

= Ratchet & Clank ( 2002 video game ) =

Ratchet & Clank is a 2002 3D platform video game developed by Insomniac Games and published by Sony Computer Entertainment for the PlayStation 2 . Ratchet & Clank is the first game in the Ratchet & Clank series and precedes Ratchet & Clank : Going Commando .

The game follows the anthropomorphic character Ratchet meeting the robot Clank on his home planet . Clank discovers that the villainous Chairman Drek of the Blarg race plans to create a new planet for his species , destroying other planets in the process . Clank convinces Ratchet to help him in his mission to gain the help of the famous superhero Captain Qwark .

The game offers a wide range of weapons and gadgets that the player must use to defeat numerous enemies and solve puzzles on a variety of different planets in the fictional " Solana " galaxy . The game also includes several mini @-@ games , such as racing or hacking , which the player must complete to proceed . The game was positively received by critics , who praised the graphics and variety of gameplay , along with the comic and humorous style to the sci @-@ fi story .

= = Gameplay = =

In Ratchet & Clank , the main playable character is Ratchet , whom the player controls from a third @-@ person perspective , though a first person mode to view the player 's surroundings is available . The player traverses diverse environments with a large collection of unusual gadgets and weapons , using them to defeat enemies and pass obstacles . Up to 36 weapons and gadgets can be bought or found in the game .

The player begins the game with only two weapons : the " OmniWrench 8000 " , a standard melee weapon with a variety of uses such as interacting with puzzles in the environment , and the Bomb Glove , a short @-@ range grenade thrower . As missions are completed across the game 's various planets , more weapons and gadgets become available , including the Blaster , an automatic pistol ; the Pyrocitor , a flamethrower ; and the Suck Cannon , a vacuum gun , which sucks up smaller enemies and converts them into projectiles . Weapons are either found , or can be bought with bolts , the game 's form of currency . The OmniWrench remains the standard melee weapon for close combat , with its own button , as all other weapons assume the role of secondary weaponry and can only be equipped one at a time , though all weapons can be carried in the player 's inventory .

Bolts can be found in crates , along with ammo , or dropped from defeated enemies . The player also needs to buy ammo for most weapons , but a small number can function without the need for ammo . Vendors , which sell weapons and ammo , are situated at strategic points throughout levels . After completing the game , the player may choose to enter " challenge mode " , in which the game 's difficulty level rises considerably , but all bolts and weapons acquired the first time are carried through . There is also the option to buy " gold weapons " , more powerful versions of existing weapons . The game 's health system , Nanotech , starts at four health bubbles equivalent to be able to take four hits , but upgrades can be purchased , giving the player a total of eight hit points .

Normally , Clank rides on Ratchet 's back , acting as a jet @-@ pack or similar device . Occasionally , however , Clank becomes a playable character when Ratchet is unable to explore certain areas . Clank can control " Gadgebots " , smaller robots similar to Clank , who perform certain actions for him . Racing , in the form of hoverboard races , appears in the game . Some racing missions are necessary to progress in the game , while others are optional . One level of space combat and a level of flying through the air shooting tankers is also present . Mini @-@ games to unlock doors , extend bridges , or elevate platforms appear in most levels .

= = Plot = =

On the desolate planet of Quartu , a mysterious factory is busy churning out mechanical soldiers . A flaw in the manufacturing instructions produces XJ @-@ 0461 , a small , self @-@ aware robot who

quickly discovers the factory 's true purpose . He steals a ship and tries to escape , but is soon shot down over the desert planet of Veldin . Ratchet , a young Lombax ( a cat @-@ like alien ) who lives alone , investigates the crash site and rescues XJ @-@ 0461 , whom he nicknames " Clank " . Clank reveals that he was created by the Blarg , an alien race led by the corrupt Chairman Drek . Having ruined their home planet of Orxon through uncontrolled industrialization , the Blarg intend to create a new homeworld by systematically harvesting large portions of other planets , killing their inhabitants . Ratchet offers to help him as long as Clank agrees to serve as the ignition system for his ship , which Clank accepts .

Shortly after takeoff , the duo is shot down over Novalis , which has already fallen to the Blarg . After getting another ship from the Novalian chairman , they travel to several different planets looking for information on the whereabouts of legendary space ranger Captain Qwark , who Clank believes is their only hope to stop Drek . They trace him to a racetrack on Rilgar , where Qwark offers to train them as rangers at his private compound on Umbris . After surviving a deadly obstacle course , Qwark reveals that he works for Drek , and leaves them to die in a pit holding a deadly Blargian Snagglebeast , which they manage to kill . Ratchet , who had always mistrusted Qwark , blames Clank for being naive , to which Clank responds by calling him a coward for putting his personal feelings ahead of the galaxy 's survival . Despite their mutual distrust , the two continue to fight the Blarg , forcing Drek to send Qwark to destroy them with his personal warship . Following a brutal dogfight in an asteroid belt , Qwark is defeated and Ratchet and Clank patch up their friendship .

With his new planet nearly complete , Drek orders the destruction of Hoven so that he can move it into the planet 's ideal orbit . The duo successfully destroy the warhead built for this purpose , so Drek unveils his ultimate weapon : the Deplanetizer , a laser capable of reducing a planet to molecules . Learning that his new target is Ratchet 's home of Veldin , the two heroes sabotage his fleet and confront the Chairman himself on the surface . Drek admits that he was responsible for Orxon 's ecological destruction , which he engineered to force the Blarg to settle on his artificial planet for inflated prices , and that he intends to repeat the process over and over again until the entire galaxy is destroyed . Ratchet launches Drek into space , killing him when he collides with his new planet , and then destroys it with the Deplanetizer . The planetary fragments raining down upon Veldin knock both Clank and Ratchet off the platform , but Clank grabs a ledge in an attempt to save them both , injuring his arm in the process . He is unable to pull himself and Ratchet up to safety , but manages to break their fall using his thruster @-@ pack . Although the initial purpose of their partnership is done , Ratchet and Clank set aside their differences and Ratchet takes Clank home with him to fix his arm , ultimately strengthening their bond and friendship . In a post @-@ credits scene , Ratchet and Clank ( whose arm has been repaired ) watch an infomercial featuring the now @-@ disgraced Qwark , who advertises a product to improve one 's hygiene , which he demonstrates , but this greatly disgusts the duo . Clank immediately turns off the television , ending the game .

= = Development and release = =

After finishing work on the Spyro the Dragon series , Insomniac originally intended to launch a game codenamed I5 ( Insomniac game # 5 ) for the PlayStation 2 . The developers , however , were never enthusiastic about it , and the idea was dropped after six months . Ratchet & Clank was based on an idea by Brian Hastings , which would feature a space @-@ traveling reptile alien who would collect various weapons as he progressed through the game ; Ratchet 's final form was decided upon after Insomniac considered a space lizard with a tail and various terrestrial creatures , including dogs and rats ; feline features stood out to the developers because of the associated sense of agility . Another early idea was to have a number of small robots attached to Ratchet , which would perform different functions . However , Insomniac realized that having the three robots was both complicated and created confusion about Ratchet 's appearance , leading them to have only one robot , Clank . Very little was cut for the final product , apart from a few weapons and gadgets that " just weren 't fun " .

Shortly after changing the game from I5 to Ratchet & Clank , Naughty Dog asked Insomniac if they would be interested in sharing the game technology used in Naughty Dog 's Jak and Daxter : The Precursor Legacy , asking that Insomniac in turn share with them any improvements that were made . Insomniac agreed , resulting in most of the Ratchet & Clank engine technology being developed in @-@ house by Insomniac , but some very important renderers were those developed by Naughty Dog . Looking back on the agreement , Ted Price said that " Naughty Dog 's generosity gave us a huge leg up and allowed us to draw the enormous vistas in the game . " Some years later , Ted Price clarified Insomniac 's stance on engine technology while obliquely mentioning the shared renderers :

" We 've always developed all our own technology . It 's been a little frustrating in the past for us to hear people say , ' Oh yeah , the Insomniac game is running on the Naughty Dog engine . ' People assumed that we were using Naughty Dog 's engine for Ratchet , and that was not true . We shared some technology with Naughty Dog way back when , and that was great , but we are a company that puts stock in developing specialized technology and we will continue to do so . " -- Ted Price , Independent PlayStation Magazine , September 2006

Pre @-@ production of the game began in late March 2001 , with a team of approximately 35 people . The game went into production in November 2001 , and by the end of the project , the team had grown to 45 . The game was first released in North America on November 4 , 2002 , and then in Australia on November 6 , 2002 . It was later released in PAL regions on November 8 , 2002 , and in Japan on December 3 , 2002 . In November 2003 , Sony added Ratchet & Clank to their Greatest hits series of games for the PlayStation 2 when Ratchet & Clank : Going Commando was released at that time , and the game was similarly added to Sony 's Platinum Range used in the PAL region on August 22 , 2003 . The game was added to Japan 's The Best range on July 3 , 2003 ; it was also the only game to be bundled with the PlayStation 2 in Japan .

= = Reception = =

Ratchet & Clank was met with positive reviews from critics upon release . After playing a preview of the game , GameSpot described it as having " excellent graphics , varied gameplay , and tight control [ s ] " . The game 's use of weapons , rather than simple melee attacks , was cited as one of the main features that made it stand out from other platform games ; Computer and Video Games said that " Going berserk with your giant ratchet [ ... ] is seriously satisfying [ ... ] Every time you thump an enemy with the hefty tool , it looks , sounds and feels remarkably solid . [ ... ] What 's more , the same can be said for all the other weapons you collect and use over the course of your intergalactic adventure " . GameSpot noted that the player does not need to follow the same paths multiple times , as was common in platformers at the time . Gameplanet said that it was " Quite simply the best platform game on the PS2 right now and possibly the best on any format ! "

Reviewers praised the game 's graphics , specifically pointing out the character and background designs as being high @-@ quality for PS2 games of the time . GameSpy called the graphics " mind @-@ blowing " , and GameSpot praised the game 's smooth frame rate . GameZone noted the animation of Ratchet , praising the details in his animation . Reviewers found that the game 's voice overs and other audio elements were generally well @-@ done . IGN commented on the game 's artificial intelligence , saying that it was not as well @-@ done as that of Jak and Daxter : The Precursor Legacy , but still " purposefully comic and somewhat sophisticated " in others . Gameplanet felt that the game 's levels were well laid @-@ out .

Criticism was aimed at the game 's camera angles , which Eurogamer felt were " idiotic " at times , giving the example of boss fights in which the camera centers on the boss rather than being freely movable . Allgame found that it was hard to form an emotional bond with Ratchet & Clank 's main characters , saying that Ratchet is " your typical teenager [ ... ] who desires nothing more than excitement and adventure " and that Clank is " the stereotypical intellectual ; stuffy and almost prudish to a fault " , feeling instead that the characters of Jak and Daxter from Jak and Daxter : The Precursor Legacy were " infinitely more likeable . " Some criticisms were also aimed at the story , with GameSpy saying that the game became predictable , boring , and " just bland " . Reviewers

also noted that the first half of the game was " yawn inducing " , but once the player reaches planet Rilgar , it becomes much more intense and difficult ; GamePro found that the player does not " engage a single thought process " for the first parts of the game .

= = = Legacy = = =

In June 2014 , it was announced that the game would be re @-@ imagined for the PlayStation 4 , with the intention of remaking the original game as if Insomniac Games were to make the game again today . It has also been confirmed that the re @-@ imagining will tie @-@ in with the upcoming film . The game was originally planned to be released on the PlayStation 4 in 2015 , but was delayed along with the film to April 12 , 2016 .