

Ratchet 3 Online Tips

-Having trouble capturing a node because players keep respawning there? Turn them into sheep! Then you'll have time to crank the bolt and capture the node.

-You can protect your gatling turrets by putting holoshields in front of them.

-Placing mines behind a holoshield will prevent other players from shooting them until they are close enough for the mines to track.

-Keep an eye on the map to find out where other players are in the world.

-Pick up the drones, take them back to your base, use the grav boots to get onto the ceiling, and then set the drones to defend. Anyone who comes to attack the computer will be attacked by the drones.

-In many places, you can use the charge boots to get across rivers and canyons that normally require a swingshot. This is sometimes the only way to get across if the enemy is guarding the swingshots.

-Practice taking nodes as a team, and you will be able to capture them much faster. If you have a buddy attract the turret fire, then another person can crank the bolt without even killing the turrets.

-You can also attract turret fire to let a buddy get into the base in the same way. After you have destroyed the gatling turrets, make one player attract turret fire, and the other will be able to warp into the base immediately.

-Blow up bridges near your base to prevent the enemy from attacking your base with vehicles.

-If you go into first person or look mode, you will be able to launch gravity bombs across the map by aiming the gun up into the air. You can use this to rain artillery fire on the enemy from a long distance.

-One of the most satisfying weapons in the game...surprise. There aren't many opportunities to surprise your enemies, but drop a few Mine Glove mines behind columns, around corners, and at the base of often dropped-to cliffs and just rack up the kills from halfway across the map.

-A lot of players like to drop Mine Glove mines in large groupings for that "just in case one won't do" satisfaction. You can typically take that satisfaction away with ONE well placed gravity bomb!

-Some games are won or lost by sheer speed. Know where your charge boots are and make sure you have some on at all opportunities. Some players have been known to grab charge boots and be hacking away at their enemies base before the other team has even taken their first node. And chasing a buggy down a long stretch of land without a pair of charge boots could cost you the game.

-Unless you're a stats counter, death is unimportant in Siege mode. If your base is under heavy attack and you're on the other side of the map. Find the nearest river and jump in. The time you save respawning instead of running back could save your base precious health.

-Buggies aren't just a means of getting across a map, but can often be used as extra "health". If you're defending a node and there's a buggy nearby, hop in. Any shots they take at you will only damage the buggy's health. Meanwhile you can run them over a couple of times and then jump out before it explodes.

-Never leave a buggy unattended. Use it or destroy it. If the enemy approaches your node and there's a buggy nearby it's a perfect opportunity for them to grab it and take off, making you wish you'd grabbed it first.

-If you're a node-taker, don't forget the drones. Drones may not have a lot of health, but they're deadly accurate at taking out node turrets and can help you take over a node in almost half the time it would without them.

-Destroy your own bridges. Give them as few avenues to get to your base as possible, so it'll be easier to hold them off.

-If the enemies only path across a river is a swingshot, try to be waiting for them...with a blitz gun. One shot from a blitz gun on their swing over, will knock them into the water causing instant death and reserving precious ammo.

-If you're defending your base, don't forget the ammo and health pads inside your base. No matter how much health, or ammo you have, if you've just taken down one wave of attackers, go back into the base and restock up, because you never know how many will come in the next wave.

-Become an unbreakable defensive wall by upgrading your weapons. 3 kills with a weapon will upgrade that weapon making it deadly. Just don't forget to restock your upgraded weapons ammo by running back to the ammo pad inside the base regularly.

-Charge boots aren't just for speed, but distance too. Charging off of some

cliffs will help you to cross some rivers, and in many cases past a set of mines someone's placed at the base for unsuspecting passersby.

-In Siege Mode, if you're attacking a base and someone is defending it, IGNORE HIM! Feel free to dodge his fire if possible, but focus your attention on the base. Ultimately you will die, but taking the base down in health even a little bit is far more important than only taking down your attacker's health.

-Sheepinating an enemy can be fun AND rewarding. Got an enemy that just keeps respawning at a node in hopes to save it? Try to sheep him instead, but don't wrench him. He'll be stuck as a sheep for longer than it'll take for him to respawn from a death by any other weapon. And he gets those extra seconds of humiliation as a sheep watching you take over his precious node.....THEN wrench him.