



A (Brief) Ranger's Guide to the Post-Post Apocalypse

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WHAT IS RAGE 2?

I seriously hope you have an idea, but if not, let's start with a video. [[What is RAGE 2? Trailer](#)]

Welcome to the Wasteland, Rangers! Out in the wild world of **RAGE 2** you will find all kinds of assorted nasties, [all of which are trying to kill you](#). Luckily, you're armed with the kinds of toys you're used to playing with in an id Software game – chunky, badass guns that go boom in a very big way. And in **RAGE 2**, they are paired with incredible Nanotrite Abilities to help you smash, splatter and otherwise soup-ify mutants and weirdos alike.

The shortest definition of **RAGE 2**: the game transports id Software's iconic first-person combat from the linear worlds of games past into an insane open world birthed from the mad creators at Avalanche Studios. <1 + 1 = I love you 3,000>

In other words, **RAGE 2** is just FUN. Don't overthink it. This is your awesome-ass Bruckheimer summer blockbuster. **RAGE 2** is more *Armageddon* than *Melancholia* (bonus points if you've seen *Melancholia*).

- I like *Armageddon*, but the [Internet is split](#). So, if you don't like it, replace that reference with the awesome-ass summer blockbuster of your choice. *The Rock*?

It's FUN to use Vortex, bounce up off it, Grav-Jump even higher, Dash forward, suspend in midair aiming down sights, fry enemies with the Firestorm Pistol, and then Slam down on the remainders, turning them into meaty piles of juicy gibbs.

Our biggest tip is this: take your time, explore the Wasteland, upgrade everything, find all the Arks, get your guns and Abilities, become the Wasteland Superhero, and save the world! And have FUN!

SO... YOU NEVER PLAYED RAGE 1

Let me assure you, you're fine. **RAGE 1** released in 2011. Captain America was just thawing and R.E.M. broke up. Everybody Hurt in 2011.

Here are our **RAGE 1** CliffsNotes: An asteroid hit earth, ruining everything + there were LOTS of mutants + *everything* was brown (or off-brown) + John Goodman was there + "MEGA-TEXTURES" were probably in the review guide (LOL) + lots of guns were happening, while, ironically, the ending ... just kinda didn't!

- *Fun Fact*: **RAGE 1** shipped five weeks before *Skyrim*. Guess which one sold countless millions for years on every possible platform and became a cultural phenomenon? **Fus-Ro-D'OH!**

RAGE 2 picks up the story much later. If **RAGE 1** was the post-apocalypse, **RAGE 2** is the post-POST apocalypse. There are trees and water and even jungles now (and still *some* brown)! You are a totally new character! You can choose to be male or female Walker, the last Ranger. Things have changed!

So, if you didn't play **RAGE 1**, don't worry. You won't feel out of place. If you *did* play **RAGE 1**, you'll find hooks to revive your fondest memories. And if you've avoided shooters your whole life -- just play on "Easy" like your friendly PR person. You won't be cheating yourself, or the game ... and you'll gain everything. #JustHaveFun

GUNS AND COMBAT

RAGE 2 is classic id Software combat. You've got a devastating arsenal of flesh-chewing weaponry that you FEEL in your bones when you pull the trigger. You're the most powerful being in this world, using your movement and Abilities as offense and defense. There is no stealth in this game; you force the issue, constantly pushing forward into the fight. And there are gibbs. Loads of sweet, sweet gibbs.

RAGE 2's big-ass weapons are all upgradeable, and include:

- **Wingstick:** The *RAGE* staple. Throw this three-armed boomerang at a mutant and watch it rip them apart. The best part about the Wingstick is that it can come right back to you after you throw it. You don't even have to walk over and pick it up.
 - *Fun Fact:* You can upgrade the Wingstick to curve around obstacles and hit enemies, like you're James McAvoy in *WANTED*.
 - *Fun Fact II:* Peter Travers [called that movie](#): "Brutal. Sexy. Built to Thrill." We just figured if you made it this far into this guide, you'd need a quick laugh.
- **Pistol:** Every shooter needs a basic starter pistol, and the Ranger's trusty sidearm packs the stopping power you'll need to pop some bad guy skulls. The pistol has a standard burst shot as well as a focused heavy damage shot for the extra *OOMPH*.
 - *Fun Fact:* The pistol packs enough punch to be useful even beyond the tutorial. Take that, other shooter games!
- **Ranger Assault Rifle:** Walker's number one partner in the fight against the Authority, the Ranger Assault Rifle is fully automatic and highly customizable. It was designed specifically for the Nanotrite-infused Rangers of the wasteland.
 - *Fun Fact:* If you get enemies up in the air with Vortex (or otherwise), you can juggle their mangled bodies by lighting them up with the Assault Rifle.
- **Combat Shotgun:** The Combat Shotgun is a BEAST. In standard mode, it fires like all id shotguns – packing devastating spread damage that blows enemies back. But ... aiming down sights will pop out fins on the sides, melting the shot into one massive slug that tosses enemies around in a comical dance of physics and pain.
 - Our Influencer Manager Sean Baptiste says "*...it's literally my favorite shotgun in the history of video games.*" #FACT
- **Smart Rocket Launcher:** The "Fury" Smart Rocket Launcher features top-of-the-line lock-on technology, ensuring no one can escape its explosive wrath. Built to take out mechanized targets, it can wreak unimaginable chaos on vulnerable meat bags.
 - *Side Mission:* See how many muties you can get up in the air and then hit with the enemy-seeking rockets.
- **Charged Pulse Cannon:** Get ready to melt some faces with the Charged Pulse Cannon, a monster of a gun that spits bolts of pure, burning energy. The ammunition for this weapon is highly unstable, breaking down instantly upon impact and releasing a super-heated EMP blast.

- *Fun Fact:* This is the weapon that brought the most “HELL YEAH!” comments in pre-launch demos. Hell yeah!
- **Hyper-Cannon:** With its unmatched range and penetration power (oh!), the Hyper-Cannon is ideal for striking first from a distance. Hold the trigger to build up a magnetic charge and propel a high-speed rail straight through not one, not two, not three... actually, we don't know how many Goon heads it can shoot through. Test it out for us, will ya?
 - *Fun Fact:* TL;DR -- this is a Rail Gun. It works like a Rail Gun.
- **Firestorm Revolver:** The Firestorm Revolver is more closely related to grenade launchers than actual revolvers. Lean on this weapon when you absolutely, positively want to watch the world burn. Fire the rounds into enemies, Thanos-snap your fingers, and enjoy the roasting meat.
 - We DARE you not to giggle with delight when you use this gun + Overdrive.
- **Grav-Dart Launcher:** Toss your enemies around like ragdolls and defy the laws of gravity with the Grav-Dart Launcher. Fill them full of barbed, graviton-charged darts and watch your foes fly.
 - Aim your enemies at buildings or other solid objects to splatter them like bugs on a windshield, or just aim high and blast them to the heavens.

NANOTRITE ABILITIES

Guns are great, but what elevates **RAGE 2** combat to AMAZING is combining that firepower with Nanotrite Abilities, a set of special skills that turn you into a [Wasteland Superhero](#). Here are *just some* of the abilities, and each can be upgraded to be even more ridiculously powerful.

- **Dash:** Launch yourself across the battlefield with Dash. Whether you're extending your jump or jetting out of the way of fire, Dash gives you the short burst to get where you need to be.
- **Slam:** Rain destruction from above with Slam, a devastating ground-pound AOE. The power of Slam grows the higher you are when you launch. Grab some air with a double jump and smash your enemies into a chunky red paste.
 - Slam negates most fall damage. Don't climb down a tall building like a Junior Ranger – jump off the side and use Slam to get down fast, LIKE A BOSS RANGER.
- **Shatter:** When you absolutely need to get people out of your face, feed them Shatter, a lethal kinetic blast that forces enemies away and sometimes makes their heads explode outright.
 - *Darth Walker Says:* “You don't know the power of the neon pink side.”
- **Vortex:** Aim and toss Vortex near a crowd of enemies to yank them into a black hole and whisk them up into the air so you can pick them off. Or rocket them. Or explode them. Or ...
 - When you run at your own Vortex, it will throw you in the air -- perfect to get extra height for an extra-damage Slam.
- **Barrier:** Toss out your own portable shield with Barrier. Barrier will block incoming fire *and* instantly kills pretty much anything that comes into contact with it.

- A well-placed Barrier+Vortex (or Grav-Dart) combo will drag your enemies directly into your killer shield. And that's the secret recipe for Instant Mutant Stew™.
- **Overdrive:** Want to unleash some absolutely ridiculous mayhem? Overdrive is your BFF. With Overdrive, you can push your weapons beyond their physical limits and grant them unique new attributes. Chain your ability attacks to take down enemies faster to fill your Overdrive meter.

COMBOS. DO IT.

The best part about Abilities is combining them together for awesome, unique combat moments. Here are some ideas!

- [“Duck Hunt” -- Vortex + Smart Rocket](#)
- [“Sick Burn” -- Shatter + Firestorm Rocket](#)
- [“Get Over Here” -- Focus + Grav-Dart](#)
- [“Special Delivery” -- Ejector Seat + Slam](#)

Now go make your own combos, you Wasteland Jackson Pollack!

RANGERS OF THE LOST ARKS

In **RAGE 2**, Arks are where you unlock and collect Nanotrite Abilities and some weapons, like the Smart Rocket, Shotgun, and more. It's important that you spend time exploring the Wasteland finding all the Arks – more than a dozen of them! -- to become powerful enough for some of the big fights later in the game. Some Arks will be part of quests. Some you will find just by driving around. Or, you can visit some special folks at various trade towns who will have information on the location of Arks.

BASICALLY – DON'T SLEEP ON ARKS. TAKE YOUR TIME AND COLLECT THEM ALL!

- *Speaking of Raiders of the Lost Ark:* In **RAGE 2**, YOU are the “Top Men” (or Women) working on the Arks. It's up to you to harness their power and save the world from Hitl... uh... General Cross. Crap, I hope I didn't spoil the ‘subtle’ symbolism of **RAGE 2**'s bad guys there!
 - *PR SAYS:* With our Arks, you can't level mountains, but you *can* level mutants! “Haha”
 - Did you know that René Belloq had a son who vowed to avenge his lost father? He spent 19 years tracking Indiana and Marion and only relented when he learned they were getting married and felt bad. WEIRD.

VEHICLES -- IF YOU SEE IT (and it still has wheels) YOU CAN DRIVE IT

From faction vehicles and tanks to ice-cream trucks and souped-up racers, Walker is spoiled for choice when it comes to rides. Each vehicle is Wasteland-ready and fully rigged to wreck shop. If you can see it (and it still has wheels – some vehicles are broken down), you can drive it. And if you can drive it, you can kick ass with it. Some vehicles you will find; some will come from quests.

Using the game's garage system, vehicles you hijack in the world and return to a city are available for you to call in later, anywhere in the world. Here are *some* of the vehicles you will come across:

- **Phoenix:** An all-purpose death machine, the Phoenix is a fully upgradeable all-terrain vehicle that's always at your beck and call. Complete with powerful weaponry like the Hellfire Missiles and Pulse (the Phoenix's very own Shatter-like ability), the Phoenix is a Ranger's most reliable ride.
 - *Fun Fact:* The Phoenix is voiced by Lynda Carter. It's like K.I.T.T. + Wonder Woman: an 80s kid DREAM! 🎵 [*"All the world's been waiting for you, and the power you possess!"*](#) 🎵
- **RAPTOR:** On a [steel \(and feltrite\) horse you ride](#) with the RAPTOR, one of the three main vehicles in Walker's garage. Sure, you're a little more exposed to the elements and incoming enemy fire, but damn do you look cool.
- **Icarus:** Take your travel to the skies with the Gyrocopter. This flying vehicle will transport you to all those hard-to-reach spots, and it'll give you an advantage on the battlefield.
 - *TRY IT:* Enter a fight like Thor in the Bifröst by hopping out from high above using Slam!
- **Monster Truck:** Who among us hasn't dreamt of rolling over traffic in a loud, angry monster truck? In **RAGE 2**, other vehicles, people, and obstacles will have no choice but to get wrecked when you're behind the wheel of one of the game's [M-M-M-Monster trucks](#).
- **Racecars:** **RAGE 2** has a wide variety of racecars, all designed for mind-boggling speed. Sure, you can steal them, but you can also win them at the Torn Plains Racetrack. Ooh! There are "Open World Side Activities!!"

TIPS FROM THE TEAM!

We asked our friends who made the game to pass along their favorite tips and tricks for playing **RAGE 2**. Here are the best of the best.

General Tips

- Get to the ARKs first -- don't rush through the game -- and find them all. It is SO important to get all the weapons and upgrades!
- Look for storage crates and meteors to collect Feltrite. Spend Feltrite to upgrade your weapons and abilities.
- Sell your junk! Retailers in Wellspring, Gunbarrel, Oasis and Dreadwood can all buy your junk in exchange for cash.
- Buy Wingstick and Health Infusion schematics! The first level lets you craft your own (which becomes very useful on later missions), subsequent ones upgrade their usefulness.
- Data Pads give you project points! Not a ton for a single one, but they're all over the place, and this is an easy way to farm Kvasir points.
- The Sidewinder Pistol isn't just the "starting weapon." It's actually quite powerful. It does a burst fire at a distance, but when used with iron sights it's very effective for headshots.
- Use Dash often! It's a great way to avoid fire from difficult enemies (like Authority Sentries, Cyber Crushers and the Shrouded). Plus, when combined with the Grav-Jump, you can get to hard-to-reach places.

Driving Tips

- Hand brake! Learn how to use it. Go fast, power slide into the turn, hit the Boost when you're facing where you want to go, and off you go!
- Vehicle combat – learn how to use the ram function. Sending motorcycles flying off cliffs is FUN.
- Vehicle combat – don't try and fight a convoy before you upgrade your Phoenix. You will get REKT.

Tips on Upgrades

- Any project points earned can be used for any project trees.
 - Spend those project points!
- The bullet bag upgrades are super useful, as are the upgrades to help you find data pads and chests.
- Once you have the project upgrade for it, returning vehicles to cities is the best way to get auto parts to upgrade the Phoenix. This is also how you add the vehicles you commandeer (*cough*steal*cough*) to your own person stable of rides.
- Buy schematics to upgrade your throwable items.
- Upgrade the recharge time of your Nanotrite abilities first. The faster you can use your abilities in combat the more effective you will be.
- As far as weapons go, you may want to consider upgrading the Shotgun first. Doing more damage against armor is a must, as is the increase in effective distance.

APPENDIX OF WAY TOO MANY (BUT VERY USEFUL) ARTICLES

The Basics

- [\[Everything You Need to Know About RAGE 2\]](#)
Get the high-level rundown on **RAGE 2** before you dig into more info.
- [\[RAGE Rewind\]](#)
From the first RAGE to now, here's a helpful guide to get you up to speed.
- [\[When id Met Avalanche\]](#)
RAGE 2 is a match made in heaven. Hear from the devs at id Software and Avalanche Studios about how this beautiful, weird baby came to be.

How to be a Wasteland Superhero

- [\[Have Superpowers\]](#)
Step one to becoming a wasteland superhero: Get yourself some dope powers.
- [\[Load Up Your Loadout\]](#)
Step two: Grab some guns. Grab some gadgets. Grab anything that looks like it could wreak some serious havoc.

- [\[Master Those C-C-C-Combos\]](#)

Step three: Git gud. Once you've got all those powers and toys, put them together to become the ultimate badass.

Meet the Factions

- [\[The Authority\]](#)

No game is complete without a stellar lineup of Big Bad Evil Dudes to fight, and the Authority are the biggest, baddest, evilest dudes (well, mutants) in the wasteland.

- [\[River Hogs\]](#)

When they're not busy building giant machines out of junk and throwing huge parties, the River Hogs are hard at work making your life a living hell.

- [\[Goon Squad\]](#)

Armed with makeshift weapons and a serious desire to kill kill kill, the Goon Squad is the largest, craziest and pinkest faction in the wasteland.

- [\[Immortal Shrouded\]](#)

The Immortal Shrouded are a bunch of masked badasses and if given the opportunity, we would totally join them. Just look at their swords. Those are f---ing cool.

Odds 'n Ends

- [\[The Wild, Wild Wasteland\]](#)

There's *a lot* to see and do once you're set free in the wasteland. Get ready with this guide to **RAGE 2's** open world mayhem.

- [\[WTF Is a Wingstick?\]](#)

No seriously. Can someone explain to us how Wingsticks work? Oh wait, id Software Studio Director Tim Willits can.

- [\[RAGE 2 Introduces Cheats & the Wasteland Wizard\]](#)

Rampage through the wasteland accompanied by the dulcet tones of Tim Kitzrow's voice, instagib your enemies, spawn in Klegg Clayton as a friendly AI companion, and so much more with **RAGE 2's** Cheats.

THANKS, AND HAVE FUN

That's it for background info and helpful tips. You've got a wide-open Wasteland full of enemies to blast, toys to find, and Abilities to experiment with. Go forth and become the Wasteland Superhero!

As always, any questions or issues, please reach out. Have fun!

- **PR NOTE:** Please note that we didn't make a single *Walker, Texas Ranger* joke in this document. We just KNOW many of you will execute them better than us in your headlines. We can't wait to collect them all!