3	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		**5,000+**

No Kills Strategy:

1. Throw an RP Grenade as soon as the battle begins, and quickly chop off the legs of all three Cyborgs.
2. Move away (you don't want to kill them inadvertently) and take care of the Mastiff in any way you see fit: a Parry Counter, a charged Sai attack followed by a combo and an Execution, or even a quick burst of Ripper Mode with a Zandatsu finish. Make sure you build up a 12-hit combo while in Blade Mode.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 0:40	900+
BP	≥ 300	750+
Zandatsu	1 (Mastiff)	500
Longest Combo	≥ 12	900+
Kills	1	500
No Kills Bonus		1,500
Score Total (S-Rank):		**5,050+**

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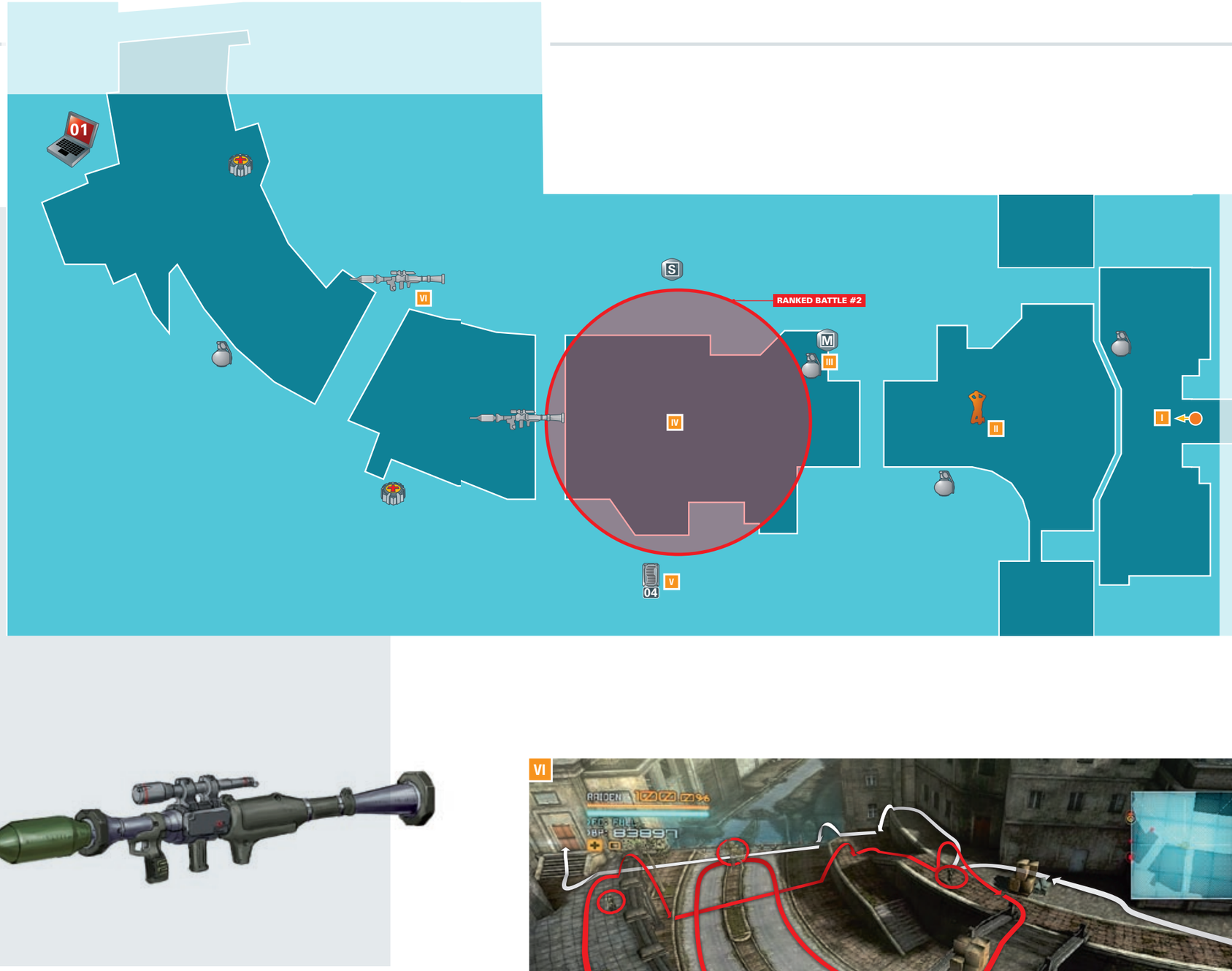
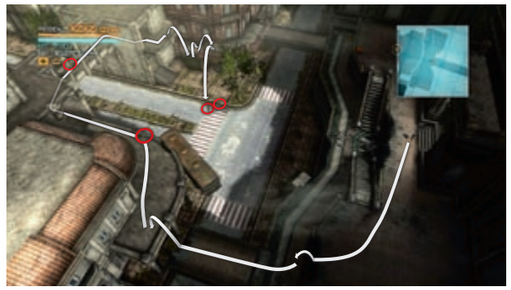
STREETS



I Before you go any further, open the Inventory (tap ✪ left or right), then equip the Repair Nanopaste in the Recovery slot (see page 33). This will ensure that this restorative collectible will be used automatically if Raiden's Life Gauge is depleted.



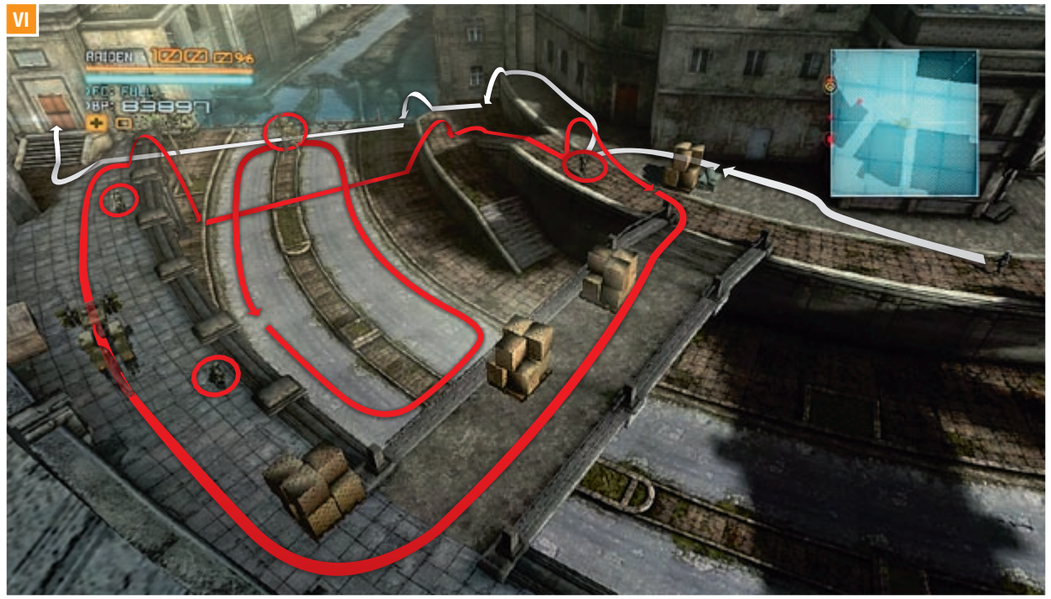
II **Unrated Combat.** The first battle in this area is unrated, and involves a **hostage** situation: a scenario where you must quickly eliminate soldiers before they execute a civilian. You gain bonus BP for a successful save, and will unlock the "Humanitarian Assistance" Achievement/Trophy for freeing all civilians found in the story. The easiest way to resolve this first instance is with a stealth approach. Start by crossing the bridge on the left-hand side of the street, then perform a Ninja Kill on the first Cyborg. A second Cyborg is patrolling on the walkway above the street. Activate AR Mode to get a clearer sense of which way he is facing, then approach when his back is turned for another stealth kill. Ninja Run onto the walkway behind the two Cyborgs – move quickly, as an execution will be imminent once you hear the captors begin to converse with the civilian – then press Ⓑ/◎ to perform a Ninja Kill. If you are quick, you can eliminate the second Cyborg in the same fashion before he has time to react. If not, immediately unleash a combo and dispatch him in a more standard fashion before he can open fire. Once the final soldier falls, approach the captive and press Ⓑ/◎ to free him.

III Use Ninja Run and the crate marked here to reach the Holo-Chip (M) on the rooftop.

IV **Ranked Battle #2** (see overleaf). This confrontation begins as soon as you pass the "Czech hedgehog" anti-tank defenses on the road, and introduces a new (though, for many, doubtlessly familiar) foe: the Gekko.

V The container at this location must be opened in Blade Mode (see page 27); aim for the lock. It contains **Data Storage 04**.

VI **Unrated Combat.** While you can potentially stealth kill all antagonists – even the Gekkos – without entering open conflict in this area, it's also possible to sneak past to the exit at the end of the street by following the route detailed here. You only need to Ninja Kill a single Cyborg. On higher difficulty levels, note that the first soldier here will begin a patrol as you approach him, so it will be necessary to hide out of sight until a suitable kill opportunity arises. Approach the door and press Ⓑ/◎ to operate the adjacent panel; note that it will be disabled if there is an active Alert status. **VR Terminal 01** can be found directly ahead once you pass through the opening.



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RANKED BATTLE #2

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:00	1,000
	1:30	900
	2:00	750
	3:00	600
	4:00	500
BP	1,000	1,000
	800	900
	600	750
	300	600
	100	500
Zandatsu	5	1,000
	4	900
	3	750
	2	600
	1	500
Longest Combo	20	1,000
	16	900
	12	750
	8	600
	5	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	**S**	**A**	**B**	**C**	**D**

S-RANK COMBAT GUIDE: EASY, NORMAL & HARD

Preparation:

- **Combat Trigger:** The battle begins after the introductory cutscene where the Gekko arrives.
- **Enemies:** Gekko x1, Cyborg x2 (+ Cyborg x2)
- **Difficulty:** Moderate

Strategy:

1. Due to the fairly generous S-grade time limit, a No Damage bonus will be sufficient to secure a perfect Rank.
2. If you engage the two soldiers first (they approach to Raiden's left after the opening cutscene), the Gekko will usually charge Raiden from the right shortly afterwards. If you can parry this (01), and beat the contextual button-tapping challenge that appears, you will remove this foe from the battle immediately. Be quick to exploit the Execution prompt when the button icons appear (see page 29): it does not last long. During the Blade Mode finish, you may be lucky enough to have one or even both Cyborgs within range for a convenient multiple kill.

01

3. On your first playthrough, the "rhythmic tapping" block/attack method is a consistently successful way to both strike the Cyborgs and parry the Gekko's opening charge: see page 25.
4. With the Gekko down, the battle becomes much easier. Neutralizing the two Cyborgs leads to another pair to enter the battle. Disable these to end the graded battle.

S-RANK COMBAT GUIDE: VERY HARD & REVENGEANCE

Preparation:

- **Recommended Equipment:** RP Grenades, Pincer Blades
- **Enemies:** Gekko x1, Cyborg x2 (+ Armored Cyborg x2)
- **Difficulty:** Challenging

Perfect Sheet Strategy:

1. Start by dropping an RP Grenade. While you can easily dispatch the Cyborgs first, this is unwise: the two Armored Cyborgs will immediately arrive as reinforcements, and fighting them and the Gekko at the same time is more dangerous.
2. Approach the Gekko and quickly hit it twice with the Pincer Blades to stun it, opening up an instant Execution and Zandatsu chance (if you have full Fuel Cell energy, that is). Cut the weak point, but don't grab the Electrolyte Core straight away: keep slicing until you fulfill the 20-hit combo requirement.
3. Turn and deal with the Cyborgs: a Sliding Tackle followed by Zandatsu finish is the most time-efficient technique.
4. When the Armored Cyborgs appear, get yourself in position to greet them with an immediate Pincer Blades combo of three consecutive attacks; these need to strike both of them simultaneously (02). You can optionally toss in an RP Grenade at this point if it helps.
5. Having sufficiently weakened the reinforcements, you can kill them with a Zandatsu in Blade Mode. Sever a limb or two beforehand for score purposes.

02

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	1,000
BP	1,000	1,000
Zandatsu	5	1,000
Longest Combo	20	1,000
Kills	5	1,000
Score Total (S-Rank):		**5,000**

No Damage Strategy:

1. You can broadly follow the Perfect Sheet strategy, but with one important addition: right at the beginning of the fight, you must immediately take evasive action to avoid the Gekko's opening projectile attack. After that, drop the RP Grenade without further delay. Due to the No Damage bonus, you don't actually need to concern yourself with a lengthy combo while dispatching the Gekko.
2. Ripper Mode, as always, facilitates a straightforward No Damage strategy of relentlessly swift kills. As before, though, RP Grenades can make this process a little easier.

NO DAMAGE

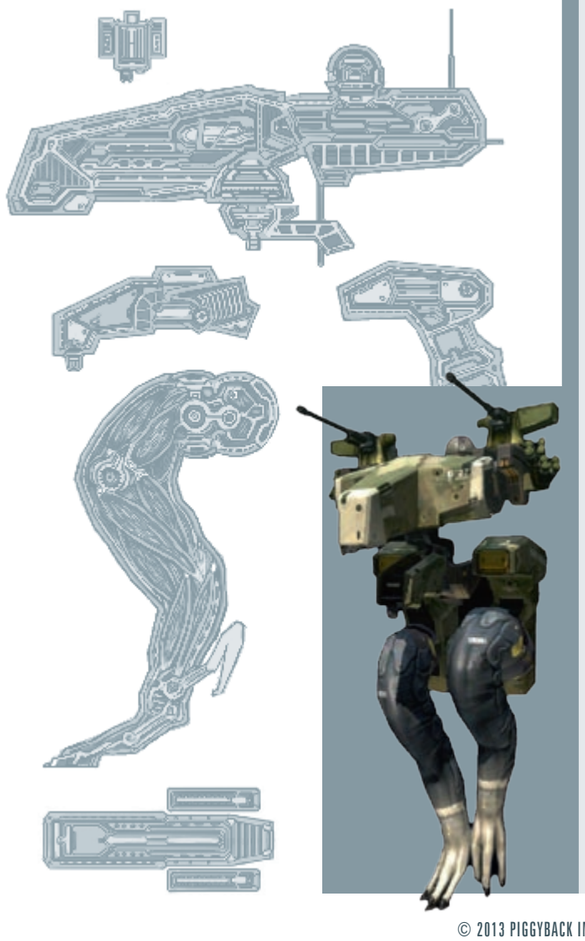
CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	750+
BP	≥ 600	750+
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	5	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		**5,000+**

No Kills Strategy:

- Once again, follow the Perfect Sheet strategy, but simply divest the Cyborgs of their legs instead of employing Zandatsu finishes. Move away from the first pair of Cyborgs before their more redoubtable replacements arrive – this will help you to avoid inadvertently striking them before they disappear.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:00	1,000
BP	≥ 300	600+
Zandatsu	1 (Gekko)	500
Longest Combo	≥ 16	900+
Kills	1	500
No Kills Bonus		1,500
Score Total (S-Rank):		**5,000+**



ENEMY ARCHETYPE: ROCKET LAUNCHER CYBORG

A dangerous nuisance on lower difficulty levels, and a devastating menace on the Very Hard and Revengeance settings, knowing how – and, moreover, when – to deal with Cyborgs armed with rocket launchers is pivotal if you aspire to attain perfect S-Ranks.

- Rocket launcher missiles cannot be parried, though it's possible to disarm the rockets with a deft Blade Mode slice.
- Cyborgs armed with rocket launchers fire their weapons at a rate dictated by the difficulty level. On Easy, Normal and Hard, expect a frequency that will periodically disrupt attacks (and cost you No Damage bonuses in ranked battles) if these assailants are left unchecked. On Very Hard and Revengeance, the number of missiles can be relentless.
- Attacking these soldiers at close range – even with a single sword swipe during Ninja Run – will force them to draw a melee weapon instead. In time, you will acquire the knack of dispatching them with instant Zandatsu kills. You can also incapacitate them with RP or EM Grenades.
- Further reading and in-depth analysis: see page 184.

ENEMY ARCHETYPE: GEKKO

Also known by its military designation "Irving", the Gekko is an aggressive, hard-hitting adversary. If you have neglected to acquire a working knowledge of the parrying system (see page 25), the first two battles featuring this bipedal tank will act as a pitilessly cruel baptism of fire.

- Gekkos are highly mobile, and faster than Cyborgs. They can also leap onto higher surfaces, though the brief pause before they power up a jump means that tactical retreats via different elevations can work well – if only to briefly isolate the Gekko from their allies. They often attack by attempting to land on Raiden – a move that can be greeted with a Parry Counter even if the creature is at full health for an immediate Execution chance. You can actually move to a different floor level and await their arrival to manually engineer such opportunities.
- When Raiden is moderately far away from a Gekko and on the same elevation, they will often perform a signature charging attack telegraphed by the fact that they paw the ground. Parrying this attempted assault leads to a contextual button prompt (tap Y/△ rapidly to win the battle of strength) which, if successful, offers an immediate Execution opportunity if Raiden has a full Fuel Cell bar (Y+B/ △+◎). This is by far the easiest way to dispatch these opponents.
- At close range, Gekkos will usually lash out at Raiden with straight kicks and roundhouse sweeps. Unless the positioning of the Gekko prevents evasive maneuvers, Parry Counters performed during these standard attacks won't connect until the Gekko has been weakened (at least one body part highlighted in blue).
- The Gekko can perform a powerful stomp attack, which can be met with a Parry Counter irrespective of the Gekko's status. If you dodge this, and Raiden is sufficiently close, a button prompt appears for an Execution move while the biped briefly struggles to free its trapped leg.
- The last Gekko assault of note is to fire a wire at Raiden. In the battle cutscene that follows, you must waggle L rapidly to free him and avoid damage. If successful, the Gekko will be briefly stunned when open combat resumes.
- Further reading and in-depth analysis: see page 190.

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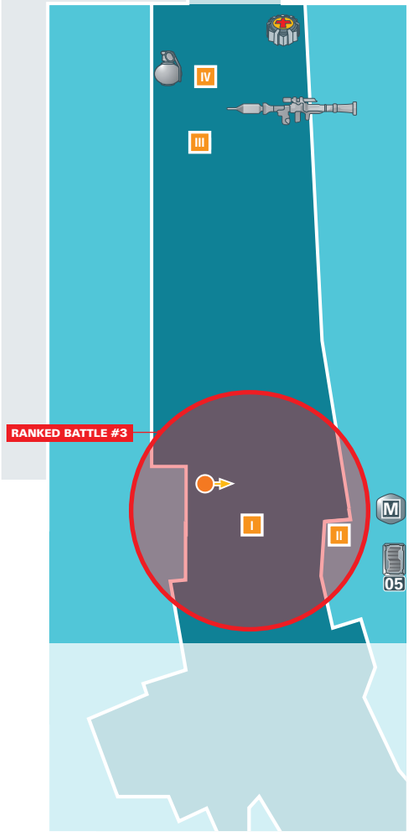
BRIDGE APPROACH



I **Ranked Battle #3** (see overleaf). Enter the upper corridor of the building to trigger a cinematic interlude, which is followed by a confrontation with LQ-84i.

II When the battle ends, enter this building (destroying the door if necessary) to collect **Data Storage 05** and a Holo-Chip from the container.

IV Pick up all collectibles in the area before you approach the bridge, as it triggers an interactive cutscene that sees Raiden cross the river in dramatic fashion.

III **Unrated Combat.** Continue onto the bridge. You can Ninja Kill the patrolling Cyborg, but this nonetheless triggers the arrival of two additional soldiers bearing riot shields: see box-out below for details.

ENEMY ARCHETYPE: RIOT SHIELD CYBORG

Uncommon until later in the story (and never a regular opponent), Cyborgs armed with riot shields are easy to dispatch once you learn to exploit at least one of two effective tactics.

- These opponents have two attacks: a jumping strike (often employed as an opening gambit) that provides a relatively easy Parry Counter opportunity, and a standing blow in close proximity. A Parry Counter will destroy the shield instantly, and cause the user to recoil; this provides a window for a follow-up Zandatsu or a combo assault. Once the shield has been destroyed, these opponents behave as standard Cyborgs.
- Though there is no need to purchase it specifically for this encounter, the unlockable Defensive Offense dodge move (see page 30) is hugely efficient against these foes. Simply direct Raiden to sidestep around the shielded opponent with the appropriate direction on L, and you can immediately perform a Zandatsu from behind them (or even slightly to the side) before they can adjust their position.
- Further reading and in-depth analysis: page 30.

LQ-84i

As with the earlier Gekko confrontation, the fight with LQ-84i will compel you to refine your parrying technique on a debut playthrough. The sheer speed of his attacks can be bewildering at first, though the battle becomes much, much easier once you understand your opponent's repertoire of assaults – and, of course, how and when to counter or evade them.

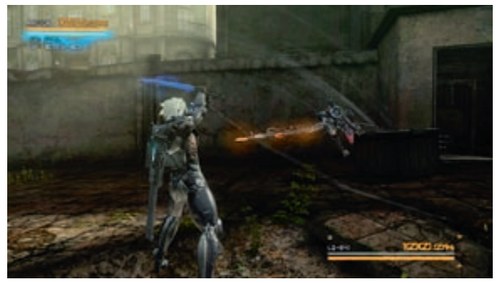
Pounce: LQ-84i will leap forward and use his whole body as a projectile; if it connects, this will propel Raiden from his feet. However, the glowing of LQ-84i's body as it crouches prior to the attack completely telegraphs its intentions. If you notice this obvious cue, you can easily parry this attack. As your opponent tends to repeat this assault in rapid succession, this provides a great opportunity for a Parry Counter.

Claws: LQ-84i will jump forward and swipe with a mechanical claw. This attack will often stun Raiden, but you can parry or even Parry Counter it.

Wall Pounce: This is similar to the Pounce attack, but it begins with a wall launch, which is harder to dodge with Ninja Run or jumping. It can still be parried or even stalled with a Parry Counter.

Chainsaw Swing: A single vertical or horizontal area-of-effect slash with the chainsaw. Easy to spot and parry, or to evade by withdrawing to a safe distance.

Chainsaw Combo: Three successive strikes of the chainsaw; you must parry each blow to avoid damage.



Knife Throw: LQ-84i will jump back and simultaneously hurl a throwing knife at Raiden. This can be parried.

Pin & Chainsaw Stab: This is LQ-84i's most dangerous attack. It is always foreshadowed by a series of non-attacking leaps around Raiden (look for the faint orange outline around its body), before LQ-84i briefly crouches prior to a pounce. You can block (or even Parry Counter), though the timing window is tight. If LQ-84i succeeds with this assault, he will pin Raiden to the ground and employ an unavoidable stabbing attack for heavy damage. For all but the most adept players, evasion is the best tactic. The easiest way to achieve this is to wait, then leap high into the air and perform a long combo to keep Raiden airborne until the danger passes.

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RANKED BATTLE #3: LQ-84i

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	3:00	1,000
	3:30	900
	4:00	750
	4:30	600
	6:00	500
BP	600	1,000
	500	900
	400	750
	200	600
	100	500
Zandatsu	4	1,000
	3	900
	2	750
	1	500
Longest Combo	30	1,000
	25	900
	20	750
	10	600
	5	500
Kills	5	1,000
	4	900
	3	750
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	**S**	**A**	**B**	**C**	**D**

S-RANK COMBAT GUIDE: EASY, NORMAL, HARD & VERY HARD

Preparation:

- **Combat Trigger:** Fight begins automatically at the end of the cutscene that introduces LQ-84i.
- **Enemies:** LQ-84i (+ scripted arrival of Cyborg x3 and, later, Gekko x1)
- **Difficulty:** Challenging

Strategy:

1. Be sure to study the introduction to LQ-84i (and the gallery of his primary attacks) on the previous page before you fight this battle for the first time.
2. Due to the speed of LQ-84i's movement and attacks, the Target Lock function is extremely useful in this fight: see page 29.
3. Until you have acquired a full set of upgrades for the High Frequency Blade, and have mastered the art of parrying (let alone the Parry Counter technique), attempting a Perfect Sheet finish is extremely unlikely. If you are determined to obtain an S-Rank on your first attempt, securing a No Damage bonus may be your best bet. A No Kills bonus is also a possibility, but rather harder to secure. Many players will probably prefer to return at a later date to perfect this battle.
4. Focus on parrying LQ-84i's assaults (optimally with Parry Counters when he performs the predictable Pounce attack – 01) and try to diminish his Life Gauge with short, measured Light Attack combos whenever there is an opportunity to do so.
5. Once LQ-84i falls below 70% health, he will retreat from the battle and summon three Cyborgs. If you are aiming for a high score, you can Parry Counter the first attack from the lead Cyborg, go to town with horizontal strikes in Blade Mode to secure the 30-hit combo requirement (02), then follow up with a multiple-Zandatsu conclusion.
6. LQ-84i will return to the field at this point. Resume your previous approach until he withdraws after falling below 40% health. At this point, a Gekko will enter the battle. If you are trying for a No Kills bonus, you definitely need to secure a Zandatsu finish here. If you can also rack up a long combo (ideally 20 hits) before you grab the Electrolyte Core, you will be able to breathe easy as you enter the final stage of the battle. For a No Damage bonus, just focus on defense and a quick Zandatsu conclusion.
7. When LQ-84i returns, you must reduce his health to 10% or less to trigger an Execution prompt: press the specified buttons to bring the battle to a close (03). If you failed to achieve a 30-hit combo earlier, your final blows and the closing dismemberment in Blade Mode are your last chance to secure the maximum score in that category.

S-RANK COMBAT GUIDE: REVENGEANCE

Preparation:

- **Enemies:** LQ-84i (+ scripted arrival of Cyborg x3 and, later, Gekko x1)
- **Difficulty:** Challenging; simple with No Damage bonus

No Damage Strategy:

1. This is definitely the easiest way to secure an S-Rank on Revengeance, due to the awesome augmented power of the Parry Counter. Whereas this technique only removes approximately 9% health on Very Hard, it will deplete 70% immediately on Revengeance. The best time to employ it is when LQ-84i performs its distinctive Pounce attack, avoiding or parrying all other moves.
2. After this heavy blow, LQ-84i leaves the arena to call the three Cyborgs, which you can defeat by any means you deem appropriate. Perform another Parry Counter when LQ-84i returns, and the battle will be over.
3. Note: If you reduce LQ-84i's energy to between 80% and 70.1% before performing the Parry Counter, he will be ready for an immediate Execution finish after you eliminate the three Cyborgs.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 4:30	600+
BP	600	1,000
Zandatsu	≥ 1	500+
Longest Combo	≥ 5	500+
Kills	4	900
No Damage Bonus		1,500
Score Total (S-Rank):		**5,000+**

No Kills Strategy:

1. Reduce LQ-84i's energy to below 70% (with or without the Parry Counter) to force his temporary withdrawal.
2. Throw an RP Grenade to befuddle the three Cyborgs (though this is not strictly necessary), then cut off their legs and left arms and move away to expedite their departure. The biggest challenge on a No Kills attempt is to secure the required Longest Combo total. One way to do this, if you have the composure and precision, is to slash the legs of the Cyborgs on multiple occasions, either individually or collectively, without causing further injury (04). Alternatively, you can also achieve this against the Gekko, and even finish it off with a Zandatsu.
3. The last step is to finish off LQ-84i – and, if you failed to secure the required combo earlier, build up a 30-hit combo between your second Parry Counter and the end of the Execution that follows.

NO KILLS

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	1,000
BP	600	1,000
Zandatsu	≥ 0	0+
Longest Combo	30	1,000
Kills	1	500
No Kills Bonus		1,500
Score Total (S-Rank):		**5,000+**

Perfect Sheet Strategy:

1. The only way to secure this "pure" conclusion is to avoid the Parry Counter technique until the final stage of the fight. Reduce LQ-84i's energy to 70% using regular attacks, then secure a 30-hit combo and three Zandatsu finishes against the three Cyborgs when they arrive.
2. Carefully reduce LQ-84i's health to 40% to trigger the arrival of the Gekko. Though a Zandatsu finish is mandatory, you could alternatively aim to secure the required combo total against this opponent.
3. When LQ-84i returns, aim for a Parry Counter to trigger the closing Execution.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	1,000
BP	600	1,000
Zandatsu	4	1,000
Longest Combo	30	1,000
Kills	5	1,000
Score Total (S-Rank):		**5,000**

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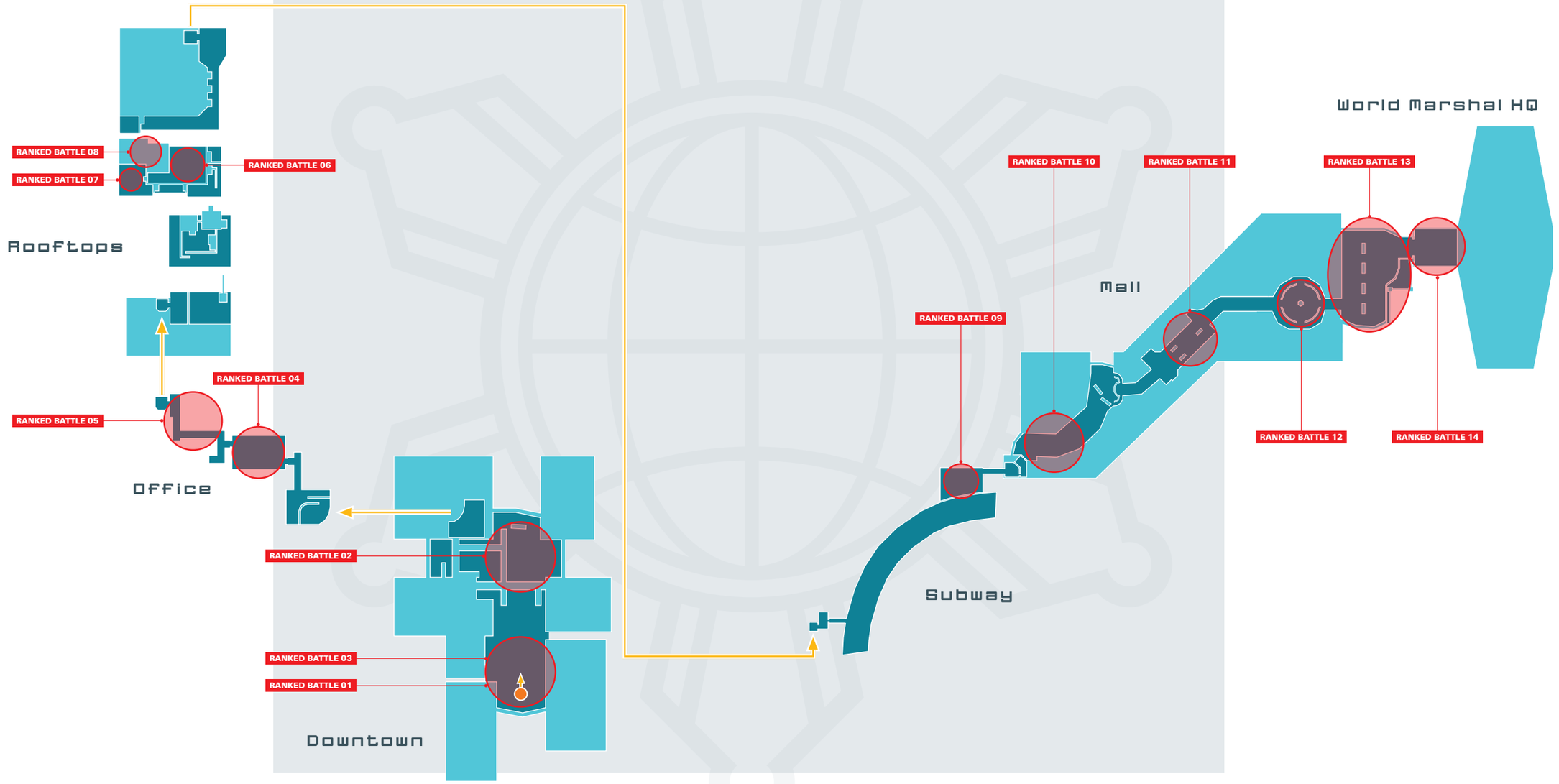
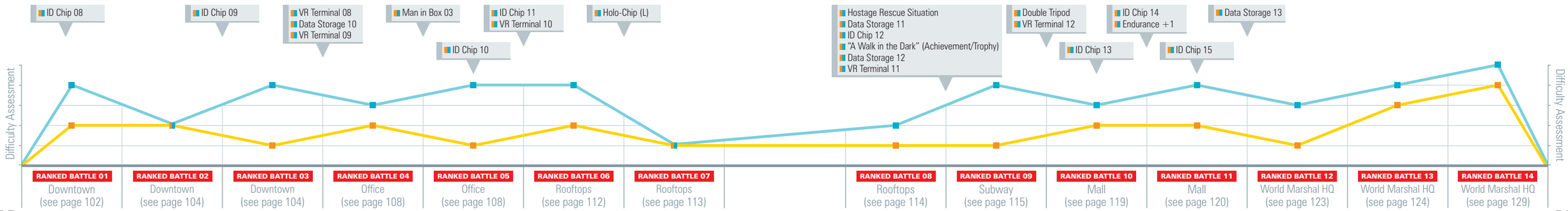


R-03: FILE TIMELINE



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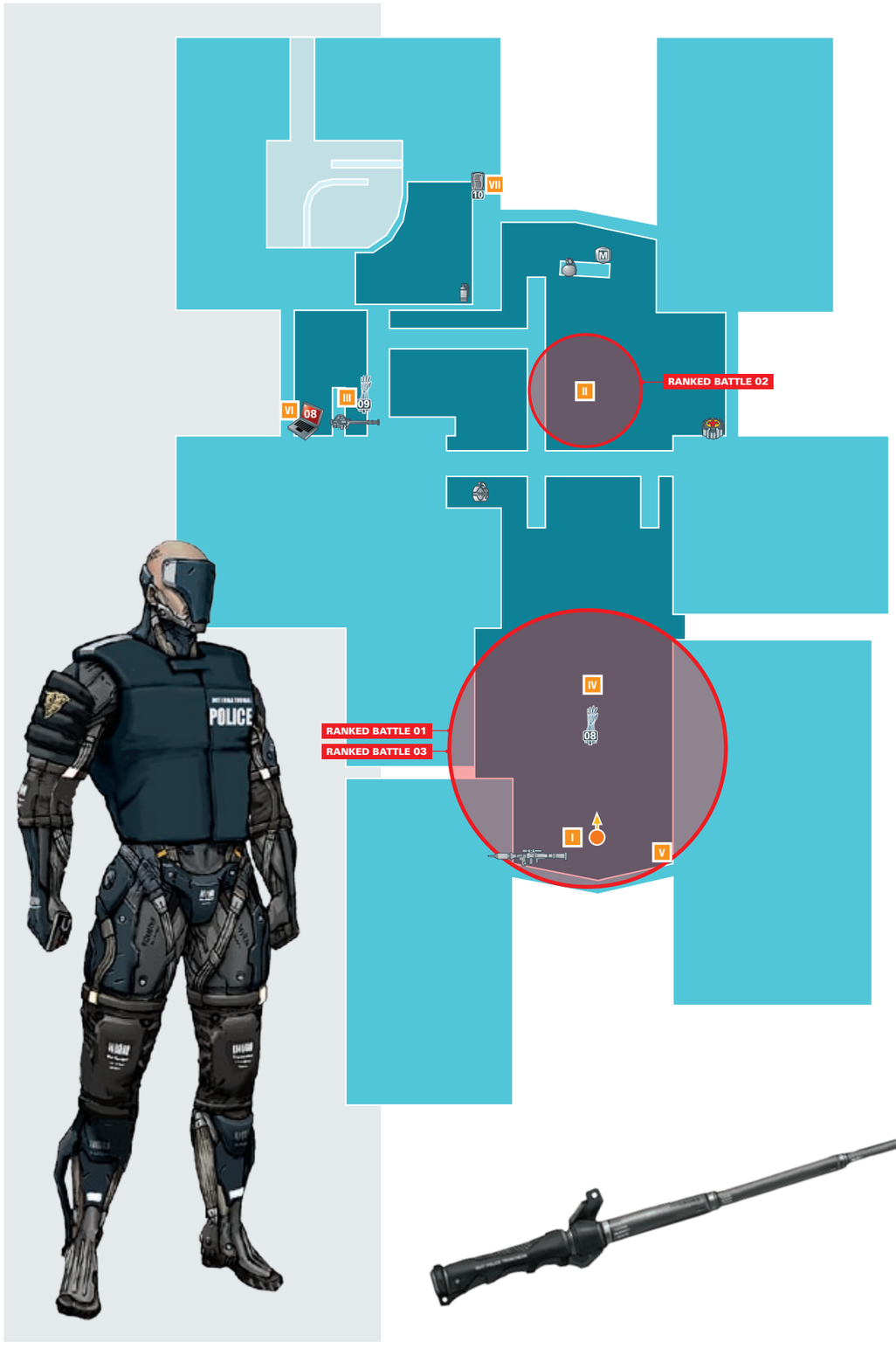
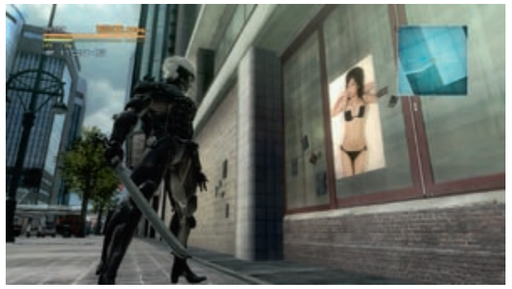


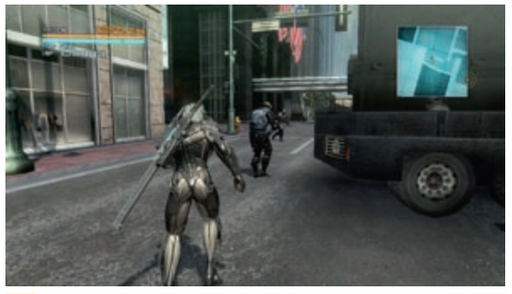
I **Ranked Battle #1** (see overleaf) commences directly after the introductory cinematic, so have your controller ready to meet the opening attacks. One of the two Cyborgs that sprint to meet you at the start of the fight has **ID Chip 08** in his left hand, so be sure to obtain this on a first playthrough.



V File R-03 features a special Easter egg: there are three locations where you can employ a single Blade Mode slice to reveal a hidden picture. The first of these is located on the wall here.

II **Ranked Battle #2** (see page 104) follows as soon as you reach the intersection. If you are on a speed run or a similarly specific objective that doesn't involve scores or collectibles in this area, you can bypass this fight (and, indeed, two that follow it) by using the nearby stairs to reach a walkway, then Ninja Run to the office via the bridge before the GRADs destroy it.

VI **VR Terminal 08** is concealed behind a barricade in this position.



III **Unrated Combat.** Once the dust clears after the prior confrontation, four Cyborg Cops will enter the area – two from the north, and two more from the west. You can score two easy Ninja Kills with the former: from your starting position at the intersection, sneak behind them via the left-hand side of the barricade. There is little point in employing stealth for the second pair, as that entails waiting until they move into specific positions. One of these Cyborgs relinquishes **ID Chip 09**, so identify him in AR Mode before you engage them.

VII When you reach the terrace just outside the Denver Examiner offices, **Data Storage 10** can be found on top of the glass and steel enclosure above the escalators. Collect this before you enter the foyer: the way back is blocked once you go inside.

IV A Codec conversation ensues after the last Cyborg Cop has been eliminated, directing Raiden to **Ranked Battle #3** (see page 105), which takes place in the same location as Ranked Battle #1.

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RANKED BATTLE #1

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	2:00	1,000
	2:30	900
	3:00	750
	5:00	600
	8:00	500
BP	2,000	1,000
	1,800	900
	1,500	750
	800	600
	200	500
Zandatsu	12	1,000
	8	900
	6	750
	3	600
	1	500
Longest Combo	35	1,000
	30	900
	20	750
	10	600
	5	500
Kills	12	1,000
	10	900
	8	750
	4	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	**S**	**A**	**B**	**C**	**D**

ENEMY ARCHETYPE: CYBORG COP

Though identical in terms of behaviors and weaknesses, the Cyborg Cop variation encountered throughout this file has marginally improved endurance. Further information: see page 184.

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

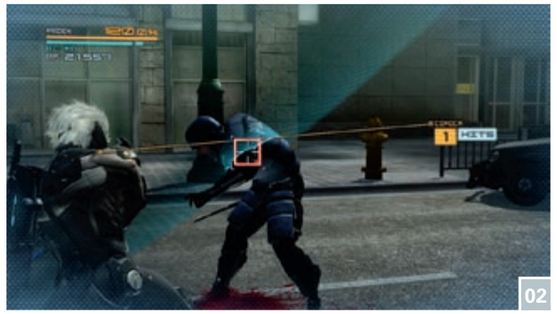
Preparation:

- **Combat Trigger:** Battle begins after the opening cinematic.
- **Recommended Equipment:** EM Grenades, Sai, Pincer Blades
- **Enemies:** Cyborg Cop x5 (+Cyborg Cop x2, Armored Cyborg x1, followed by Cyborg Cop x3, Armored Cyborg x1)
- **Difficulty:** Moderate (E/N/H), Challenging (VH/R)
- **Note:** This Ranked Battle has a mid-combat checkpoint. There are actually two fights: the large opening confrontation, followed by a brief pause as the active combat arena is expanded to the north (and the checkpoint is recorded), then a smaller fight further along the highway. If your performance is less than stellar in the first stage of the engagement, be quick to select Restart well in advance of the second part of the battle.

01

Preface (Easy, Normal & Hard):

- Don't forget that one of the two Cyborgs that attack at the start of the fight carries ID Chip 08.
- On a debut playthrough, when you lack the weapons employed in our core strategies, you can gain a respectably high Rank (and, if you insist, a perfect S) by employing the Sliding Tackle/Zandatsu combination (01). You can also use this battle as a playground to practice a similar yet swifter technique that is a staple of S-Rank strategies on higher difficulty levels. Ninja Run towards a Cyborg, hit him with a single sword swipe when you move within range to stagger him (02), then immediately enter Blade Mode to perform an instant Zandatsu with a precision slice.
- Once you have unlocked the Sai and Pincer Blades, you can follow the strategies detailed here.



02

No Damage Strategy:

1. As soon as the fight begins, snap-throw an EM Grenade to incapacitate the five Cyborg Cops in front of you. This will enable you to move to each one in quick succession and dispatch them with a single Blade Mode slice (03). Be sure to perform a Zandatsu on the fifth target to recharge Raiden's Fuel Cell Gauge. You should finish as the grenade effect dissipates.

03

2. Ninja Run to the barricade to the south to greet the two additional Cyborg Cops that enter the fray with instant slicing kills in Blade Mode; don't waste time with Zandatsu finishes.
3. Ninja Run to avoid the Armored Cyborg who should be closing on your position, then acquire a Target Lock and stun him with the Sai (04). Switch to the Pincer Blades for maximum damage, then eliminate him with a Zandatsu.

04

4. Run away from the barricade to trigger the second wave of enemies. Snap-throw another EM Grenade as soon as they are closing in on your position then, as before, perform single-slice Blade Mode finishes with at least one Zandatsu.
5. You can now eliminate the Armored Cyborg with the same tactics employed against his earlier comrade.
6. An alternative approach is to aim for a No Kills bonus in addition to the No Damage points. The overall strategy is the same, but you must neutralize opponents with limb slices (05) instead of lethal torso incisions.

05

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 3:00	750+
BP	≥ 800	600+
Zandatsu	≥ 3	600+
Longest Combo	≥ 20	750+
Kills	≥ 10	900+
No Damage Bonus		1,500
Score Total (S-Rank):		**5,100+**

NO KILLS & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	≥ 200	500+
Zandatsu	0	0
Longest Combo	≥ 5	500+
Kills	0	0
No Kills Bonus		1,500
No Damage Bonus		1,500
Score Total (S-Rank):		**5,000+**

06

Perfect Sheet Strategy:

1. You can obtain a Perfect Sheet at the end of the fight by broadly following the strategy outlined for a No Damage finish. The main difficulties are the Longest Combo requirement (35 hits), and the added complication of finishing each kill with a Zandatsu: this takes time, making it tricky to finish in under two minutes. You may take a little damage from firearms, but this is not a problem.
2. During the first battle, you won't have sufficient time to kill each foe with Zandatsu before the EM Grenade effect dissipates. Simply rush to each target, deal a single blow, then enter Blade Mode to secure one-slice Zandatsu kills. Ideally, you should angle your approach to eliminate two or even three opponents in the same Blade Mode instance (06); collecting multiple Electrolyte Cores in quick succession leads to shorter mandatory animation sequences. The seconds that this can save really matter with the paltry two-minute deadline.
3. With a fast finish in the opening section of the fight, you can then use the post-checkpoint section of the battle to achieve the required 35-hit combo. Make extra hits in Blade Mode as you eliminate the three Cyborg Cops in quick succession, and you can reach the threshold while you deal with the Armored Cyborg. If necessary, you can knock him down and secure extra hits as he lies prone before you enter Blade Mode.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	2,000	1,000
Zandatsu	12	1,000
Longest Combo	35	1,000
Kills	12	1,000
Score Total (S-Rank):		**5,000**

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RANKED BATTLE #2

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	2:00	1,000
	2:30	900
	3:00	750
	4:00	600
	8:00	500
BP	500	1,000
	300	900
	200	750
	150	600
	100	500
Zandatsu	2	1,000
	1	500
Longest Combo	35	1,000
	30	900
	20	750
	10	600
	5	500
Kills	2	1,000
	1	500
No Damage Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	**S**	**A**	**B**	**C**	**D**

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** Battle begins as soon as you reach the intersection.
- **Recommended Equipment:** Sai
- **Enemies:** GRAD x2
- **Difficulty:** Simple

Preface (Easy, Normal & Hard):

- You will not have the raw attack power (nor the Sai) to eliminate either GRAD quickly on your first visit to this area, which necessitates a longer and more involved brawl with these two armored titans. With upgrades gained after a first playthrough, Execution prompts are easy to come by against these foes; at this stage, however, your more damaging combos are more likely to trigger Blade Mode prompts to slice armor. You can just ignore the prompt entirely and continue your combo.
- As the second GRAD is less aggressive on lower difficulty levels, you can Ninja Run to its position without sustaining damage and hit the required combo total with Pole-Arm attacks.
- On return playthroughs on Easy, Normal and (to a lesser extent) Hard, you may find that the GRAD can be quite delicate: it's actually easy to accidentally destroy them and miss the Zandatsu opportunity. To avoid this, always try to attack them from the front: this way, you will always see the Execution prompt once you reach the required damage threshold.

Perfect Sheet & No Damage Strategy:

1. Run straight towards the first GRAD at the center of the intersection as it slides in from the right (07), and Parry Counter its first attack before finishing it off with an Execution move and a Zandatsu. On Very Hard, the Parry Counter isn't as effective, so toss an RP Grenade instead, and grind the first GRAD down quickly. Ripper Mode is another option to make short work of your target.
2. Quickly turn towards the second GRAD and acquire Target Lock, then disable it with a Sai attack. If you build a combo with your favored blade only, you can stun the GRAD a second time with the Sai – its cooldown period is faster than the GRAD's recovery time. Repeat the procedure until you trigger an Execution move, then finish off the tank with a Zandatsu. With practice, you can make approximately 20 hits in Blade Mode during an Execution on a GRAD before making a last-second grab for the Electrolyte Core. This will enable you to easily meet the 35-hit Longest Combo requirement.

PERFECT SHEET & NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	1,000
BP	500	1,000
Zandatsu	2	1,000
Longest Combo	35	1,000
Kills	2	1,000
Score Total (S-Rank):		**5,000**

RANKED BATTLE #3

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	1:30	1,000
	2:00	900
	2:30	750
	3:00	600
	6:00	500
BP	1,000	1,000
	800	900
	500	750
	250	600
	100	500
Zandatsu	4	1,000
	3	900
	2	600
	1	500
Longest Combo	30	1,000
	25	900
	20	750
	10	600
	5	500
Kills	4	1,000
	3	900
	2	600
	1	500
No Damage Bonus		1,500
No Kills Bonus		1,500

OVERALL RANK

Score Total	5,000	4,500	3,750	3,000	0
Rank	**S**	**A**	**B**	**C**	**D**

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Combat Trigger:** When prompted after killing the four Cyborg Cops, approach the green waypoint at the start of the area.
- **Enemies:** Armored Cyborg x4
- **Recommended Equipment:** EM Grenades & Pincer Blades, or RP Grenades & Sai
- **Difficulty:** Simple (E/N/H), Challenging (VH/R)

Preface (Easy, Normal & Hard):

- Though they can often weather blows from Raiden's attacks without flinching, Armored Cyborgs are still susceptible to the Sliding Tackle and other attacks that propel them into the air. On a first playthrough, this battle offers a playground for experimenting with the Launcher (✕/□, brief pause, then ✕/□ again) and Sky High (tap L towards the opponent twice, then press ✕/□). These techniques can either be used to temporarily disable vulnerable opponents while you deal with their allies, or to set up an attack. With the Pole-Arm equipped, for example, you can launch the Armored Cyborgs, and then "juggle" them with Y/△ (08).
- Armored Cyborgs are less redoubtable on lower difficulty levels, so the strategies outlined here – though certainly effective – might over-complicate a relatively simple battle. As all four opponents focus on melee attacks, a watertight defense and at least one Zandatsu should be sufficient to secure an S-Rank finish through a No Damage bonus.

No Damage Strategy:

1. Wait for the four Armored Cyborgs to enter the fray, then run around the arena to "kite" them until they are grouped together. At this point, quickly turn around and snap-throw an EM Grenade (09).
2. As soon as you have incapacitated the group, strike with the "Wake Turbulence" Pincer Blades combo (see page 206), but position Raiden carefully to ensure that one of them doesn't endure the full force of the attacks: those that do will most likely be destroyed instantly (10).
3. You can then deal with the remaining foe by switching to the Sai to disable him, then finish him off with a Zandatsu for score purposes.
4. An alternative approach is to hit all four Cyborgs with a single charged Pincer Blades attack to weaken them, then slice a limb from each of them before you move away. If you can reach a combo of at least 10 hits in Blade Mode, finishing the battle in less than two minutes, the No Kills and No Damage bonuses should guarantee an S-Rank.

NO DAMAGE

CATEGORY	OBJECTIVE	SCORE
Time	≤ 2:00	900+
BP	≥ 250	600+
Zandatsu	≥ 1	500+
Longest Combo	≥ 10	600+
Kills	4	1,000
No Damage Bonus		1,500
Score Total (S-Rank):		**5,100+**

Perfect Sheet Strategy:

1. As soon as the first Cyborg lands, throw an RP Grenade towards him (the smoke cloud will protect you against the other incoming foes) and enter Ripper Mode.
2. Eliminate your targets in sequence by pulling yourself to them with a Sai attack, and follow up with an immediate Zandatsu (with one or two extra slices to maximize the BP score). Disable Ripper Mode when there is only one Cyborg left.
3. Incapacitate the final Cyborg with a charged Sai attack, then build up the combo with standard strikes. If you have yet to reach the 30-hit threshold, land additional slices in Blade Mode before a Zandatsu finish.

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	≤ 1:30	1,000
BP	1,000	1,000
Zandatsu	4	1,000
Longest Combo	30	1,000
Kills	4	1,000
Score Total (S-Rank):		**5,000**

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On a first playthrough, without guidance, this boss fight can be disorienting and extremely challenging. To avoid frustration, we strongly recommend that you study the distinct phases of the battle with Monsoon before you rush to engage him. When you have experienced each unique attack phase, and have a sense of what you can expect to accomplish while they are active, this becomes a much easier battle to complete with an S-Rank.

Once combat begins, Monsoon will sprint at Raiden to launch an opening attack, so be ready to parry. On a later playthrough, you can actually meet him with a charged Pincer Blades assault to inflict high damage.

STANDARD PHASE

The battle begins in this phase, with Monsoon assailing Raiden with a wide range of attacks. Though Parry Counters do not connect, the act of simply parrying blows can open up opportunities to inflict damage (01). Monsoon is at his most defensively vulnerable during this phase.

01

- On a first playthrough, focus on defense over attack at first, favoring short combo ripostes until you gain an appreciation of Monsoon's movement and strategy during this phase. This may lead to a protracted battle, but the experience you gain will stand you in good stead when you return on higher difficulty levels.
- Many of Monsoon's assaults are easy to spot, and only a few inflict noteworthy damage. Watch out for his aerial combo and pinwheel attacks in particular: these hit hard. You will need to be ready to adjust the direction in which you parry with L at all times (02).

02

- With practice and a little experience, you can attack with greater aggression. Well-timed sword combos can leave Monsoon reeling, and charged Pincer Blades blows (once you acquire the weapon) can cause massive damage.
- If you inflict sufficient injury within a short period of time, you may receive a prompt to enter Blade Mode. This offers a small window to hit a weak spot with a precision blade slice. This is a "measure twice, cut once" situation: be sure to carefully align the blue guideline before you release the stick to strike.

If successful, Monsoon's body will fall apart. Run to his head and attack it to inflict additional damage before your opponent reassembles. Charged Pincer Blades attacks are particularly devastating if you can time them for the precise moment that Monsoon becomes active again (03).

03

SMOKE PHASE

Monsoon throws an RP Grenade, then proceeds to launch fast attacks on Raiden from multiple directions. Stand still and parry each blow (tilting L in the appropriate direction) until the sequence ends (04): you cannot harm your opponent during this stage. Though difficult to judge, it is sometimes possible to hit Monsoon with a Parry Counter on his final darting attack.

04

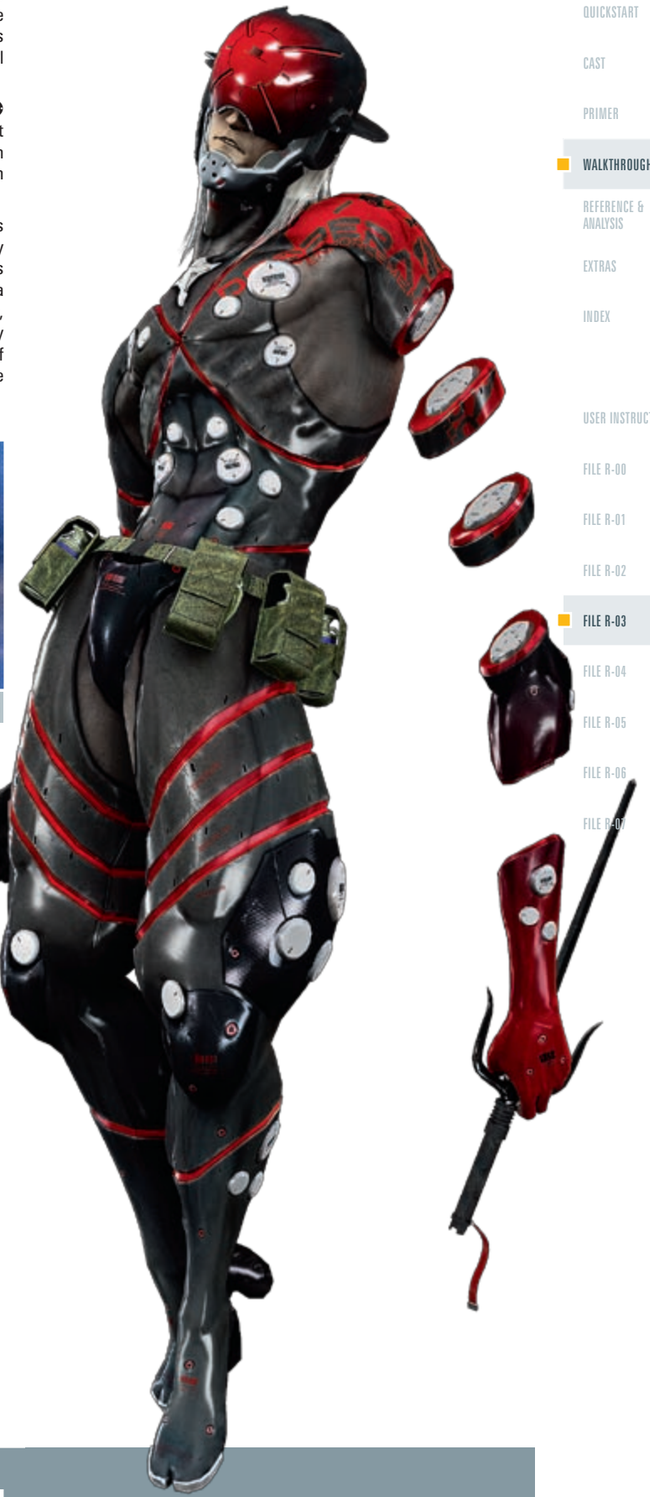
MAGNETIC FORCE PHASE

This phase occurs when you reduce Monsoon's health to below 70%, then 50% and 20%. Your opponent will leap between a succession of inaccessible (for Raiden) vantage points above the arena, before halting at a raised position. He will then hurl objects at Raiden. Be ready to enter Blade Mode to destroy them when the prompt appears.

05

- Monsoon will always hurl a single item when he first enters the Magnetic Force Phase, followed by two in a second barrage before the phase ends. The number of items will increase every time he enters this phase; eventually, you will need to successfully slice several improvised missiles in rapid succession.
- The trick to successfully slicing the helicopters and APCs is to tilt L towards each object in turn and employ horizontal slices for those that approach from the side, and vertical slices for those that fly in from above (05). This can be a little overwhelming at first, but you'll soon perform this feat with greater confidence after a little practice.
- If Raiden is hit by one of Monsoon's missiles, he will be bowled from his feet by the resultant explosion, and miss the opportunity to slice any remaining objects in that attack wave. This can lead to repercussions with your BP score for this fight. Each unorthodox projectile drops a collectible item when sliced; after a typical Magnetic Force barrage, you can have many of these to collect (06). To acquire the necessary 1,000 BP for a Perfect Sheet finish, you must enjoy a high level of accuracy with each wave of projectiles, and be quick to pick up the items before they disappear.

06



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PURPLE AURA PHASE

Completing the first Magnetic Force Phase leads to the first instance when Monsoon enters his Purple Aura Phase (07), which can then occur at any point during the fight. In this stage, Monsoon can separate his body parts to avoid combos, and uses a particular sequence of attacks.

- The first assault is to extend his fist over an improbably long distance to stab with his Sai blade. This can easily stun Raiden, which leads to heavy damage while you are unable to block subsequent strikes. There are three ways to deal with this attack: an optimal Parry Counter, simple defensive parrying, and retreating to a safe distance. The latter is impractical if you are aspiring to an S-Rank. A Parry Counter, however, will immediately "sever" Monsoon's arm, and expedite his next attack.
- When the Sai assault ends, Monsoon's lower body will charge at Raiden and, once it moves within range, attempt to kick him. This is easier to evade than the Sai, but a better strategy – once again – is to parry, and ideally to Parry Counter to inflict damage.
- Finally, Monsoon's upper body will float in to attack. Again, a Parry Counter is the best conclusion here.

As the Purple Aura Phase can be costly in terms of time, not to mention dangerous, it's advisable to avert it entirely. There are two reliable methods to achieve this: snap-throw an EM Grenade to land close to Monsoon to cancel the phase immediately, or hit him with a charged Sai attack (not available during your first encounter), then move in close to take the Blade Mode opportunity. If you cannot do this, focus on Parry Counters to bring the phase to an end as quickly as you can – otherwise, it will last until Monsoon runs out of energy. If you see it through to the bitter end, Monsoon is always stunned at the end of this phase. Sprint to his head for a chance to attack before he reassembles. For devastating damage on subsequent playthroughs, try to time a charged Pincer Blades attack to connect at the precise moment when Monsoon becomes active again.

07

09

LORENTZ FORCE PHASE

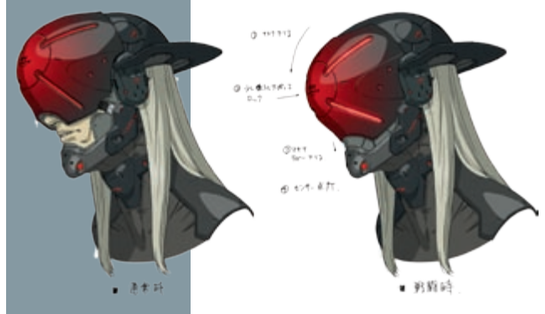
Once his health falls below 40%, Monsoon will use his remarkable electromagnetic powers to form a gigantic spinning mass of metal that drops explosive barrels in its wake. He will then repeatedly attempt to steamroller Raiden with this giant projectile. There are two ways to react to this:

- The most efficient solution is to parry the spinning mass twice in a row (08), then slice it in Blade Mode. This ends the phase instantly, saving precious time and reducing your chances of being harmed by an explosion.

08

- Alternatively, you can avoid the mass of twisted metal (and the explosive barrels) by running from one side of the arena to the other (09). Avoid moving too early when the object rotates in a fixed position: being trapped in a corner makes it more likely that Raiden will be caught by the explosions.

Once the Lorentz Force Phase ends, Monsoon will return to his previous random cycle of attack phases until you reduce his health to 10%.



DENOUEMENT

At 10% health, Monsoon will employ his Lorentz Force Phase again, which is followed by a sequence where you must follow onscreen button and Blade Mode prompts to end the fight.

- There is a checkpoint after the final Lorentz Force Phase. If you are attempting to obtain an S-Rank, and feel that you have failed to meet the time or BP requirements, it's vital that you select Restart before the Lorentz Force Phase ends. Otherwise, you will need to restart the chapter from the very beginning to try again.
- The closing moments of the battle begin with a prompt to Ninja Run, followed by an APC to slice in a short Blade Mode opportunity. This is immediately followed by a prompt to press Ⓨ+Ⓑ/△+◎ to enter Blade Mode and eviscerate Monsoon. This is a great opportunity to build up a long combo.

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RANKED BATTLE #14: MONSOON

RANK SHEET

CATEGORY	REQUIREMENT	SCORE
Time	8:00	2,000
	9:00	1,800
	10:00	1,500
	12:00	1,200
	16:00	1,000
BP	1,000	2,000
	800	1,800
	500	1,500
	250	1,200
	100	1,000
Zandatsu	-	-
Longest Combo	30	2,000
	25	1,800
	20	1,500
	10	1,200
	5	1,000
Kills	1	2,000
No Damage Bonus		2,000

OVERALL RANK

Score Total	8,000	7,200	6,000	4,800	0
Rank	S	A	B	C	D

S-RANK COMBAT GUIDE: ALL DIFFICULTIES

Preparation:

- **Recommended Equipment:** EM Grenades, Pincer Blades, Sai
- **Difficulty:** Demanding
- **Note:** You can call Courtney via Codec to "save" during the fight after selecting your equipment; this will ensure that you begin with the same setup after a Restart.

Perfect Sheet & No Damage Strategy:

- **Time:** There are three complementary ways to greatly accelerate the fight outcome: firstly, make sure you immediately disable Monsoon's Purple Aura state every time it begins with an EM Grenade or a charged Sai attack. Secondly, make sure you parry the spinning mass twice in a row during the Lorentz Force Phase, then slice it in Blade Mode to end the sequence immediately. Finally, use the Pincer Blades. Its charged attacks inflict tremendous damage, may stun Monsoon, and usually take precedence over many of Monsoon's assaults (with a few exceptions, particularly the aerial stab combo). Using the Pincer Blades during most phases is not compatible with a No Damage strategy, however. Regardless of this, be sure to employ the Pincer Blades after completing the Blade Mode opportunity to slice Monsoon's weak point. Approach his head, then charge a Wake Turbulence combo. As soon as the blade glows red and Monsoon reassembles, release the button to strike and cause massive damage.
- **BP:** To maximize BP obtained during this fight, you need to enjoy an excellent success rate during the Magnetic Force Phase, then collect the items (Repair Nanopaste and EM Grenades) before they disappear. Whenever your inventory stock of these items is full, each one provides a bonus 100 BP. (If you wear the unlockable Infinite Wig A, each grenade will automatically offer the BP bonus when collected.)
- **Longest Combo:** During the closing Execution, slice with wild abandon to meet the 30-hit combo requirement.
- **No Damage:** It's possible – but extremely difficult – to obtain the No Damage bonus in this battle. Even if your defense is watertight and you manage to parry all of Monsoon's direct attacks, one of the main challenges is that Raiden automatically sustains a small but significant amount of damage if he's close to the explosion of Monsoon's RP Grenades at the beginning of each Smoke Phase. The only way to avoid this is to be far enough from the detonation to avoid it altogether (10), or – even better – to weaken and kill Monsoon quickly to prevent him from ever entering his Smoke Phase. Though still extremely tricky to achieve, it's clearly a less intimidating prospect on Easy, Normal or Hard than it is on Very Hard and Revengeance…

10

PERFECT SHEET

CATEGORY	OBJECTIVE	SCORE
Time	8:00	2,000
BP	1,000	2,000
Zandatsu	-	-
Longest Combo	30	2,000
Kills	1	2,000
Score Total (S-Rank):		8,000

SUGGESTED UPGRADES

The accompanying table suggests purchases that you should make at the Customize screen after completing File R-03.

CATEGORY	ADVICE
Main Weapon	Take all three available enhancements for the High-Frequency Blade (48,000 BP).
Unique Weapon	Unlock the Sai (10,000 BP) and its first enhancement if you can afford it (6,000 BP), and obtain the Strength +3 upgrade for the Pole-Arm (16,000 BP).
Life	Though perhaps a lesser priority, you can pick up Endurance +3 if you have sufficient funds (20,000 BP).
Fuel Cells	Purchase Fuel Cell Upgrade 3 (20,000 BP).

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ENEMIES

In this section, we offer additional combat advice and reveal hidden facts and figures for all standard adversaries. Naturally, if you have yet to complete Story mode for the first time, you may encounter opponents that you haven't engaged in combat so far. To assuage the fears of the spoiler-averse, we can assure you that you will have met all core enemy archetypes by the conclusion of File R-03.

CYBORG

LIFE VALUES*

VARIANT	EASY	NORMAL	HARD	VERY HARD	REVENGEANCE
Cyborg (Default)**	44-54	55-65	110-130	165-195	165-205
Cyborg (Cop)	48-53	60-65	120-130	180-200	180-210
Cyborg (Desperado)	132-142	165-175	330-350	495-525	495-535
Cyborg (Riot Shield)	60	75	90	180	180

* Cyborgs with a collectible left hand have 50% extra health. ** These values apply to the green default variant. The brown Cyborgs encountered in File R-00 have 20% less health.

ATTACKS

WEAPON	ATTACK	DAMAGE*					PARRY
		EASY	NORMAL	HARD	VERY HARD	REVENGEANCE	
Machete/Baton	Normal attack; 1st and 2nd attack in 3-hit combo	20	40	60	120	400	Yes
	Jump attack; 3rd attack in 3-hit combo	30	60	90	180	600	Yes
Grenade	Each grenade	100	100	100	100	100	No
Assault Rifle	Each bullet	3	3	3	3	3	No
Rocket Launcher	Each rocket	75	100	150	250	800	No
Riot Shield	All attacks	20	40	60	120	400	Yes
Double Blade	2-hit attack	30	60	90	120	600	Yes
		35	70	105	140	700	Yes
	3-hit attack	25	50	75	100	500	Yes
		25	50	75	100	500	Yes
		30	60	90	120	600	Yes
	Single attack	25	50	75	100	500	Yes

* These damage values apply to the default Cyborg variant. Cop Cyborgs inflict 20% less damage, and Desperado Cyborgs inflict 80% more damage.

Notes:

- There are three visual variants of this enemy type (Default, Cop and Desperado). All standard Cyborgs tend to be equipped with one melee weapon (machete/baton, double blade or riot shield) and one ranged weapon (rocket launcher, assault rifle). Those armed with an assault rifle or rocket launcher tend to fire from distance, but will switch to their close-range weapon when Raiden moves nearby or attacks them with a melee blow. There is an exception to this rule: some Cyborgs are equipped only with a rocket launcher, and will use this weapon at all times – even at point-blank range.
- All Cyborgs can potentially use grenades, which they will toss to land in Raiden's approximate direction. Though it is possible to return these to sender with a deft Blade Mode strike, this is impractical in combat situations. It's much wiser to retreat out of range, or use a precise Defensive Offense dodge to evade the explosion.
- Cyborgs disappear and count as a "No Kill" if you slice one to three limbs and move away, or if you make them vanish with the High-Frequency Wooden Sword.
- All standard Cyborg variants can be sliced in Blade Mode at any time. Unless you need to build a combo for score purposes, the most safe and efficient way to eliminate these opponents is to inflict a single blow to stagger the target (cancelling any attack in progress), then eliminate him immediately in Blade Mode. Early in your Metal Gear Rising: Revengeance career, the Sliding Tackle can be employed to set up easy kills. As you approach the target, or bowl him from his feet, enter Blade Mode immediately to perform a Zandatsu or sever limbs as required.
- Cyborgs die in an automatic explosion if the head, body or all four limbs are sliced in Blade Mode.
- Cyborgs have an unblockable grab attack that you can evade by running away, jumping and remaining in the air with a combo, or dodging. If you are restrained in this fashion, waggle L to escape.

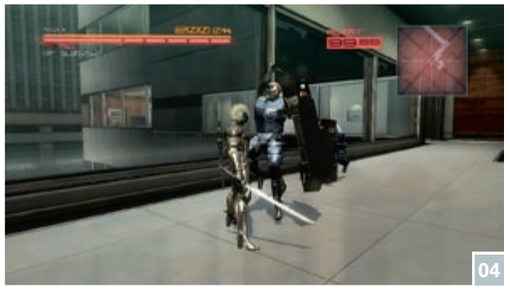
BODY PARTS

WEAKNESSES PER VARIANT

ACTIVE WEAPON	WEAKNESSES
Machete/Baton **Grenade** **Assault Rifle** **Rocket Launcher** **Double Blade**	Instant Zandatsu finishes performed: ■ while they are blinded by an RP Grenade, or stunned by a EM Grenade; ■ during a Sliding Tackle approach; ■ after a single blade blow to stagger the target; ■ after a magnetic pulling move with the Sai; ■ after any skill that causes a "super" slow-motion effect – see page 204.
Riot Shield	Zandatsus performed from above or behind. This can be engineered by jumping above them and entering Blade Mode in the air, or by performing a lateral dodge with the Defensive Offense move. You can destroy the shield instantly with a Parry Counter.

PARRY COUNTER NOTES

ACTIVE WEAPON	NOTES
Machete/Baton	■ **3-hit combo:** All three blows are fast and straightforward. Parry immediately as you see the red glow, then gradually learn to slightly delay the parry command until you perform a riposte. A Parry Counter is possible on any of the three hits. ■ **Jump attack:** This attack has a rather long animation. Wait until the enemy starts moving downwards, and activate the parry command only when you see him raise his weapon hand in the air (01). ■ **Arm-whirl attack:** Wait until the target whirls his arm round once, then raises it again (02) before you activate the parry command.
Double Blade	■ **Jump attack:** This is easy to Parry Counter. Execute the move when the target has both arms raised above his head during the approach. ■ **2-hit combo:** Both blows are fast and straightforward. Parry immediately as you see the red glow, then gradually learn to slightly delay it until you master the timing for a riposte. A Parry Counter is possible on both hits. ■ **3-hit combo:** The first blow is fast, but is followed by a short delay before the next one. If you miss the first opportunity, wait approximately half a second before you activate the parry command for a chance to counter. Time this to coincide with the moment when the weapon in the Cyborg's left hand performs a horizontal swipe in your direction (03). If you miss this, parry again immediately: the final blow follows shortly afterwards.
Riot Shield	■ **Jump attack:** This is very easy to Parry Counter. Activate the command at the end of the jump, just as the weapon is about to touch Raiden, with the shield moving to the side (04).



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WEAPONS

All weapons are defined by three main attributes, though some of them also have a fourth special feature. Raiden's initial High-Frequency Blade is used as a point of reference for all other weapons, with base values of 1 in all categories. As you purchase upgrades and unlock new weapons, you will notice that multipliers are used to quantify the perks. For example, Strength upgrade #1 for the High-Frequency Blade (a 1.2 multiplier) improves the sword's Strength by 20%. Unlock the Stun Blade, however, and your initial Strength value is down to 0.8 – which indicates that the Stun Blade is 20% less powerful than the default, non-upgraded HF Blade.

- **Strength:** This defines the amount of damage dealt by each blow with the weapon. The higher the value, the more damage you will inflict.
- **Absorption:** This governs how quickly you will refill the Fuel Cell Gauge by dealing blows with the weapon. The higher the value, the faster you will replenish energy.
- **Consumption:** This determines the depletion rate of your Fuel Cell Gauge while in Blade Mode. The lower the value, the more slowly energy will drain.
- **Special Properties (Stun, Armor Break, Vanish):** With some weapons, you can unlock and upgrade a unique feature. These are often extremely potent, and usually have a specific application in combat.

WEAPON ATTRIBUTES

WEAPON	DESCRIPTION	UNLOCK CONDITION	BP COST (WEAPON)	ATTRIBUTES	DEFAULT VALUE	UPGRADES					BP COST (UPGRADES)				
						#1	#2	#3	#4	#5	#1	#2	#3	#4	#5
High-Frequency Blade	-	-	-	Strength	1.0	1.2	1.4	1.8	2.5	3.0	6,000	12,000	16,000	20,000	30,000
				Absorption	1.0	1.1	1.2	1.5	1.8	2.0	6,000	12,000	16,000	20,000	30,000
				Consumption	1.0	0.9	0.8	0.7	0.5	0.3	6,000	12,000	16,000	20,000	30,000
High-Frequency Murasama Blade	Strong and fast (speed +10%)	Complete the game on any difficulty	10,000	Strength	1.2	1.4	1.8	2.5	3.0	3.5	6,000	12,000	16,000	20,000	30,000
				Absorption	1.3	1.4	1.6	2.0	2.5	3.0	6,000	12,000	16,000	20,000	30,000
				Consumption	1.8	1.7	1.5	1.0	0.8	0.6	6,000	12,000	16,000	20,000	30,000
Stun Blade	Can potentially stun targets with every hit	Collect all Data Storage items (see page 224)	20,000	Strength	0.8	1.0	1.2	1.4	1.8	2.5	6,000	12,000	16,000	20,000	30,000
				Absorption	0.8	0.9	0.95	1.2	1.3	1.5	6,000	12,000	16,000	20,000	30,000
				Consumption	1.0	0.95	0.9	0.8	0.7	0.6	6,000	12,000	16,000	20,000	30,000
				Stun Chance	2%	6%	8%	10%	15%	20%	8,000	16,000	20,000	30,000	50,000
Armor Breaker	Has a chance to instantly turn armored targets to "full blue" vulnerable status with every hit	Collect all ID Chips (see page 224)	20,000	Strength	0.8	1.0	1.2	1.4	1.8	2.5	6,000	12,000	16,000	20,000	30,000
				Absorption	0.8	0.9	0.95	1.2	1.3	1.5	6,000	12,000	16,000	20,000	30,000
				Consumption	1.0	0.95	0.9	0.8	0.7	0.6	6,000	12,000	16,000	20,000	30,000
				Armor Break Chance	2%	6%	8%	10%	15%	20%	8,000	16,000	20,000	30,000	50,000
High-Frequency Long Sword	Long range and high power; speed -10%	Finish all VR missions with a 1st rank (see page 228)	20,000	Strength	1.5	1.8	2.0	2.5	3	3.5	6,000	12,000	16,000	20,000	30,000
				Absorption	0.75	0.8	0.85	1.1	1.3	1.6	6,000	12,000	16,000	20,000	30,000
				Consumption	1.25	1.2	1.15	1.0	0.9	0.7	6,000	12,000	16,000	20,000	30,000
High-Frequency Wooden Sword	You cannot slice targets in Blade Mode; has a chance to "vanish" all human opponents with every hit	Find all Men In Boxes (see page 224)	5,000	Strength	-0.5	-0.8	-1.0	-1.5	-2.0	-3.0	6,000	12,000	16,000	20,000	30,000
				Absorption	0.3	0.4	0.5	1.0	1.5	2.0	6,000	12,000	16,000	20,000	30,000
				Consumption	1.0	0.9	0.8	0.7	0.6	0.5	6,000	12,000	16,000	20,000	30,000
				Vanish Chance	2%	6%	8%	10%	15%	20%	8,000	16,000	20,000	30,000	50,000
High-Frequency Machete	Weak and defined by reduced range, but very fast (speed +10%)	Collect 10 Data Storage items (see page 224)	5,000	Strength	0.5	0.8	1.0	1.4	1.8	2.5	6,000	12,000	16,000	20,000	30,000
				Absorption	1.0	1.1	1.2	1.6	1.8	2.0	6,000	12,000	16,000	20,000	30,000
				Consumption	1.0	0.9	0.8	0.7	0.6	0.5	6,000	12,000	16,000	20,000	30,000
Pole-Arm	Useful to build up long combos	Complete R-01	10,000	Strength	1.0	1.2	1.4	1.8	2.5	3.0	6,000	12,000	16,000	20,000	30,000
Sai	Allows Raiden to pull himself almost instantly to targets; rechargeable "stun" function	Complete R-03	10,000	Strength	1.0	1.2	1.4	1.8	2.5	3.0	6,000	12,000	16,000	20,000	30,000
Pincer Blades	Efficient at destroying armor; can slice weakened body parts	Complete R-04	10,000	Strength	1.0	1.2	1.4	1.8	2.5	3.0	6,000	12,000	16,000	20,000	30,000

HIGH-FREQUENCY BLADE

Raiden's initial blade, once fully upgraded, has a very decent Strength stat, a solid Absorption rate, and the lowest Consumption value in the entire game. This means that you can remain in Blade Mode for longer with the HF Blade than with any other sword. This is extremely useful on early playthroughs as you gradually master the art of aligning precise Blade Mode slices to secure instant Zandatsu kills or non-lethal limb incisions. When you start to fight for S-Rank scores on higher difficulty levels, however, this is much less important: greater raw power or special effects are preferable attributes.

HIGH-FREQUENCY MURASAMA BLADE

Available for purchase once you complete Story Mode for the first time, this weapon becomes the ultimate sword once fully upgraded. Only the Long Sword can rival its Strength stat, but the Murasama Blade has a far superior Absorption rating, and is 10% faster than other weapons, which makes it matchless in terms of damage per second. For this reason, the Murasama Blade is extremely effective at triggering Execution opportunities against armored targets by reaching the required damage threshold in a short space of time.

The only potential flaw to the Murasama Blade is its Consumption value. At maximum level, this weapon causes the Fuel Cell Gauge to deplete twice as fast as the standard HF Blade. For experienced players, though, this will rarely be a problem: with practice, aligning Zandatsus to refill the gauge completely should only take a split-second.

STUN BLADE

You will unlock this weapon by collecting all Data Storage items (see page 225), which can be accomplished during your first playthrough. Though its standard attributes are below par, this sword shines thanks to its special property: it has a chance to instantly stun your current target with each blow. The probability that this will occur increases as you upgrade the feature. It starts at a negligible 2% chance per strike, but this figure increases to an impressive 20% once you purchase upgrade #5. At that point, performing swift combos of light attacks is likely to stun virtually any target within seconds – even nimble Raptors or tough Berserkers. If Raiden has maximum Fuel Cell energy, stunning an enemy leads to an Execution opportunity. As long as you don't miss a Zandatsu, this weapon enables you to eliminate foes in quick succession.

If you struggle to achieve S-Ranks by following the strategies detailed in our Walkthrough with traditional swords, consider switching to the Stun Blade whenever you face foes that pose you problems, or whenever you struggle to meet challenging Zandatsu requirements.

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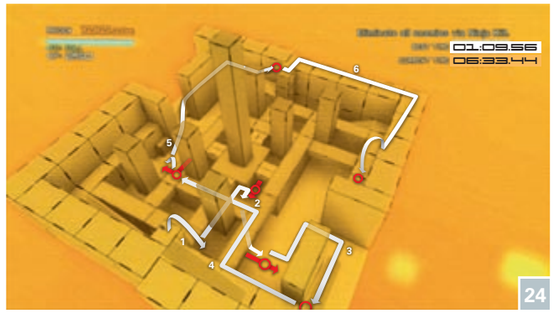
MISSION 14

PREPARATION

- **Availability:** VR Terminal 14 in File R-04 (see page 136)
- **Objective:** Eliminate all enemies via Ninja Kill.
- **Enemies:** Vodomjerka x2, Cyborg (Assault Rifle) x2, Gekko (Machine Gun) x2
- **Note:** The Gekkos in this mission are highly vigilant – they can spot you from afar, even if you stand on floor levels above or below their positions.

RANKING	TIME
1st	01:10.00
2nd	01:40.00
3rd	02:30.00



SUGGESTED STRATEGY (24)

1. **Target 1:** Jump down on ground floor, to the base of the pillar marked "Area Number A14". Immediately hide in front of the next pillar to your left. Wait for the Vodomjerka to pass your position and Ninja Kill it from behind.
2. **Target 2:** Hide behind the nearby wall, closest to the incoming Vodomjerka (use AR Mode to spot it). When it moves forward, follow it and perform the necessary stealth kill. Shorten the killing animation by entering Blade Mode for a fraction of a second.
3. **Target 3:** Immediately run after the Gekko, up the nearby stairs, and Ninja Kill it when you move within range. Again, don't forget to shorten the killing animation.
4. **Target 4:** Sprint forward on the same walkway, taking a right and a left. Wait behind the pillar to your right, and Ninja Kill the second Gekko the instant it turns its back to you.
5. **Target 5:** Jump down to the ground level and run to the stairs in the corner. Ninja Kill the Cyborg at the top when he turns his back to you (use AR Mode to see him through the pillar). The timer should now show 55 seconds or less if you plan to secure a 1st Rank finish.
6. **Target 6:** Go up the next flight of stairs to your left, and sprint around the arena. When you are about 10 meters away from the final Cyborg, jump towards him and press B/◎ to Ninja Kill him from above.

MISSION 15

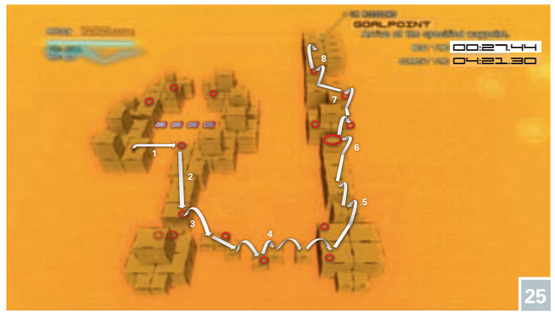
PREPARATION

- **Availability:** VR Terminal 15 in File R-04 (see page 136)
- **Objective:** Arrive at the specified waypoint.
- **Enemies:** Numerous and belligerent, though fortunately you only need to pay them a wide berth while you avoid their projectiles.
- **Note:** There are invisible platforms, revealed in AR Mode, which you can use as a shortcut.

RANKING	TIME
1st	00:30.00
2nd	00:50.00
3rd	01:30.00

SUGGESTED STRATEGY (25)

1. You could be tempted to use the invisible platforms as a shortcut, but there's actually an even *better* route: use the Sai to pull Raiden to the Cyborg to the right to cross the gap instantly.
2. Ninja Run to the end of the platform.
3. Manually jump to the next small platform.
4. Ninja Run until you reach the large square platform.
5. Perform a manual jump above this small gap.



: Invisible Platform

6. Sprint to the right of the GRAD, ignoring it completely.
7. Ninja Run towards the waypoint, combining confident zigs with consummate zags to avoid incoming Rockets. You can probably survive a single hit and still beat the time requirement, but a fall will end any aspirations for a 1st Rank conclusion.
8. Sprint to the goal point in a straight line once you have passed the final soldiers.

MISSION 16

PREPARATION

- **Availability:** VR Terminal 16 in File R-04 (see page 150)
- **Objective:** Eliminate all enemies.
- **Enemies:**
  - **Set 1:** Cyborg (Machete) x3, then Cyborg (Machete)
  - **Set 2:** Cyborg (Machete) x3, Cyborg (Assault Rifle) x2
  - **Set 3:** Tripod x10
  - **Set 4:** Tripod x10
  - **Set 5:** Cyborg Berserker x3, then Cyborg Berserker x2
  - **Set 6:** GRAD x1
- **Note:** The best way to deal with the foes in this mission is to use the turrets, taking care to ensure that your targets do not get too close. Move the turret with L, and fire with RT/R1. The process of aiming is very slow while firing, but much faster once you release the trigger.

RANKING	TIME
1st	02:30.00
2nd	02:50.00
3rd	03:20.00

SUGGESTED STRATEGY

1. **Sets 1 & 2:** Destroy each Cyborg in turn with a turret. Note that there is an orange flash when your current target is destroyed – whenever you see this, there's no need to waste any further time or bullets.
2. **Set 3:** The Tripods of this wave appear in line, one after the other, from your right to your left – destroy them all as soon as they enter the fray.
3. **Set 4:** These Tripods follow the same pattern, but appear from your left to your right. Pre-aim the turret diagonally to the left (26), then gradually rotate to the right as you kill the Tripods.
4. **Set 5:** Shoot the Berserkers in succession until you have them all stunned, then finish them off one by one while they're defenseless.
5. **Set 6:** The GRAD is the most difficult target to pin down, as it's very evasive. Get a sense of its sweeping movement style, back and forth across the arena, and replicate this with the turret until it falls. Your experience in Ranked Battle #2 in R-04 will put you in good stead here. Note that you can destroy missiles fired by the GRAD, though this is not a priority.

MISSION 17

PREPARATION

- **Availability:** VR Terminal 17 in File R-04 (see page 150)
- **Objective:** Eliminate all enemies using the supplied Sub-Weapon.
- **Enemies:**
  - **Set 1 (Area 1):** Cyborg (Assault Rifle) x1, Cyborg (Machete) x2
  - **Set 2 (Area 1):** Cyborg (Assault Rifle) x2, Cyborg (Machete) x2
  - **Set 3 (Area 2):** Tripod x4
  - **Set 4 (Area 2):** Cyborg (Double Blades) x2, Cyborg (Rocket Launcher) x2
  - **Set 5 (Area 3):** Raptor (Machine Gun) x2, Tripod x2, Gekko (Machine Gun) x1
- **Note:** This stage has three battle areas. You need to kill all enemies in an area to access the next one. There are Homing Missile and Grenade spawn points in all three areas: these are refreshed every second.

RANKING	TIME
1st	03:30.00
2nd	04:30.00
3rd	06:00.00

SUGGESTED STRATEGY

1. **Area 1:** Position yourself on ammo spawn points and take down the first Cyborgs at close range with uninterrupted snap-shots. It takes two explosions to kill a target. Deal with the second wave soldiers with a few missiles – your targets are bunched together behind the barricades when they enter the fray. Standing on a spawn point, you can fire relentlessly while manually aiming.
2. **Area 2:** When the invisible walls disappear, sprint to the second area and take refuge in front of the central blocks, where the Homing Missiles are located. Quickly deal with the melee Cyborgs with snap-shots when they come close. Next, take care of those wielding Rocket Launchers: climb on their platform, snap-fire a missile or toss a grenade at close range, and finish them off with a second shot. Finally, dispatch the Tripods running around with grenades. You really cannot afford to lose time here, so be methodical. Stock up on grenades using the spawn point found on top of one of the central blocks, then jump down and position Raiden at a suitable area of their patrol route. Snap-throw grenades as the Tripods approach you in a straight line (27), or at point-blank range.
3. **Area 3:** When the invisible walls disappear, fully restock your ammo and sprint to the third area. Unleash everything you have with snap-throws and quick-shots to destroy or at least stun two of the main targets (two Raptors and a Gekko). Once you're out of ammo, sprint to a corner and stand on a grenade spawn point. From here, snap-throw grenades relentlessly, focusing on the Raptors as a priority – their missiles are a threat if they are left unchecked. By unleashing a constant barrage of explosives, you should destroy one or two targets quickly. If your last target is a Raptor, don't relax when it falls, especially if you're still on track for a 1st rank: remember that you also need to destroy the Tripod "pilot".

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