



INTRODUCTION

Thank you for purchasing Prima's Official Guide to *Lost Planet 2*. This guide is packed with all of the tips, stats, and strategies you need to achieve total battlefield dominance and unlock all of the vast content that awaits you in Capcom's epic online shooter.

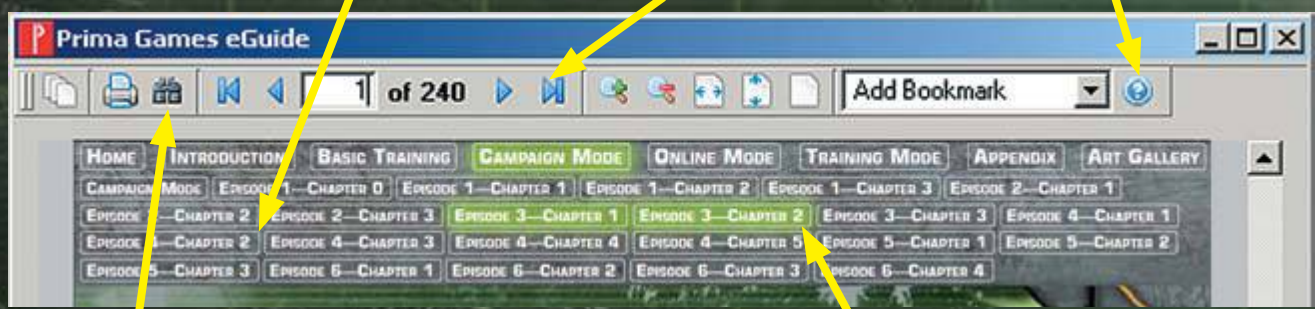
How to Use This eGuide

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Lost Planet 2* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.



Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.

primagames.com

How to Use This Book

Here's what you'll find in each individual chapter of the guide.

Basic Training



Don't take the field until you've completed basic training! This chapter runs you through the tactics and strategies you need to master to become an elite soldier. The information contained here is applicable to all game modes, so brush up on your basic training before entering battle.





BASIC TRAINING

Fall in, soldier! You're about to learn how to survive and thrive in the harshest of climates and most lethal combat scenarios imaginable. Give this chapter a thorough read before diving into the many arduous challenges that await you on E.D.N. III.

NOTE
 This guide assumes you're using the default control scheme. You can adjust your controls at any time through the options menu to fine-tune your gameplay experience.

Common Actions

Let's start with the basics: the most common actions you'll be performing in the field.

Dash



Moving through open ground is often perilous; press and hold the Dash button to get where you're going faster than normal. You can only dash for a limited amount of time; when you stop, release the Dash button and quickly reengage to dash once more.

Crouch

Click and hold the left analog stick to take a knee and crouch, reducing your profile. Crouching can help you avoid detection or allow you to take cover behind short objects. Press the Jump button while crouching to perform a roll and avoid inbound fire—there's more on this vital technique under the "Combat Tactics" section.



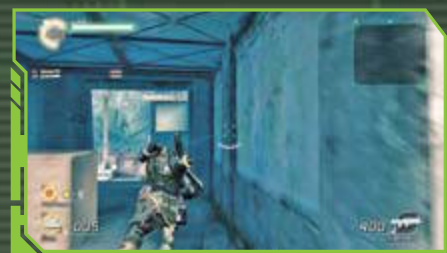
Anchor

The Anchor is a retractable grappling device carried by all foot soldiers. Press the Anchor button to cast out the line, snagging whatever's in front of you and zipping toward it. Use the Anchor to scale sheer surfaces or snatch distant items. Your targeting reticle turns green whenever you're looking at something that can be grappled with the Anchor.



TIP
 Use the Anchor to quickly snatch up [?] Boxes and other items.

After grappling over to an object, you normally bound upward, landing atop the object (if possible). Sometimes this auto-leap is handy; other times it can slow you down. When speed is key, press the Anchor button a second time just before you reach your destination; this causes you to release the Anchor and cancel the auto-leap. You'll instantly drop to the ground, able to dash onward or continue grappling along.



TIP
 Master the Anchor cancel technique to traverse environments with great speed and efficiency. You'll be tough for enemies to track!

primagames.com



EPISODE 2—CHAPTER 1

Mission 1

Enemies Encountered



Carpetbaggers

Episode GJ Awards					
	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Stay Out of the Searchlights!	—	—	Avoided the Searchlights	<input type="checkbox"/>
	Infiltrate without Casualties!	Infiltrated: Heavy Casualties	Infiltrated: Some Casualties	Infiltrated: No Casualties	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Strike a Pose!	Emote: 1 Player	Emote: Co-op	Emote: All Players	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Objective: Infiltrate the City



In Episode 2, you control a group of NEVEC special agents known as Task Force First Descent. Your orders are to infiltrate a city run by a faction known as the Carpetbaggers. Smash the wooden crates near the starting point and sift through the pile of debris to discover a Shotgun and Machine Gun. A Rifle is found inside an ENG Box near the water as well—it can help you pick off enemies without risking detection.

CAUTION
 Keep out of searchlights; moving into one will sound an alarm and get you into trouble.

TIP
 Avoid dying during this mission to earn an Episode GJ Award!

Use your Anchor to reach the rooftops, doing your best to keep out of searchlights. Eliminate the enemy sniper that stands on a higher rooftop ahead; his Rifle can kill you in an instant. Then dispatch the soldiers near the first Data Post, activating the Data Post to gain a radar map of the region.



Equip a Shotgun and continue up a dark ramp, engaging more

Carpetbaggers as you follow your radar to your next objective. Enemy soldiers pour out of the corridor ahead; remain just outside the corridor and pump the Carpetbaggers full of lead with your Shotgun.

LOST PLANET²

Prima Official Game Guide



When the Carpetbaggers stop coming, advance into the corridor and follow it to the mission's exit, blasting any lingering enemy troops that get in your way. While the mission completes, perform emotes during the ending countdown to complete another Episode GJ Award.

Mission 2

Enemies Encountered



Carpetbaggers



Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Activate All the Data Posts!	1 Data Post Activated	2 Data Posts Activated	All Data Posts Activated	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Get Past the Security System!	B Rank	A Rank	S Rank	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Destroy the VS!	—	—	VS Completely Destroyed	<input checked="" type="checkbox"/>

Objective: Eliminate Impediments, Phase 1



You've breached the Carpetbaggers' city; now you must eliminate certain obstacles that lie in your path. Advance toward the stone bunkers ahead and hurl grenades to bring down their exterior walls. Now it's easier to dispatch the Carpetbaggers.

Security Sensors



Multiple security sensors have been set up throughout the city. Moving too

close to these red orbs triggers an alarm that summons enemy soldiers, so destroy security sensors from afar. Grapple up to a high ledge that holds a Shotgun and some Hand Grenades, and pepper the first sensor with Machine Gun fire to safely neutralize it.



After destroying the first security sensor, move to where it stood and peek over the nearby ledge to spy a second sensor in the trench below. Blast the sensor, then advance and activate the nearby Data Post.



Moving toward the second Data Post is challenging due to the sneaky placement of security sensors. Keep to the east side of the area and manipulate the camera so you can "see" around corners, scanning for hidden sensors. When you see one, toss grenades at it, or move to an angle where you can fire on the sensor without it noticing you. If you happen to trigger a sensor, quickly destroy it to stem the flow of enemy reinforcements.



Also beware the sensor orb that's hidden in the shed next to Data Post

2. Again, destroy the orb from afar so you can activate the Data Post without triggering an alarm. Have a teammate collect the nearby Shield as well—it'll soon come in handy!

NOTE

There are no more security systems to worry about from this point forward.

Data Post 3



The third Data Post is well defended by multiple Carpetbaggers, including

a few snipers armed with deadly Rifles. A teammate who has a Shield should take up position near the metal barricades so the rest of you can exploit cover while picking off enemy troops.

LOST PLANET 2

Prima Official Game Guide



After thinning the Carpetbaggers' ranks, drop into the trench beyond the metal barricades and follow it to the third Data Post. Activate this third and final Data Post to extend your radar and Battle Gauge even farther.

Make good use of the Shield while advancing up the alley beyond Data Post 3. Two dangerous



Carpetbaggers armed with Rocket Launchers and covered in advanced Battle Armor stand watch at the alley's far end, and this pair can take quite a beating. Stay behind your Shield-toting teammate or crouch behind the low metal barricades along the alley, and hurl grenades at these enemies from afar. Take your time to ensure you don't end up eating a rocket so close to the mission's end.

Mission 3

Enemies Encountered



Carpetbaggers



GAH-42BS Bleeds

Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Exterminate the Akrid!	Akrid Defeated	—	All Akrid Defeated	<input type="checkbox"/> <input type="checkbox"/>
	Destroy the Bleed VSs!	1 Bleed VS Destroyed	2 Bleed VSs Destroyed	All Bleed VSs Destroyed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Objective: Eliminate Impediments, Phase 2



You've bypassed the Carpetbaggers' security perimeter, but things are getting serious now. Explosions are going off everywhere in the city, and the slums have been reduced to a burning war zone. Continue your mission with extreme caution, gunning down enemy soldiers as you move to activate the first Data Post in the street ahead.



Open the ENG Box near Data Post 1 for a mighty VS Gatling Gun, then turn the weapon loose on the enemy Bleed VS that attacks from the north. Be on the lookout for more Bleeds and destroy them all to earn the best Episode GJ Award you can from the "Destroy the Bleed VSs!" challenge.

Continue mowing down Carpetbaggers and collecting new weapons as you fight to reach the second Data Post. You face several enemy soldiers and two more Bleed Vital Suits on the way to the Data Post 3. Use the plentiful array of grenades and heavy VS weaponry to annihilate every hostile contact as you secure the third and final Data Post site.



TIP

Open the ENG Box in the northmost shed between Data Posts 2 and 3 to obtain Battle Armor that'll keep you alive and fighting.

Mission 4

Enemies Encountered

Carpetbaggers	GAN-A04SD Cyclopes



Episode GJ Awards

	Challenge	Bronze Award	Silver Award	Gold Award	Achieved?
	Beware of the Trains!	—	—	Not a Scratch	<input checked="" type="checkbox"/>
	Maintain Control of the Post!	Narrow Victory	Victory	Total Victory	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	Destroy the Cyclops Sentries!	Cyclops Removal	Cyclops Destruction	Cyclops Annihilation	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

LOST PLANET 2

Prima Official Game Guide

Objective: Secure Rail Passage



At last, you've reached your target: a train depot. Your orders are to commandeer a train by hacking its controls. To do this, you'll need to activate a Control Post in the area. Enter the depot and eliminate the guards on the elevated footbridge, which leads to the Control Post you must activate.

CAUTION

Don't drop from the area's upper ledges or you'll land near the train tracks and risk being run down. If you fall, immediately move to one side and use your Anchor to return to the high ground.

TIP

Toss grenades behind Shield-toting enemies to kill them with an unexpected blast from behind!

primagames.com



Secure the area and load up on ammo, then activate the Control Post they were guarding. Once activated, the Control Post must be defended for two full minutes while the train's control systems are hacked.



More Carpetbaggers emerge to thwart you, along with several automated GAN-A04SD Cyclops attack drones. Make a stand near the Control Post and unload on every hostile that registers on radar. Don't leave the Control Post unguarded until the mission ends in success.

New Intel! GAN-A04SD Cyclops

Armor: 150
 Weak Point: Core



Attack Stats		
Type	Damage	Hit Radius
Laser	40	1
Rocket (direct hit)	30	10
Rocket (blast)	20	150

The GAN-A04SD Cyclops is a small, unmanned attack craft created by NEVEC for basic defense ops. They're designed to patrol an area until a threat is identified, then relentlessly attack with their grafted laser rifles. Cyclopes are somewhat flimsy and easily shot down, but they can be quite dangerous in groups. Machine Guns and Shotguns are the recommended tools to bring down these agile drones.



TIP

Plasma Grenade or Energy Gun blast headed your way? Eject from your VS just before the impact. If you time it right, both you and the VS will suffer no harm, and you'll be able to quickly hop back inside and carry on with your killing.

Online Map Overviews

Now that we've gone over Online mode's many options and strategies, let's take a closer look at each Online battlefield. Because *Lost Planet 2* allows for so much diversity in the layout of weapons, Data Posts, spawn points, and so on, we'll focus on examining the unique traits of the battlefields themselves.

Desecration

As its name implies, Desecration is a charred wasteland of gloom and despair. Husks of domed bunkers lie along the desolate perimeter, and a river of foul water runs through the center, providing opportunities for stealthy advances. Near the map's center stands a tall stack of crumbling platforms—this is the most vertical region of the map, where fancy Anchor work can quickly get you out of danger.

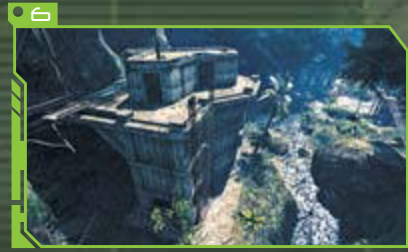
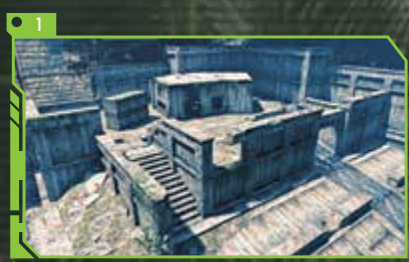


LOST PLANET 2

Prima Official Game Guide

Turbulent Jungle

This lush battlefield is deceptively vertical, with tall, multi-tiered buildings and scaffolding towering over the lower growth. Avoid spending too much time on the low ground here; grapple up to higher vantages and rain death down on your foes.



primagames.com

TRAINING MODE

Looking to hone your *Lost Planet 2* skills? There's no better place to do so than Training mode! This unique mode presents you with 10 maps—five for Basic Training and five for Advanced Training—and each course features five different challenge levels, for a total of 50 Training mode challenges for you to master. Beating them all is no easy feat, but our tactical write-ups will help you find your way to the podium. Take home a medal from all 50 Training mode challenges to unlock a special game mode that lets you play Online mode battles against AI bots!

NOTE

Getting gold on these challenges is difficult in the extreme, requiring patience, expert reflexes, and masterful timing. Fortunately, even 50 bronze medals is enough to unlock the AI bot battles!

Basic Training

Stage 1, Level 1

Gold: 00'48"000
Silver: 00'53"000
Bronze: 01'00"000



Anchor away—pull yourself forward by Anchoring to the first set of barriers. Immediately Anchor to the next barrier and scurry up the ramp on the other side. Go through the archway to hit the checkpoint, sprinting to reach a narrow catwalk. Dash across, being careful to stop as you round the curve at the opposite end. The moment you're at the other side, pick up the pace to reach the wall down the center path. Pull yourself up to the top, then Anchor up one last time to the highest level. Race to the farthest edge, which is directly on top of the goal. Jump down to finish.

LOST PLANET 2

Prima Official Game Guide

Stage 1, Level 2

Gold: 00'53"000
Silver: 00'58"000
Bronze: 01'05"000

Despite the addition of several obstacles—chain-link fences, metal barriers, and a deadly press that threatens to flatten you into a pancake—keep to the same path as in Level 1.

To begin, run through the first set of waist-level barriers instead of Anchoring over them. Keep moving forward, hoofing it up the middle ramp; when you reach the top, don't drop down—instead, jump and maneuver yourself between the next ramp ahead and a chain-link fence. Head up the ramp at your right, toward the archway. When you reach the archway, Anchor over it to avoid dealing with the press. Finish the level by Anchoring your way to the highest platform while avoiding the metal barriers and dropping onto the goal.

Stage 1, Level 3



Gold: 00'53"000
Silver: 00'58"000
Bronze: 01'05"000

Now for your first live-fire exercise. Zebet proximity turrets are scattered about the level and shoot on sight. The trick here is to know when to destroy or ignore them. The first three Zebet sensor towers have to be taken out, otherwise the synced turrets will tear you up. Set your sights on the first sensor tower as you hop down from the starting platform. Continue up the ramp where the sensor was located and zero in on another one ahead. You want to drop down and fire on it while using the ramp to your right as cover from enemy fire.

Make your way through an archway, turning to aim at a third tower to the right. It should explode just as you reach the narrow catwalk, which leaves you free to sprint across. Anchor up the wall ahead, ignoring the tower and turrets at the top—forget going to the sides and just go up the second wall. There's a sensor up here, too, but ignore it and Anchor to the top platform to reach the goal.

GJ Awards

There's a huge assortment of special "Good Job" (GJ) challenges for you to complete in *Lost Planet 2*. Aside from granting you serious bragging rights, completing GJ challenges helps you achieve higher ranks from battles, which translates into more Career Points! The challenges fall into three categories—Episode, Battle, and Co-op—and there are usually multiple GJ Awards to win for each challenge (bronze, silver, and gold). Here we list every GJ Challenge, along with the awards you can win from each one and info on how to complete them.

Battle GJ: These are special challenges related to combat and weapon usage, such as killing a number of enemies with a specific weapon. These GJ challenges can be completed over and over again in any game mode, but each challenge can only be completed only once per Online battle/Campaign area.

Co-op GJ: These are special challenges related to teamwork, such as blocking incoming fire with Shields so your team can safely advance. These GJ challenges can be completed over and over again in any game mode, but each challenge can only be completed once per Online battle/Campaign area.

Episode GJ: These are special challenges specific to Campaign missions. The challenges are usually posed to you at the start of each mission area, but sometimes you need to explore a bit to receive all of the challenges. The walkthrough lists the available challenges in each area.

Battle GJ Awards

Battle GJ 1						
Number	Game Message	Gold	Silver	Bronze	Requirement	Got It?
01	Standard Weapon: Soldier Kill Streak	20	15	10	Kill a certain number of enemy soldiers with a standard weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑
02	Standard Weapon: S-size Akrid Kill Streak	30	20	15	Kill a certain number of S-size Akrid with a standard weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑
03	Standard Weapon: M-size Akrid Kill Streak	10	7	5	Kill a certain number of M-size Akrid with a standard weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑
04	Standard Weapon: VS Kill Streak	7	6	5	Kill a certain number of Vital Suits with a standard weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑
05	Short-Range Weapon: Soldier Kill Streak	20	15	10	Kill a certain number of enemy soldiers with a short-range weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑
06	Short-Range Weapon: S-size Akrid Kill Streak	30	20	15	Kill a certain number of S-size Akrid with a short-range weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑
07	Short-Range Weapon: M-size Akrid Kill Streak	10	7	5	Kill a certain number of M-size Akrid with a short-range weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑
08	Short-Range Weapon: VS Kill Streak	7	6	5	Kill a certain number of Vital Suits with a short-range weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑
09	Long-Range Weapon: Soldier Kill Streak	20	15	10	Kill a certain number of enemy soldiers with a long-range weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑
10	Long-Range Weapon: S-size Akrid Kill Streak	20	15	10	Kill a certain number of S-size Akrid with a long-range weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑
11	Long-Range Weapon: M-size Akrid Kill Streak	10	7	5	Kill a certain number of M-size Akrid with a long-range weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑
12	Long-Range Weapon: VS Kill Streak	7	6	5	Kill a certain number of Vital Suits with a long-range weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑
13	Heavy Weapon: Soldier Kill Streak	20	15	10	Kill a certain number of enemy soldiers with a heavy weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑



Prima Official Game Guide

Battle GJ 1, continued

Number	Game Message	Gold	Silver	Bronze	Requirement	Got It?
14	Heavy Weapon: S-size Akrid Kill Streak	20	15	10	Kill a certain number of S-size Akrid with a heavy weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑
15	Heavy Weapon: M-size Akrid Kill Streak	10	7	5	Kill a certain number of M-size Akrid with a heavy weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑
16	Heavy Weapon: VS Kill Streak	7	6	5	Kill a certain number of Vital Suits with a heavy weapon. If you are killed or complete the stage, the streak is reset.	☑☑☑

Battle GJ 2

Number	Game Message	Gold	Silver	Bronze	Requirement	Got It?
01	Normal Grenade: Soldier Kill Streak	15	10	5	Kill a certain number of enemy soldiers with Normal Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
02	Normal Grenade: S-size Akrid Kill Streak	20	15	10	Kill a certain number of S-size Akrid with Normal Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
03	Normal Grenade: M-size Akrid Kill Streak	7	5	3	Kill a certain number of M-size Akrid with Normal Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
04	Normal Grenade: VS Kill Streak	7	5	3	Kill a certain number of Vital Suits with Normal Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
05	Gum Grenade: Soldier Kill Streak	15	10	5	Kill a certain number of enemy soldiers with Gum Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
06	Gum Grenade: S-size Akrid Kill Streak	20	15	10	Kill a certain number of S-size Akrid with Gum Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
07	Gum Grenade: M-size Akrid Kill Streak	7	5	3	Kill a certain number of M-size Akrid with Gum Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
08	Gum Grenade: VS Kill Streak	7	5	3	Kill a certain number of Vital Suits with Gum Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
09	Disc Grenade: Soldier Kill Streak	15	10	5	Kill a certain number of enemy soldiers with Disc Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
10	Disc Grenade: S-size Akrid Kill Streak	20	15	10	Kill a certain number of S-size Akrid with Disc Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
11	Disc Grenade: M-size Akrid Kill Streak	7	5	3	Kill a certain number of M-size Akrid with Disc Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
12	Disc Grenade: VS Kill Streak	7	5	3	Kill a certain number of Vital Suits with Disc Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
13	Release Grenade: Soldier Kill Streak	15	10	5	Kill a certain number of enemy soldiers with Release Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
14	Release Grenade: S-size Akrid Kill Streak	20	15	10	Kill a certain number of S-size Akrid with Release Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
15	Release Grenade: M-size Akrid Kill Streak	7	5	3	Kill a certain number of M-size Akrid with Release Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑
16	Release Grenade: VS Kill Streak	7	5	3	Kill a certain number of Vital Suits with Release Grenades. If you are killed or complete the stage, the streak is reset.	☑☑☑

Battle GJ 3

Number	Game Message	Gold	Silver	Bronze	Requirement	Got It?
01	Kill Streak	50	40	30	Get a certain number of consecutive kills. If you are killed or complete the stage, the streak is reset.	☑☑☑

Noms de Guerre



The little name that other players see when standing close to your character is known as your *nom de guerre*, which is French for “war name,” or pseudonym. There are scores of special *noms de guerre* to unlock, which you can bestow upon your custom characters by visiting the My Page menu. Use *noms de guerre* to add further flair to your custom characters.

Noms de Guerre-Weapons Master (Right-Hand)

Standard Weapon			
Noms de Guerre	Requirement	Applicable Weapons	Got It?
Machine Gun Novice	Do 5,000 points of damage with this weapon.	Machine Gun, Machine Gun 2, Machine Gun SP	<input checked="" type="checkbox"/>
Machine Gun Maniac	Do 30,000 points of damage with this weapon.	Machine Gun, Machine Gun 2, Machine Gun SP	<input checked="" type="checkbox"/>
Machine Gun Master	Do 300,000 points of damage with this weapon.	Machine Gun, Machine Gun 2, Machine Gun SP	<input checked="" type="checkbox"/>
Gun Sword Novice	Do 5,000 points of damage with this weapon.	Gun Sword, Gun Sword SP	<input checked="" type="checkbox"/>
Gun Sword Maniac	Do 15,000 points of damage with this weapon.	Gun Sword, Gun Sword SP	<input checked="" type="checkbox"/>
Gun Sword Master	Do 100,000 points of damage with this weapon.	Gun Sword, Gun Sword SP	<input checked="" type="checkbox"/>
Energy Gun Novice	Do 5,000 points of damage with this weapon.	Energy Gun, Energy Gun SP	<input checked="" type="checkbox"/>
Energy Gun Maniac	Do 15,000 points of damage with this weapon.	Energy Gun, Energy Gun SP	<input checked="" type="checkbox"/>
Energy Gun Master	Do 100,000 points of damage with this weapon.	Energy Gun, Energy Gun SP	<input checked="" type="checkbox"/>
Standard Weapon Master	Earn all <i>noms de guerre</i> in the Standard Weapon category.	All standard weapons	<input checked="" type="checkbox"/>
Short-Range Weapon			
Noms de Guerre	Requirement	Applicable Weapons	Got It?
Shotgun Novice	Do 5,000 points of damage with this weapon.	Shotgun, Shotgun 2, Shotgun SP	<input checked="" type="checkbox"/>
Shotgun Maniac	Do 30,000 points of damage with this weapon.	Shotgun, Shotgun 2, Shotgun SP	<input checked="" type="checkbox"/>
Shotgun Master	Do 300,000 points of damage with this weapon.	Shotgun, Shotgun 2, Shotgun SP	<input checked="" type="checkbox"/>
Revolver Novice	Do 5,000 points of damage with this weapon.	Revolver, Revolver SP	<input checked="" type="checkbox"/>
Revolver Maniac	Do 15,000 points of damage with this weapon.	Revolver, Revolver SP	<input checked="" type="checkbox"/>
Revolver Master	Do 100,000 points of damage with this weapon.	Revolver, Revolver SP	<input checked="" type="checkbox"/>
Flamethrower Novice	Do 5,000 points of damage with this weapon.	Flamethrower, Flamethrower SP	<input checked="" type="checkbox"/>
Flamethrower Maniac	Do 15,000 points of damage with this weapon.	Flamethrower, Flamethrower SP	<input checked="" type="checkbox"/>
Flamethrower Master	Do 100,000 points of damage with this weapon.	Flamethrower, Flamethrower SP	<input checked="" type="checkbox"/>
Short-Range Weapon Master	Earn all <i>noms de guerre</i> in the Short-Range Weapon category.	All short-range weapons	<input checked="" type="checkbox"/>
Support Weapon			
Noms de Guerre	Requirement	Applicable Weapons	Got It?
Shield Novice	Use 20 times during game (until final stage).	Shield, Shield SP, Shield SP2	<input checked="" type="checkbox"/>
Shield Maniac	Use 200 times during game (until final stage).	Shield, Shield SP, Shield SP2	<input checked="" type="checkbox"/>
Shield Master	Use 1,000 times during game (until final stage).	Shield, Shield SP, Shield SP2	<input checked="" type="checkbox"/>

Noms de Guerre-Weapons Master (Left-Hand)

Normal Grenade			
Nom de Guerre	Requirement	Applicable Weapons	Got It?
Hand Grenade Novice	Do 5,000 points of damage with this weapon.	Hand Grenade, Hand Grenade 2, Hand Grenade 3	<input checked="" type="checkbox"/>
Hand Grenade Maniac	Do 30,000 points of damage with this weapon.	Hand Grenade, Hand Grenade 2, Hand Grenade 3	<input checked="" type="checkbox"/>
Hand Grenade Master	Do 300,000 points of damage with this weapon.	Hand Grenade, Hand Grenade 2, Hand Grenade 3	<input checked="" type="checkbox"/>
Incendiary Grenade Maniac	Do 20,000 points of damage with this weapon.	Incendiary Grenade	<input checked="" type="checkbox"/>
Incendiary Grenade Master	Do 100,000 points of damage with this weapon.	Incendiary Grenade	<input checked="" type="checkbox"/>
Buster Grenade Maniac	Do 20,000 points of damage with this weapon.	Buster Grenade	<input checked="" type="checkbox"/>
Buster Grenade Master	Do 100,000 points of damage with this weapon.	Buster Grenade	<input checked="" type="checkbox"/>
Normal Grenade Master	Earn all <i>noms de guerre</i> in the Normal Grenade category.	All Normal Grenades	<input checked="" type="checkbox"/>
Gum Grenade			
Nom de Guerre	Requirement	Applicable Weapons	Got It?
Gum Grenade Novice	Do 5,000 points of damage with this weapon.	Gum Grenade, Gum Grenade 2, Gum Grenade 3	<input checked="" type="checkbox"/>
Gum Grenade Maniac	Do 30,000 points of damage with this weapon.	Gum Grenade, Gum Grenade 2, Gum Grenade 3	<input checked="" type="checkbox"/>
Gum Grenade Master	Do 300,000 points of damage with this weapon.	Gum Grenade, Gum Grenade 2, Gum Grenade 3	<input checked="" type="checkbox"/>
Spark Grenade Maniac	Do 20,000 points of damage with this weapon.	Spark Grenade	<input checked="" type="checkbox"/>
Spark Grenade Master	Do 100,000 points of damage with this weapon.	Spark Grenade	<input checked="" type="checkbox"/>
Chameleon Grenade Maniac	Do 20,000 points of damage with this weapon.	Chameleon Grenade	<input checked="" type="checkbox"/>
Chameleon Grenade Master	Do 100,000 points of damage with this weapon.	Chameleon Grenade	<input checked="" type="checkbox"/>
Gum Master	Earn all <i>noms de guerre</i> in the Gum Grenade category.	All Gum Grenades	<input checked="" type="checkbox"/>
Disc Grenade			
Nom de Guerre	Requirement	Applicable Weapons	Got It?
Disc Grenade Novice	Do 5,000 points of damage with this weapon.	Disc Grenade, Disc Grenade 2, Disc Grenade 3	<input checked="" type="checkbox"/>
Disc Grenade Maniac	Do 30,000 points of damage with this weapon.	Disc Grenade, Disc Grenade 2, Disc Grenade 3	<input checked="" type="checkbox"/>
Disc Grenade Master	Do 300,000 points of damage with this weapon.	Disc Grenade, Disc Grenade 2, Disc Grenade 3	<input checked="" type="checkbox"/>
Energy Grenade Maniac	Do 20,000 points of damage with this weapon.	Energy Grenade	<input checked="" type="checkbox"/>
Energy Grenade Master	Do 100,000 points of damage with this weapon.	Energy Grenade	<input checked="" type="checkbox"/>
Shuriken Maniac	Do 20,000 points of damage with this weapon.	Shuriken	<input checked="" type="checkbox"/>
Shuriken Master	Do 100,000 points of damage with this weapon.	Shuriken	<input checked="" type="checkbox"/>
Disc Master	Earn all <i>noms de guerre</i> in the Disc Grenade category.	All Disc Grenades	<input checked="" type="checkbox"/>
Release Grenade			
Nom de Guerre	Requirement	Applicable Weapons	Got It?
Dummy Grenade Novice	Do 5,000 points of damage with this weapon.	Dummy Grenade, Dummy Grenade 2, Dummy Grenade 3	<input checked="" type="checkbox"/>
Dummy Grenade Maniac	Do 30,000 points of damage with this weapon.	Dummy Grenade, Dummy Grenade 2, Dummy Grenade 3	<input checked="" type="checkbox"/>
Dummy Grenade Master	Do 300,000 points of damage with this weapon.	Dummy Grenade, Dummy Grenade 2, Dummy Grenade 3	<input checked="" type="checkbox"/>
Balloon Grenade Maniac	Do 20,000 points of damage with this weapon.	Balloon	<input checked="" type="checkbox"/>

LOST PLANET 2

Prima Official Game Guide

Weapons and Gear





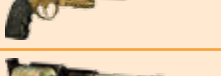
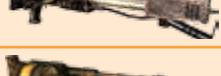
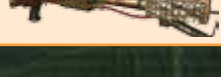
There are loads of special weapons to unlock in *Lost Planet 2*. Here we reveal all of the normal and custom (unlockable) weapons that are available in each category, with statistical information on their effectiveness. Custom weapons grant superior advantages, so strive to collect them all!

Right-Hand Weapons

Standard Weapons

Image	Name	Custom?	Default Ammo	Max Ammo	Clip Size/T-ENG Consumption	Rounds per Shot	Range
	Machine Gun	No	400	1,000	50	1	70
	Machine Gun II	Yes	400	1,000	80	2	55
	Machine Gun SP	Yes	400	1,000	75	3	90
	Gun Sword	Yes	200	500	50	1	60
	Gun Sword SP	Yes	200	500	50	1	50
	Energy Gun	Yes	T-ENG	9,999	8/280 (charge)	1	100
	Energy Gun SP	Yes	T-ENG	9,999	24/320 (charge)	1	100

Short-Range Weapons

Image	Name	Custom?	Default Ammo	Max Ammo	Clip Size/T-ENG Consumption	Rounds per Shot	Range
	Shotgun	No	30	100	10	1	30
	Shotgun II	Yes	15	50	2	1	20
	Shotgun SP	Yes	30	100	10	1	15
	Revolver	Yes	20	67	6	1	40
	Gold Revolver	Yes	20	67	6	1	40
	Flamethrower	Yes	T-ENG	9,999	4	1	9
	Akrid Launcher	Yes	T-ENG	9,999	5	2	30

Prima Games
An Imprint of Random House, Inc.
3000 Lava Ridge Court, Suite 100
Roseville, CA 95661

LOST PLANET 2

Prima Official Game Guide

Written by:

Stephen Stratton



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is an imprint of Random House, Inc.

©CAPCOM CO., LTD. 2010 ALL RIGHTS RESERVED. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Capcom Co., LTD.

Senior Product Marketing Manager:
Donato Tica

Associate Product Manager: John Browning
Design: Jody Seltzer

Layout: In Color Design

Copyedit: Asha Johnson

Manufacturing: Stephanie Sanchez &
Suzanne Goodwin

Special Contributors: JJ Zingale &
Tracy Erickson

Prima and the author would like to thank: Brian Oliveira, Steve Lee, Joshua Izzo, Shawn Baxter, Ryan McDougall, Takeuchi-san, and of course the entire LP2 development team.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

ISBN: 978-0-307-46712-6

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

Stephen Stratton has authored over 40 guides in his seven years with Prima. His personal favorites include *Resident Evil 4: Wii Edition*, *Mercenaries: Playground of Destruction*, *Mass Effect*, and pretty much every guide he's written that has either "Mario" or "Zelda" in its title.



Steve is a lifelong video gamer who attended the Rochester Institute of Technology in Rochester, NY. In addition to his Prima Games guides, he also held a staff position with Computec Media and managed the strategy section of their incite.com video game website.

We want to hear from you! E-mail comments and feedback to ssstratton@primagames.com.

Steve would like to thank Donato Tica and John Browning at Prima for their exceptional support and patience throughout this project. Thanks also to Jody Seltzer, Targa Funk, and Mark Bernard for their fantastic design, and to Deana Shields for her editing magic. Special thanks to Tracy Erickson for conquering all those brutal Training Mode challenges for me, and to JJ Zingale for ensuring the walkthrough is as complete and accurate as possible. Extra-special thanks to Capcom's Shawn Baxter for showing me the tricks of the Lost Planet trade (and completely pwning me in the process), as well as to Josh Izzo, Brian Oliveira, and Steve Lee at Capcom for all their hospitality and support. Huge thanks to Takeuchi-san for producing such a brilliant game and taking the time to answer our humble interview.