

FROM THE MAKERS OF **GRAND THEFT AUTO**

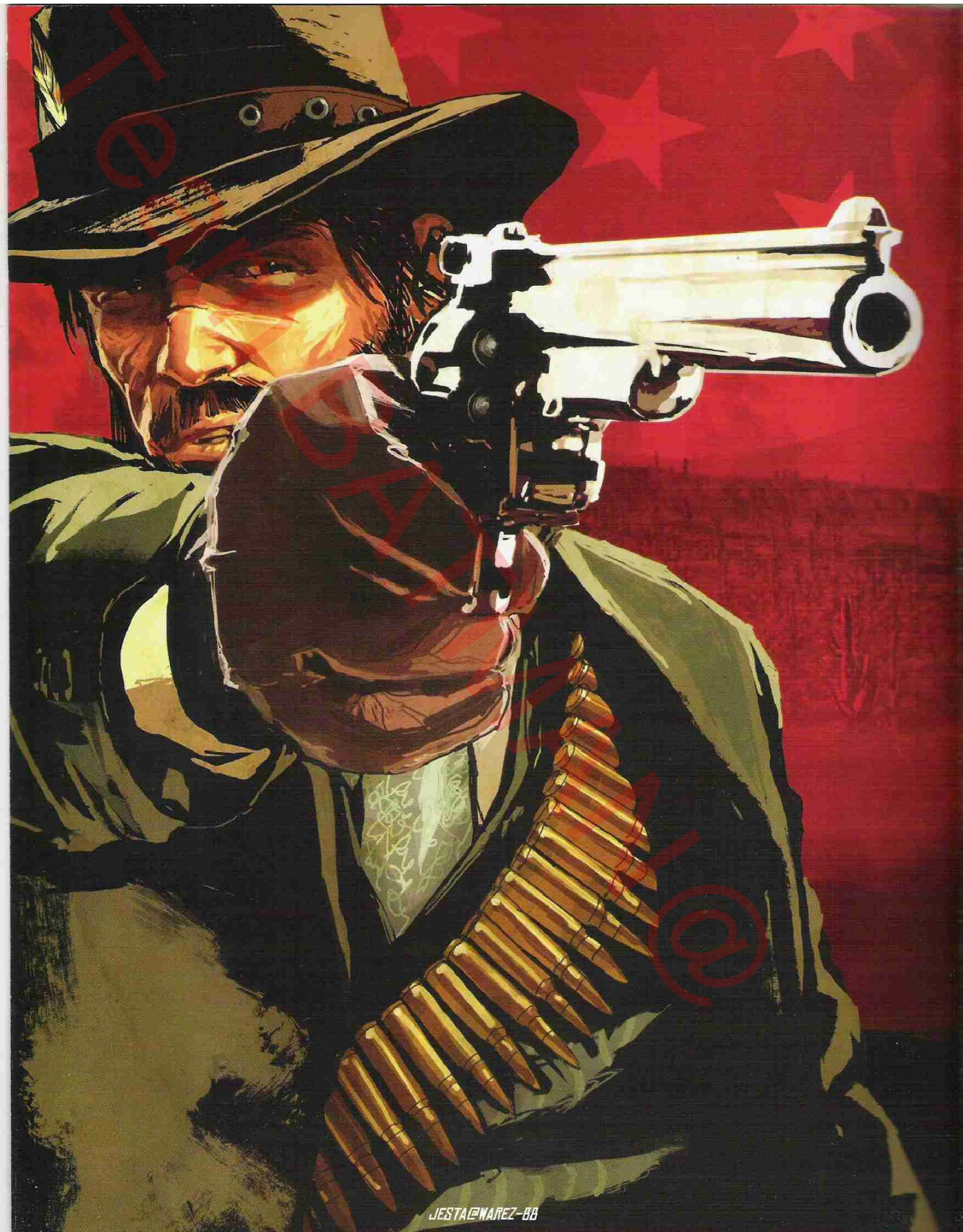
RED DEAD REDEMPTION[™]

COVERS MICROSOFT XBOX 360[®] AND
PLAYSTATION[®] 3 COMPUTER
ENTERTAINMENT SYSTEM

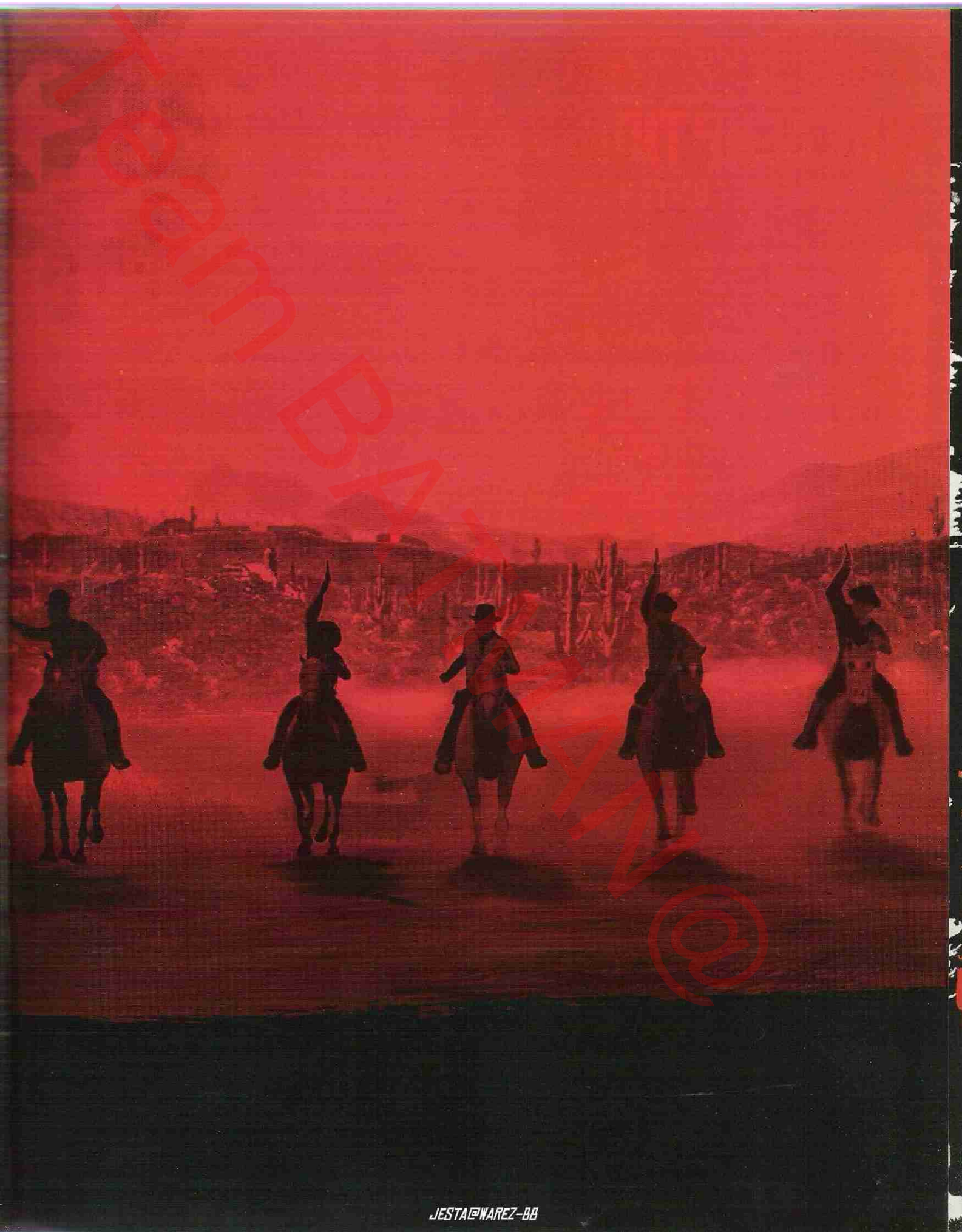
JESTA@WAREZ-BB

Tim Bogenn &
Rick Barba





JESTA@WAREZ-BB



RED DEAD REDEMPTION™

TABLE OF CONTENTS

WELCOME TO THE FRONTIER... 4

INTRODUCTION..... 4

CHARACTERS..... 5

RED DEAD BASICS..... 10

Safehouses..... 10

Navigating the West..... 10

Dead Eye..... 10

Fame & Honor..... 11

Bandana Bad Man..... 12

Ambient Challenges..... 12

The Law..... 13

100% Completion..... 17

MAIN STORY MISSIONS..... 18

ACT 1..... 20

BONNIE MACFARLANE..... 20

Exodus in America..... 21

New Friends, Old Problems..... 24

Obstacles in Our Path..... 27

This Is Armadillo, USA..... 30

Women and Cattle..... 33

Wild Horses, Tamed Passions..... 35

A Tempest Looms..... 39

The Burning..... 41

MARSHAL JOHNSON..... 44

Political Realities in Armadillo..... 44

Justice in Pike's Basin..... 48

Spare the Rod, Spoil the Bandit..... 52

Hanging Bonnie MacFarlane..... 56

The Assault on Fort Mercer..... 58

NIGEL DICKENS..... 62

Old Swindler Blues..... 62

You Shall Not Give False Testimony,
Except for Profit..... 64

Liars, Cheats, and Other Proud Americans..... 67

Can a Swindler Change His Spots?..... 69

The Sport of Kings, and Liars..... 72

SETH..... 74

Exhuming and Other Fine Hobbies..... 74

A Gentle Drive with Friends..... 78

Let the Dead Bury Their Dead..... 80

IRISH..... 82

A French Man, a Welshman and an Irishman .. 82

Man Is Born Unto Trouble..... 84

On Shaky's Ground..... 89

We Shall Be Together in Paradise..... 92

ACT 2..... 96

LONDON RICKETTS..... 96

The Gunslinger's Tragedy..... 97

Landon Ricketts Rides Again..... 99

Lucky in Love..... 103

The Mexican Wagon Train..... 105

VINCENTE DESANTA..... 108

Civilization, at Any Price..... 108

The Demon Drink..... 111

Empty Promises..... 113

Mexican Caesar..... 117

Cowards Die Many Times..... 120

LUISA FORTUNA..... 124

My Sister's Keeper..... 124

Must a Savior Die?..... 127

Father Abraham..... 130

Captain De Santa's Downfall..... 133

ABRAHAM REYES..... 136

The Great Mexican Train Robbery..... 136

The Gates of El Presidio..... 142

An Appointed Time..... 146

ACT 3 150

AGENT EDGAR ROSS 150

Bear One Another's Burdens	151
Great Men Are Not Always Wise	154
And You Will Know the Truth	158
And the Truth Will Set You Free	161

PROF. MACDOUGAL 166

At Home with Dutch	166
For Purely Scientific Purposes	171
The Prodigal Son Returns (to Yale)	174

HOME MISSIONS 176

JACK 176

The Outlaw's Return	176
John Marston and Son	179
Wolves, Dogs, and Sons	182
Spare the Love, Spoil the Child	184

ABIGAIL 186

Pestilence	186
Old Friends, New Problems	187

UNCLE 189

By Sweat and Toil	189
A Continual Feast	192

FINALE 194

The Last Enemy That Shall Be Destroyed	194
---	-----

OTHER ACTIVITIES 196

JOBS & ACTIVITIES 198

Nightwatch	200
Horse Breaking	201

GANG HIDEOUTS 202

Tumbleweed Hideout	204
Twin Rocks Hideout	206
Pike's Basin Hideout	208
Gaptooth Breach Hideout	210
Nosalida Hideout	212
Fort Mercer Hideout	214
Tesoro Azul Hideout	216
Solomon's Folly Hideout (PS3 Only)	218

MINI-GAMES 220

Poker	220
Blackjack	222
Five Finger Fillet	223
Horseshoes	224
Liar's Dice	225
Arm Wrestling	226

STRANGERS 227

ITEMS, WEAPONS, & SHOPS 256

ITEMS 256

Maps	256
Consumables	256
Clothing	257
Kit Items	257
Horses	259

WEAPONS 260

SHOPS 265

General Stores	265
Gunsmith	267
Tailor	269
Doctor	269
Sellable Items	270
Chest Awards	273

CHALLENGES 274

Survivalist	277
Master Hunter	281
Sharpshooter	286
Treasure Hunter	289

BOUNTY HUNTER 299

OUTFITS 308

ACHIEVEMENTS & TROPHIES 318

MULTIPLAYER 320

MP Basics	320
MP Tips	322
MP Challenges	328

WELCOME TO THE FRONTIER...

RED DEAD REDEMPTION DELIVERS AN UNPRECEDENTED OPEN-WORLD, THIRD PERSON, ACTION-ADVENTURE WESTERN EXPERIENCE PACKED WITH EVERYTHING YOU'D EXPECT THERE TO BE IN THE OLD WEST—BLOODTHIRSTY OUTLAWS, PROUD FRONTIERSMEN, PROFITEERING OFFICIALS, JADED LAWMEN, VIOLENT IDEALISTS, AND SWAGGERING GUNSLINGERS ALL FIGHTING TO SURVIVE IN AN UNFORGIVING WORLD, ALL IN DIRECT CONFLICT WITH ONE ANOTHER, AND ALL WITH VERY LITTLE TIME FOR PERSONAL HYGIENE.

SET IN 1911, THE STORY TAKES PLACE IN A FICTIONAL REGION OF THE AMERICAN WEST, EXTENDING SOUTH INTO A BORDER PROVINCE OF MEXICO AND NORTHEAST TO MODERN CIVILIZATION.

THE WORLD EMBODIES THE LAST REMNANTS OF THE OLD FRONTIER AND THE WESTERN LIFESTYLE, WHERE VAST EXPANSES OF WILDERNESS, SMALL DYING TOWNS, AND OBSOLETE OUTPOSTS ARE SLOWLY CATCHING UP WITH PROGRESS AND MODERN SOCIETY.

THE CHARACTERS IN THE STORY ARE COMMON FOLK PUSHED TO THE EDGE. THE WAY OF LIFE THAT THEY DREAMED FOR IN THE WEST IS DISINTEGRATING. SOME ARE DESPERATELY FIGHTING THE FORCES OF CHANGE, AND OTHERS HAVE ALREADY GIVEN IN AND ARE TAKING ADVANTAGE OF THE DISORDER. THEY HAVE STRONG INTERESTS, DESIRES AND PASSIONS, THAT OFTEN CLASH WITH THE NEEDS OF OTHERS, RESULTING IN VIOLENCE AND BLOODSHED.

GANGS OF OUTLAWS AND BOUNTY HUNTERS ROAM THE TERRITORIES AND INFLICT THEIR WILL ON ANYONE WHO IS UNFORTUNATE ENOUGH TO CROSS THEIR PATH. TENACIOUS LANDOWNERS DEFEND THEIR DECAYING DOMAINS, WHILE LAWMEN HARSHLY IMPOSE THEIR DOOMED IDEAS OF ORDER.

OUR HERO, JOHN MARSTON, IS A SURVIVOR TRYING TO SAVE HIS FAMILY. A FORMER OUTLAW WHO THOUGHT HE'D LEFT THAT LIFE BEHIND, JOHN MUST NOW RIDE BACK OUT TO HUNT DOWN THE GANG HE USED TO RUN WITH. NOT BECAUSE HE'S TRYING TO MAKE THINGS RIGHT OR FIND PEACE WITHIN HIMSELF—THE REASON IS LESS POETIC AND FAR MORE INSIDIOUS. IT TURNS OUT THAT CORRUPT GOVERNMENT AGENTS ARE HOLDING HIS WIFE AND SON HOSTAGE UNTIL HIS OLD GANG MEMBERS ARE BROUGHT TO JUSTICE.

CHARACTERS

JOHN MARSTON

OUR HERO IS A FAILED APOSTLE. HE IS A MAN WHO FELL IN WITH DUTCH VAN DER LINDE'S VISION, UNTIL HE SAW IT BECOME INSANE. AND, HE GAVE HIS FORMER LIFE UP TO BECOME A FARMER AND A FAMILY MAN. JOHN GREW UP IN A ROUGH ORPHANAGE AND STARTED STEALING AND KILLING WHEN HE WAS YOUNG. DUTCH SAVED HIM FROM A HANGING AND EDUCATED THE ILLITERATE MARSTON. HE TAUGHT HIM ETHICS AND A LOVE OF NATURE, A BELIEF IN THINGS OTHER THAN VIOLENCE—OTHER THAN POWER. JOHN NEVER REALLY BELIEVED HE COULD ESCAPE HIS PAST, ESPECIALLY AFTER THE KILLINGS ON THE TRAIN, BUT SPENT THREE YEARS TRYING. NOW, HIS PAST HAS RETURNED IN THE FORM OF A GOVERNMENT AGENCY THAT IS HELLBENT ON SOLVING THESE MURDERS AND PREPARED TO USE HIS FAMILY TO DO SO. HE IS A MAN WHO UNDERSTANDS THAT HUMAN BEINGS CHANGE, AND THAT THE WORLD CANNOT BE HELD UP BY ONE MAN'S DREAMS. HE IS BOTH VAN DER LINDE'S GREATEST SUCCESS AND HIS ULTIMATE UNDOING.



BILL WILLIAMSON

BILL IS A 29-YEAR-OLD, BIG AND BURLY FORMER SOLDIER. HE IS ALSO A FORMER THIEF, A FORMER REDEEMED MAN, AND ANOTHER SOUL THAT HAS BEEN SAVED BY VAN DER LINDE FROM A LIFE OF CRIME. BILL HAS TRIED TO DO RIGHT, BUT HE WAS SO PERTURBED BY VAN DER LINDE'S INSANITY THAT HE HAS RETURNED TO THE ONLY LIFE HE KNEW BEFORE HE HAD HOPE: VIOLENCE, DRINKING, INTIMIDATION, AND MURDER. HE HAS THE RAGE OF A MAN DISAPPOINTED. HE IS A MAN WHO BRIEFLY KNEW A BETTER LIFE AND DOES NOT QUITE UNDERSTAND WHAT HAS HAPPENED. BILL IS THE FIRST MAN THAT MARSTON MUST HUNT DOWN.

NIGEL WEST DICKENS



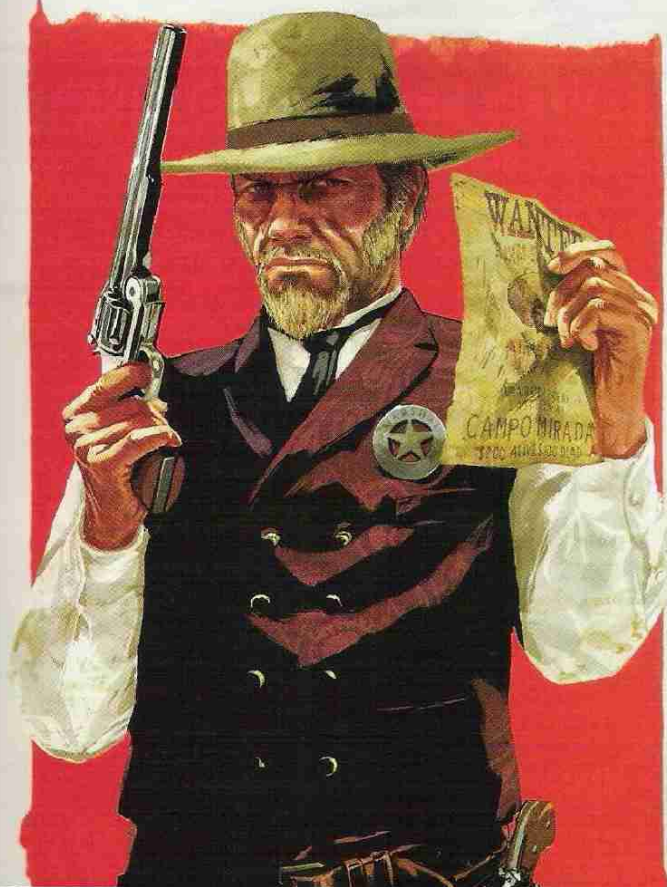
NIGEL IS A 65-YEAR-OLD TRAVELING SALESMAN. SOME MAY CONSIDER HIM TO BE A WOULD-BE VICTORIAN GENTLEMAN, BUT

THE TRUTH IS THAT HE IS REALLY JUST A CONNING HUCKSTER. HE SPEAKS WITH AN ENGLISH ACCENT, BUT IT IS QUITE POSSIBLE THAT HE IS NOT EVEN ENGLISH. ALTHOUGH HE MAY NOT BE WHOLLY EVIL, HE IS EXTREMELY VERBOSE AND QUITE DECEITFUL.

BONNIE MACFARLANE

BONNIE IS THE 27-YEAR-OLD DAUGHTER OF A PROMINENT RANCHER. SHE IS UNMARRIED, EDUCATED, AND A KIND-HEARTED PROTO FEMINIST. AT ONE POINT, SHE TAKES A ROMANTIC INTEREST IN MARTSON, AND THIS EVOLVES INTO A SOLID FRIENDSHIP. SOME DAY IN THE FUTURE, SHE EXPECTS TO INHERIT AND RUN THE MACFARLANE RANCH.





MARSHALL LEIGH JOHNSON

HE IS A 50-YEAR-OLD AGEING CYNIC. THIS GOOD OL' BOY WOULD BE CONSIDERED A SOUTHERN GENTLEMAN. HE IS GOOD WITH WORDS, BUT HE IS SLOWLY BEING DEFEATED BY THE PRESSURES FACING HIM IN THE WEST. HE HAS BEEN SHOWING SIGNS OF CRACKING UP, BUT HE STILL TRIES TO MAINTAIN A DIGNIFIED FACADE.

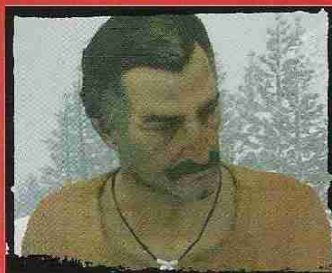
LANDON RICKETTS



LANDON IS A 50-YEAR-OLD FORMER STAR GUNSLINGER, BUT HE IS NOW PAST HIS PRIME, HOLED UP IN MEXICO, AND AWAITING

DEATH. HE IS TOUGH AND POWERFUL, BUT HE IS ALSO VAIN AND SOMEWHAT PRETENTIOUS.

DUTCH VAN DER LINDE

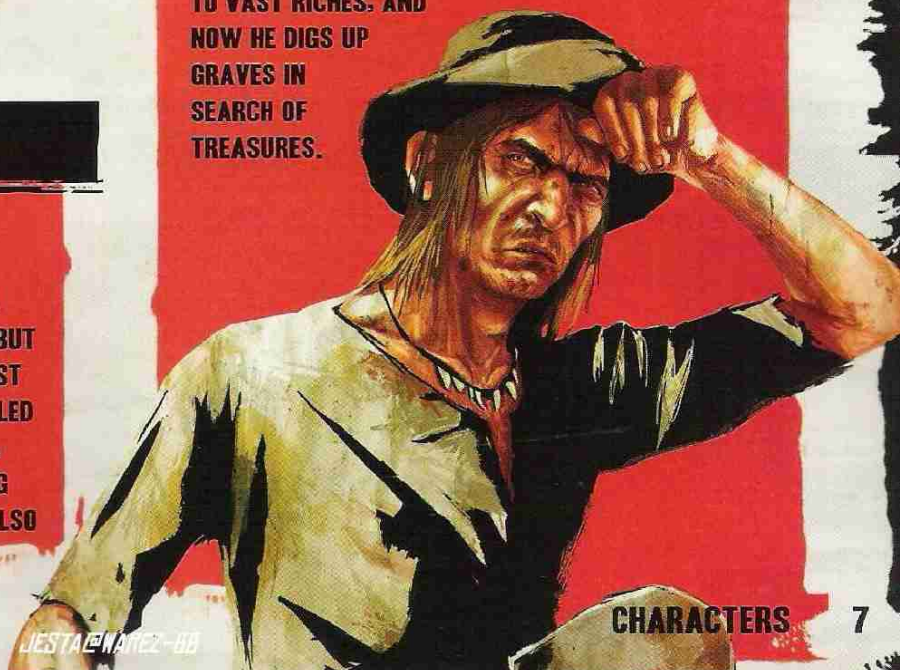


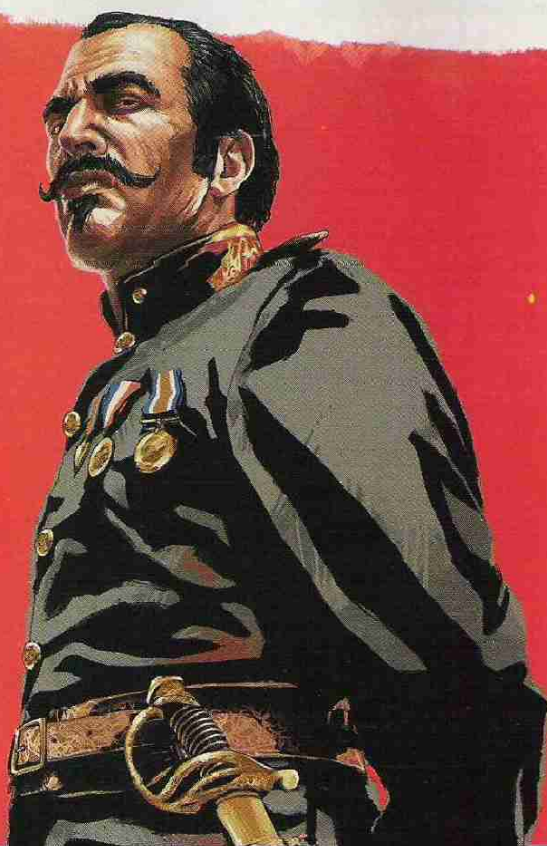
DUTCH IS A 45-YEAR-OLD, BIG, WELL LIVED, CHARISMATIC, CHARMING, SCHEMING MAN WHO TRIED TO LIVE ABOVE

THE LAW. HE IS SELF EDUCATED AND HAS TRIED TO LIVE LIKE A NOBLE SAVAGE. HE GAVE MONEY AWAY, STOLE FROM THOSE WHO HAD TOO MUCH, AND LIVED AS SOMEONE WHO COULD DOMINATE THE WORLD. BUT SLOWLY, HIS DISGUST OF REALITY TRANSCENDED HIS ABILITY TO INDUCE A SAVAGE UTOPIA IN THE WEST, AND HE BEGAN TO SEE THAT HE COULD NO LONGER HOPE TO TURN BAD MEN INTO DOERS OF GOOD DEEDS. SO, HE COMMITTED AN ATROCITY AND TOOK TO THE HILLS TO LIVE WITH THE NATIVE PEOPLE THAT HE FELT HE COULD UNDERSTAND AND ADMIRE.

SETH

SETH IS AN AMERICAN MALE IN HIS LATE THIRTIES. HE IS CERTIFIABLY INSANE. HE IS NOT UNLIKE AN OPIUM ADDICT, ONLY HIS ADDICTION IS MONEY AND HE HAS BEEN UTTERLY CONSUMED BY IT. HIS GOLD PROSPECTING PARTNER DIED ON HIM, WITH THE MAP TO VAST RICHES, AND NOW HE DIGS UP GRAVES IN SEARCH OF TREASURES.





COLONEL AGUSTIN ALLENDE

THIS GENTLEMAN IS A 53-YEAR-OLD, SADISTIC, MILITARY LEADER OF A LOCAL MEXICAN PROVINCE. THE PROVINCE IS IN THE MIDST OF A REBELLION. MANY YEARS AGO, ALLENDE WAS AN IDEALIST, BUT HE'S BECOME A VICIOUS CYNIC WITH A LOVE OF TORTURE AND SEXUAL ABUSE. TAKES PLEASURE IN ALL MANNER OF VICES. HE IS INTELLIGENT, CORRUPT, AND BRUTAL.

ARCHER FORDHAM



ARCHER IS A YOUNG, STURDY, AND KEEN-EYED GOVERNMENT AGENT. HE IS ROSS'S RIGHT-HAND MAN AND HE IS VERY AMBITIOUS AND AGGRESSIVE.

CAPTAIN VINCENTE DE SANTA

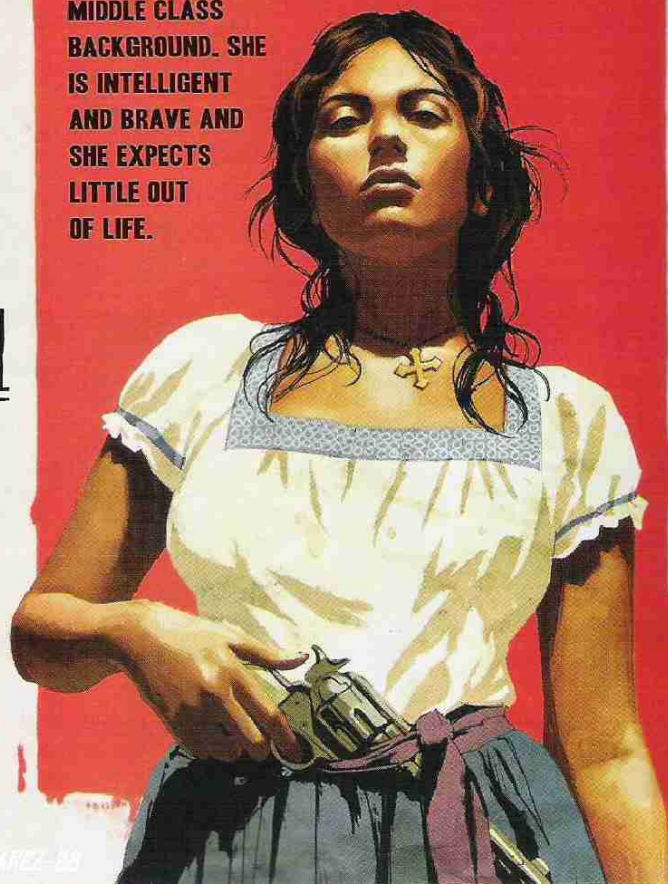


A 33-YEAR-OLD MILITARY MAN. HE IS ALLENDE'S MAN ON THE GROUND. AMBITIOUS AND UNPRINCIPLED, VINCENTE KNOWS

THAT HE IS FIGHTING A WAR THAT HE MUST WIN BECAUSE THE REBELS HAVE PUT A PRICE ON HIS HEAD. HE WILL DO ANYTHING AND KILL ANYONE. HE ALSO HAS BEEN TASKED WITH PROCURING YOUNG WOMEN FOR HIS BOSS.

LUISA FORTUNA

A 19-YEAR-OLD GIRL WITH BRAINS AND GUTS, SHE IS VERY AWARE OF THE CRUMBLING POLITICAL SITUATION IN MEXICO AND IS EAGER TO SAVE HER FAMILY. SHE IS TRAINING TO BE A TEACHER, EVEN THOUGH SHE IS FROM THE LOWEST POSSIBLE MIDDLE CLASS BACKGROUND. SHE IS INTELLIGENT AND BRAVE AND SHE EXPECTS LITTLE OUT OF LIFE.

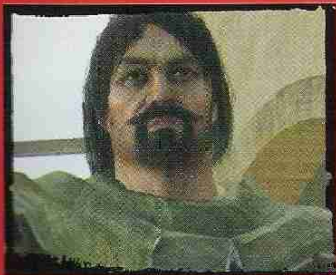




IRISH

A 26-YEAR-OLD LOWLIFE OUTLAW WITH A THICK IRISH ACCENT. HIS NAME IDENTIFIES HIS ETHNIC DESCENT ALTHOUGH THE FACT IS, IRISH HAS NO IDEA OF HIS ACTUAL HERITAGE. AFTER MEETING ON A BOAT FROM EUROPE, IRISH AND TWO OTHER FELLOWS NAMED WELSH AND FRENCH, LIKE ALL LOST SOULS AND NE'ER-DO-WELLS IN TURN OF THE CENTURY AMERICA, HEADED WEST FOR A NEW START. THIS "NEW START" INCLUDES THIEVERY, GUN-DEALING, NUN-ROBBING, AND DRUNKEN EXCESS... BUT HE'S SURE GOT A NICE WAY WITH WORDS. IRISH AND CREW SOMETIMES HANG OUT AT THE LIVERY IN ARMADILLO.

ABRAHAM REYES



HE IS THE 30-YEAR-OLD SON OF A WEALTHY NOBLEMAN, WHO HAS SEEMINGLY SIDED WITH THE PEASANTS AND THE REBELS TO

DRIVE OUT THE REGIME THAT SUPPORTS ALLENDE AND DE SANTA. HE IS VERY VAIN AND PROUD AND HE DOES NOT SEEM TO REALLY CARE ABOUT THE RIGHTS OF THE POOR. HOWEVER, MR. REYES DOES LOVE TO GIVE SPEECHES.

PROFESSOR HAROLD MACDOUGAL



DR. MACDOUGAL IS A 42-YEAR-OLD ANTHROPOLOGIST. HE IS ON A SABBATICAL FROM YALE, WRITING A BOOK ABOUT NATIVE AMERICANS

AND THE LAST DAYS OF THE OLD WEST. HE IS, VERY MUCH, AN EAST COAST TURN-OF-THE-CENTURY MAN. HOWEVER, IT COULD ALSO BE SAID THAT HE HAS TAKEN HIS STUDY OF OPIUM A LITTLE TOO SERIOUSLY. IT'S POSSIBLE THAT HIS SABBATICAL FROM YALE WAS FORCED. HE IS AN OPTIMIST WHO LOVES THE AMERICAN WAY OF LIFE AND SPEAKS IN LARGE METAPHORS.

EDGAR ROSS



EDGAR IS THE 50-YEAR-OLD LEADER OF THE LOCAL, FLEDGLING GOVERNMENT AGENCY. HE IS A MAN WHOSE FADED PHYSICAL

PROWESS HAS BEEN SUPPLANTED BY HIS MENTAL ACUTENESS—A CYNIC WHO SEES THE WORST IN EVERYONE, AND WHO LOVES THE POWER THAT THE GOVERNMENT HAS RECENTLY GRANTED HIM. HE SEES HIMSELF AS AN INDIVIDUAL WHO IS COMPLETELY ABOVE ANY LAW.

RED DEAD BASICS

SAFEHOUSES

Red Dead Redemption has an autosave feature that saves your progress while you are playing through the game and after you complete any significant task. You can also save by going to sleep at any of the free, rented or purchased, safehouses. When you sleep at a safehouse, it advances the game by six hours. You can also pick up extra ammunition for many of the weapons you own by opening a chest, which is always near the bed. If you are separated from your horse, it will be waiting for you at the hitching post outside your safehouse.

You can also save your game in the wilderness. Choose the Camp item from your satchel when outside of a town or settlement and off the beaten path. In addition to saving at a Camp, you can also change your wardrobe or travel (warp) to any location. Note that you can travel to waypoints, which is very useful for warping across regions.

NAVIGATING THE WEST



If not by foot, your transportation options in the far west are: horse, mule, stagecoach taxi, or train. If traveling great distances through troubled

territories does not sit well with you, then you can sit by the warmth of your campfire and dream about your destination.

Using a campsite allows you to not only save your game and force the passage of six hours but also allows you to travel to destinations much like you would in a stagecoach taxi, but without the hassles that modern transportation bring. You can travel to places that appear in the travel menu or you can travel to a custom waypoint.

Using trip skips in a stagecoach taxi, or a train, or by traveling via campsite can be very convenient, but you also miss out on the adventure and discovery that comes with traveling to a location by horse. You also miss out on opportunities to raise your Fame and Honor by partaking in random challenges and helping people in need on your travels.

DEAD EYE

Dead Eye allows you to experience the lightning reflexes of a gunslinger. There are three types of Dead Eye. The first type is available early in the game

and allows you to shoot at will while in slow motion. The second type allows you to select targets automatically by moving the reticule over enemies. The final and most advanced type of Dead Eye allows you to manually select your own targets on specific body parts and explosive objects while in Dead Eye. Your Dead Eye meter fills more quickly by achieving headshots and spectacular kills.



There are also items you can purchase from shops that allow you to refill Dead Eye during battle, such as Chewing Tobacco and Moonshine. Completing the level 10 Survivalist challenge also allows you to create consumables that can refill your Dead Eye meter.

OPTIONAL SHOOTING STANCES

WHILE YOUR WEAPON IS DRAWN YOU CAN CHOOSE EITHER YOUR RIGHT OR LEFT SHOULDER TO ESTABLISH YOUR AIM. PRESSING RIGHT ON THE D-PAD GIVES YOU RIGHT SHOULDER AIMING WHILE LEFT ON THE D-PAD SWITCHES TO LEFT SHOULDER AIM. THIS IS AN AWESOME FEATURE THAT ALLOWS YOU TO FIRE FROM AROUND RIGHT OR LEFT CORNERS WHILE KEEPING YOUR EXPOSURE TO A MINIMUM.

RETICLE

WHEN AIMING A WEAPON, THE RETICLE DOT FADES IN IF YOUR TARGET IS IN RANGE, OR OUT IF IT IS BEYOND THE ATTACK RANGE OF YOUR CURRENT WEAPON. WHEN THE DOT IS FADED, SHOTS FIRED AT THE TARGET ARE OUT OF RANGE AND VERY INACCURATE. WHEN THE RETICLE IS A BRIGHT WHITE, THE TARGET IS WITHIN RANGE OF THE CURRENT WEAPON.

FAME & HONOR

How people interact with you is largely affected by the choices that you make. *Fame* is gained by killing people, doing jobs, completing challenges, finishing tasks, helping strangers, and winning duels and games. With fame comes great rewards—people are more likely to ask you for help, the cost of bribes comes down, and lawmen may begin to turn a blind eye to your transgressions.

You will often be presented with a choice of actions, and the decision you make affects your *Honor*, either positively or negatively. High honor awards you with discounts in stores, more pay for jobs, and witnesses turning a blind-eye to your criminal behavior.

For example, when enough Fame is acquired to achieve “Gunslinger” status you no longer get in trouble for stealing horses.

HONOR RANK PERKS

RANK	PERK
Desperado	No eyewitness report crimes below murder, but lawmen still respond to all crimes if seen (in addition to Rustler and Road Agent perks).
Road Agent	All the shops in Thieves Landing charge you 50% less to buy, and pay 50% more to sell (in addition to Rustler perks). Special black horse responds to your whistles as long as you stay below Drifter rank.
Rustler	The cost to bribe eyewitnesses is reduced 50%.
Drifter	No perks.
Honest Joe	All jobs pay twice as much (including Bounty Hunter).
Peacemaker	Shops prices are reduced 50% when buying and increased 50% when selling in all areas but Thieves Landing (in addition to Honest Joe perks). Worn Duster outfit is unlocked.
Hero	Lawmen and Eyewitnesses only report crimes after the first murder in cold blood (in addition to Honest Joe and Peacemaker perks)

FAME RANK PERKS

RANK	PERK
Legend	Bounty values for all the crimes you commit are halved.
Gunslinger	You will never go wanted for stealing or hijacking a horse.
Mercenary	Increase time between law pursuits from 24 hours to 48 hours.
Buckaroo	The cost to bribe lawmen is reduced 25%.
Greenhorn	People start asking you for help (more ambient challenges become available).
Nobody	No perks.

BANDANA BAD MAN



The Bandana is available at the General Store in Escalera and the Tailor in Thieves' Landing. This piece of cloth hides your identity from townspeople and the law. While wearing it, your Honor and Fame will not change due to your actions. Your Wanted Level will also decrease more rapidly if you remove it after you commit a crime. So, if you're going to be bad and you don't want to lose the Fame and Honor you've worked so hard at building, you may want to wear a Bandana.

AMBIENT CHALLENGES

Depending on how you behave and the status of your Honor and Fame, people may randomly approach you in town or out in wilderness to ask you for help. Sometimes you may run into situations like stagecoach robberies in progress or a sharpshooter out in the wilderness who wants to challenge you to a shooting contest. Completing these tasks raises your Honor and can bring monetary rewards, as well. The following is a list of some of the types of ambient challenges you can discover:



CHALLENGE	JOB REQUIREMENT
People chased by wild animals	Defeat the animals (use Dead Eye).
Crime holdup	Stop the criminals save the victim.
Horse theft	Stop the thief and return the horse to the owner.
Wagon theft	Stop the thief and return the wagon.
Criminal chase	Stop the criminal and wait for pursuing law enforcement to reward you.
Low or High Honor Duels	Defeat the dueling opponent.
Duel for being rude	Defeat the dueling opponent.
Escalera Fire squad	Stop the firing squad from executing victim.
Escort	Take the person waving you down to a destination.
Hangings	Follow character to friend being hung and shoot the rope to save the victim and defeat all enemies in the area before the victim dies.
Roadside ambushes, executions, prisoners, and robberies	Stop criminals. Be careful of those waving you down for assistance but turn out to be bad and steal your horse. Or pretend (usually women) to be victims of robberies at a stagecoach and blend amongst the other criminals.
Sharpshooter challenges	Pay money to partake in sharpshooting challenge (usually shooting a certain amount of birds in a given amount of time).
Herbalist Challenge	Pay to partake in challenge and collect set amount of herbs before challenger.
Skinning Challenge	Pay to partake in challenge and shoot and skin set amount of animals before challenger does.
Town abduction	Often happens at Saloon in Armadillo. Stop the drunkard from abusing the victim.
Transport dynamite	Deliver a highly-sensitive cargo to a destination without blowing up.

THE LAW

Most towns and settlements have some form of lawmen, be it a sheriff, a marshal, the police, or the army. If you're caught committing a crime, you will be punished. If a crime you committed is reported to the law, you obtain a Wanted Level and a Bounty is placed on you. The higher the bounty, the more lawmen join the pursuit. You remain Wanted as long as lawmen or civilians can see you.

You can always move from place to place with relative safety in between crimes, relying upon the limited means of communication between small, provisional governing/policing bodies.

You can lose your Wanted Level by breaking the law's line of sight and hiding. Even if you manage to evade the law posses, deadly bounty hunters will come after you. You can pay off your bounty with cash at one of the local Telegraph offices or clear your name with Pardon Letters, which are found throughout the world.

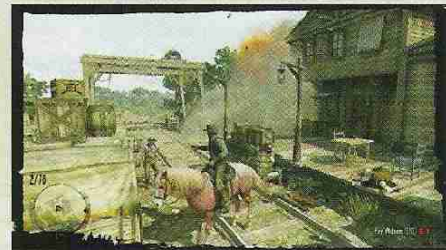


NEGATIVE EFFECTS OF BEING BAD

IF YOU ARE WANTED BY THE LAW, YOU CANNOT HELP STRANGERS UNTIL YOU ARE OUT OF DANGER. BAD DEEDS ARE NOTED BY THE POPULACE, AND YOU WILL FIND THAT MANY ESTABLISHMENTS WILL CLOSE THEIR DOORS TO YOU.

EYEWITNESSES

Your minor crimes will be reported by an eyewitness if you commit several minor crimes in a short period of time or commit a minor crime on a piece of property someone owns (for example, vandalizing a building when someone is inside or shooting someone's horse out from under them). If civilians see you commit a serious crime, one will become a "witness" and attempt to report the crime to local law enforcement. If they succeed in reaching a lawman, or a lawman sees you commit any crime, you will gain a Wanted Level. You can stop eyewitnesses from reporting your crime to the nearest lawman by bribing them or killing them.



WANTED FACTS

- You are either actively wanted or not, with the severity of the response determined by the dollar amount of the bounty.
- You have a different territorial bounty value for both US and Mexico.
- The territorial bounty value is represented by money displayed on the HUD. The bounty is always displayed while you have a Wanted Level and for a short time after you lose it, then it disappears until you go Wanted again. The bounty value can be checked in the Pause menu and is located below your current money amount.
- You only earn bounties for crimes that the territory's lawmen know about. Any other crimes are discarded.
- Once you have left the area where crimes were committed while also losing pursuit, you are no longer actively wanted by the law enforcement (you will not be shot at or arrested in town), but you still have the bounty value accumulated through the crimes.
- Any crime committed results in a response equal to your total bounty value.
- You can reduce territorial bounty value by paying off the bounty at a telegraph office in town (or by using a Pardon Letter, which clears the entire bounty for free), or by giving up and being arrested and sent to jail.
- If you are sent to jail, money is deducted up to the value of your bounty.
- Over time, a persistent bounty value triggers posse, bounty hunter, US Marshal, and Mexican Army to pursue you, roughly twice a day.

BEING WANTED VS. HAVING A BOUNTY

The two important concepts of the Bounty System are being Wanted and having a Bounty.

WANTED

If you are wanted, you are actively pursued by law enforcement when identified. They give chase as long as they are able, and take whatever steps necessary to apprehend you—the criminal.

When you are wanted, the meter in top-right corner of the screen is filled with Red. As you lose the pursuit, the meter slowly drains. You become wanted by committing a crime and being witnessed by a law enforcement official near the vicinity of the crime, or by a civilian who runs to law officers.

REDUCING OR LOSING WANTED STATUS

RUNNING

You lose pursuit if you are not seen by the pursuers for a certain amount of time dependent upon the bounty. Roughly between 22 seconds for a bounty less than \$70 and 45 seconds for a bounty greater than \$370. If you are holed up inside a building, any law present attempts to surround the building and flush you out. The law will not lose track of you while they are surrounding the building. If the law cannot see you, they attempt to track you based on your last known position and speed.

SURRENDER

Submitting to law officials. If you are within 22 meters of non-eliminated law enforcement, with weapons holstered, you will put your hands in the air, if you do not touch the controls for one second. This forces a ceasefire and surrender. After which you are thrown in jail.

BRIBING

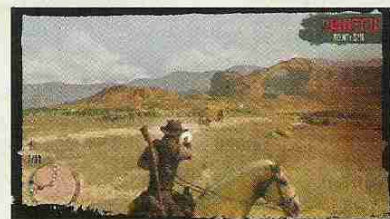
Bribing law officials. If you are within 10 meters of non-eliminated law enforcement, and have guns holstered, you can bribe the law to leave you alone (bounty hunters and special forces may not be bribed). The bribe amount starts at 50% of your current bounty. If you have achieved "Buckaroo" Fame, this is reduced by 25%. When you bribe the law, your bounty reverts to the value it was before this law response began.



BOUNTY

The Bounty system tracks your criminal behavior in a more permanent fashion. Pedestrians and law in town treat you differently, depending on how large your bounty is. Additionally, you have posses, US Marshals/Mexican soldiers, and bounty hunters chasing you across the landscape if you have an active bounty.

A bounty by itself does not generate aggressive behavior from local law, since you have a bounty value for both US and Mexico. When a crime is witnessed by a law enforcement official of a certain faction, the crime value is added to your Bounty total.



You can get rid of this bounty in a number of ways:

- You pay your bounty at any telegraph office via wiring money.
- You submit to a pursuing law enforcement officer and are taken to jail, where you pay your fine.
- You use a Pardon Letter item to remove the Bounty. The Pardon Letter must be used at a Telegraph station.

You can also reduce your Bounty by completing Bounty Hunter missions; the payment you receive is applied to reduce your total Bounty.

CRIMES AND BOUNTIES

CRIME	BOUNTY AMOUNT
Vandalism	\$1
Vandalism to a vehicle	\$5
Property destruction	\$5
Property destruction to a vehicle	\$10
Arson	\$20
Assault	\$20
Assault on the law	\$20
Assault to a horse	\$5
Assault on livestock	\$5
Assault to an animal (such as a dog)	\$5
Murder	\$40
Murder a law enforcer	\$50
Murder a horse	\$20
Murder livestock	\$20
Murder an animal (such as a dog)	\$5
Theft of a horse	\$20
Theft of a vehicle (stagecoach or cart)	\$20
Kidnapping (hogtie and carry away)	\$20
Kidnapping a law enforcer	\$30
Safe cracking	\$50
Trespassing	\$5
Robbery	\$10
Cheating	\$25
Threaten law enforcement	\$5

REGIONAL LAW ENFORCEMENT

Each district, town, and settlement is either under the jurisdiction of one of the two factions, or it is lawless (under no jurisdiction). Crimes committed in these regions result in bounty for that faction. Thieves' Landing and Beecher's Hope are lawless areas, and crimes committed there are not subject to bounty or local response.

Each area can have any number of local persistent characters defined as law enforcement for the region—these characters are notified when crimes are committed and are the first to respond. Additionally, larger towns and settlements have a larger law enforcement response. Regional Law Enforcement is used only for local, immediate response to crimes and pursuing a wanted criminal. They will continue to pursue after you leave the town where the crimes were committed until you lose or kill them, but no additional lawmen will join the chase.

Every town and settlement has a maximum number of law enforcement available for any given event. If you kill all of them, the law response ends, and no new ones are summoned until you begin committing more crimes.



TOWN/SETTLEMENT	MAXIMUM NUMBER LAW PER EVENT
Armadillo	20
Ridgewood Farm	5
Coots Chapel	6
Benedict Point	6
Rathskeller Fork	5
MacFarlane's Ranch	6
Plainview	7
Escalera	30 (along with the ~10 soldiers who live there)
Las Hermanas	8

TOWN/SETTLEMENT	MAXIMUM NUMBER LAW PER EVENT
Agave Viejo	5
Chuparosa	20
El Matadero	9 (along with the 5 soldiers that live there)
El Presidio	0 (~12 soldiers live there)
Blackwater	50
Pacific Union Railroad Camp	7
Manzanita Post	7

ONGOING LAW ENFORCEMENT PURSUIT

Each of the Towns and Settlements (listed above) has three additional pursuit types:

POSSES

Posses form in the wilderness, with composition and size based on Bounty Value. A posse is made up of three or more lawmen, and if the bounty is high enough they arrive with dogs. You cannot hide from posses that have at least one dog alive—they always know where you are. You can escape them only by getting outside the law radius area on the map, which is much larger than usual if dogs are part of the posse.

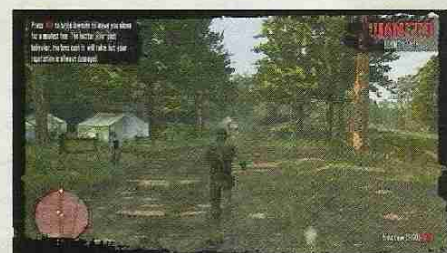
Posses may appear in one of two circumstances:

1. If a witness gets far enough away, a posse will form at the point where the report took place, straight away.
2. If you have a bounty over \$150 and are in the wilderness, a posse may come after you. This will take place every 30-40 minutes in real time.

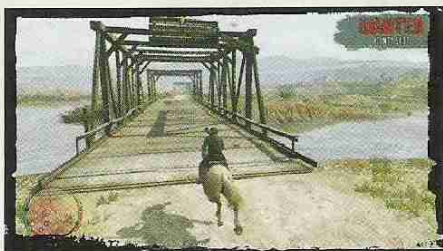
Posses will have a number of members dependent on your bounty level:

BOUNTY GREATER THAN	POSSE AMOUNT
\$150	3 or 4 members (3 if this is the first posse response)
\$1700	6 members and 1 dog
\$3700	8 members and 2 dogs
\$5000	10 members and 3 dogs
\$7000	12 members and 4 dogs

The posse will accept your surrender and take you to jail, or kill you if you resist. You can lose the Wanted Level either by staying hidden, bribing, or by killing all members of the posse. If the posse was formed from a witness report, and you kill them all, their bounty will be rolled back to the value it was before the posse started, since there is no one left alive to tell the tale.



SPECIAL FORCES: US MARSHALS OR MEXICAN ARMY



Special Forces occurs in town and in the wilderness. They are called into pursuit in place of posses or bounty hunters if you have murdered 20 or more law officers. Special forces will come after you every 30-40 minutes of real time in the wilderness. There are always four members in a special forces squad. The composition of the Special Forces is faction dependent: US Marshals for US or Mexican Army for Mexico. Special Forces events generally have fewer men than posses, but are of higher individual skill. They can be lost by killing them all, or staying unseen. Special forces may not be bribed.

BOUNTY HUNTERS

Bounty hunters also appear in the wilderness, with difficulty based on Bounty Value. The goal of the bounty hunters is to either capture or kill the criminal and return him (or his corpse) to civilization to collect the bounty. Bounty Hunters always have dogs with them. They do not command additional bounty when killed; they are criminals themselves.

If you have a bounty from the territory the Bounty Hunter is currently in, a pursuit occurs roughly every 8-10 game hours (30-40 min real time). This is dependent on the following rules (in order of priority):

- If you have 20 current lawman kills: US Marshal/Mexican Army pursues you—an incremental 5% chance for each lawman killed.
- If it is nighttime (10PM to 5AM): Bounty Hunters begin to hunt.
- If you have under 20 lawman kills, each kill has a 5% chance of pursuing Bounty Hunters rather than a posse.
- If no other events occur, a posse is formed. The first posse in every bounty cycle contains only 3 members.

Bounty Hunters will have a number of members dependent on your bounty level:

BOUNTY GREATER THAN...	BOUNTY HUNTER AMOUNT
\$150	2 members and 1 dog
\$1700	3 members and 1 dog
\$3700	4 members and 2 dogs
\$5000	5 members and 3 dogs
\$7000	6 members and 4 dogs

While all other forms of law enforcement stop at the border if they chase you into Mexico from the US and vice versa, bounty hunters will keep pursuing you. You can lose them by leaving the search radius (if they have dogs), staying unseen (if all their dogs are killed), or killing every bounty hunter. Bounty hunters may not be bribed.



LOCAL LAW ENFORCEMENT

Lawmen continue to arrive into town while you have a Wanted Level, up to a limit that is dependent on the town—larger towns have a higher limit. You can either lose the Wanted Level by killing all the lawmen coming into town until the limit is reached, or hiding from the lawmen until the wanted meter drains. If a lawman spots you while the meter is draining, it fills back up to red and you must stay hidden for the entire amount of time again to lose the Wanted Level. Additional lawmen will not pursue if you leave the town.

WILDERNESS LAW

Wilderness law responds if you are seen by the law committing a crime in the wilderness. They behave in the same way as local law, and can be escaped or bribed in the same manner. They will not continue to appear after the original lawmen that saw you commit a crime have responded. If you kill all members of a wilderness law squad, their bounty is rolled back to the value it was before the law responded, since there is no one alive to report your crime.

100% COMPLETION

To achieve 100% completion of the game you must complete the objectives in the list below. The nine outfits that must be fully unlocked are:

- **Elegant Suit**
- **Bollard Twins**
- **Reyes' Rebels**
- **Rancher**
- **Treasure Hunters**
- **U.S. Army**
- **Poncho**
- **Banditos**
- **U.S. Marshal**

The five rare weapons mentioned below refer to these weapons:

- **Mauser Pistol**
- **LeMat Revolver**
- **Carcano Rifle**
- **Evans Repeater**
- **Semi-automatic Shotgun**

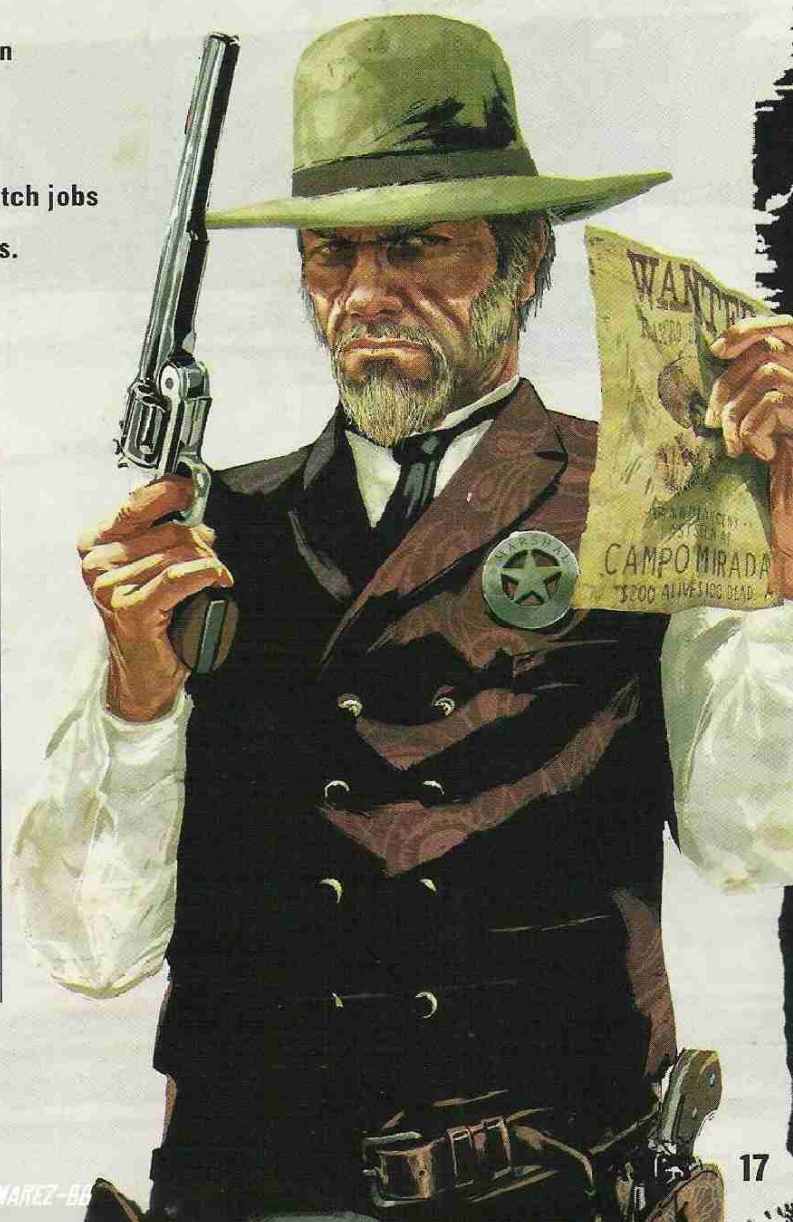
The five "Jobs" listed below refer to:

- **MacFarlane's, Chuparosa's, & Blackwater's Nightwatch jobs**
- **Ridgewood Farm's & Chuparosa's Horsebreaking jobs.**

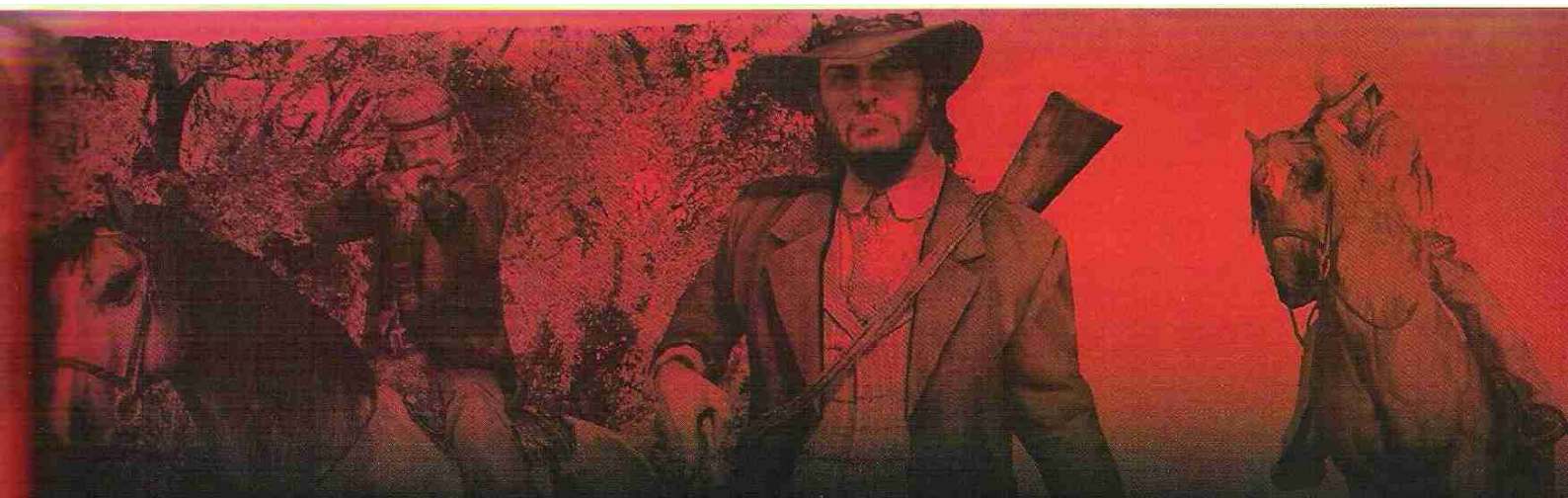
And finally, discovering the areas of the map is done by purchasing the territory maps from shops and then activating them from the satchel or by physically visiting all landmarks on the map.

CATEGORY	NUMBER	PCT PER	TOTAL
Frontier Missions	24	1	24
Mexico Missions	17	1	17
North Missions	7	1	7
Homestead Missions	9	1	9
Outfits	9	0.5	4.5
Gang Hideouts (excluding Solomon's Folly)	7	0.5	3.5
Bounty Hunter	20	0.1	2
Rank 5 Challenges	4	1	4
Rank 10 Challenges	4	1	4
Rare Weapons	5	0.5	2.5
Job	5	0.5	2.5
Minigames	6	0.5	3
Frontier Map	1	3	3
Mexico Map	1	2	2
North Map	1	1	1
Stranger tasks ("I Know You" excluded)	18	0.5	9
Houses	13	0.154	2.002

TOTAL: 100%







MAIN STORY WALKTHROUGH

OUR STORY BEGINS IN 1911, THE WANING DAYS OF THE OLD WEST, AS NEW WAVES OF SETTLERS AND SPECULATORS WASH OVER THE GREAT DUSTY PRAIRIES AND HIGH DESERTS. JOHN MARSTON, A FORMER OUTLAW GANG MEMBER AND GUNSLINGER, WALKS IN THE ESCORT OF TWO FEDERAL AGENTS TO THE BLACKWATER RAILROAD STATION. THERE HE BOARDS THE TRAIN TO ARMADILLO, A TOWN AT THE HEART OF NEW AUSTIN.



100% COMPLETION

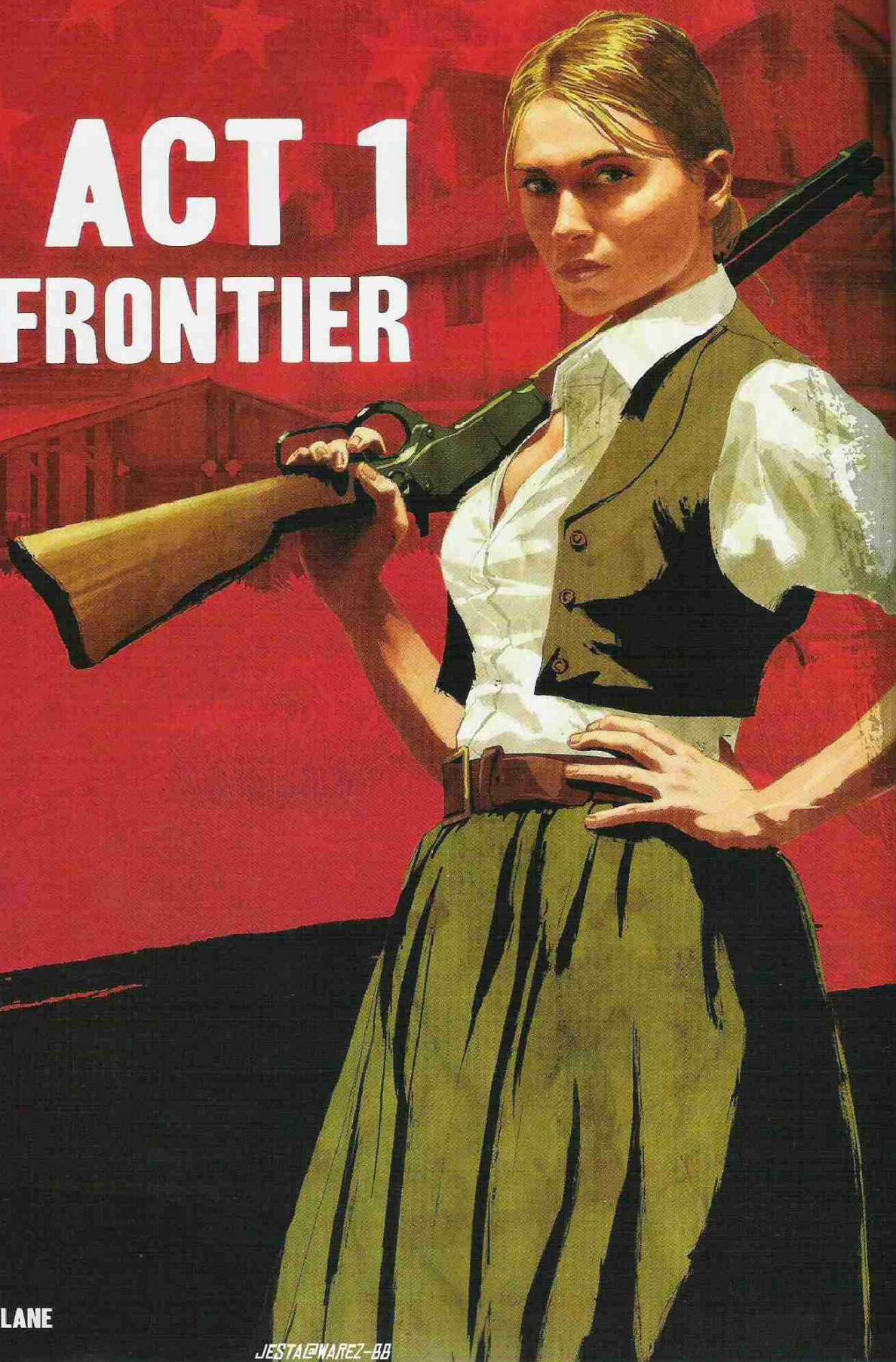
Play through all 57 story missions to finish the Main Story of Red Dead Redemption. But keep in mind that the game also includes multiple extra missions for Strangers; side jobs, like Night Watchman and Horse-breaking; and Mini-games, as well as Survivalist, Sharpshooter, and Hunting challenges.



Onboard, Marston finds himself surrounded by colorful conversation that he can barely stomach. Everyone has a vision of what civilization should look like in the West. Everyone sees salvation in a different light. Religion, class, politics, money—it seems these hallmarks of Eastern “culture” are spreading westward like a prairie grass wildfire.

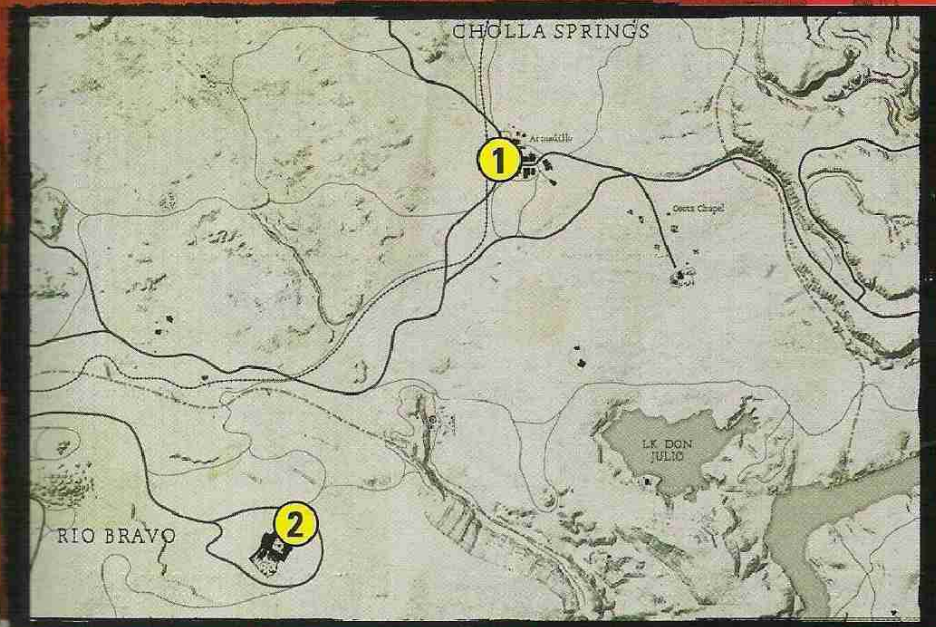
ACT 1

THE FRONTIER



EXODUS IN AMERICA

BONNIE MACFARLANE



John Marston arrives in Armadillo (1), the biggest town in New Austin, a place thriving despite the general breakdown of the old ways of the West. Marston's goal is to make contact with the leader of one of the most notorious gangs of outlaws in the Western states. For this purpose, his employers have made arrangements for the assignment of a guide.

MAIN OBJECTIVES

- Find Jake in the Armadillo Saloon.
- Accompany Jake to Fort Mercer.

PREREQUISITE

- Start game.

NEW ELEMENTS INTRODUCED

- Basic navigation
- Riding a horse

FAIL CONDITIONS

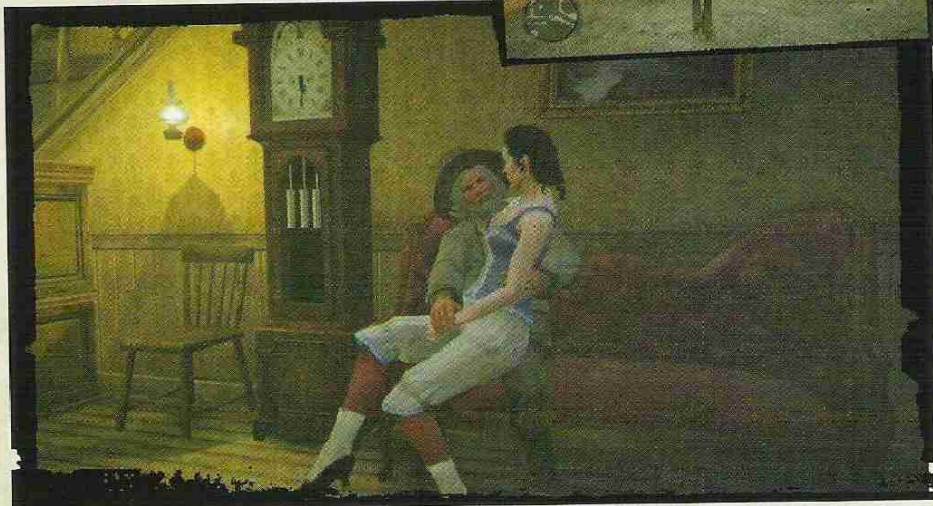
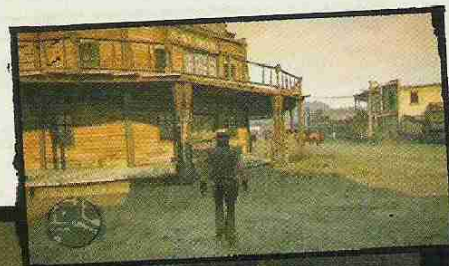
- Leave Armadillo before meeting Jake.
- Assault or abandon Jake.
- Kill Jake's horse or your horse.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.



MISSION

MEET JAKE AT THE SALOON.

The blue blip on your map marks the location of Marston's contact. You are armed with only a large Knife and a Cattleman Revolver, but it's enough to make you feel safe as you walk through town, following the blue blip to the Saloon. Push open the swinging doors to trigger a scene. Marston meets an oldtimer named Jake, hired by Blackwater to be your guide.

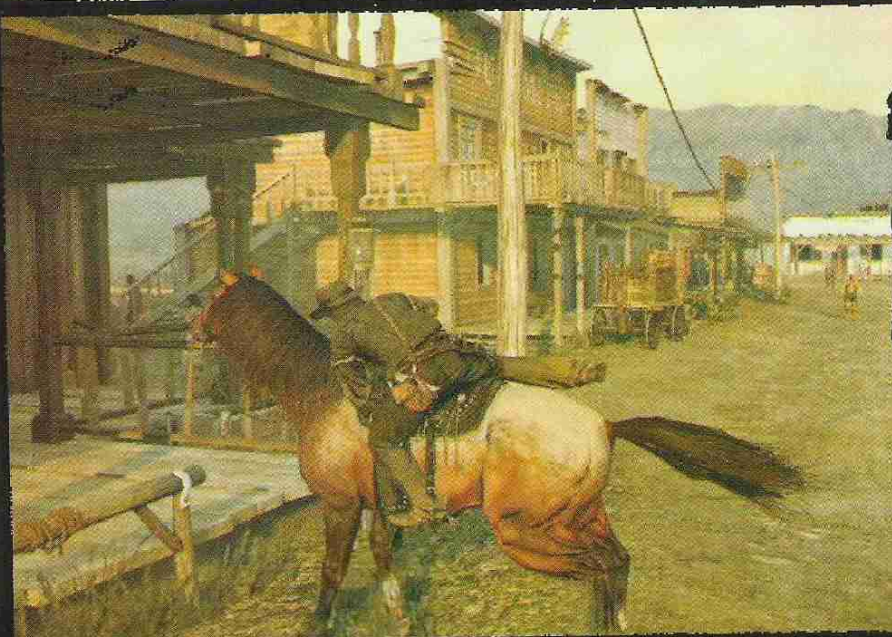


FOLLOW JAKE TO THE HORSES.

A blue blip tracks Jake's movements on the map. Follow him outside to two horses. After Jake hops onto his mount, approach the other horse and press the button indicated onscreen to mount. (Onscreen tutorials explain how to control your horse and match your companion's speed during this trip.)

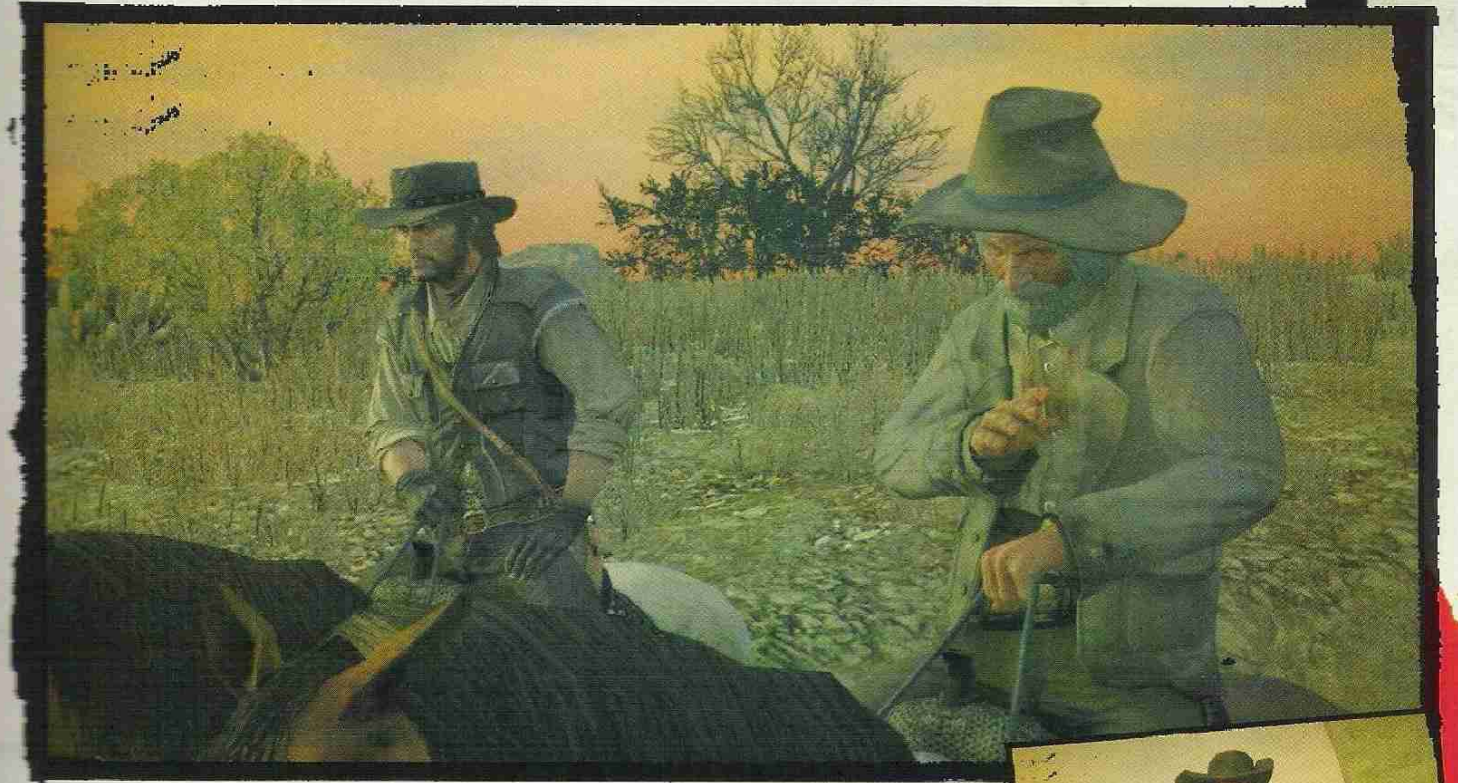
RIDING WITH FRIENDS

HOLD DOWN THE SPUR BUTTON TO GALLOP ALONGSIDE ANOTHER RIDER. DOING THIS NOT ONLY ALLOWS YOU TO CLEARLY HEAR THE DIALOG BETWEEN CHARACTERS, IT CAN ALSO PRESERVE YOUR HORSE'S STAMINA, ESPECIALLY WHEN THE OTHER RIDER IS MOVING AT TOP SPEED.



ACCOMPANY JAKE TO FORT MERCER.

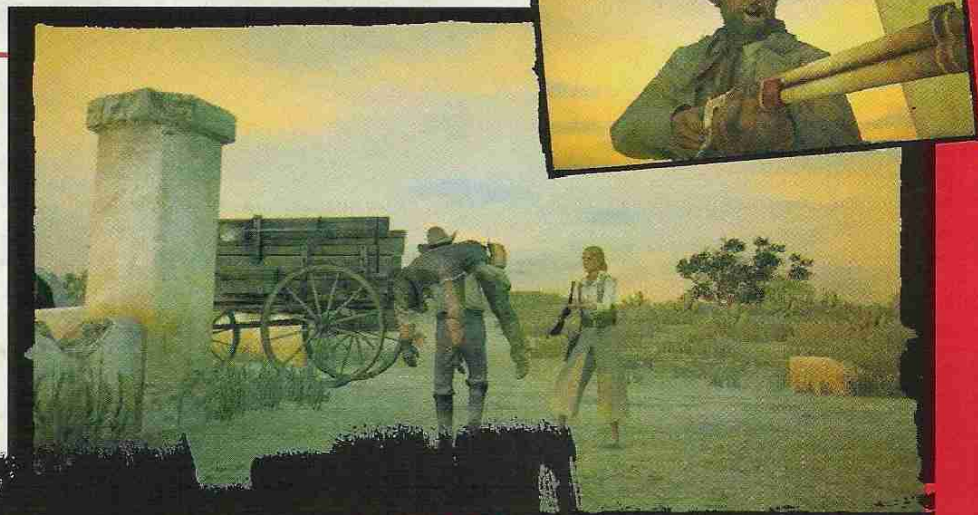
Guide your horse behind Jake's and ride along with him as he guides you to Fort Mercer (2). Stay close to Jake as he rides to the southwest, and listen to the conversation. Along the way, he points out the coyotes eating prey on the side of the road. Press the indicated button to focus on people, places, and events. Shoot a single flying bird to initiate the Sharpshooter challenge (see the Challenges section of this guide for details). When you reach the fort, Jake tells you some gang took over the abandoned structure.



APPROACH FORT MERCER.

Now a yellow blip appears on your map, indicating a mission objective. Follow the blip to the yellow X, a mission objective marker. Ride into the X to trigger another scene.

Marston calls out to the man he seeks: Bill Williamson. Things take a bad turn, but fortunately a good Samaritan hauls the wounded Marston to safety.



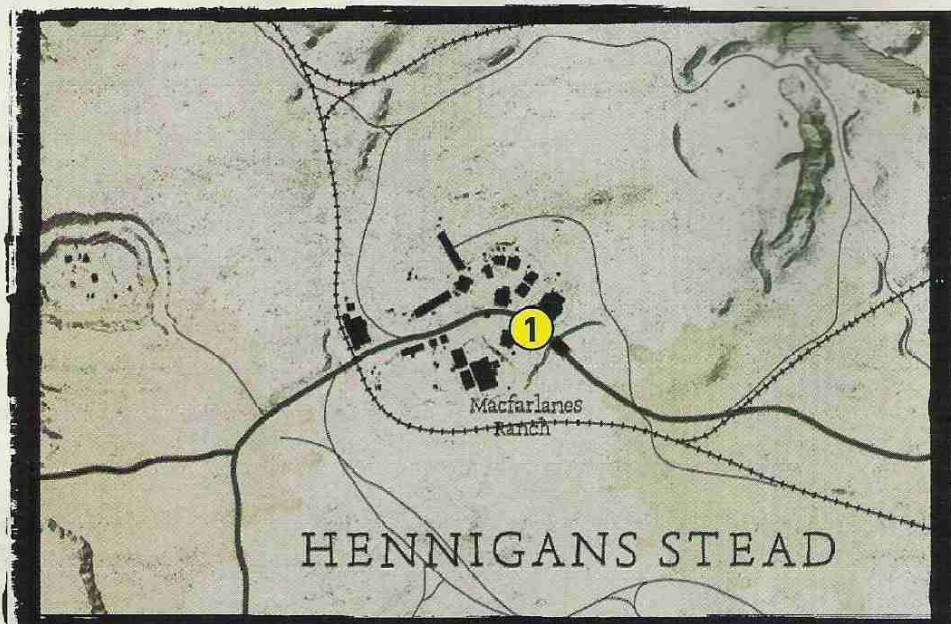
NEW MISSION STRAND OPENS!

COMPLETING "EXODUS IN AMERICA" INTRODUCES YOUR INITIAL MISSION-GIVER, BONNIE MACFARLANE. THE FIRST MISSION IN THIS STRAND, "NEW FRIENDS, OLD PROBLEMS," TRIGGERS AUTOMATICALLY.

JESTA@WAREZ-BB

NEW FRIENDS, OLD PROBLEMS

BONNIE MACFARLANE



John Marston recovers from his gunshot wounds, thanks to the generosity of Miss Bonnie MacFarlane, a tough woman who runs her father's ranch. It seems Bonnie picked up the doctor's tab of fifteen dollars, so she suggests Marston patrol the perimeter with her as payback. This mission introduces you to the basics of shooting.

MAIN OBJECTIVES

- Take a tour of the ranch with Bonnie.
- Patrol the ranch perimeter with Bonnie.
- Kill rabbits in the garden and coyotes in the corrals.
- Hitch your horse to the hitching post.

PREREQUISITE

- Complete "Exodus in America."

NEW ELEMENTS INTRODUCED

- Shooting a gun
- Dead Eye targeting
- Hitching a horse

FAIL CONDITIONS

- Assault or abandon Bonnie MacFarlane.
- Attack or kill your horse.
- Attack or kill Bonnie's horse.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

UNLOCKABLES

- Repeater Carbine
- Dead Eye level 1 of 3
- Nightwatch Job
- Flowers for a Lady (Stranger Mission)
- Hideouts: Tumbleweed, Solomon's Folly (PS3 only), Twin Rocks

MISSION

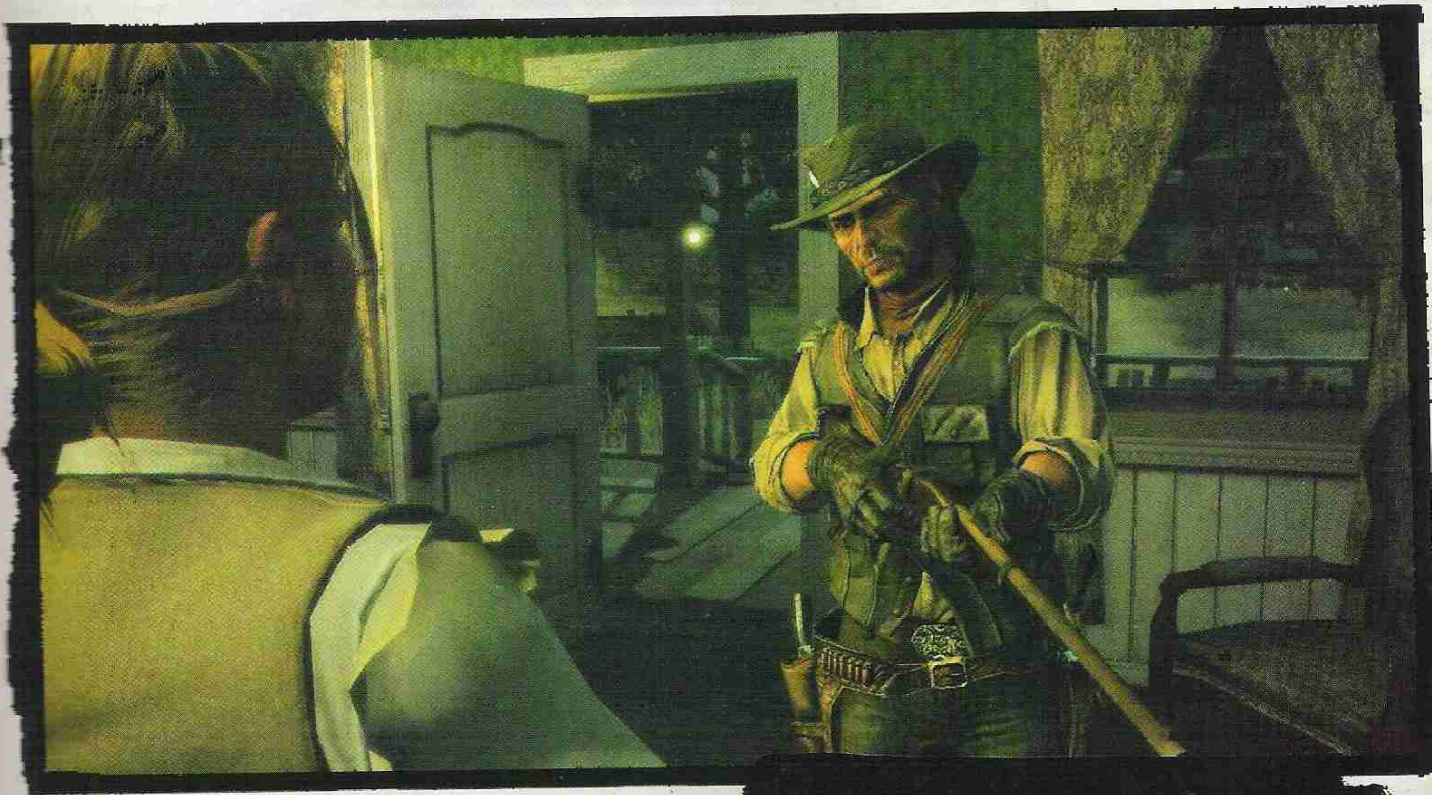
JOIN BONNIE AND FOLLOW HER.

Exit the safehouse and follow the blue map blip to the main ranch house (1) where Bonnie waits for you on the front porch. Walk with her to the horses hitched outside the stockade (which becomes the location of the Nightwatch job unlocked after completing this mission). Then mount your horse and ride with Bonnie as she gives you a tour of the area. She rides slowly and points out the General Store, the corral, the train station, and the barn. Be sure to press the button displayed onscreen to swing the camera around for a look at each. You end up back at Bonnie's ranch house.



GO TO BONNIE'S HOUSE.

Hitch your horse back at the stockade and step into the yellow X marker on the front walk of Bonnie's house to trigger a scene. Marston ends up agreeing to help Bonnie keep an eye on the property line that evening. Miss MacFarlane wants to find out who's been trespassing on the ranch. You receive a sweet Repeater Carbine for the task.



MOUNT UP AND ACCOMPANY BONNIE.

Mount your horse and ride with Miss Bonnie along the fence line as she circles the perimeter of her ranch.

GET RID OF THE RABBITS AND COYOTES.



When you reach the vegetable garden, Bonnie dismounts and asks for help ridding the garden of rabbits. Shoot as many as you can.

The rabbits appear as red blips on your map. The auto aim feature helps you make short work of the little critters—that is, as long as you're aiming somewhat close to them to begin with. Press auto aim multiple times to achieve lock-ons. When the garden is clear, Bonnie leads you back to the horses.

RED BLIPS

TARGETS ALWAYS APPEAR AS RED BLIPS ON YOUR MAP. IF A RABBIT OR COYOTE DISAPPEARS IN THE WEEDS, CHECK YOUR MINI-MAP TO FIND IT.

Mount up and ride again, following Bonnie. Initially, there are two coyotes in the corral. Take care of them, then Bonnie mentions that there are more at the chicken coop. A Dead Eye tutorial kicks in at this point. Dead Eye is activated with specific button presses. Remember that each coyote is marked as a red blip on your map. The coyotes move from the corral to the barn as they attempt to get the chickens.

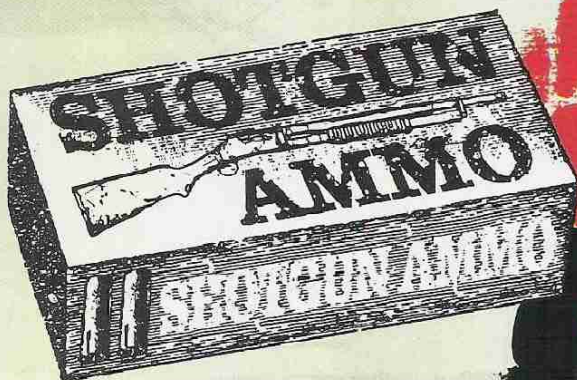
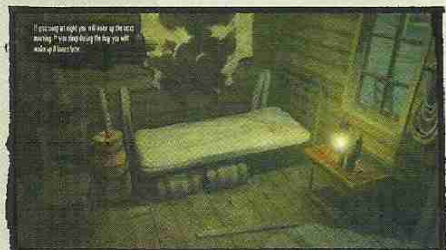


RIDE YOUR HORSE TO THE HITCHING POST.

Follow Bonnie back to your hut and ride into the yellow X at the hitching post, then press the button indicated onscreen to hitch your horse to it. If you get separated from your horse at any point in the game, the animal returns automatically to the hitching post outside of your house.

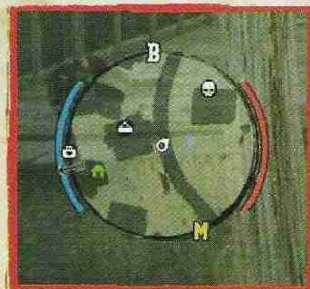


You get a quick tutorial on your bed (save game progress) and your trunk (extra ammo for every weapon you own). There's a trunk near every save bed in the game. Your safehouse's location is now marked as a green house-shaped icon on your map. You also learn that the MacFarlanes have allowed you to use any of their ranch horses from the corrals, and you pick up a few bucks for your day's work.



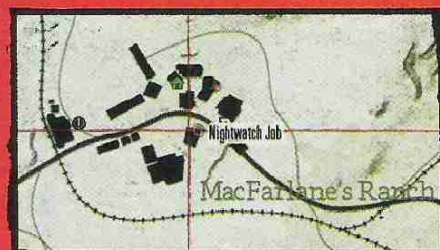
MISSION-GIVER ICONS

After you complete a mission, open the main map or check the onscreen mini-map for initials of mission givers—"B" for Bonnie MacFarlane, for example. Follow a mission-giver icon and move into the yellow X at the indicated location to trigger a new mission. Mission-givers change as you move through the story.



NIGHTWATCH JOB UNLOCKED

COMPLETING "NEW FRIENDS, OLD PROBLEMS" OPENS UP THE NIGHTWATCH JOBS. THERE'S ONE ON MACFARLANE'S RANCH. LOOK FOR THE NEW CRESCENT MOON ICON ON YOUR MAP TO BECOME ACTIVE DURING THE NIGHT, THEN FOLLOW IT TO THE YELLOW X MARKER IN FRONT OF THE FOREMAN'S OFFICE. MOVE INTO THE MARKER TO PICK UP A JOB SIMILAR TO THE ONE YOU JUST FINISHED AND EARN SOME EXTRA CASH.

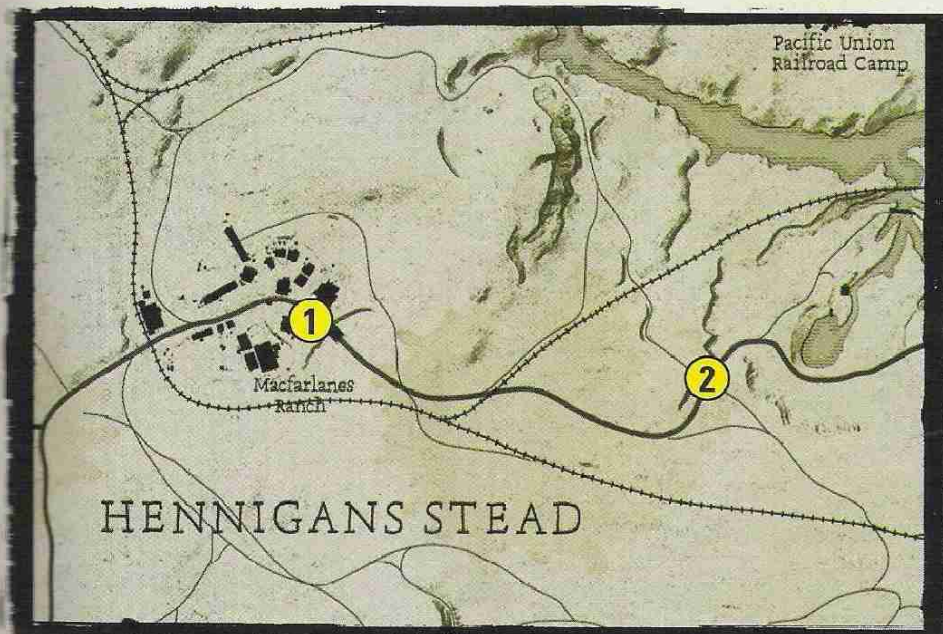


STRANGER MISSION UNLOCKED: FLOWERS FOR A LADY

FOLLOW THE "2" ICON TO THE WHITE X JUST OFF THE MAIN ROAD BETWEEN MACFARLANE'S RANCH AND THIEVES' LANDING. TALK TO THE OLD MAN PICKING FLOWERS THERE.

OBSTACLES IN OUR PATH

BONNIE MACFARLANE



Follow the "B" on your map to the yellow X just outside of the front door of Bonnie MacFarlane's house (1). Step into the marker to trigger a scene. Miss Bonnie asks frank questions, but Marston is reticent to talk. She then challenges him to a horse race.

MAIN OBJECTIVES

- Mount up and go to the race start.
- Race Bonnie through the waypoints.

PREREQUISITE

- Complete "New Friends, Old Problems."

NEW ELEMENT INTRODUCED

- Horse racing

UNLOCKABLE

- Let No Man Put Asunder (Stranger)

FAIL CONDITIONS

- Assault Bonnie.
- Kill Bonnie's horse or your horse.
- Leave MacFarlane's Ranch.
- Abandon the race.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.



JESTA@WAREZ-BB



MISSION

GO TO THE RACE START.

Mount your horse and follow the yellow map blip to the yellow X marker just down the road. Hitting the marker triggers Bonnie's countdown to the start of the race.

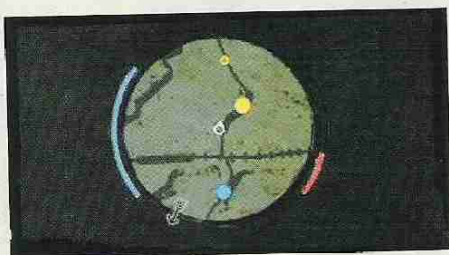


RACE BONNIE THROUGH THE SMOKE PLUMES.

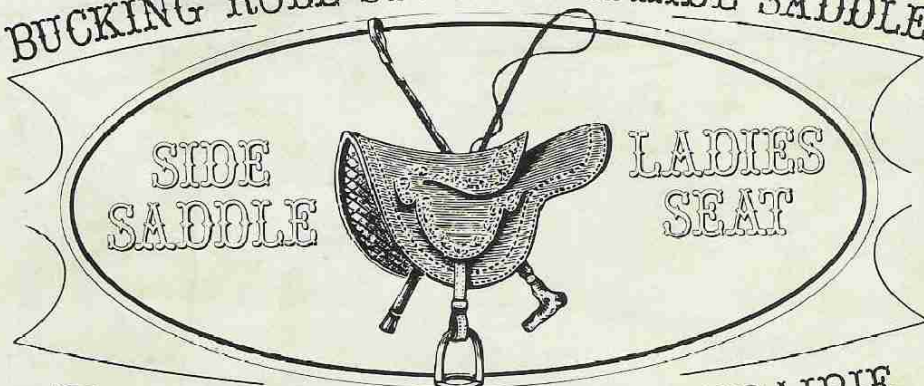
When Bonnie says "Go!" ride hard to the small fire that raises a smoke plume just down the road, turning right at the train station. These smoke plumes serve as race waypoints; drive your horse hard from plume to plume. Keep an eye on your horse's stamina; over-spur the horse and it will throw you—a setback that could cost you the race.



Each waypoint is marked as a yellow blip on your map. Note also that black arrows pointing up or down appear inside yellow blips if there's any change in elevation between your location and the blips ahead.



INDIAN PRINCESS BUCKING ROLL STYLE BEEFHIDE SADDLE



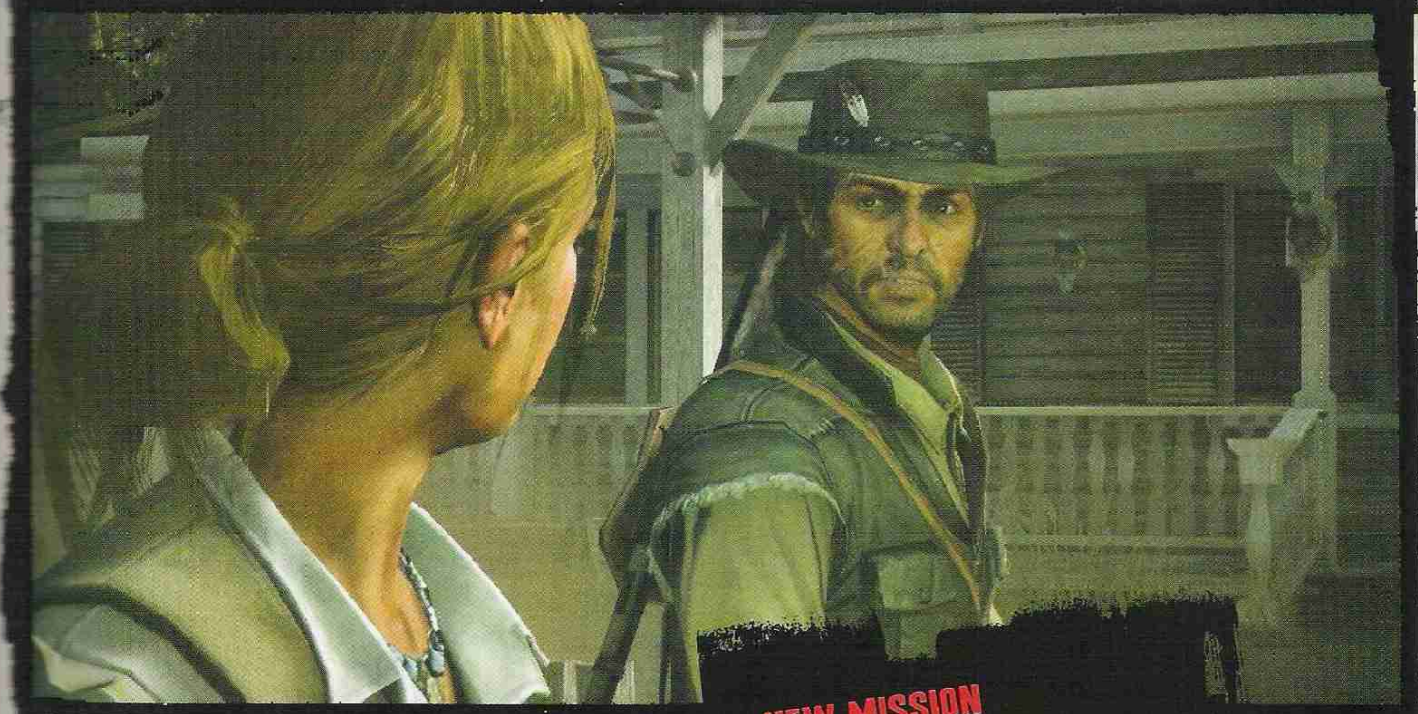
FOR HER PLEASURE ON THE PRAIRIE

TRAIL VS. OFF-TRAIL

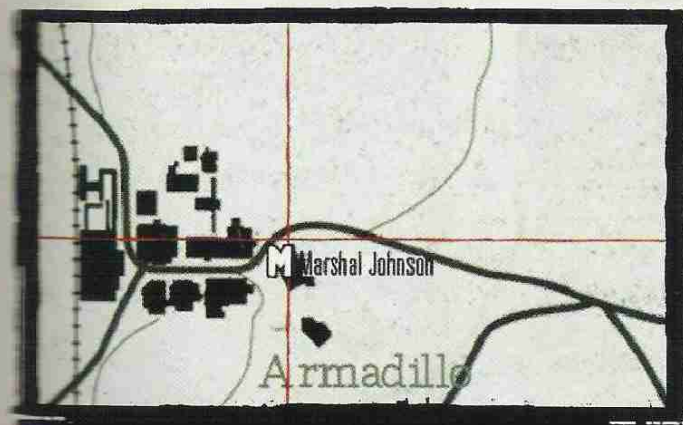
YOU CAN TRY TAKING OFF-TRAIL SHORTCUTS TO WAYPOINTS, BUT KEEP IN MIND THAT YOUR HORSE RUNS FASTER ON ROADS AND HORSE TRAILS. FURTHERMORE, HORSES DO NOT RECOVER FROM SPURRING AS QUICKLY WHEN OFF-TRAIL. SO LIMIT YOUR SHORTCUTS TO CORNER-CUTTERS.

Be careful! Several times the trail suddenly funnels into a narrow bridge (2) over a ravine bounded by steep cliffs. If you accidentally run off the cliff, you'll kill yourself and your horse. The course curves back south and eventually brings you right back into the MacFarlane Ranch.





As you can see from our Fail Conditions list, losing to Bonnie does not result in mission failure. After the race (win or lose), Miss Bonnie suggests you pay a visit to the Marshal in Armadillo sometime. This opens up the Marshal Johnson mission strand and adds the Marshal's "M" contact icon to your map.



STRANGER MISSION: LET NO MAN PUT ASUNDER

FOLLOW THE "?" ICON TO FIND THE OLD WOMAN SITTING IN FRONT OF A COLLAPSED HOUSE, JUST DOWN THE ROAD FROM COOT'S CHAPEL.

NEW MISSION STRAND OPENS!

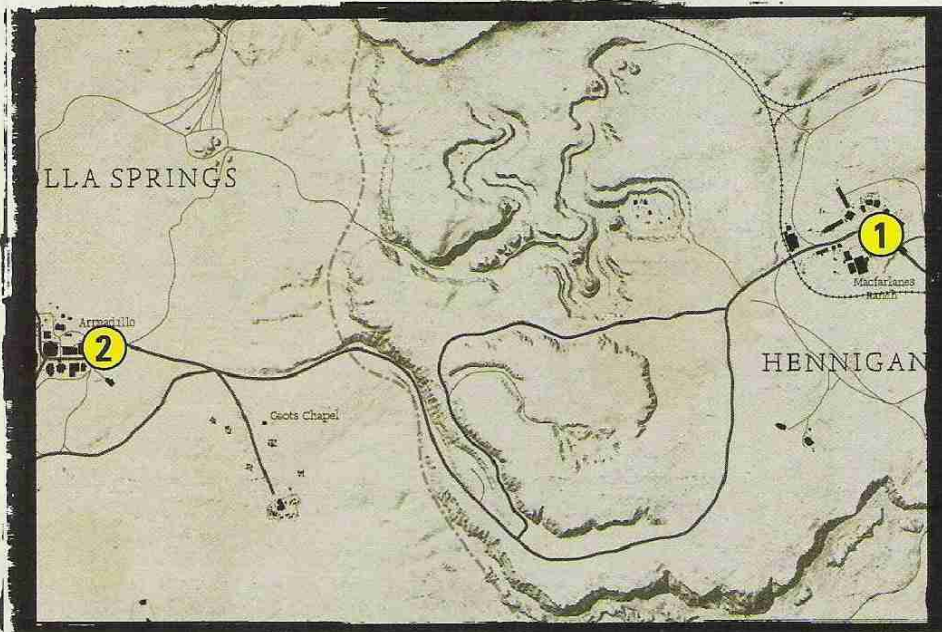
AFTER YOU COMPLETE "OBSTACLES IN OUR PATH," A NEW ICON APPEARS ON THE MAP, INDICATING A NEW MISSION-GIVER: "M" FOR MARSHAL LEIGH JOHNSON. YOU CAN FOLLOW THE "M" TO THE YELLOW X MARKER IN FRONT OF THE SHERIFF'S OFFICE IN ARMADILLO TO TRIGGER THE FIRST MISSION IN MARSHAL JOHNSON'S STRAND, "POLITICAL REALITIES IN ARMADILLO."

OR YOU CAN FOLLOW THE "B" ICON TO THE YELLOW X ON BONNIE MACFARLANE'S PORCH FOR THE NEXT MISSION IN HER STRAND, "THIS IS ARMADILLO, USA."



THIS IS ARMADILLO, USA

BONNIE MACFARLANE



Follow the "B" map icon to the yellow marker at the front gate of Bonnie MacFarlane's ranch house (1). John Marston offers to ride with Bonnie into Armadillo for supplies.

MAIN OBJECTIVES

- Drive the wagon into town.
- Buy medicine at the doctor's office.

PREREQUISITE

- Complete "Obstacles in Our Path."

NEW ELEMENTS INTRODUCED

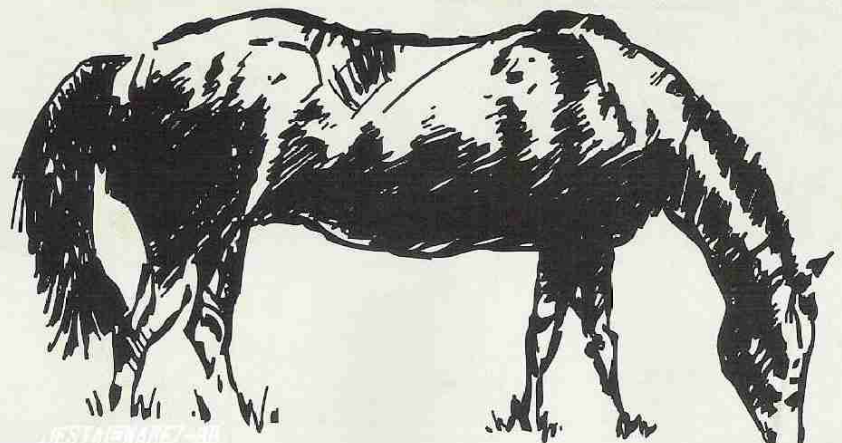
- Driving a horse-drawn vehicle
- Purchasing items at shops
- Using your Satchel

FAIL CONDITIONS

- Assault or abandon Bonnie.
- Tip/Destroy wagon.
- Kill horses pulling wagon.
- Attack the doctor.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

UNLOCKABLES

- Store Items: Double Barreled Shotgun, Winchester Repeater, Volcanic Pistol
- Blue Blip properties to purchase or rent
- Stagecoaches
- Poker
- Five Finger Fillet
- Jenny's Faith (Stranger)



MISSION

DRIVE THE WAGON INTO TOWN.

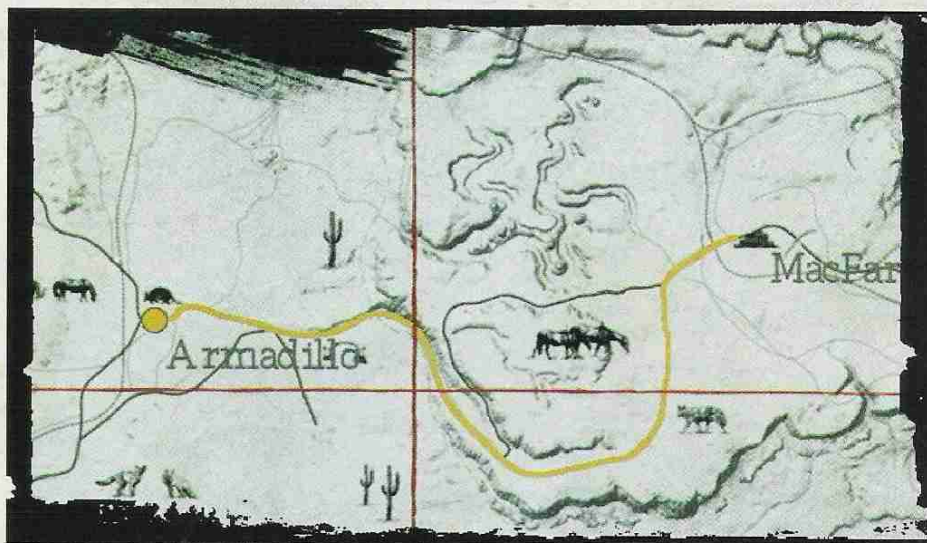
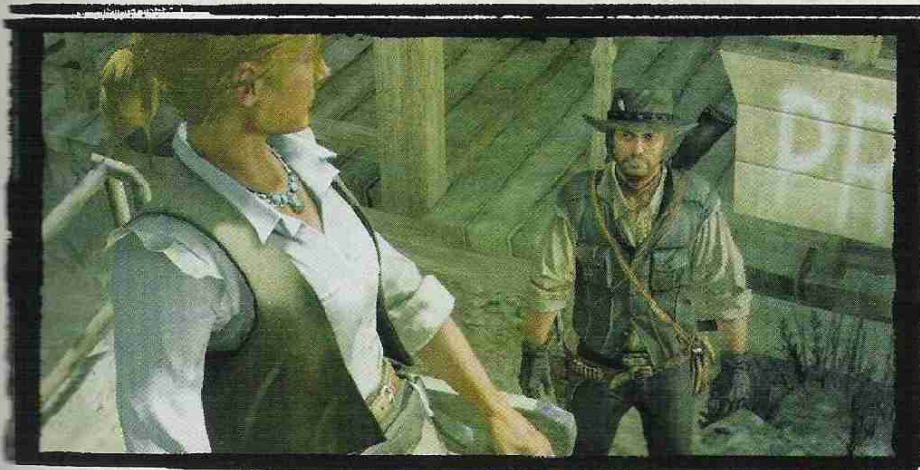
Approach the left side of the wagon and press the button indicated onscreen to hop aboard with Bonnie. You will not be prompted to enter the wagon unless you walk up to the driver's side. Marston automatically takes the reins. Start driving the horses forward. Unlike horses, holding the slow down button continually allows you to back up in a wagon. Follow the yellow line on the map to your destination in Armadillo (2).



When you reach town, allow Bonnie to give you the lowdown on the place before you drive into the yellow X just outside the General Store. This triggers a scene in which Bonnie sends Marston off to meet the town doctor for medicine. She tells him to meet her in front of the General Store when he's finished.

BUY MEDICINE AT THE DOCTOR'S OFFICE.

Follow the yellow map blip across the street to the destination marker outside the doctor's office. Proceed inside to the counter and press the button indicated onscreen to speak with the doctor. This brings up the Buy/Sell interface. Today you can "Buy" one unit of Medicine for free, courtesy of Miss MacFarlane. After this, however, you'll have to spend your own money to get Medicine.



ROADS AND PATHS

On your map, thick black lines mark the regular roads. Rougher, narrower horse paths appear as thin gray lines.



When you're finished with the doctor, exit the office, follow the Satchel tutorial, and then go back to the General Store to meet Bonnie (the blue map blip). Approach her to trigger another short scene. She suggests you explore Armadillo and take a stagecoach back to the ranch later.



EXPLORE ARMADILLO.

Technically, the mission ends here. But we suggest you take Miss Bonnie's advice and explore the town and its establishments now. Watch the screen for tips about various aspects of commerce and travel around the territory. Note the map icons for General Stores, Doctors, and Gunsmiths where you can restock and resupply items and ammo, or upgrade your weapons. If you've collected any flowers or skinned any animals, you can use the Sale option when doing business with merchants to make money from your hunting endeavors. You also get a tip about maps and newspapers, which are valuable sources of information in these parts.

Finally, you learn you can purchase or rent properties (marked by the house icons on the map) to use as your safehouses. Each place you buy or rent lets you save your game and provides a hitched horse, as well as extra ammo and other items. Check out the room upstairs at the end of the hall in the building with the Board & Lodging sign. This space can be purchased for a one-time fee of \$50.

NEW MINI-GAMES UNLOCKED: POKER & FIVE FINGER FILLET

COMPLETING "THIS IS ARMADILLO, USA" PUTS THE POKER ICONS ON YOUR MAP. CURRENTLY AT MACFARLANE'S RANCH AND IN ARMADILLO. BE ON THE LOOKOUT FOR MORE LOCATIONS AS YOU EXPLORE THE FRONTIER. FOLLOW THIS ICON TO FIND REGULAR, HONEST, AND POSSIBLY LUCRATIVE POKER GAMES IN THE ARMADILLO SALOON BACKROOM OR IN A RANCH HAND'S HOME AT MACFARLANE'S RANCH.

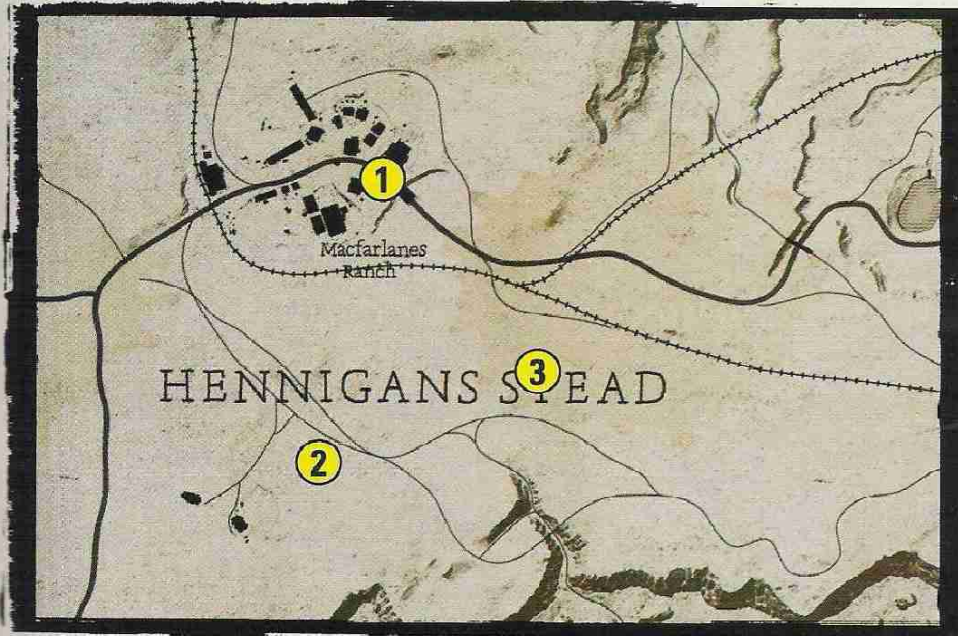


STRANGER MISSION: "JENNY'S FAITH"

FOLLOW THE "?" ICON JUST EAST OF RIDGEWOOD FARM AND STEP INTO THE WHITE X NEAR A WOMAN COLLAPSED BY THE ROADSIDE. YOUNG JENNY IS THE GIRL MARSTON OVERHEARD ON THE TRAIN RIDE FROM BLACKWATER DURING THE GAME'S OPENING MOVIE. SHE REFUSES THE OFFER OF A RIDE TO TOWN, BUT SHE'S CLEARLY NOT WELL.

WOMEN AND CATTLE

BONNIE MACFARLANE



Follow the "B" on your map to the yellow X just outside of the front door of Bonnie MacFarlane's house (1). Step into the marker to trigger a scene. Bonnie meets Marston on her porch; he tells her the story of his life and lays out his current dilemma.

MAIN OBJECTIVES

- Drive the cattle out of their pen.
- Herd the cattle down the road.
- Herd the cattle out to pasture.
- Drive the entire cattle herd to the old oak tree.

PREREQUISITE

- Complete "This is Armadillo, USA."

NEW ELEMENT INTRODUCED

- Herding cattle

UNLOCKABLES

- Horseshoes (Mini-Game)
- California? (Stranger)

FAIL CONDITIONS

- Assault Bonnie.
- Assault or kill Bonnie's horse.
- Abandon or kill livestock.
- Assault or kill ranch-hand.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Kill townsfolk.
- Die.



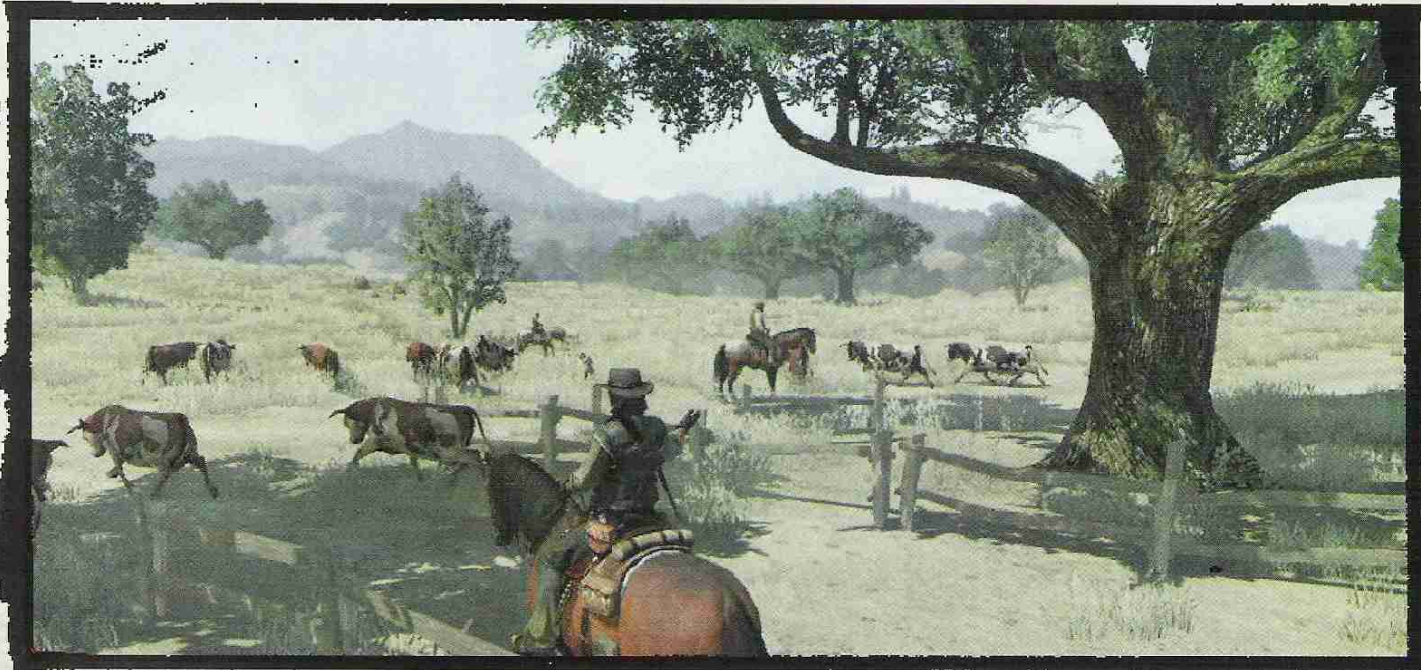
MISSION

MOUNT UP AND FOLLOW BONNIE.

Hop on your horse and ride with Miss Bonnie out to the cattle pen. When you arrive, proceed into the yellow X at the far gate. This puts you into position behind the herd.

HERD THE CATTLE OUT OF THE PEN.

The herd appears as a Cow icon on your map. Your first task is to drive these cattle out of the pen via the opposite gate. Note that whenever you approach the herd, the cattle bunch together for protection. Ride around to the side opposite the direction you want the animals to go, then ride toward the herd. They bunch up and move away from you. In this case, drive the herd out of the pen.



DRIVE THE CATTLE TO THE PASTURE.

Now herd the cattle out to pasture, marked as the yellow blip on your map (2). Again, ride to the side of the herd opposite the direction you want them to go (i.e., the side opposite the yellow blip on your map), then ride toward the cattle to drive them away from you. To keep them moving at a decent clip, perform a sweeping maneuver behind the herd as you steadily move forward. To get them to move even faster, you can either shoot a warning shot up into the air or try whistling (Up on the D-pad), which results in a variety of cattle shouts.

DRIVE THE FULL HERD TO THE OLD OAK TREE.

Cows outside the herd appear as small blue dots. Keeping strays with the herd is not critical in this mission, but it becomes more important in later missions. Leave the herd and get behind strays while shooting or whistling to speed them along back to the herd. When you get the penned cattle into the larger herd in the pasture, a new yellow blip appears as the next herding destination (3). Drive all of the cattle, weaving back and forth behind them, into the yellow X marker near the towering old oak tree to complete the mission.

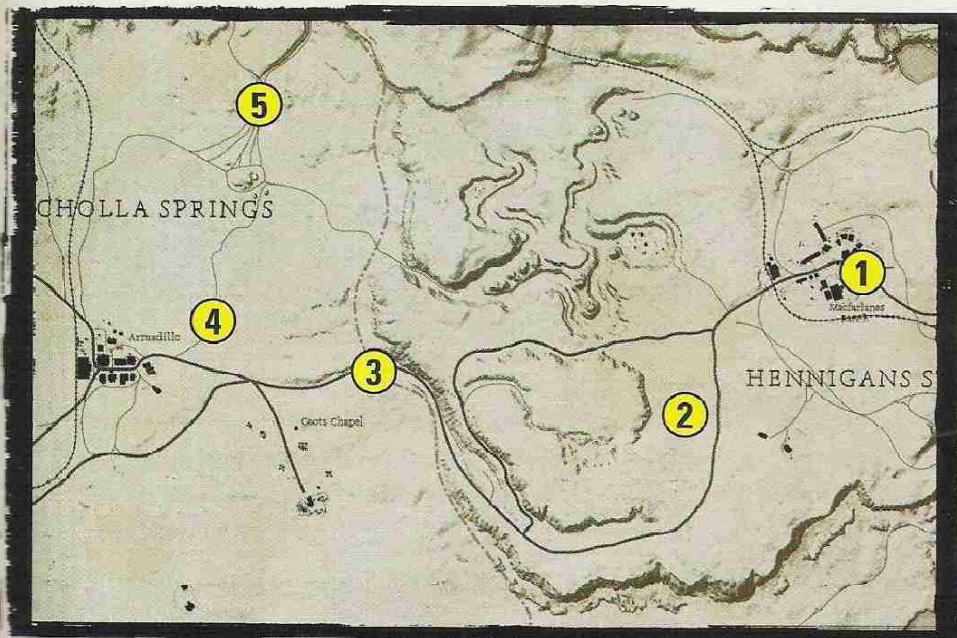


STRANGER MISSION UNLOCKED: CALIFORNIA

FOLLOW THE "Q" ICON TO THE WHITE X JUST SOUTH OF GAPTOOTH BREACH BY THE FELLOW SITTING AGAINST A BIG ROCK AND PLAYING A HARMONICA. MARSTON MEETS SAM ODESSA, A YOUNG MAN TRYING TO GET TO CALIFORNIA.

WILD HORSES, TAMED PASSIONS

BONNIE MACFARLANE



MAIN OBJECTIVES

- Find the herd of wild horses.
- Lasso and break two wild horses.
- Drive a wild horse herd into the canyon.
- Catch and break the wild stallion.

PREREQUISITE

- Complete "Women and Cattle."

NEW ELEMENTS INTRODUCED

- Using a lasso
- Breaking wild horses

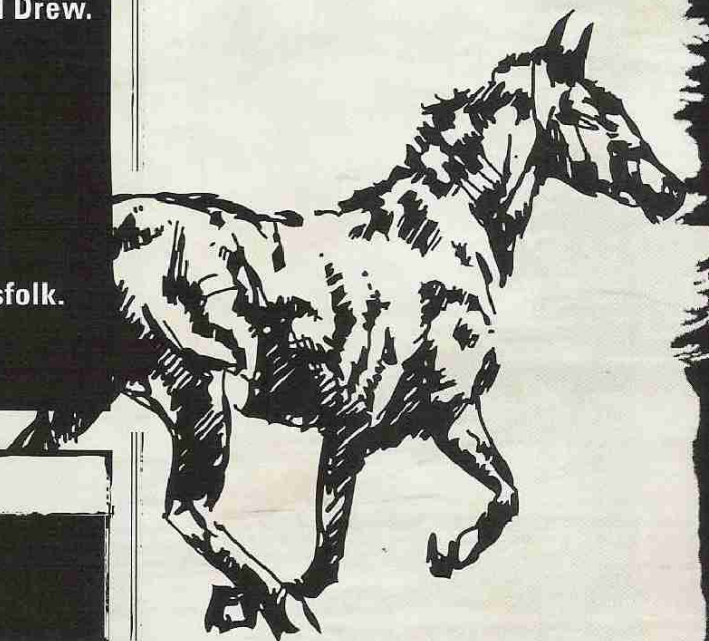
FAIL CONDITIONS

- Assault or kill either MacFarlane (Drew or Bonnie).
- Kill either MacFarlane's horse.
- Abandon Bonnie and Drew.
- Kill all wild horses.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

UNLOCKABLES

- Lasso
- Horsebreaking jobs

Follow the "B" icon to the marker at the front door of Bonnie MacFarlane's ranch house (1). Bonnie introduces Marston to her father, Drew MacFarlane. Mr. MacFarlane welcomes Marston's guest, but has reservations about the nature of his mission. Then the ranch owner invites Marston to join in his favorite activity: breaking horses.



MISSION

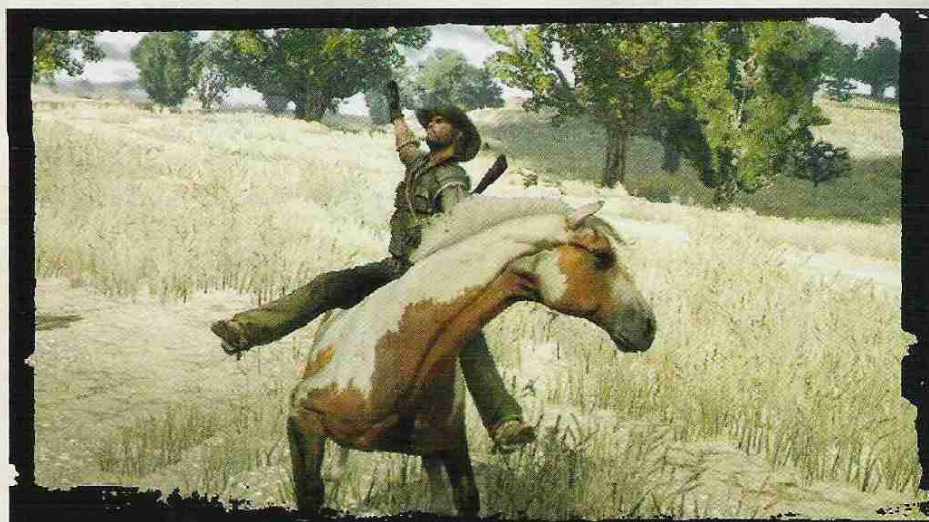
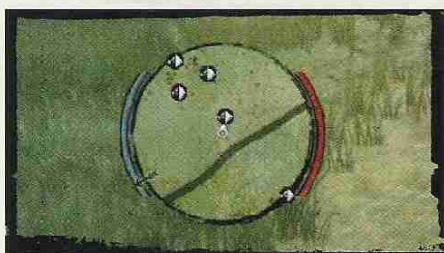
FIND THE WILD HERD.

After Bonnie gives you a lasso, mount your horse and follow Mr. MacFarlane (the blue blip on your map) up the road until you spot the herd of wild horses (2). Note that the lasso is automatically equipped as your "weapon" when you receive it.



LASO A WILD HORSE.

A Horsehead icon marks the location of each wild horse on your map. Pick out a target and use the controls displayed onscreen to aim and throw your lasso. This is done just like aiming and firing a weapon. When you lasso a horse, it rears up on its hind legs. Don't let go of the trigger! Doing so gives too much rope, causing the horse to slip out of the noose. Always stay mounted on a horse when trying to lasso and stop a wild horse; you are not strong enough to hold it on your own.



BREAK THE BRONCO.

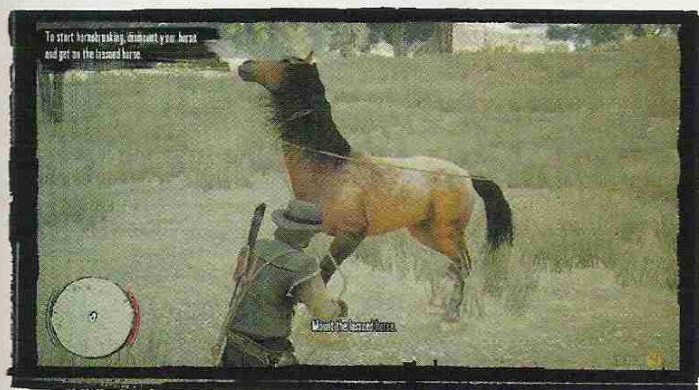
Once you've got a wild horse roped, hold it while Bonnie or Mr. MacFarlane gets a lasso over its head, too. You then get an onscreen message to mount the lassoed horse. Dismount your own ride. If you continue to hold your lasso, John will wind up the lasso while retaining tension on the rope. This is useful for keeping your captive steady when others aren't around. Approach the roped beast and mount it! The wild horse starts bucking wildly, so use the stick indicated onscreen to "balance"—just push in the opposite direction that Marston is leaning to keep him on the horse. Watch carefully: when Marston starts flailing his arms, he's about to be thrown!

FOLLOW BONNIE.

When you've broken the horse, it stops bucking. Dismount and head back to your own ride; Mr. MacFarlane takes control of the wild horse. Now follow Bonnie (the blue map blip) until she meets up with her father and a quick scene plays. Mr. MacFarlane heads back to the ranch with the horse you caught, and Bonnie challenges you to rope another one.



LASSO A SECOND WILD HORSE.

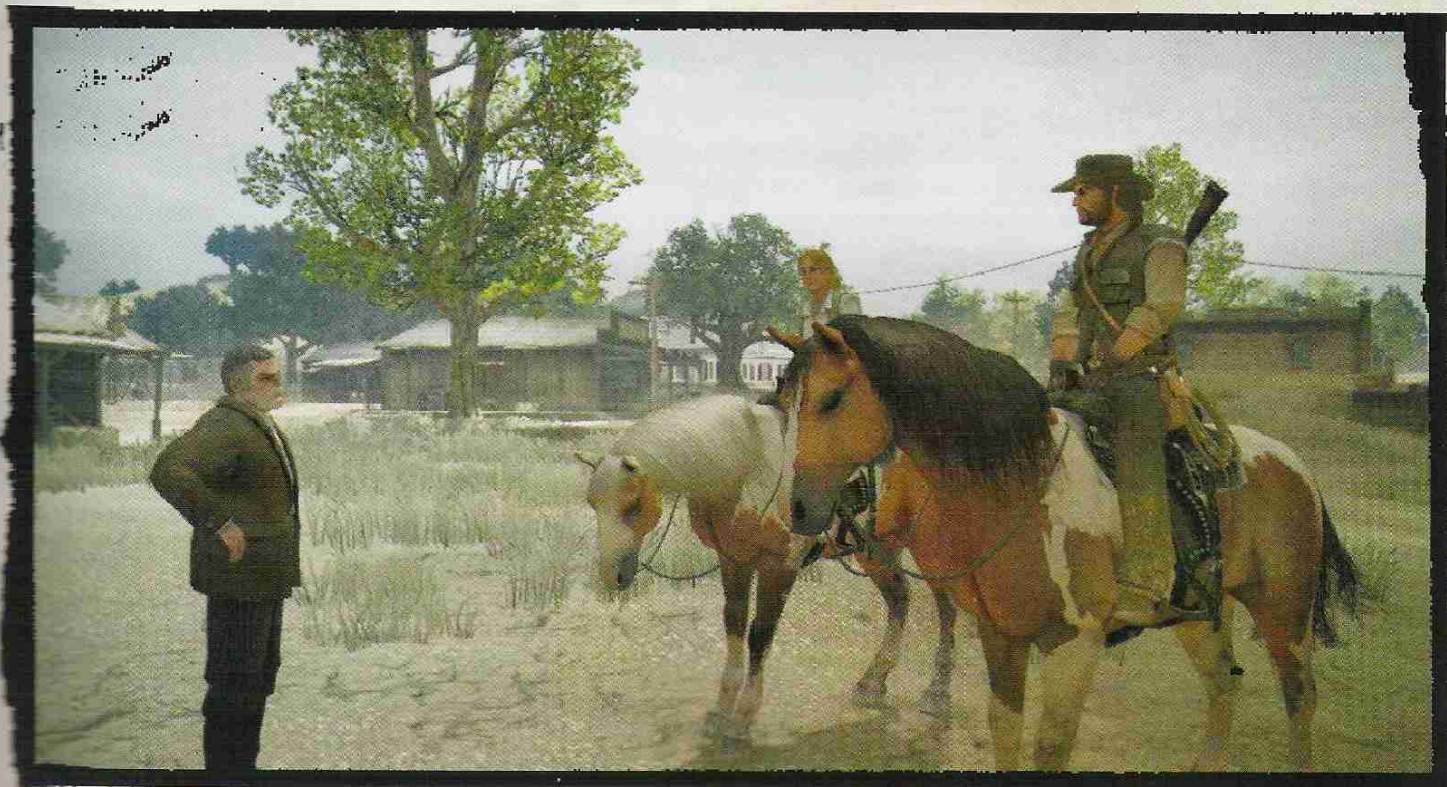


Follow the wild horse map icons. Equip your lasso and rope another wild horse, holding on as Bonnie ropes it, too. Then mount and break him as you did the first horse. When the animal stops bucking, dismount and get back onto your own horse. Bonnie will rope and lead the newly broken steed.

FOLLOW BONNIE HOME.



Ride with Bonnie (the blue blip) as she leads the new horse back to the MacFarlane Ranch. When you arrive, Bonnie's father sends you toward Armadillo to meet up with his crew of ranch hands, who are tracking down another herd of wild horses.

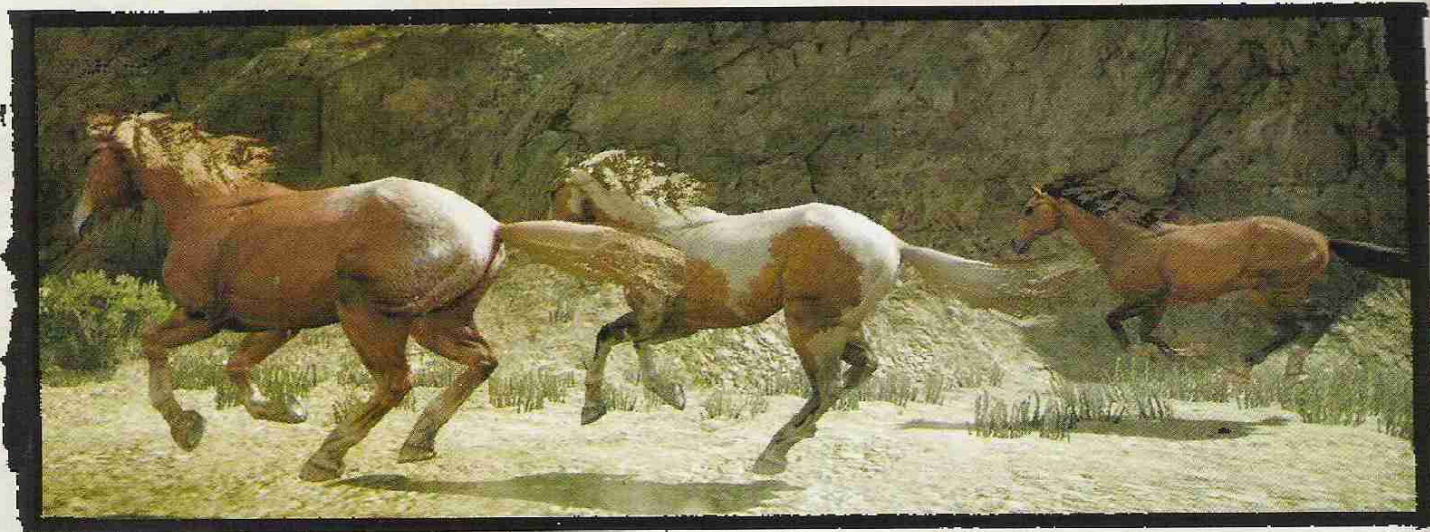


ACCOMPANY BONNIE TO THE MEETING PLACE.

Ride with Bonnie (the blue blip) toward Armadillo, where a wild horse herd congregates just east of town. It's a long trip, so enjoy the conversation: it's loaded with good backstory. When you reach the ranch hands (3), Bonnie suggests you drive the herd up the canyon to trap them in the narrows.

GUIDE THE HERD TOWARD THE CANYON TRAP.

Ride toward the herd—just follow the horse-head icons on your map. As you approach the horses (4), the canyon location appears on your map as a yellow blip to the north of the herd (5). Get around on the left (south) side of the horses and start driving them north toward the yellow blip. Weave back and forth behind them to keep them together. As they get near the canyon, Bonnie calls out that the trap is set up, then she joins you in your herding activity. Herding wild horses is much more difficult than herding cattle; they'll try to escape more often. Move fast and remember that warning shots are very effective in moving them quickly away from you. Keep driving the animals north up the horse trails until the cut-scene shows the horses galloping into the narrow mouth of the canyon.



CHASE DOWN THE ESCAPING STALLION.

A gorgeous stallion suddenly throws off the ranch hand trying to break it, and makes a run down the canyon. Give chase! This is solo horse-breaking; you're on your own here. Get close to the stallion and snag it with your lasso, then hold the button indicated onscreen to stop it.



BREAK THE STALLION.

Dismount your own horse while continuing to hold the lasso taut. Marston takes up the slack as you move closer to the horse. Mount the stallion.

Ride and hold your balance as before; this is a particularly spirited animal. When the horse is finally broken, ride it back to Bonnie (the blue map blip). She thanks you for your help and suggests you keep the stallion.

KENTUCKY SADDLER

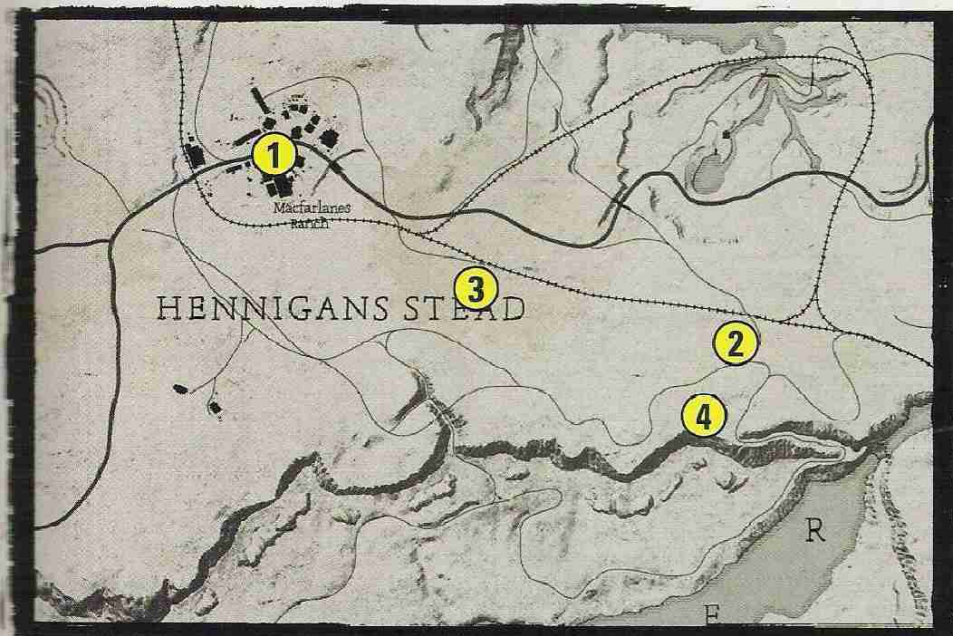
THE STALLION YOU CAPTURED AND BROKE IS A KENTUCKY SADDLER, A RARE AND AGILE HORSE. WE SUGGEST YOU CONTINUE TO RIDE THIS STEED UNTIL YOU CAN MANAGE TO PURCHASE OR TAME A BETTER COMPANION.

HORSE-BREAKING JOB UNLOCKED

AFTER YOU COMPLETE "WILD HORSES, TAMED PASSIONS," YOU CAN CHECK IN AT RIDGEWOOD FARM ANYTIME TO PICK UP HORSE-BREAKING WORK FOR CASH (THIS CAN ALSO BE DONE LATER AT CHUPAROSA). JUST FOLLOW THE HORSEHEAD ICON TO THE YELLOW X AND STEP INTO THE MARKER.

A TEMPEST LOOMS

BONNIE MACFARLANE



After you complete "Wild Horses, Tamed Passions", you can follow the "B" icon to the yellow X marker near the entrance to the barn and corrals at the MacFarlane Ranch (1). A big storm is brewing and Bonnie's cattle are spread across the range. Marston, Bonnie, and the ranch hands must drive them back into the ranch's pen before the herd is scattered and lost.

MAIN OBJECTIVES

- Ride with Bonnie to the first herd.
- Drive the first herd to the old oak tree.
- Stop the stampeding cattle.
- Drive the full herd back to the ranch.

PREREQUISITE

- Complete "Wild Horses, Tamed Passions."

NEW ELEMENT INTRODUCED

- Cattle stampede!

FAIL CONDITIONS

- Assault or kill Bonnie MacFarlane.
- Assault or kill the ranch-hands.
- Abandon Bonnie and ranch-hands.
- Kill Bonnie MacFarlane's horse.
- Kill any of the ranch-hands' horses.
- Kill any livestock/cattle.
- Let the herd run off of a cliff.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

MISSION

FIND THE FIRST HERD.

Mount your horse and ride with Bonnie out onto the range where the MacFarlane's herds graze. She leads you to a small herd of 11 cattle, which appears on your map as a cattle icon (2). The plan is to gather the herds together at a central spot, then drive them all back to the ranch as one big herd. The spot where you want the gathering—the old oak tree—appears as a yellow blip on your map (3).

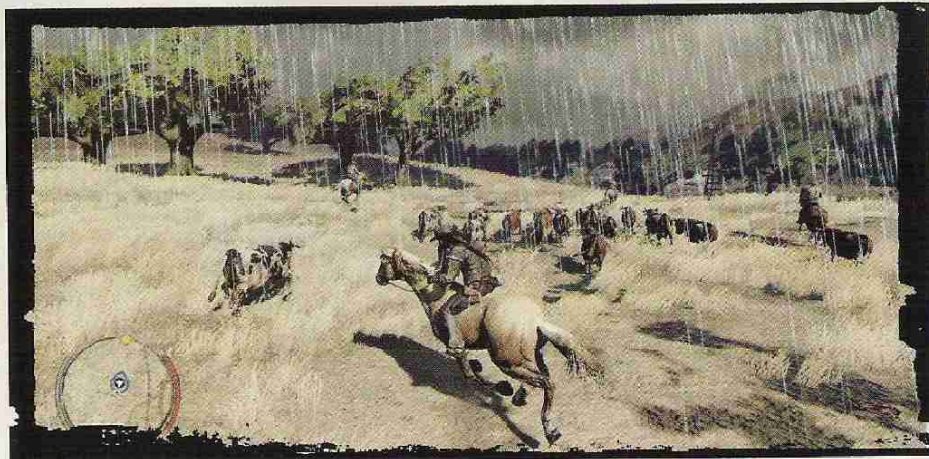


MOVE THE HERD TO THE OLD OAK TREE.

Start driving the small herd of 11 toward the yellow blip. Note that the number of cows in this herd appears onscreen as "11 of 11." Occasionally a single cow darts off from the herd to the side. When this happens, the herd count drops to "10 of 11" and so on. Each straggler appears as a dark blue blip on the map. Ride out around stragglers and guide them back to the herd. As they rejoin the herd, their map icon changes from dark blue to light blue and then is subsumed into the herd icon.



When you get the first herd to the old oak tree, a bolt of lightning suddenly strikes the high branches. This spooks the cattle and sends the herd stampeding toward the cliffs (4).



SPRINT IN FRONT OF THE HERD.

Spur your horse for a sprint around to the front of the running cattle, then stop the cows before they reach the cliff and charge off the edge. Use multiple warning shots once in front of the herd to halt them quickly.

RETURN TO BONNIE.

Once you get the cattle rounded up again, ride back to Bonnie, who is now the blue blip on your map. She's happy with your work, but now it's time to get the full herd back to the ranch before the weather gets worse.

MOVE THE MAIN HERD BACK TO THE RANCH.

As before, the Cattle icon marks the main herd, and stragglers are the dark blue blips. The new yellow blip on the map marks the cattle pen back at MacFarlane's Ranch. Get around to the opposite side of the herd and start driving them toward the yellow blip. Keep running the stragglers back into the group. When the main herd finally enters the pen, the ranch hands shut the gate and the mission is completed.

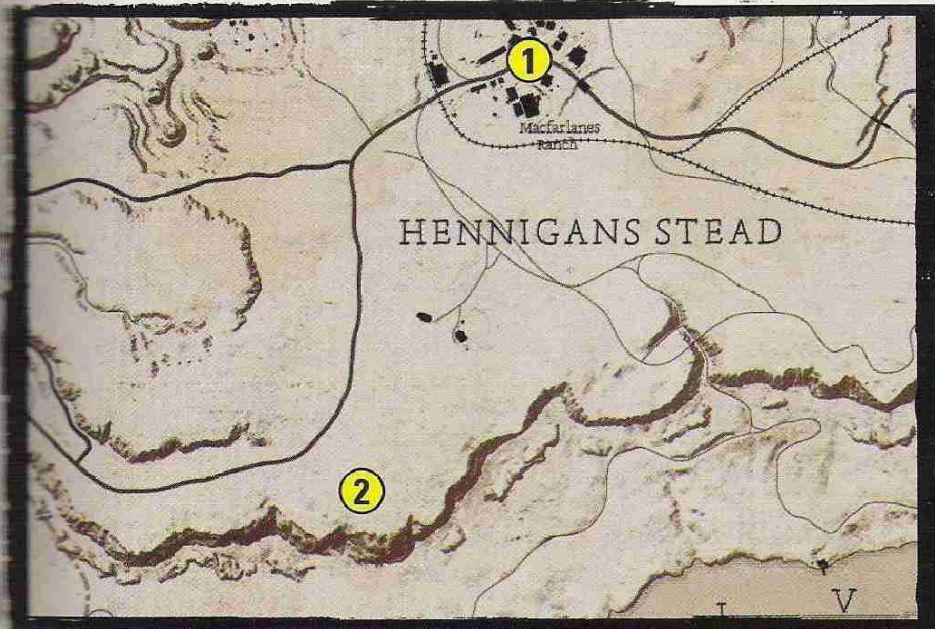


STRANGER MISSION: "I KNOW YOU"

COMPLETING "A TEMPEST LOOMS" UNLOCKS ANOTHER STRANGER MISSION, "I KNOW YOU." FOR DETAILS ON THIS ENCOUNTER, CHECK THE STRANGERS SECTION OF THIS GUIDE.

THE BURNING

BONNIE MACFARLANE



Follow the "B" icon to the yellow X marker between the General Store and the Blacksmith buildings on MacFarlane's Ranch (1). Miss Bonnie is worried because her father went out riding and hasn't come back. The ranch hands can't find him, so Marston joins her in the search.

MAIN OBJECTIVES

- Ride with Bonnie to find her father.
- Return to the ranch.
- Climb the windmill to enter the burning barn.
- Save the horses in the barn.

PREREQUISITES

- Complete "A Tempest Looms."
- Complete "Spoil the Rod, Spare the Bandit."

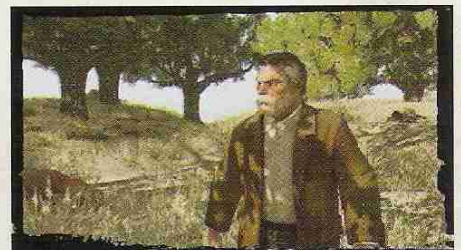
FAIL CONDITIONS

- Assault, kill, or abandon Bonnie MacFarlane.
- Assault or kill Drew MacFarlane.
- Kill Bonnie MacFarlane's horse.
- Kill trapped horses.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

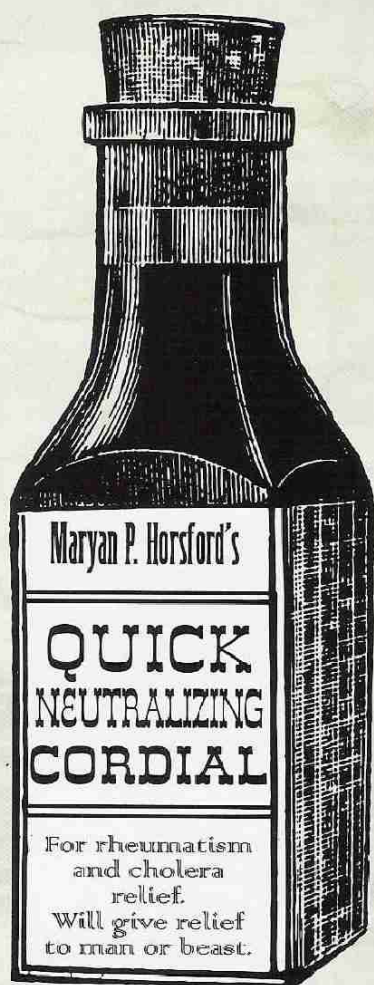
MISSION

RIDE OUT TO FIND DREW MACFARLANE.

Mount up and ride along with Bonnie to the ranch's outskirts until she finds her father (2). He stands amongst a group of murdered ranch hands and their dead horses. Mr. MacFarlane thinks it was rustlers from Pike's Basin. He sends Bonnie and Marston back to the ranch for a wagon.



JESTA@WAREZ-BB



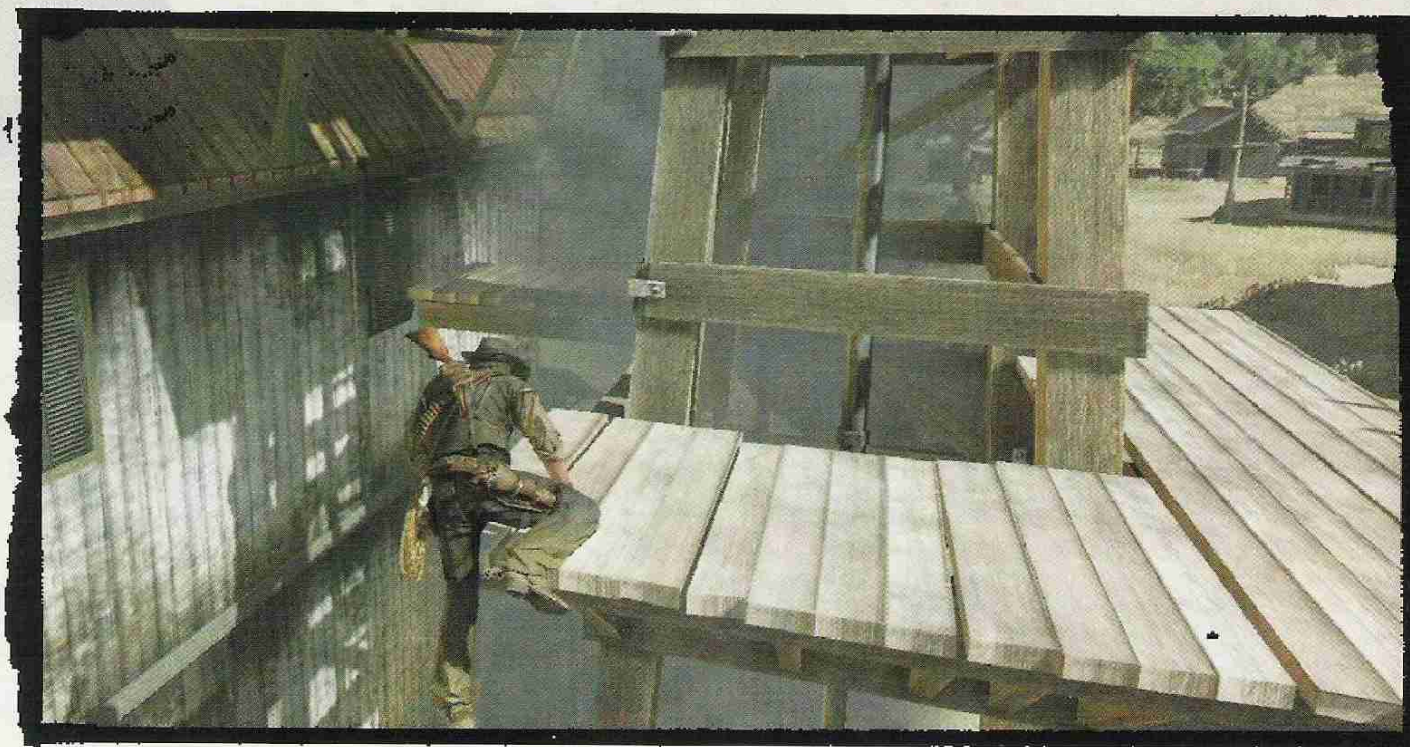
ACCOMPANY BONNIE TO THE RANCH.

Ride along with Bonnie. As you approach the ranch, you see the barn on fire in the distance! Follow Bonnie as she spurs her horse to the site of the blaze, which is now marked as a yellow blip on the map. Your arrival triggers a quick scene: the front doors are somehow jammed shut, so you must find another way in. The horses are trapped inside!



CLIMB THE AWNINGS TO THE WINDMILL.

Run to the windmill (the yellow blip) just around the left side of the barn. Its ladder is in flames, so continue past it to the two wooden awnings. Step into the yellow X by the lower awning and follow the onscreen instructions to climb onto it. Climb from there onto the taller awning, then jump and grab the edge of the windmill platform and pull yourself up. Follow the ledge around to the next yellow X at the barn wall.



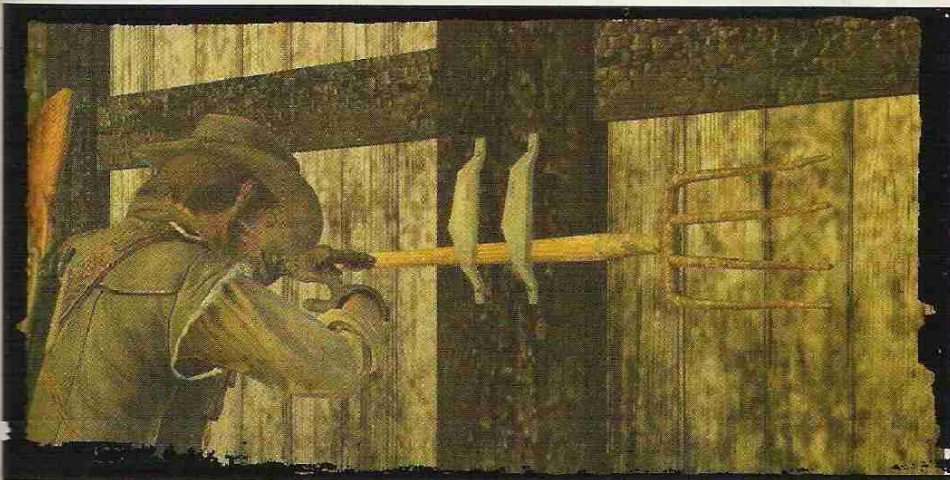
GET INTO THE BARN.



Now jump up and grab the beam directly above you. Slide your hands to the left until you're underneath the barn platform's walkway. Pull yourself up onto the walkway and follow it around the corner to the opening. Now you can enter the barn.

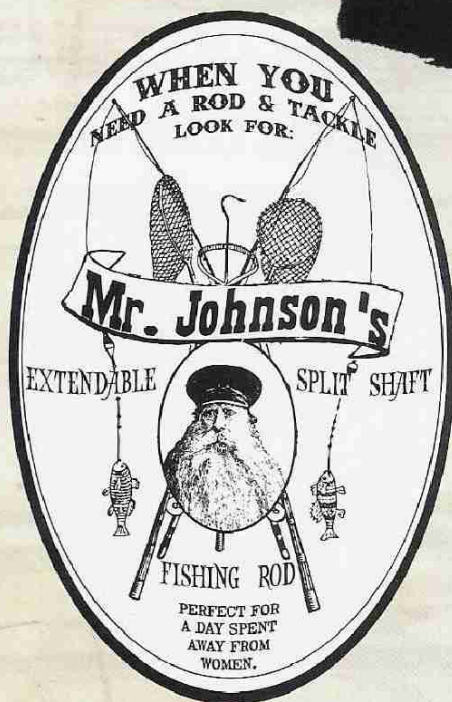
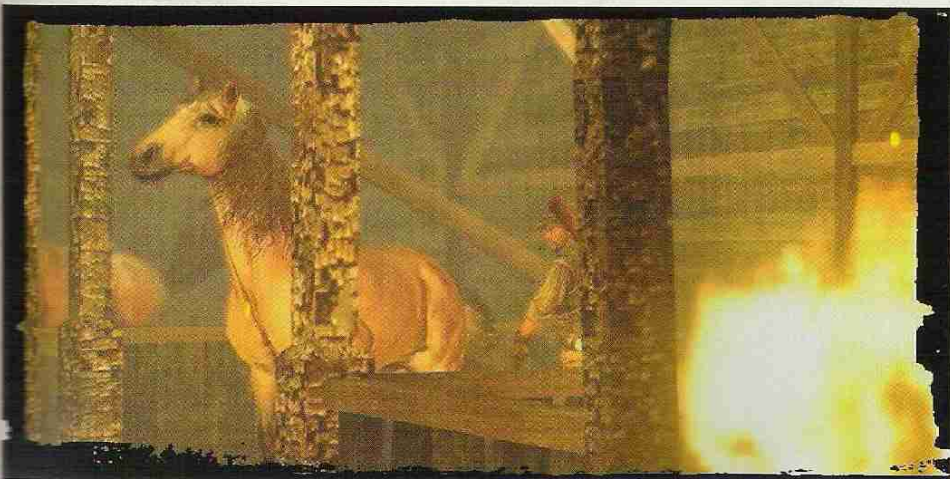
CLIMB DOWN TO THE FLOOR AND OPEN THE DOORS.

Find the top of the ladder directly ahead of you as you enter. Use it to slide down to the next platform; from there, just jump to the ground floor. Follow the yellow map blip to the barn doors. In the close-up view, press the button indicated onscreen to slide out the pitchfork barring the doors.



GET THE HORSES OUT OF THE BURNING BARN!

Three horses are trapped in the barn. Run to the nearest horse and press the button indicated onscreen to give the animal's flank a slap, forcing it out of its stall. Repeat with a second horse. But as you approach the third and final horse, a chunk of burning debris falls and blocks the doorway.



The horse is too frightened to try getting past the flaming obstruction on its own, so mount the horse and ride straight at the debris. The animal leaps over the pile to safety.



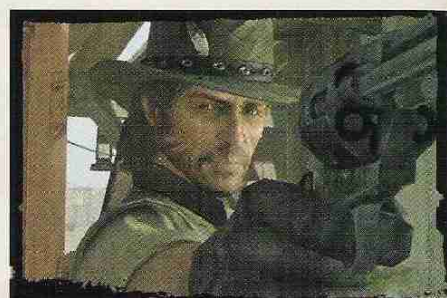
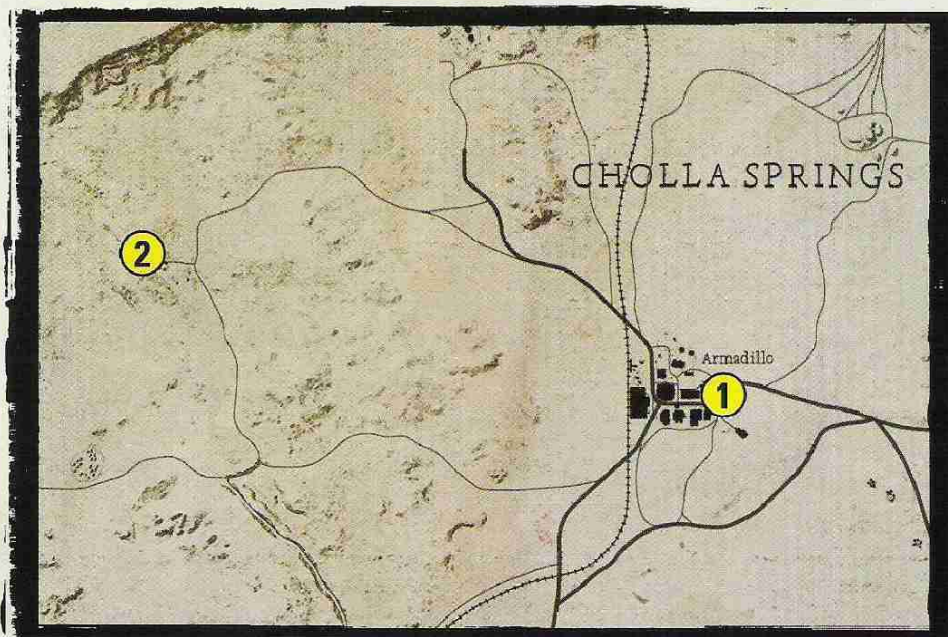
TAKE THE HORSE INTO THE CORRAL.

Still riding, follow the yellow map blip to guide the horse into the corral. Then follow the next yellow blip to the marker to trigger a scene. Amos and Bonnie thank John Marston for saving the ranch. Then Bonnie heads off to check on her father.



POLITICAL REALITIES IN ARMADILLO

MARSHAL LEIGH JOHNSON



MAIN OBJECTIVES

- Walk with the Marshal to the saloon.
- Follow the outlaw Walton to his hideout.
- Use cover to gun down Walton's gang.
- Take Walton dead or alive.

PREREQUISITE

- Complete "Obstacles in Our Path."

NEW ELEMENTS INTRODUCED

- Using cover
- Bounty hunting

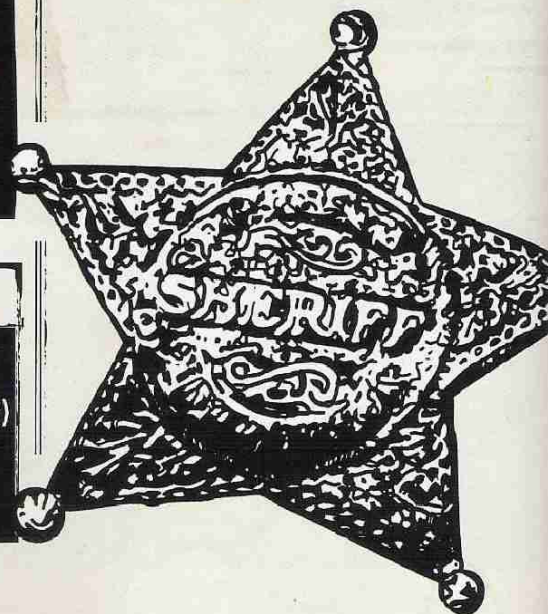
FAIL CONDITIONS

- Abandon or attack Marshal Johnson.
- Assault or kill Marshal Johnson's horse.
- Assault or kill Walton before he leaves Armadillo.
- Let Walton escape.
- Break the law.
- Assault or kill townsfolk.
- Die.

UNLOCKABLES

- Bounty Hunter (Jobs)
- Water and Honesty (Stranger)
- American Appetites (Stranger)

Follow the "M" icon to the yellow X marker just outside the front entrance of the Sheriff's office in Armadillo (1). John Marston meets Jonah, the slightly dim deputy of Marshal Leigh Johnson. Fortunately for Jonah, the Marshal arrives soon after to defuse the situation. Marston wants the Marshal's help with Bill Williamson, but Johnson's got his own problems in town. So they make a deal.



MISSION

ACCOMPANY THE MARSHAL TO THE SALOON.

Walk with Marshal Johnson to Armadillo's Saloon, the yellow blip on your map. On the way, he explains that you're going to confront a crew of stagecoach robbers led by a fellow named Walton. As you approach, a quick scene shows Walton riding off. The Marshal wants to follow him to "see what kind of hole he crawls into."



TAIL WALTON TO HIS HIDEOUT.

Use the control shown onscreen to whistle for your horse. As you wait, the Marshal may ride ahead of you after Walton. Catch up and ride alongside the Marshal; don't ride too far from your companion or you fail the mission. And don't kill Walton! You want to tail him, not attack him. After a few miles, the Marshal says Walton is headed for Pleasance House (2) and calls for a stop. This triggers a scene: as Walton and his boys appear, the Marshal leads Marston up the hill to cover.

TAKE OUT A SERIES OF OUTLAWS BEHIND COVER.

Using the button indicated onscreen to enter and exit cover, rush to the yellow X marker behind the wagon just up the slope. Shooters crouch behind cover in several locations up the hill: a crate, a rock, and an outhouse. Check your mini-map for each red blip. As you move to each new location (marked by a yellow X), duck immediately behind cover, then pop up and pick off the next hostile gunman. It's best to use a long-range weapon, such as the Repeater Rifle. Make sure to run over the dropped rifles along the way to resupply your ammo.





SHOOT THE OUTLAWS DEFENDING PLEASANCE HOUSE.

Walton has a pair of goons protecting him, one popping out from each side of the house. Once you nail both of them, only Walton remains.

OPTIONAL: TAKE WALTON ALIVE FOR THE BOUNTY.

Note that his red map blip has the same skull-like marking as a Wanted Poster icon. This indicates that Walton has a bounty on his head. If you can take him alive, you'll make some money. You take outlaws alive by firing at their legs to disable them, shooting the weapon out of their hand to disarm them, or catching them with your lasso (which you will receive soon). If you kill Walton, you still complete the mission, but you miss out on the bounty and lose Honor to boot.

Walton pops out of the house, shooting as you approach, then tries to make a run for it. Your best bet is to activate Dead Eye mode so you can hit Walton accurately with a low shot. Go into Dead Eye and nail that spot! When Walton falls, run toward him to complete the capture.

Afterwards, Marshal Johnson compliments Marston's shooting and invites him to drop in anytime. Don't forget to search the fallen outlaw bodies for ammo and money. You'll find cash in a chest inside the house, as well. It's also suggested that you can return to Armadillo quickly using the campsite option from your satchel's Kit menu.



MISSION-GIVER MARKERS

WHenever you complete a mission, don't forget to check the map for initials of mission givers "B" for Bonnie MacFarlane, "M" for the Marshal, and so on. These change as you move through the story. Follow a mission-giver icon and enter the yellow X at the marked location to trigger a new mission.

BOUNTY HUNTER UNLOCKED

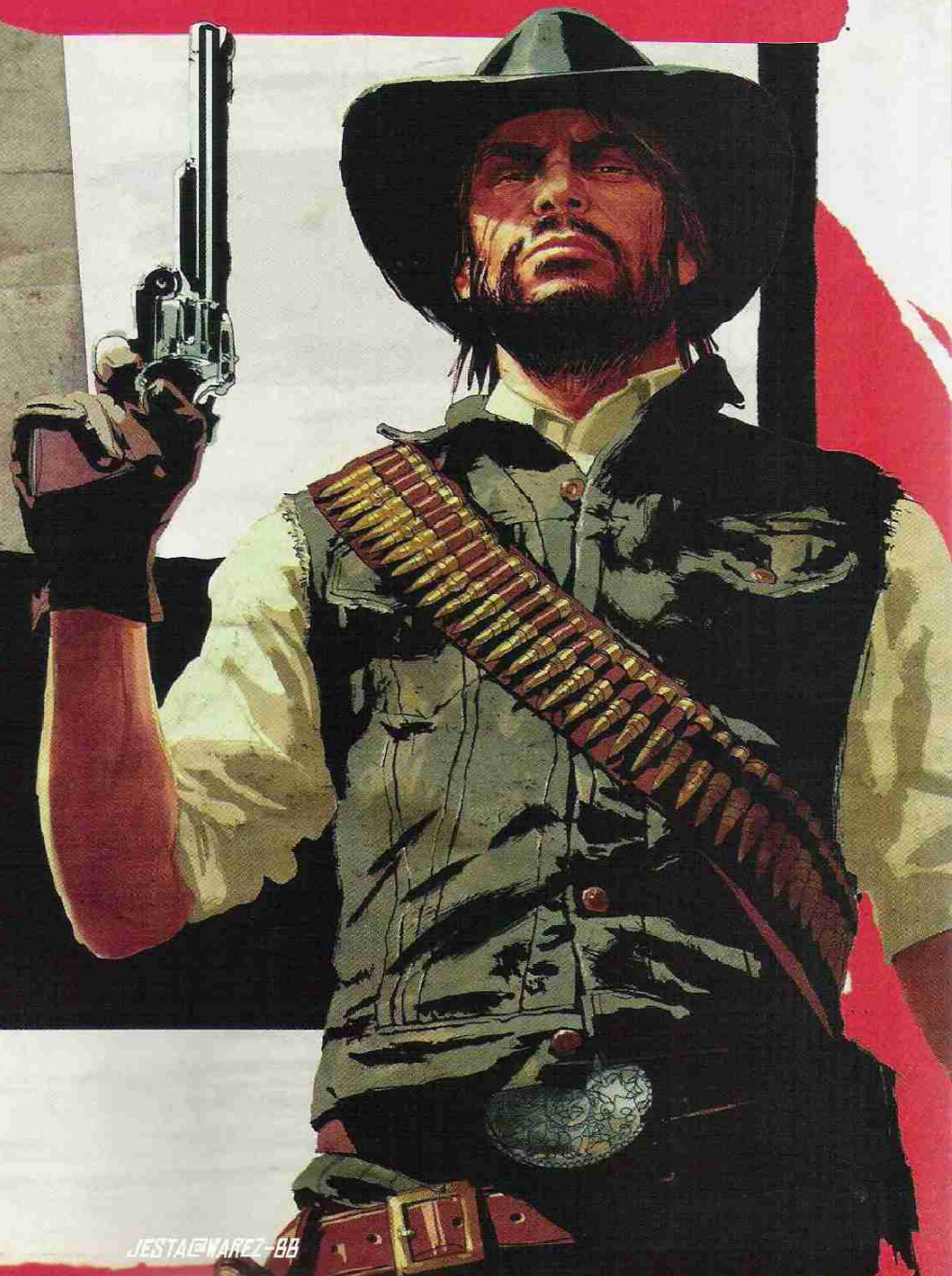
Completing "Political Realities in Armadillo" opens up a new job for Marston: Bounty Hunter. Look for the wanted poster icons on your map and check them out to see who to capture or kill and where. Capturing the bounty always yields larger rewards.

WANTED
PERRY ROSE



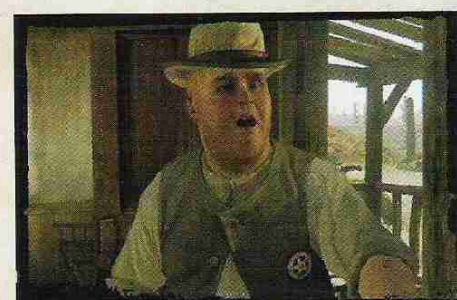
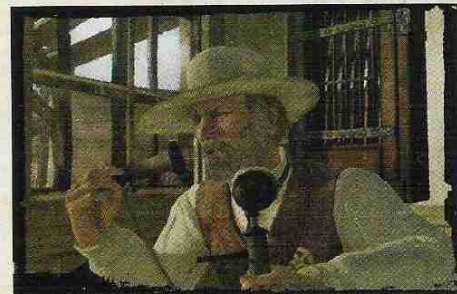
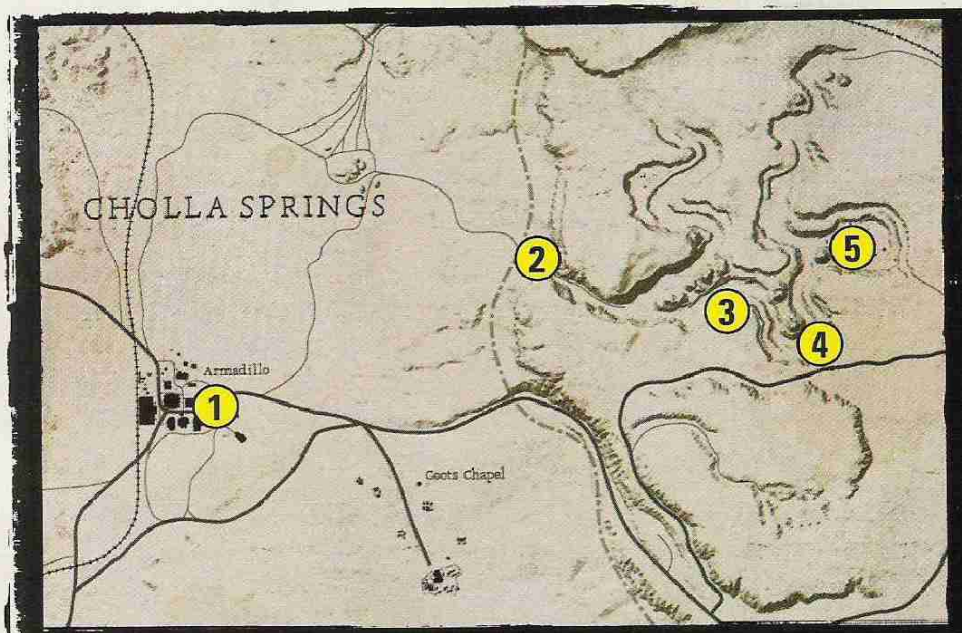
STRANGER MISSIONS: "WATER AND HONESTY" AND "AMERICAN APPETITES"

Completing "Political Realities in Armadillo" unlocks two more side missions. Look for the "?" icon on your map to find the mission contact for each one. For details on "Water and Honesty" and "American Appetites," see the Strangers section of this guide.



JUSTICE IN PIKE'S BASIN

MARSHAL LEIGH JOHNSON



MAIN OBJECTIVES

- Accompany the Marshal to Pike's Basin.
- Wipe out the Bollard gang.
- Rescue the kidnapped ranch hands.

PREREQUISITE

- Complete "Political Realities in Armadillo."

NEW ELEMENT INTRODUCED

- Basic ranged combat

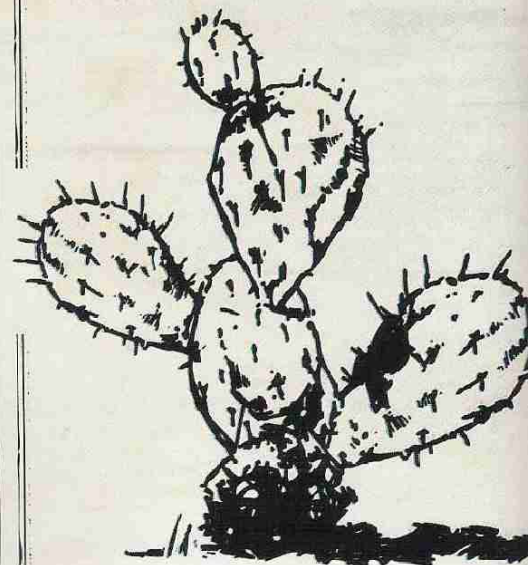
UNLOCKABLES

- Hideout: Pike's Basin
- American Appetites Part 2 (Stranger)

FAIL CONDITIONS

- Assault Marshal Johnson, Deputy Eli or Deputy Jonah.
- Assault or kill any Deputy's horse.
- Assault the Marshal's horse.
- Approach hostages from wrong path.
- Abandon the Marshal and his Deputies.
- Kill any hostages.
- Kill three of the rustled livestock.
- Break the law.
- Commit vandalism.
- Kill townsfolk.
- Die.

Follow the "M" icon to the yellow X just outside the Sheriff's Office (1). Marston finds the Marshal having fun with new technology. Suddenly, Eli, another one of Johnson's bright, articulate young deputies, bursts into the office with news: some rustlers, including the Bollard Twins and a few Mexicans, are rounding up cattle on the Gulch Ranch. Time to get up a posse!



MISSION

ACCOMPANY THE MARSHAL INTO PIKE'S BASIN.

Ride with Marshal Johnson and his deputies Eli and Jonah as they head north to Pike's Basin. Enjoy the trek and the scintillating conversation. When you arrive, a new yellow blip marks the basin entrance. As you proceed into the yellow X marker (2), the Marshal orders a general dismount and tells everyone to follow him. Hop off your horse and follow him down the canyon.

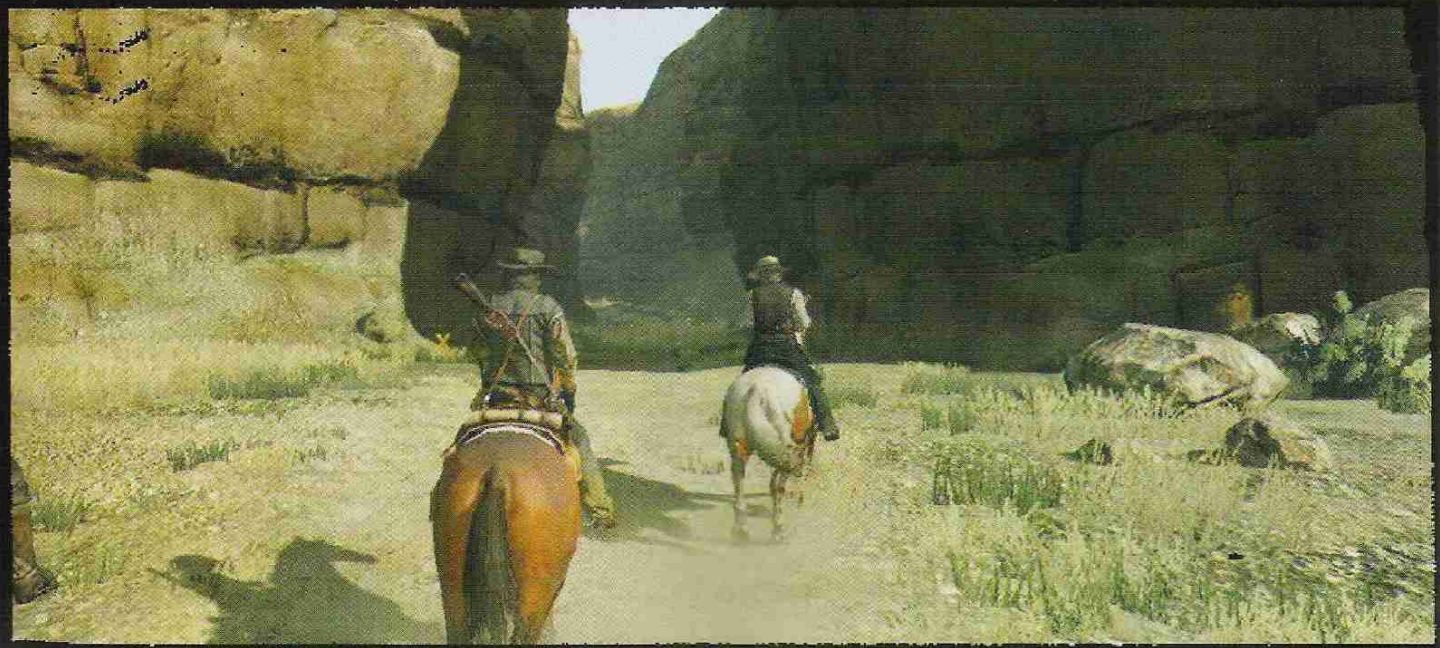


FOLLOW THE MARSHAL INTO THE BASIN.

Run with the Marshal up the canyon until he points out rustler guards and the red blips appear on your mini-map marking their locations. The center dot in your weapon's reticle fades in if your target is within range; likewise it fades out if it is beyond the attack range of your current weapon. When the dot is faded down, shots fired at the target are highly inaccurate. When the center dot of the reticle is a bright white, the target is within range of the current weapon.

ELIMINATE THE BOLLARD GANG MEMBERS.

Use a long-range rifle to start gunning down the first wave of outlaws, beginning with the lone gunman on top of the hill. Be sure to use the basin boulders for cover. Once you clear the area, the lawmen rush forward again.

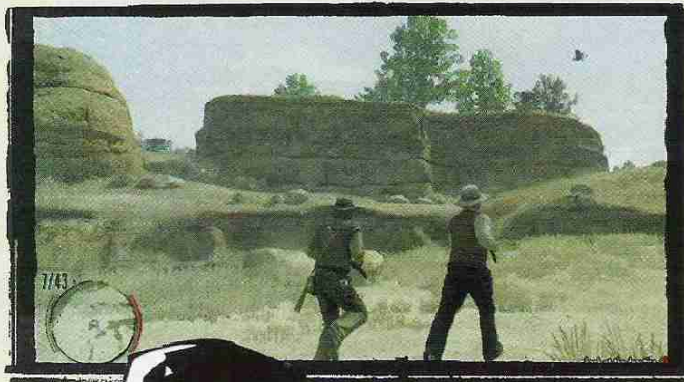


ACCOMPANY EITHER THE MARSHAL OR HIS DEPUTIES.

Following the boss's orders, Deputies Eli and Jonah sprint up the left fork of the canyon while the Marshal takes the right fork (3). You can go either way.

DEFEND MARSHAL JOHNSON.

Two outlaws wait just up the path, with even more up ahead. As you fight your way forward, you can monitor the progress of the Deputies on the other side of the canyon. When you finally clear your path, the Marshal sends you up into the rustlers' camp (4) at the crook in the canyon. Wipe out the remaining outlaws as they defend their loot.



SEARCH THE CAMP.

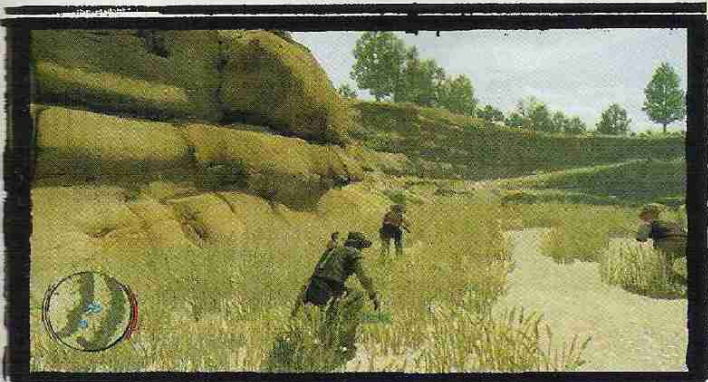
Follow Marshal Johnson's suggestion and scour the rustlers' canyon camp for ammo and other items. Open the chests (you should find a Pardon Letter) and loot the dead bodies, then continue uphill to meet up with the Marshal again.



TAKE OUT THE SNIPERS.

Several outlaw snipers are posted behind rocks on the opposite side of the ravine, where the deputies are headed. Take them out from a distance using Dead Eye targeting. Watch for those red blips on your mini-map! Fight your way to a pair of suspension bridges. There, you can hear more gunshots; the two forks reunite between the bridges. Rush across and help the Deputies clear the area.





When you get across the second bridge, the lawmen regroup and the Marshal sends you forward again with entreaties to be "stealthy as you can." Note that the lawmen now crouch as they creep forward through the tall grass. Follow their lead on this approach.

WIPE OUT THE BOLLARD GANG MEMBERS.

Soon you arrive at the wide end of the basin where the Bollard Gang has their rustled cattle and kidnapped hostages (5). The Marshal tells you to fire at will, but try to keep the hostages and livestock alive. The hostages are gathered on their knees near the broken wagon, so don't fire into that area! Look for and shoot the TNT crates near the tents to detonate them, killing any nearby Bollard Gang members in the explosion.

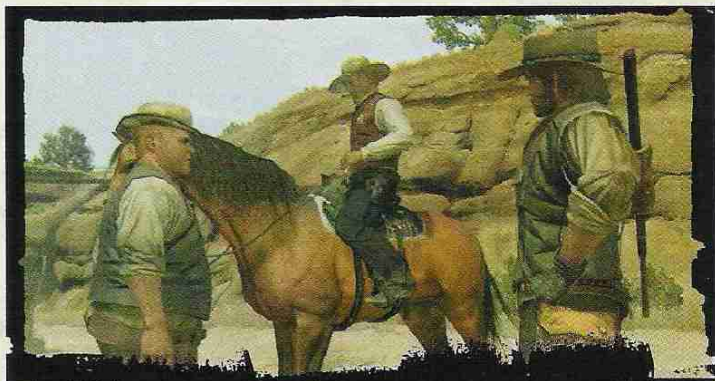
SHOOT STRAIGHT

IF YOU KILL ANY HOSTAGE OR THREE OF THE CATTLE, YOU FAIL THE MISSION.



RESCUE THE RANCH HANDS.

When the last of the Bollard Gang has bitten the dust, approach the hostages to trigger the mission-ending scene. Marston and the lawmen free the prisoners and send them on their way home. But Deputy Eli reports that someone named Mr. West Dickens, a tonics merchant, is missing. He seems to be one of Armadillo's favorite people. Maybe you should go find him. Don't forget to loot the rustler's big basin camp before you move on.



NEW MISSION STRAND OPENS!

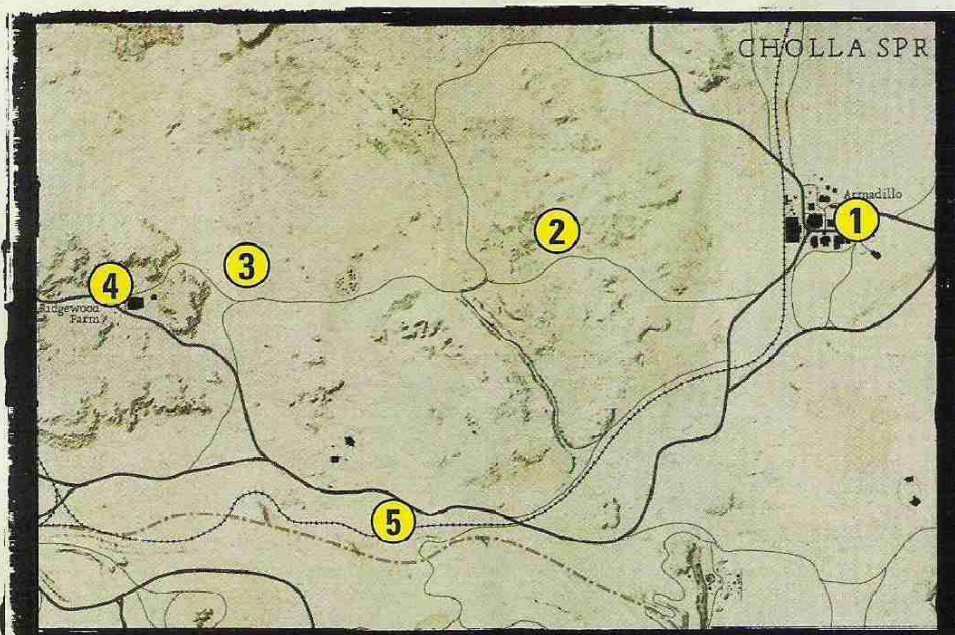
AFTER COMPLETING "JUSTICE IN PIKE'S BASIN," A NEW MISSION-GIVER ICON APPEARS ON YOUR MAP: A "W" OUT IN CHOLLA SPRINGS. THIS UNLOCKS THE NIGEL WEST DICKENS STRAND OF MISSIONS. YOU CANNOT CONTINUE THE MARSHAL JOHNSON STRAND UNTIL YOU COMPLETE THE FIRST WEST DICKENS MISSION.

STRANGER MISSION: "AMERICAN APPETITES (PART 2)"

COMPLETING "JUSTICE IN PIKE'S BASIN" UNLOCKS THE SECOND PART OF THE THREE-PART STRANGER MISSION, "AMERICAN APPETITE." FOR DETAILS ON THIS ENCOUNTER, CHECK THE STRANGERS SECTION OF THIS GUIDE.

SPARE THE ROD, SPOIL THE BANDIT

MARSHAL LEIGH JOHNSON



Follow the "M" map icon to the yellow X marker (1) just outside the Sheriff's Office in Armadillo. The Marshal and his deputies gear up to hit a murderous gang of bandits who've been terrorizing settlers. A posse is gathering up near Ridgewood Farm, and Johnson wants John Marston to ride with him.

MAIN OBJECTIVES

- Ride with the Marshal toward Ridgewood Farm.
- Follow the circling vultures en route.
- Free all hostages at the farm.
- Track the remaining bandits south.
- Defeat the attacking bandits.

PREREQUISITES

- Complete "Women and Cattle."
- Complete "Old Swindler's Blues."

FAIL CONDITIONS

- Assault or kill Marshal Johnson.
- Kill Marshal Johnson's horse.
- Assault or kill Eli or Jonah (the deputies).
- Kill Eli's or Jonah's horses.
- Abandon the Marshal and the deputies.
- Assault or kill the hostages.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

MISSION

RIDE WITH THE MARSHAL TO FIND THE BANDITS.

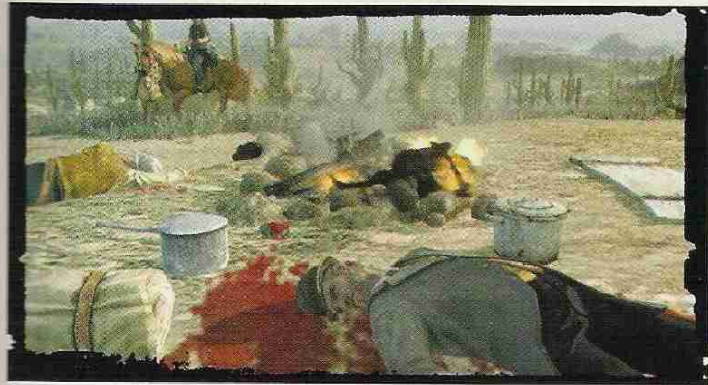
Accompany Marshal Johnson (the blue blip) and his deputies as they ride west toward Ridgewood. About halfway there, you spot some vultures circling up ahead. This puts a yellow destination blip (2) on your map. Follow it to the aftermath of a slaughter: settlers brutally ambushed. Marston finds the rifle of one of the killers, left behind.



UNLOCKABLES

- Winchester Repeater (drop)
- American Appetites Part 3 (Stranger)

Hop back on your horse and continue to ride with the Marshal (still the blue blip) and crew. As you get closer to Ridgewood Farm, you spot another flock of circling vultures. Follow the new yellow blip (3) to another grisly scene: more men gunned down, some burned.



SEARCH THE OUTHOUSE AND SHED FOR FARMERS.

Accompany the Marshal again. When you arrive at Ridgewood Farm (4), you find the place deserted. Two yellow blips appear on your map as Johnson asks you to search buildings. The shed is closest; you can just ride your horse close to the building to confirm it's clear. Then follow the other yellow blip to the outhouse and shoot the door open—nothing out of order.



JOIN THE MARSHAL AT THE BARN.



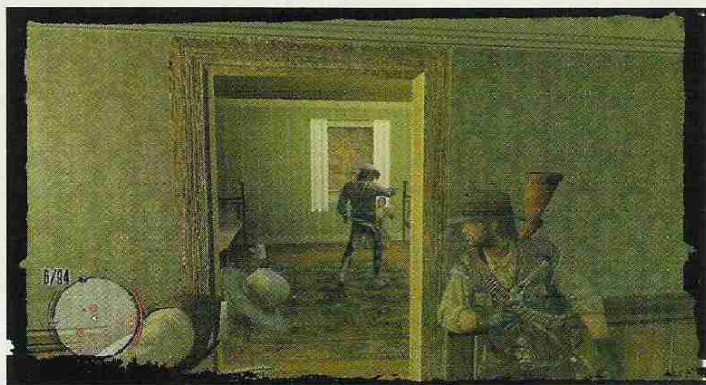
Eli calls the Marshal over to the barn, which is boarded shut. Join them and shoot the boards to break the door open. Using a shotgun at midrange makes quick work of the multiple boards. This triggers another ugly scene: the place is a slaughterhouse. But one woman has survived, and she directs the Marshal to the farmhouse where the perpetrators of all these atrocities are holed up with some hostages from the woman's family.

TAKE OUT THE BANDITS AND SAVE THE FARMERS.

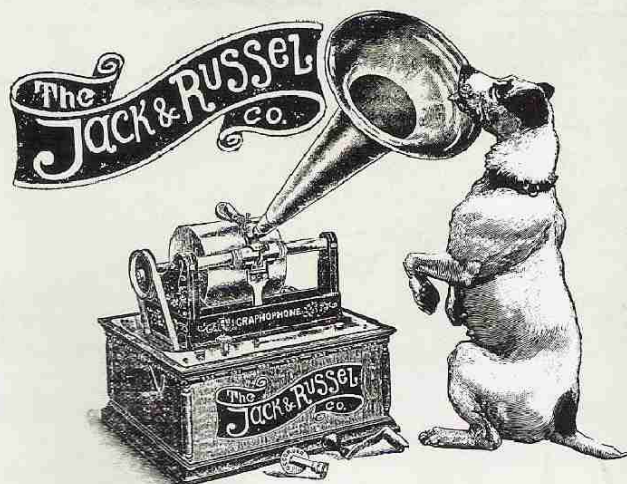
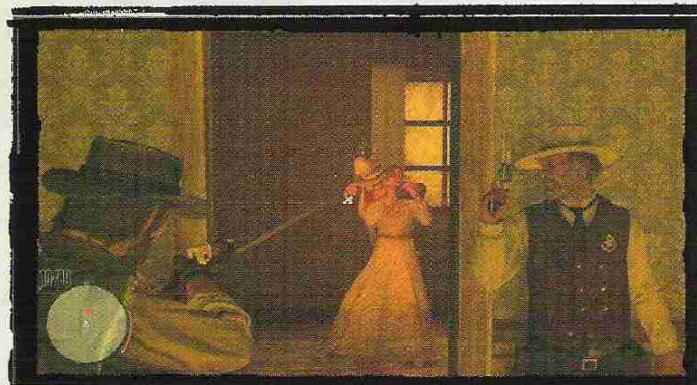
Time for an all-out, righteous assault on the killers! But remember that hostages are somewhere inside the farmhouse. Take cover next to the Marshal. Keep shooting the men who run from the house onto the front porch, and take out the sharpshooters up on the side balcony. After eliminating about a half dozen of the fleeing bandits, Marshal Johnson leads you into the house.



Check the red enemy blips on your map. Two bandits are posted on the first floor, back in the kitchen area. Switch to a shotgun and blast them, then follow the Marshal upstairs to hunt down the last two killers. One is terrorizing a woman in the first room at the top of the stairs. Change weapons again (do not use a shotgun) to avoid hitting the woman, then use Dead Eye to take out the gang member.



Then follow the Marshal to the first closed door on the landing. Set up with gun drawn in the doorway and shoot the door open (or use cover and press the Interact button to open the door more politely). A bandit holds his hostage as a human shield and starts firing at you. Use Dead Eye targeting to accurately nail him with a disarming shot or fatal headshot.



FOLLOW THE MARSHAL TO THE SURVIVORS.

Head out to the shed (which is normally a rentable safehouse) where the escaped hostages, all women, gather. They speak angrily to Marshal Johnson, and tell of folk who tried escaping to the south, but are being hunted down by the robbers.



FIND THE REMAINING BANDITS.

Mount up and ride with the Marshal as he heads south. En route, the deputies figure Bill Williamson's gang was responsible—the bandits' route seems to lead toward Fort Mercer, after all. A mile or so down the road, the Marshal spots someone up on a cliff. It's Bill and his boys. This triggers a scene of confrontation. And then the real fight begins.



TAKE OUT THE BANDITS.

Marston, the Marshal, and the deputies take up positions inside the crumbling shell of an old train station (5) as Williamson's gang launches their attack. Stay in the structure for cover. A couple waves of outlaws ride in on horseback, then dismount and take



cover. Use a long-range rifle like the Winchester Repeater and Dead Eye multiple-target marking to shoot them off their horses before they can dismount. Decimate the first wave of six bandits and another half dozen ride in.



After the battle, the lawmen find one surviving bandit. It happens to be one of the gang leaders, Norman Deek. The Marshal plans to use Deek as a source of information, so the lawmen haul him hogtied to jail. Collect the many dropped weapons in the area and loot the bodies for money and possible items.

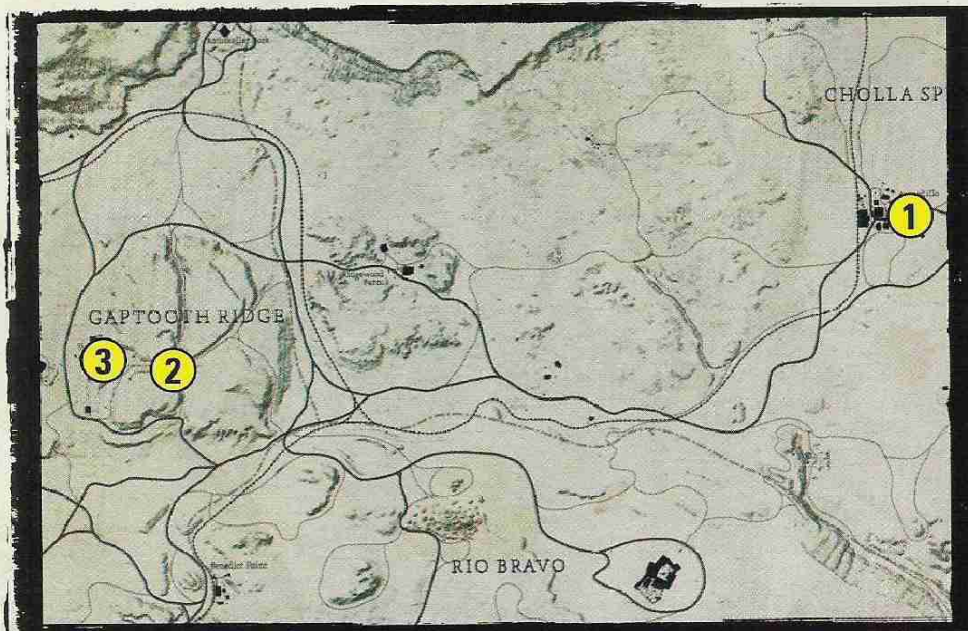


STRANGER MISSION: "AMERICAN APPETITE (PART 3)"

COMPLETING "JUSTICE IN PIKE'S BASIN" UNLOCKS THE FINAL PART OF THE THREE-PART STRANGER MISSION, "AMERICAN APPETITE." FOR DETAILS ON THIS ENCOUNTER, CHECK THE STRANGERS SECTION OF THIS GUIDE.

HANGING BONNIE MACFARLANE

MARSHAL LEIGH JOHNSON



MAIN OBJECTIVES

- Ride with the lawmen to Tumbleweed.
- Fight your way to Bonnie.
- Cut down Bonnie from the gallows.

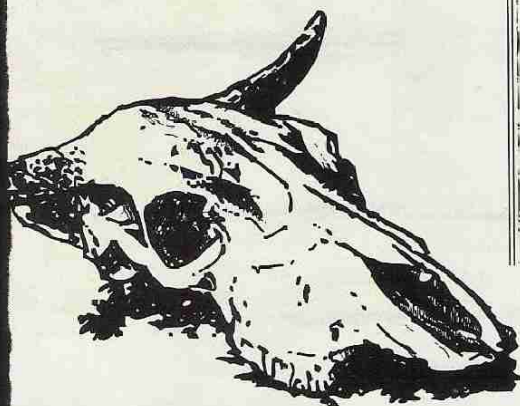
PREREQUISITE

- Complete "The Burning."

FAIL CONDITIONS

- Assault or kill Marshal Johnson or his deputies.
- Kill Marshal Johnson's or deputies' horses.
- Abandon the Marshal and deputies.
- Kill Norman Deek before prisoner exchange attempt.
- Leave Bonnie to hang.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

Follow the "M" icon to the yellow X marker (1) just outside the Sheriff's Office in Armadillo. Drew MacFarlane is distraught about his daughter Bonnie's disappearance. Then one of Williamson's men calls out from the street. He demands that you bring Norman Deek up to Tumbleweed or bad things will happen to Bonnie.



MISSION

RIDE WITH MARSHAL JOHNSON TO TUMBLEWEED.



Mount your horse and join the Marshal and his boys. Jonah loads the hogtied Deek onto the back of the Marshal's horse for delivery. Ride with the Marshal to the outskirts of Tumbleweed (2), a ghost town occupied now only by thieves, smugglers, and bandits. When you arrive, the Marshal tells Marston to take Deek into town for the prisoner exchange.

MOVE NORMAN DEEK INTO TOWN.

Walk with your drawn weapon near Deek to get him walking, then stay behind him as he strolls into town. The Marshal and his deputies back you up. As you approach the bandits near the entry gate, keep an eye out for good cover. Williamson's men soon say no deal and open fire! Use your Dead Eye multiple targeting to take out the first bunch, and then swivel to target the shooter up on the church roof to the right.



FIGHT YOUR WAY TO BONNIE.

Bonnie appears as the blue blip (3) on your map. Select the Winchester Repeater and start working your way toward the gallows where the bandits have her strung up in a noose, ready to hang. Look for the bad guys—in, on, and around the many dilapidated structures. Once you're about halfway across town, you trigger a cinematic of a bandit kicking the stool out from under Bonnie. Hurry now!



Bonnie hangs from the gallows between the Sheriff's Office and Jail on the far side of town. And she's well guarded, so you can't just follow your instinct and make a beeline for her. Push forward as fast as you can while seeking cover with good firing angles on the gunmen around Bonnie. Clear them out, then sprint to Bonnie. Alternatively, you can also use Dead Eye from a reasonable distance and target-select and shoot the hanging rope.

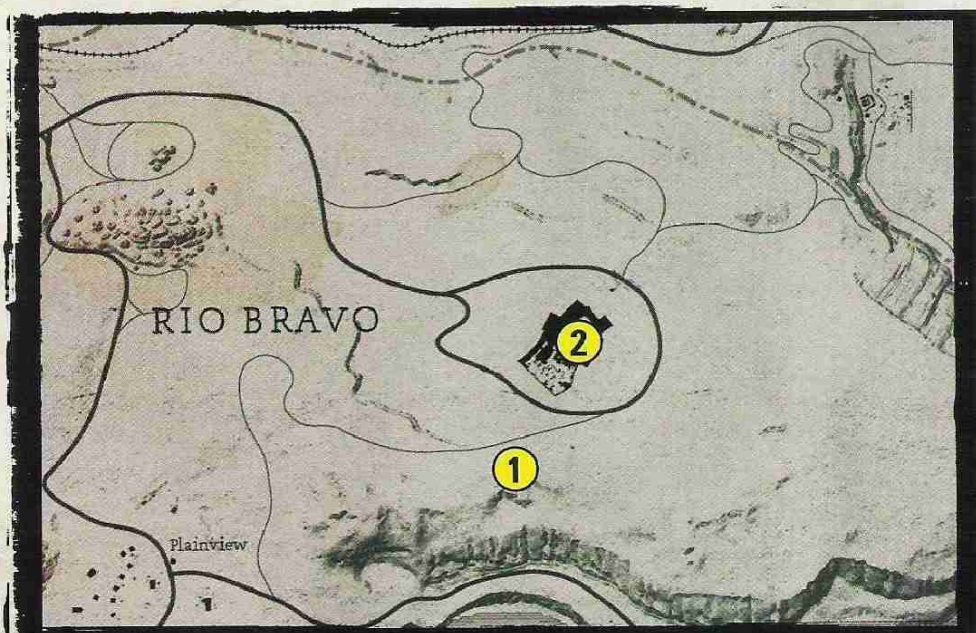
CUT DOWN BONNIE.

Approach Bonnie to trigger a scene: Marston cuts her down. Watch as Bonnie recovers. It's clear her spirit is anything but broken as she rides off with the Marshal and the mission ends.



THE ASSAULT ON FORT MERCER

MARSHAL LEIGH JOHNSON



MAIN OBJECTIVES

- Board Nigel's wagon to sneak into the fort.
- Gun down the first bandit waves with the machine gun.
- Fight your way around the fort ramparts.
- Regroup with your allies.
- Gun down the bandit reinforcements with the machine gun.

PREREQUISITES

- Complete "Hanging Bonnie MacFarlane."
- Complete "The Sport of Kings and Liars."
- Complete "Let the Dead Bury Their Dead."
- Complete "On Shaky's Ground."

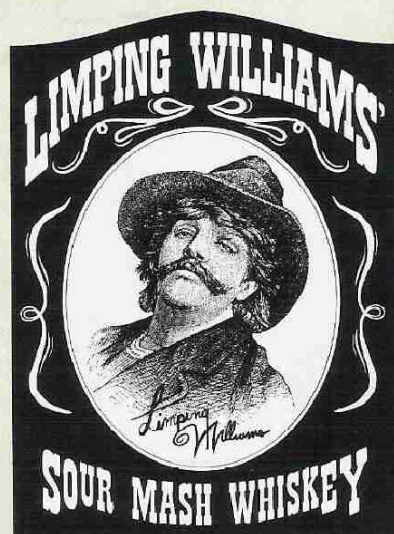
FAIL CONDITIONS

- Abandon your traveling companions.
- Assault or kill Marshal Johnson, Eli, Jonah, Irish or Nigel.
- Kill any horse ridden by Marshal Johnson, Eli, Jonah, or Irish.
- Kill the horses pulling Nigel's coach.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill any townsfolk.
- Die.

NEW ELEMENT INTRODUCED

- Using a machine gun (fixed turret)

Follow the "M" icon to the yellow X marker just south of Fort Mercer. (The marker (1) is there only between 2PM and 10PM.) The whole crew—Marston, West Dickens, Irish, the Marshal and his deputies—gathers outside the fort for some reconnaissance. Nigel explains that Seth is inside, and will be your ticket to entry. All Marston cares about is Williamson, but it won't be easy getting to the outlaw boss.



MISSION

HIDE INSIDE NIGEL'S COACH INTO THE FORT.

Climb into the back of the stagecoach with the machine gun. This triggers a quick scene: the others close the coach and Nigel starts driving toward Fort Mercer (2). When the coach reaches the fort entrance, Seth summons Nigel inside. Nigel starts his standard sales pitch to the outlaw gang. It's a tough crowd, but his marketing clincher has a lot more bang than usual.



WEEDE OUT WILLIAMSON'S MEN.

After the cinematic, the wagon pops open and Marston unloads with the fearsome machine gun. Gun down Nigel's initial audience of seven, using the red icons on the map to help you weed out those behind good cover.

When other gunmen run along the back wall and down the distant stairs on your left. Blast them as they line up to descend the stairs. You have limited ammo, so keep your finger on the trigger and blast away. Use medicine if you need to boost your health.



Next, aim the gun at the open door (circled in our screenshot) behind the rightmost arch and another to the extreme right. These are the doorways from which new foes emerge into the yard in the last wave. Try to nail them as each one appears in the door!

When the first assault finally ends, the Marshal and his deputies enter the fort and join Marston. Deputy Jonah delicately points out that the remaining bandits have retreated to the other side of the fort. Time to hunt them down!

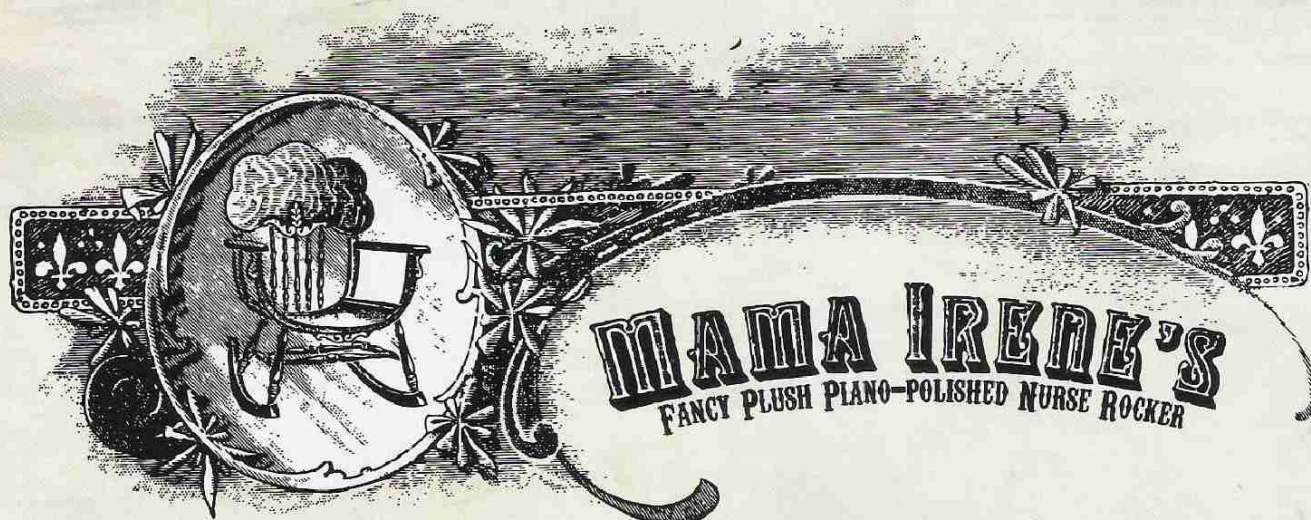
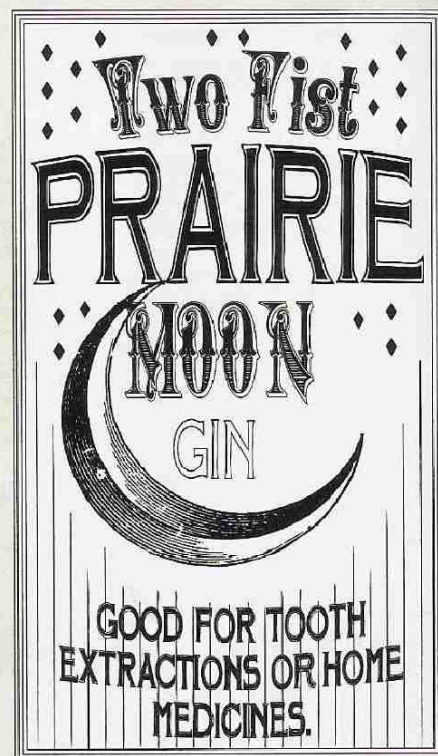
COVER MARSHAL JOHNSON AND CLEAR THE FORT'S RAMPARTS.

The lawmen advance across the yard. Follow them up the stairs onto the raised ramparts. Fight your way down the rampart walkways, working your way completely around the fort's perimeter with the deputies. Look for TNT containers up ahead, then shoot them for easy kills.



REGROUP WITH MARSHAL JOHNSON AND THE OTHERS.

Once you clear the ramparts, a yellow blip appears on your map. Follow it to the yellow X down in the yard that marks the rendezvous point where the lawmen, Seth, and Irish wait for you. This triggers a scene: the Marshal reports no sign of Williamson. But Nigel appears at the gate with news that enemy reinforcements are riding in to the battle. Sure enough, dozens of bandits begin to emerge over the hill outside the fort. Fortunately, you still have the machine gun... and plenty of ammo.



DISPATCH THE REINFORCEMENTS.

Marston mans the machine gun again. Hold your fire until the first wave of attackers passes within explosion range of the stack of TNT dead ahead. Afterward, start mowing down the bandits swarming toward you. The second wave arrives on horses from the right, followed by a wagon with a machinegun emplacement. Destroy the wagon quickly before it opens fire on you. The next wave arrives over the distant hill ahead of you. Take out their horses first to keep them from getting close too quickly. Finally, a coach arrives from the far left in the last wave. Explode it and finish off the survivors around the area.

Remember to use your mini-map to target the locations of hidden gunmen (the red blips). Again, blast the TNT to eliminate covered targets when the containers explode.



Keep firing away until the red map blips are all gone and the cinematic plays to mark the end of the mission. Jonah and Eli haul in a surviving bandit who reports that Bill Williamson ran off to Mexico a day earlier—bandit country, someplace near Chuparosa. Marston believes that he's gone south to see someone named Javier Escuella. Irish knows where Chuparosa is, and offers to be Marston's guide. Be sure to collect the dropped weapons and search the many bodies lying around for cash before you leave.

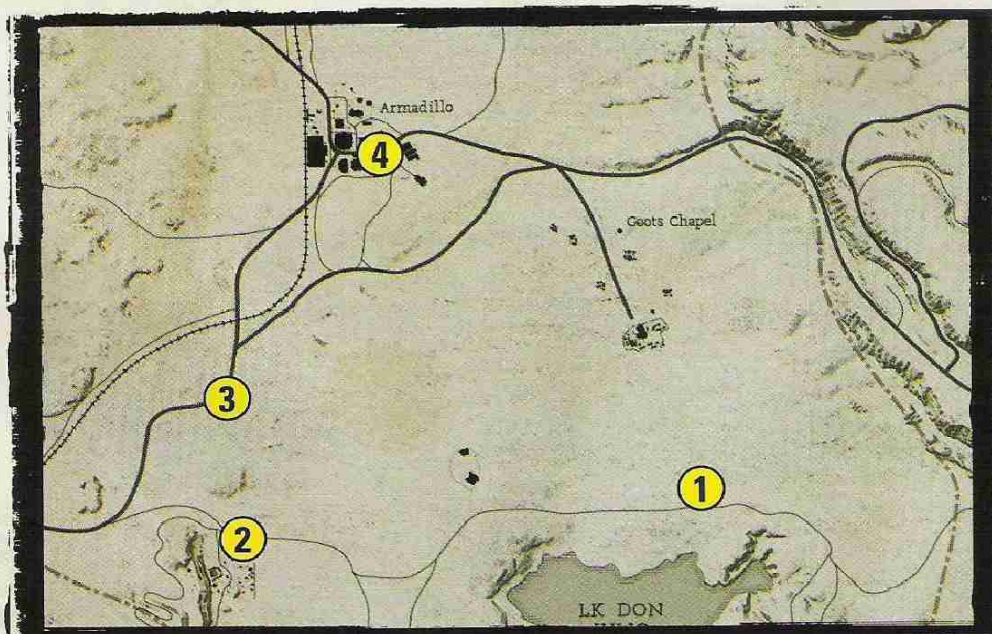


MISSION STRAND REOPENS!

SHORTLY AFTER YOU COMPLETE "ASSAULT ON FORT MERCER," IRISH'S "I" ICON REAPPEARS ON THE MAP. FOLLOW IT TO TRIGGER THE LAST IRISH MISSION, "WE SHALL BE TOGETHER IN PARADISE," THE FINAL MISSION OF ACT 1: THE FRONTIER.

OLD SWINDLER BLUES

NIGEL WEST DICKENS



After you complete the Marshal Johnson mission, "Justice in Pike's Basin," a "W" icon appears on your map (1) southwest of Armadillo on an old horse trail. Follow the icon to find Nigel West Dickens in a bad predicament. Looks like he's been ambushed and desperately needs some medical attention.

MAIN OBJECTIVES

- Drive Nigel's wagon to Armadillo.
- Fight off waves of bandits en route.

PREREQUISITE

- Complete "Justice in Pike's Basin."

NEW ELEMENT INTRODUCED

- Shooting while driving a wagon

UNLOCKABLE

- Liar's Dice (Mini-Game)

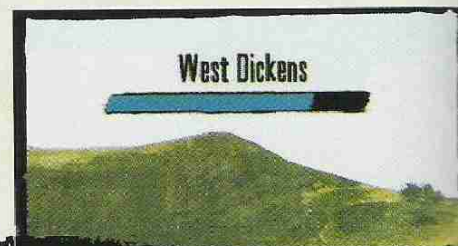
FAIL CONDITIONS

- Assault, kill, or abandon Nigel West Dickens.
- Kill horses pulling carriage.
- Fail to reach Armadillo in time.
- Allow bandits to kill Nigel West Dickens.
- Break the law.
- Commit vandalism.
- Kill townsfolk.
- Die.

MISSION

DRIVE NIGEL TO ARMADILLO

Get onto Nigel's wagon and start following the yellow route line that appears on your map. It leads to your destination (the yellow blip) in Armadillo. Note that Nigel's health is fading quickly. You measure this by the blue "West Dickens" health bar that appears onscreen. As the color ebbs away, so does Nigel's life. If the bar drops to zero, Nigel will fall off the wagon, dead. So focus on getting to Armadillo despite any upcoming distractions. Nigel's health also diminishes if you drive off-road or collide with obstacles.





FIGHT OFF THE ROAD BANDITS.

Not far down the road, a duo of outlaws (2) attacks your wagon. Shoot at them while on the move, using Dead Eye targeting to help focus. Note that the wagon horses stay on the road by themselves while you are aiming. Use Dead Eye to slow things down a bit and get a good shot at the attackers' heads.

Continue along the yellow map route. Look for the hairpin turn just after seeing "Riley's Charge" appear at the top of the screen. Be prepared to stop and turn sharply onto the connecting road to Armadillo. As you get closer to town, a second duo of bandits (3) attacks in the Two Crows area. Again, fight them off while keeping the wagon rolling. Mr. West Dickens can't afford to have you stop to fight.



DELIVER NIGEL.

When you finally reach Armadillo, keep following the yellow map blip until you hit the yellow X marker (4) outside the doctor's office. Watch as Marston helps Nigel get down from the wagon.

When the mission ends, you get a message that Nigel's wounds will take some time to heal. His "W" map icon reappears soon, marking the yellow X outside the doctor's office, but you can't trigger the next Nigel mission until after 8PM. So this might be a good time to visit the Gunsmith to upgrade your weaponry, or check out the new wares at the General Store.

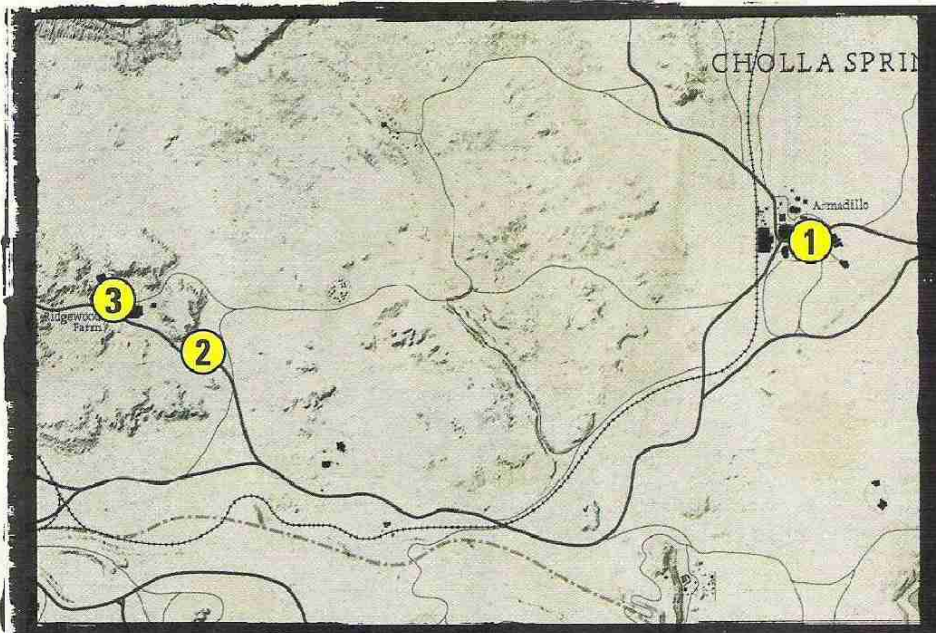


LIAR'S DICE UNLOCKED

COMPLETING "OLD SWINDLER'S BLUES" UNLOCKS THE LIAR'S DICE MINI-GAME. NOW YOU CAN PLAY THE GAME AND PICK UP (OR LOSE) SOME EXTRA CASH. FOR DETAILS ABOUT THIS ACTIVITY, SEE THE MINI-GAMES SECTION OF THIS GUIDE.

YOU SHALL NOT GIVE FALSE TESTIMONY, EXCEPT FOR PROFIT

NIGEL WEST DICKENS



Follow the "W" map icon to the yellow X marker (1) just outside the doctor's office in Armadillo—the building with the General Practice sign. If you've waited long enough since dropping off Nigel in the previous mission, you trigger the scene of his release from the doctor's care. Mr. West Dickens seems to be doing quite well now, as a matter of fact. Nigel's a bit squeezed for cash, but he has a new customer at Ridgewood Farm and he'd like Marston to come with him to visit.

MAIN OBJECTIVES

- Drive Nigel to Ridgewood Farm.
- Join the crowd at Nigel's show.
- Shoot the skull and the thrown hat.
- Defeat Aquilo in a fistfight.
- Disarm Aquilo using Dead Eye targeting.

PREREQUISITE

- Complete "Women and Cattle."
- Complete "Old Swindler Blues."

NEW ELEMENT INTRODUCED

- Locking multiple targets in Dead Eye mode

FAIL CONDITIONS

- Abandon or assault Nigel West Dickens.
- Kill horses pulling carriage.
- Fail three times to shoot the skull.
- Fail three times to shoot the hat out of the air.
- Disrupt West Dickens' show.
- Kill Aquila.
- Fail to disarm Aquila.
- Get knocked out during a fistfight.
- Break the law.
- Commit vandalism.
- Kill townsfolk.
- Die.

MISSION

DRIVE NIGEL TO RIDGEWOOD FARM.

Actually, you're not taking Mr. West Dickens quite all the way to the Ridgewood Farm. You reach the yellow X destination marker (2) a good half mile up the road from the farm because Nigel doesn't want his relationship with Marston known. He drops you off and continues on alone.

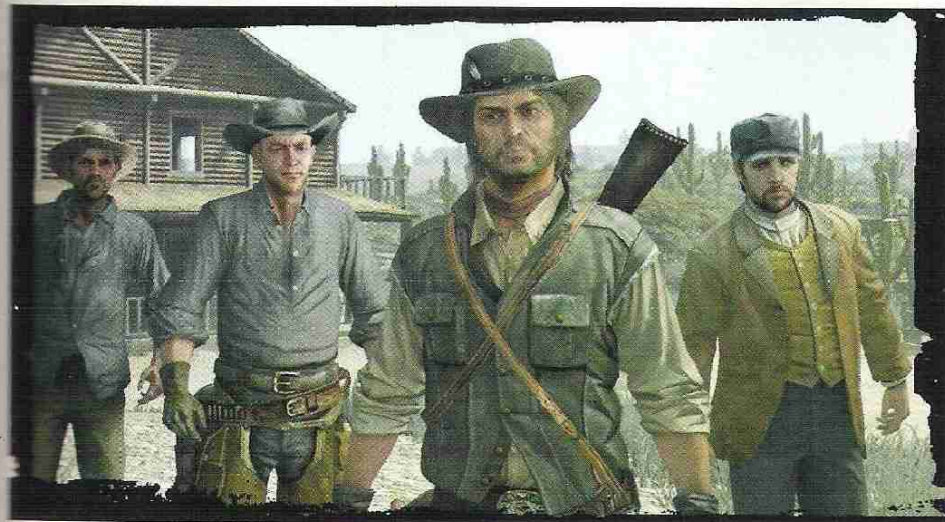


UNLOCKABLE

- Snake Oil (Shops)

GO TO WEST DICKENS' SHOW.

After Nigel rolls away, jog the remaining route until you reach the next destination marker (3) in the crowd watching Nigel's "show." Hitting the yellow X triggers a scene; Nigel makes his snake oil pitch to the local yokels, who demand that he offer proof of his stunning claims.



APPROACH WEST DICKENS.



Walk up to Nigel. He hands over a bottle of his tonic and Marston actually drinks the rotgut. Nigel continues his pitch and points out a cattle skull hanging on a far-off porch. He wants Marston to shoot it in order to display a miraculous improvement in eyesight and nerves.

SHOOT THE SKULL ON THE HOUSE PORCH.

Draw your weapon and target the skull, which glints just below the eave of the front porch. Center the glint in the middle of your aiming reticle. When you hit the skull, the crowd reacts. But then a skeptic offers another shooting challenge.



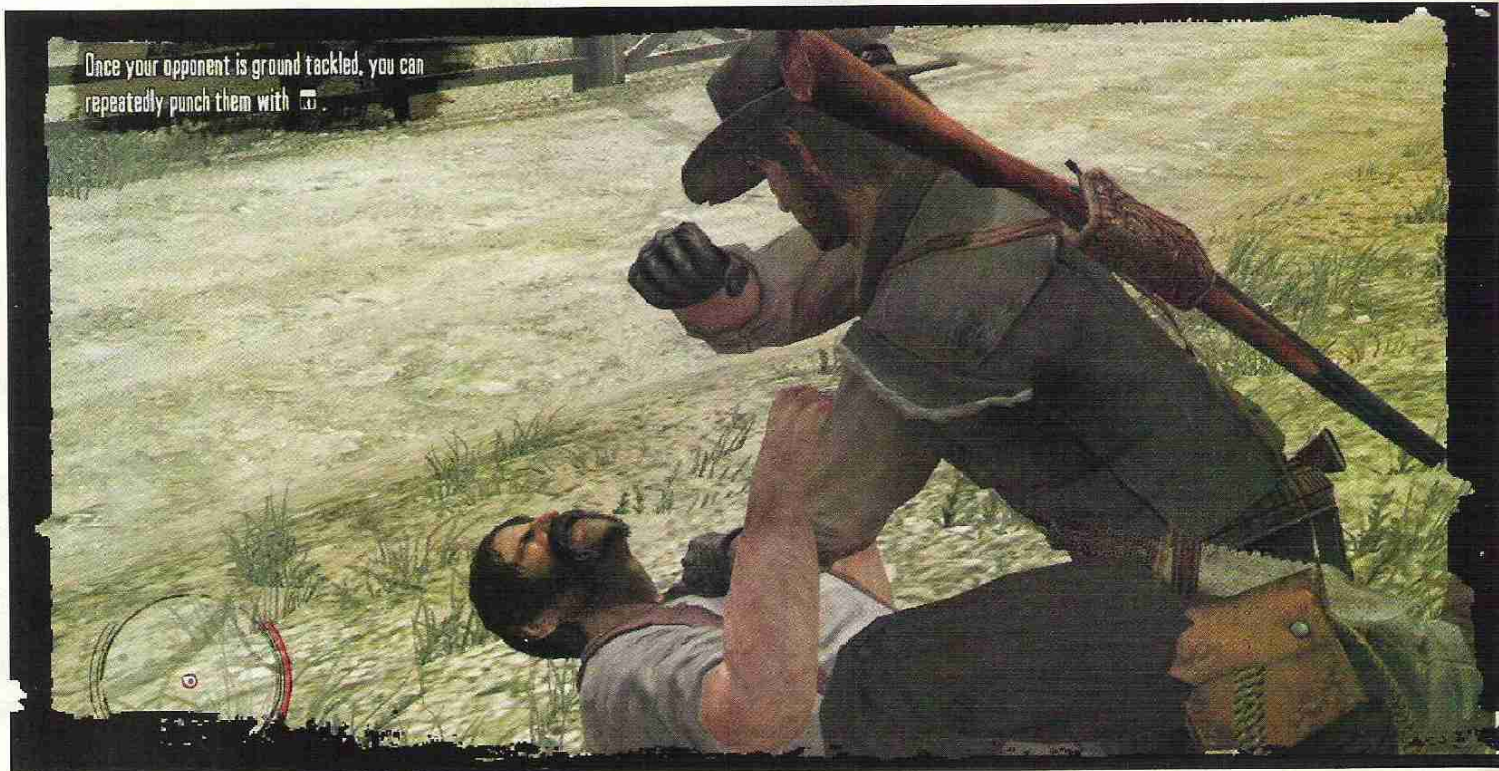
SHOOT THE HAT FROM THE SKY.

You can now lock multiple targets while aiming in Dead Eye. Draw your weapon. When the gentleman tosses his hat into the sky, activate Dead Eye to slow down the action. Move the aiming reticle over the hat to put a red X on the target. This locks the shot onto the hat. While Dead Eye mode lasts, you can lock as many shots onto the hat as you have rounds loaded in your gun. When Dead Eye ends or when you press the Fire button, you automatically blast any targets you've marked. The crowd loves it! (So does Nigel.)



DEFEAT AQUILA IN A FIGHT.

Unfortunately, another man steps forward—a huge farm hand named Aquila. You must now beat him in a fistfight. Check onscreen for button-press options for punches and blocks, and watch for the prompt for a ground tackle move. Once he's tackled, be sure to follow up with repeated punches! Keep going at Aquila until he finally drops. If he knocks you out, you fail this stage of the mission.



USE DEAD EYE TO DISARM AQUILA.

But the big guy's not done yet. He recovers and draws a pistol on you. Draw and activate Dead Eye mode, then move the targeting reticle over Aquila's gun. Do not shoot him anywhere else! Killing Aquila fails the mission. Lock a Dead Eye "X" right on the gun and blast it out of Aquila's hand.

Your little demonstration of prowess duly impresses the crowd, and things go well for Nigel West Dickens and his tonic sales. But although John Marston is ready to leave the hucksterism behind, Nigel claims to have an idea about how to solve the Bill Williamson problem. He wants Marston to meet an old friend named Seth, most often found at Coot's Chapel.

This puts Seth's "S" icon on your map. Here you must follow the "S" and help Seth before the "W" will reappear on the map for more missions with Nigel West Dickens.

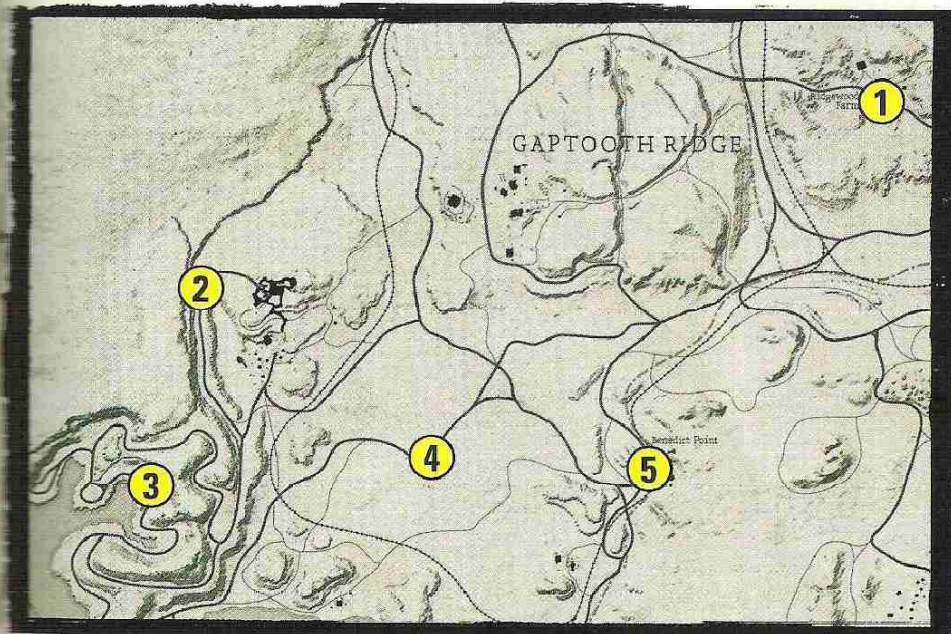


NEW MISSION STRAND OPENS!

AFTER YOU COMPLETE "YOU SHALL NOT GIVE FALSE TESTIMONY, EXCEPT FOR PROFIT," A NEW MISSION-GIVER ICON, AN "S," APPEARS ON YOUR MAP OVER AT COOT'S CHAPEL. THIS MARKS THE LOCATION OF NIGEL'S FRIEND, SETH. YOU MUST COMPLETE THE FIRST MISSION IN SETH'S STRAND, "EXHUMING AND OTHER FINE HOBBIES," BEFORE YOU CAN RETURN TO COMPLETE THE REST OF THE NIGEL WEST DICKENS MISSIONS.

LIARS, CHEATS, AND OTHER PROUD AMERICANS

NIGEL WEST DICKENS



You must complete the first Seth mission ("Exhuming and Other Fine Hobbies") before you can visit Nigel again. Follow the "W" icon to the yellow X by the front porch of the farmhouse (1) at Ridgewood Farm. Nigel's plan to help John Marston get inside Fort Mercer requires "extra lubricant to oil the machinery of business"—money. So Nigel wants Marston to enter a horse cart race.

MAIN OBJECTIVES

- Ride with Nigel to the race.
- Get in the horse cart.
- Follow the course marked by smoke plumes.
- Win the race.

PREREQUISITE

- Complete "Exhuming and Other Fine Hobbies" (Seth).

NEW ELEMENT INTRODUCED

- Horse cart racing

UNLOCKABLE

- Who Are You to Judge? (Stranger)

FAIL CONDITIONS

- Assault, kill, or abandon Nigel West Dickens.
- Kill the horses pulling Nigel's carriage.
- Assault or kill any racing opponent.
- Kill any racing horse (including your own).
- Assault or kill spectators.
- Fail to win the race.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Kill or assault townsfolk.
- Die.

MISSION

RIDE SHOTGUN WITH WEST DICKENS.

Hop onto Nigel's stagecoach. Nigel takes the reins this time, and you ride shotgun as he drives to Gaptooth Breach. It's a very long drive, but it's filled with engaging banter. (Note the button indicated onscreen that lets you skip to your destination, the yellow blip on the map.) Your loyal horse follows you all the way.



HOP ON THE HORSE CART TO START THE RACE.

When you finally reach Gaptooth Breach, you see the horse carts lined up for the race. When Nigel halts his coach, hop off and go climb onto the horse cart (2) marked by the blue blip on your mini-map. You get a brief introduction to the race from the starter, and then you're off!



WIN THE RACE.

You race against seven other carts over a course marked by 18 small fires sending up plumes of smoke. Each of these waypoints is also marked as a yellow blip on your map. The "rules" are clear: You can't shoot at your opponents, but you can use your cart to run people off the road. You begin at the back of the pack in eighth place, so you've got some ground to make up. It's best to go full throttle (whip) in the



first stretch to get ahead of your opponents, then just hold onto your lead by being cautious, but generous with your horse whippings.

WATCH OUT FOR THE BRIDGE!

At the halfway point of the race (after the ninth waypoint plume), you reach an old wooden bridge (3). The crossing is wide, but don't put your wheel over the edge. Fortunately, if you do spill over, you can choose to respawn. You lose time, but you don't have to restart the race.



RIDE SHOTGUN AGAIN WITH WEST DICKENS.



After you win, Nigel suggests you beat a hasty retreat. Hop onto his stagecoach and ride along. Marston and Nigel now have money for their Fort Mercer plan, but they still need heavier firepower. For that, Mr. West Dickens suggests that Marston meet a fellow named Irish, who hangs out at the livery in Armadillo. When Nigel lets you off at Benedict Point (5), the mission is over.

NEW MISSION STRAND OPENS!

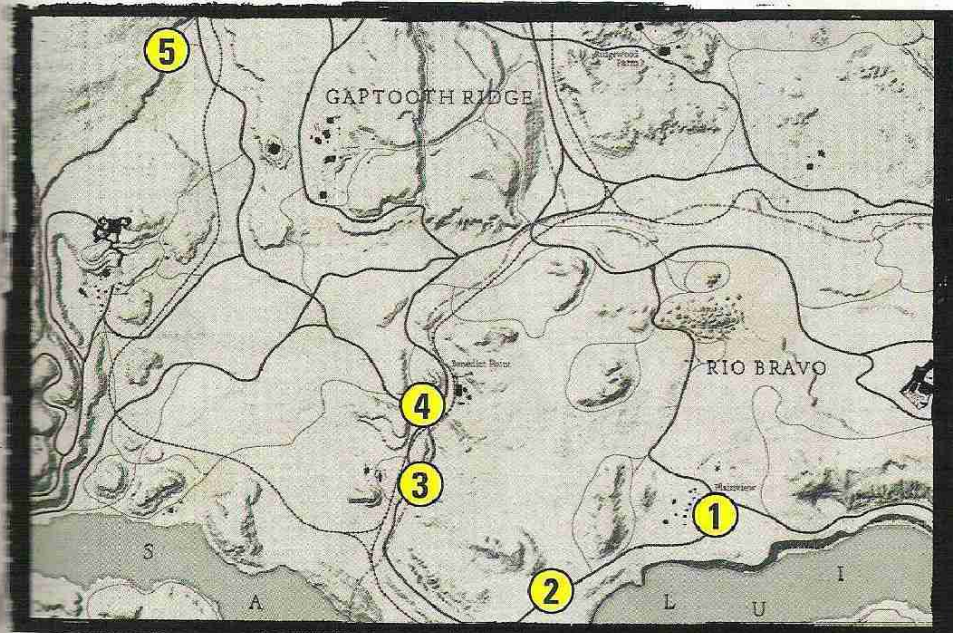
AFTER YOU COMPLETE "LIARS, CHEATS, AND OTHER PROUD AMERICANS," A NEW MISSION-GIVER ICON APPEARS ON YOUR MAP IN ARMADILLO. THE "I" STANDS FOR IRISH, A GUN DEALER. YOU CAN MEET IRISH IN THE ARMADILLO LIVERY FOR THE FIRST MISSION IN HIS STRAND, "A FRENCH MAN, A WELSHMAN AND AN IRISHMAN." OR YOU CAN FOLLOW THE "W" ICON BACK TO NIGEL WEST DICKENS FOR THE NEXT MISSION IN HIS STRAND, "CAN A SWINDLER CHANGE HIS SPOTS?"

STRANGER MISSION: "WHO ARE YOU TO JUDGE?"

COMPLETING "LIARS, CHEATS, AND OTHER PROUD AMERICANS" UNLOCKS THE STRANGER MISSION. "WHO ARE YOU TO JUDGE?" FOLLOW THE "?" ICON TO A DISTRAUGHT FELLOW NAMED JEB AT RATHSKELLER FORK. FOR DETAILS ON THIS ENCOUNTER, CHECK THE STRANGERS SECTION OF THIS GUIDE.

CAN A SWINDLER CHANGE HIS SPOTS?

NIGEL WEST DICKENS



Follow the "W" map icon to the yellow X marker amongst the oil wells (1) pumping near Plainview, another preface of the future in 1911. John Marston is swiftly losing patience with Nigel West Dickens. But Nigel promises to act if Marston will render assistance in peddling Nigel's tonic to the oil field workers.

MAIN OBJECTIVES

- Join the crowd for Nigel's show at the oil fields.
- Ride shotgun for Nigel and fight off attackers.

PREREQUISITE

- Complete "Liars, Cheats, and Other Proud Americans."

NEW ELEMENT INTRODUCED

- Riding shotgun

FAIL CONDITIONS

- Kill or abandon Nigel West Dickens.
- Kill the horses pulling the carriage.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

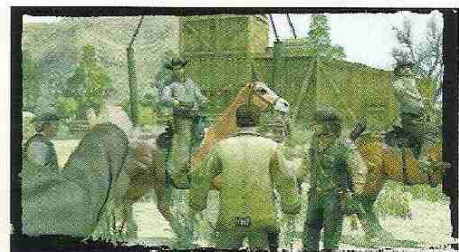
UNLOCKABLE

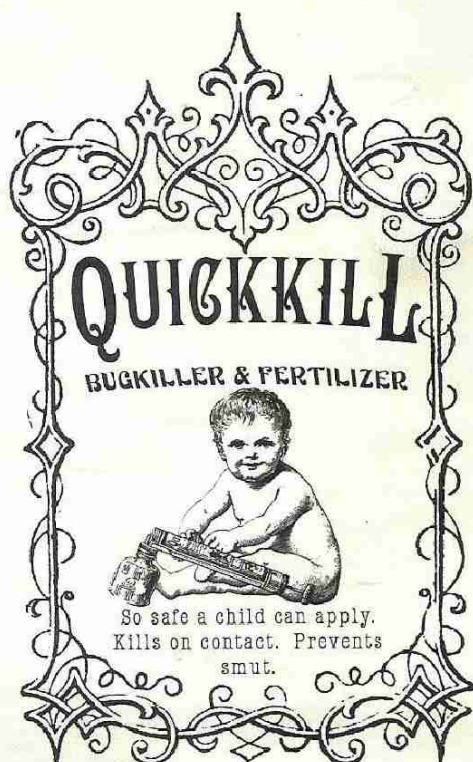
- Attack or Defend Coach (Procedural Mission)

MISSION

MINGLE WITH THE CROWD.

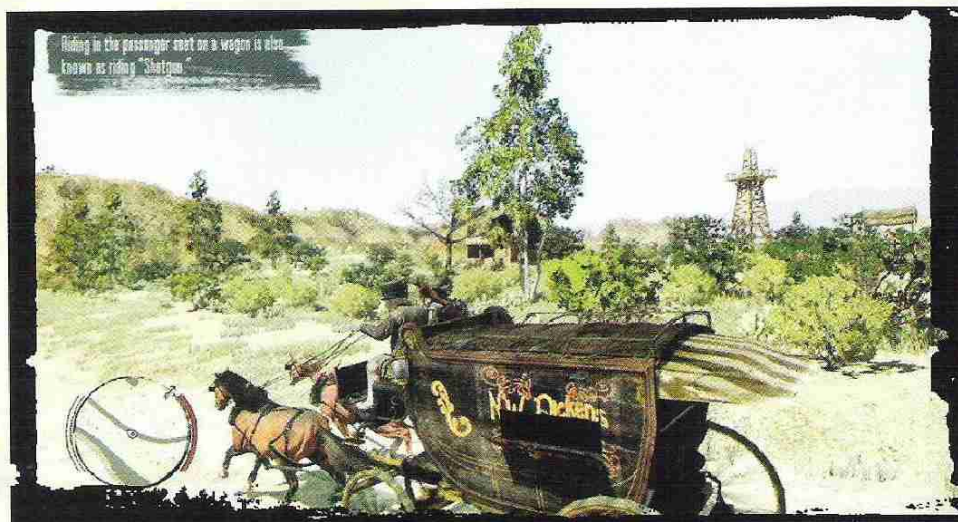
Follow the yellow map blip to the yellow X marker to trigger the cinematic of Nigel's latest pitch. It sounds familiar, doesn't it? But before Nigel can call on Marston for another demonstration of tonic-induced prowess, two fellows from Cholla Springs ride up and pronounce Nigel a charlatan. The swindler makes a break for his coach to escape.





RIDE SHOTGUN WITH NIGEL.

When the scene ends, Nigel's audience becomes an angry mob (red blips on the map). Run to Nigel's coach and hop onto the passenger seat; Nigel will drive away soon, so hurry to the vehicle. (If you wait too long, West Dickens considers himself abandoned and leaves you behind, causing mission failure.) Now your job is to "ride shotgun" for real, fending off angry pursuers.



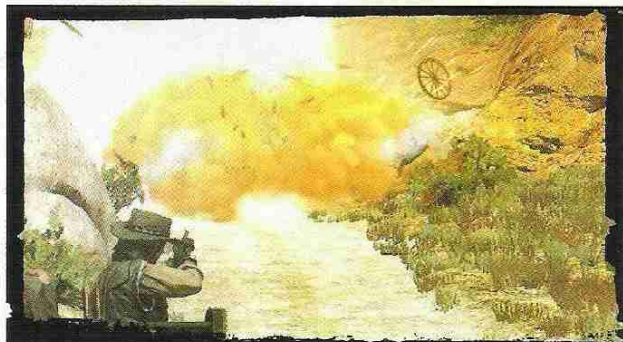
DEFEND THE WAGON AS WEST DICKENS DRIVES.

Equip a good rifle and get ready. Hostiles on horseback quickly catch up to your coach, arriving in squads (2) of two or three. Pick them off before they get too close. Remember to use Dead Eye targeting to quickly nail multiple targets if you get overwhelmed.

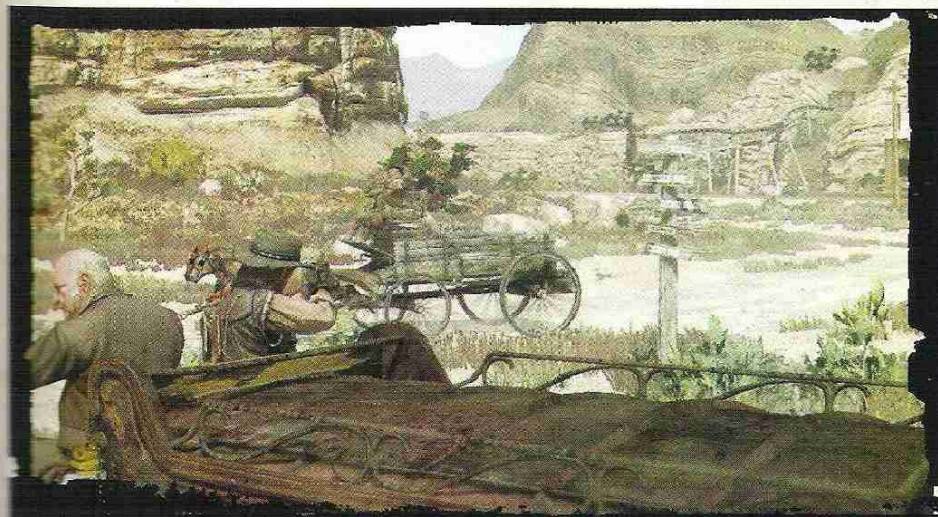


CLEAR THE ROADBLOCK.

Upon reaching the Gaptooth Ridge area, you run into a roadblock (3) made of wagons. Take Nigel's advice and shoot the dynamite crates in the back of one of the wagons. Use Dead Eye to secure your shot on the gunman on the hill and the TNT in the wagon roadblock. The explosion clears the pass, but watch out for a shooter up on the big rock to the left.



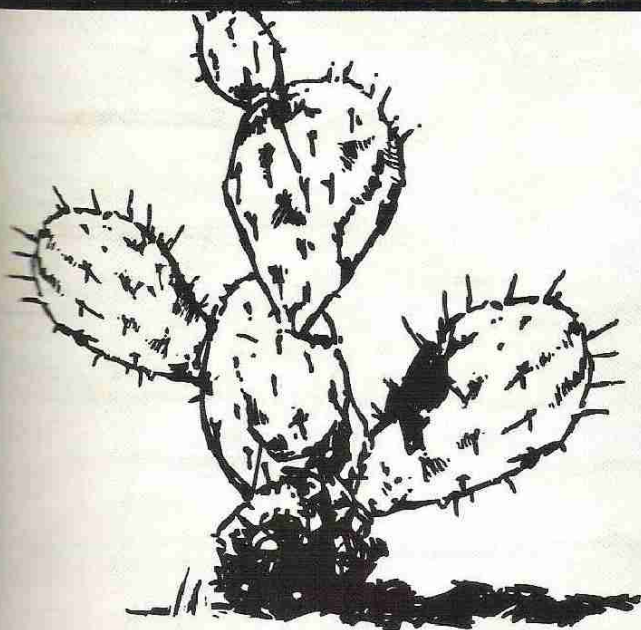
FIGHT OFF THE HORSEMEN AND WAGONS.



Nigel decides to push on to Cueva Seca and starts the coach again. As you roll over the railroad tracks south of Benedict Point, a wagon with a rifleman suddenly tries to cut you off at the crossroads (4). Target the shooter first, then nail the wagon's driver. More horseback gunmen and two more wagons attack you in the next mile or so.

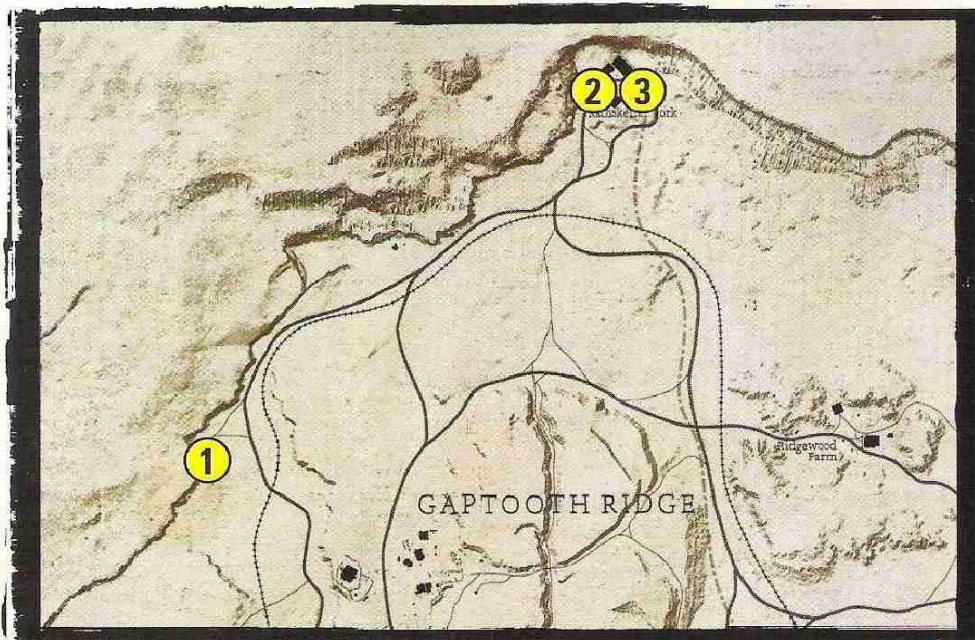
Eventually, Nigel pulls the coach up a slope and into a narrow pass (5) with a small cavern (hence

"Cueva Seca," which means "dry cave"), triggering the mission-ending scene. West Dickens decides to shelve the tonics business for a while and suggests another race. Then he heads off to his cave.



THE SPORT OF KINGS, AND LIARS

NIGEL WEST DICKENS



Follow the "W" icon to Nigel's stagecoach at Cueva Seca (1). Nigel needs a bit more cash to outfit his wagon with some extra hardware. (He keeps referring to the vehicle as "my old Trojan horse.") So he wants John Marston to ride in the big meet at Rathskeller Fork.

MAIN OBJECTIVES

- Follow Nigel to Rathskeller Fork.
- Ride to the start position to enter the horse race.
- Win the race.

PREREQUISITE

- Complete "Can a Swindler Change His Spots?"

NEW ELEMENT INTRODUCED

- Horse racing against multiple opponents

UNLOCKABLE

- Lights, Camera, Action (Stranger)

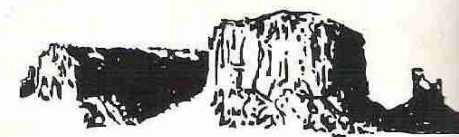
FAIL CONDITIONS

- Assault, kill, or abandon Nigel West Dickens.
- Kill the horses pulling Nigel's coach.
- Kill any opponent's horse or your own racing horse.
- Assault or kill any racing opponents.
- Assault or kill spectators.
- Fail to win the race.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

MISSION

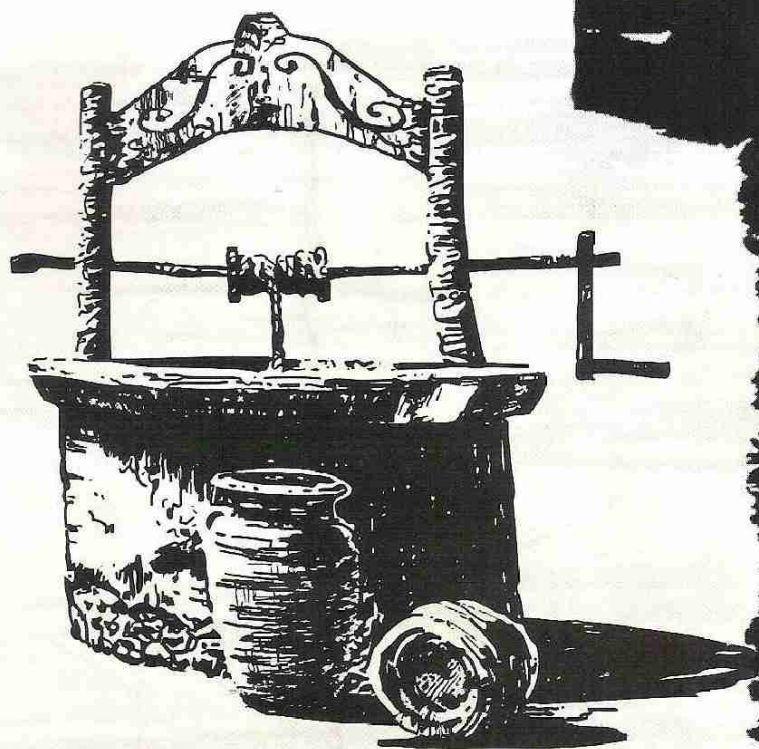
RIDE TO RATHSKELLER FORK.

Mount your horse (preferably your Kentucky Saddler, whose trust you have earned and stamina is strong) and follow West Dickens as he drives his coach to the race. Stay close to engage in conversation on the way. When you arrive at Rathskeller Fork, Nigel pulls his coach off to the left, but you should ride straight ahead into the yellow X marker (2) in the entrance gate.



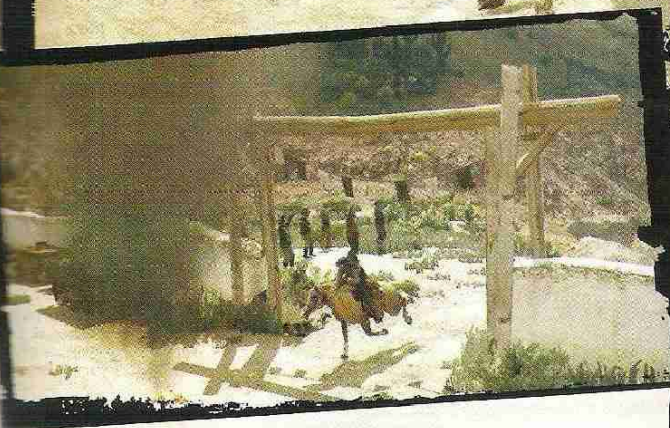
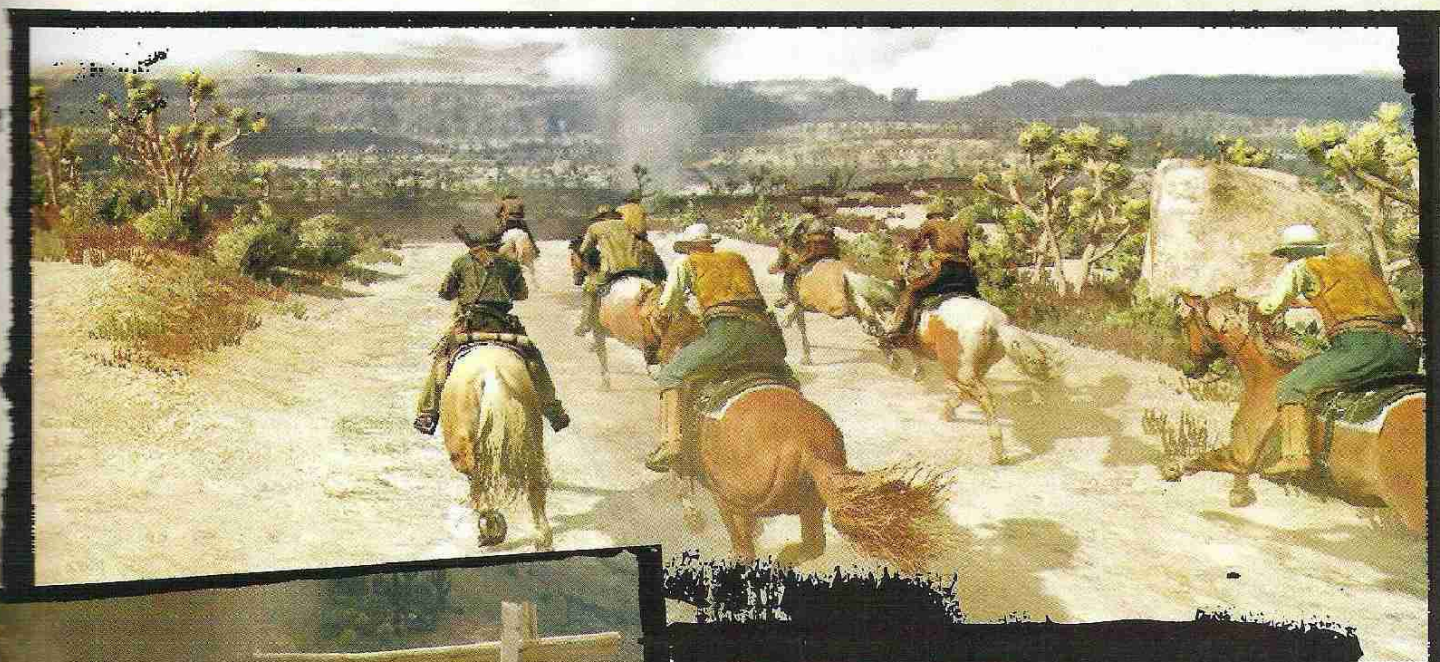
LINE UP AT THE START POSITION.

Follow the new yellow map blip to join the racers gathered at the start position just beyond the other town gate. This triggers a quick scene: the race starter presents the rules and then rings the starting bell.



WIN THE RACE.

As in the horse cart race, you compete against seven other riders through a series of waypoints (28 total) marked by fires with smoke plumes. You can check the top of the screen to see what place you're currently running in. Keep whipping the horse until it is all but worn, then allow it to fully recover before whipping it to an almost empty gauge again. Maintaining the horse at attention this way, along with smart cornering and offensive driving will keep you ahead of the pack. When you finish in first place (3), the mission is completed.



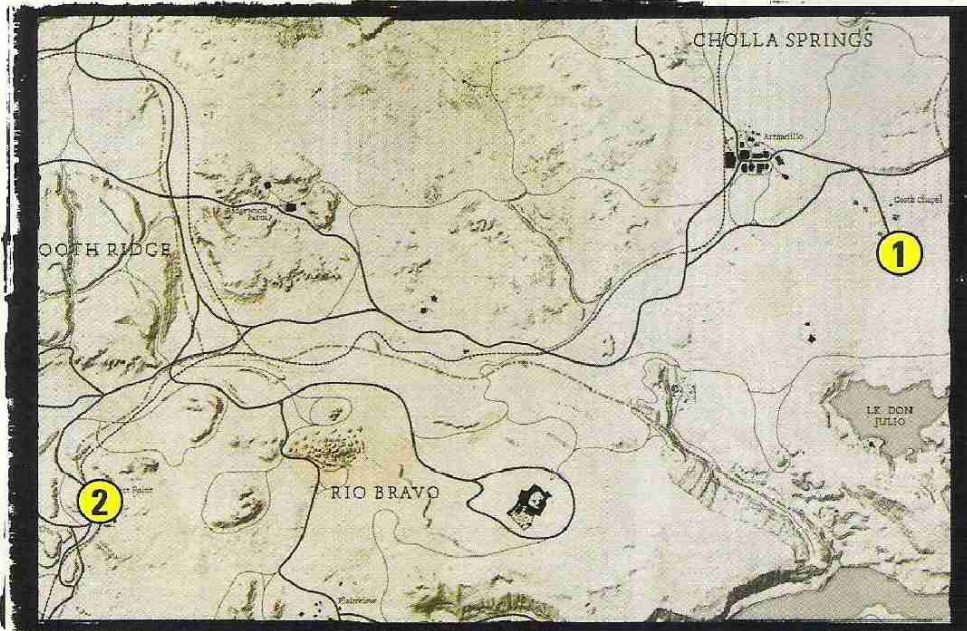
STRANGER MISSION: "LIGHTS, CAMERA, ACTION"

COMPLETING "THE SPORT OF KINGS, AND LIARS" UNLOCKS THE STRANGER MISSION, "LIGHTS, CAMERA, ACTION." FOLLOW THE "?" ICON TO THE ABANDONED SCHOOLHOUSE LABELED THE "MOVIE HOUSE" JUST SOUTHEAST OF ARMADILLO. ENTER THE BUILDING AND GO INTO ITS BACK ROOM TO MEET A WOULD-BE MOVIE MOGUL NAMED MACKENNA. FOR DETAILS ON THIS ENCOUNTER, CHECK OUT THE STRANGERS SECTION OF THIS GUIDE.

DESTA@WAREZ-BB

EXHUMING AND OTHER FINE HOBBIES

SETH



After completing "You Shall Not Give False Testimony, Except for Profit" for Nigel West Dickens, follow the new "S" map icon to Coot's Chapel (1) southwest of Armadillo. John Marston finds Seth pursuing his favorite activity: grave robbing. Seth claims to have half of a very valuable map. The other half is in the possession of his former partner, Moses Forth. Marston agrees to give him a hand in dealing with Moses.

MAIN OBJECTIVES

- Ride with Seth to Benedict Point.
- Steal a lawman's horse.
- Lose your wanted level.
- Catch, lasso, and hogtie Moses.
- Use a Pardon Letter to eliminate the bounty on your head.

PREREQUISITES

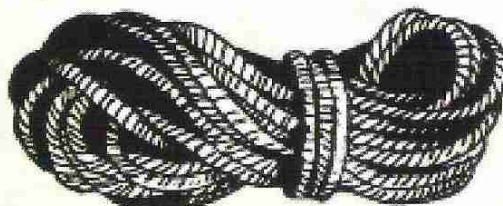
- Complete "Wild Horses, Tamed Passions" (Bonnie).
- Complete "You Shall Not Give False Testimony, Except for Profit."

NEW ELEMENTS INTRODUCED

- Wanted levels and bounties
- Hogtying a captive
- Lasso (If "Wild Horses, Tamed Passions" has not been completed.

UNLOCKABLE

- Funny Man (Stranger)



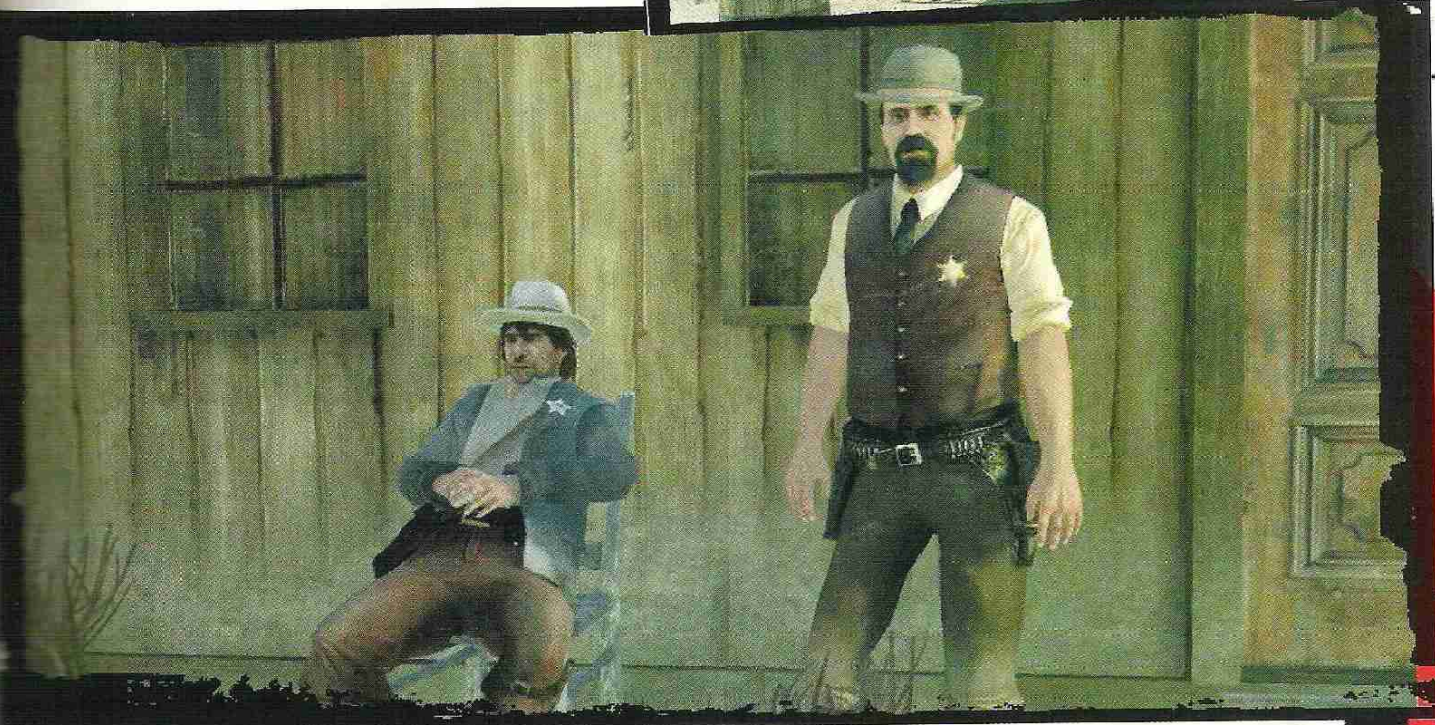
FAIL CONDITIONS

- Assault, kill, or abandon Seth.
- Kill Seth's horse or your own horse.
- Kill the deputies or their horses.
- Get caught by the deputies.
- Kill Moses.
- Allow Moses to escape.
- Break the law.
- Commit vandalism.
- Kill or assault townsfolk.
- Kill a dog.
- Die.

MISSION

RIDE WITH SETH TO BENEDICT POINT.

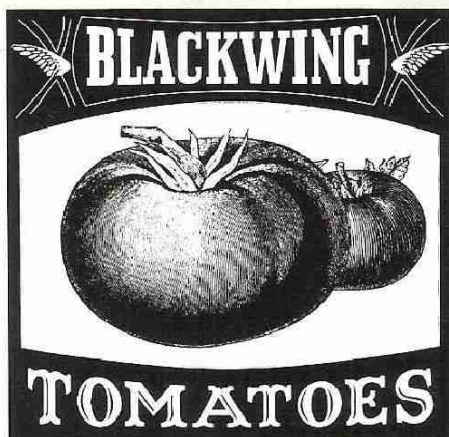
Mount your horse and accompany Seth (the blue blip). It's a long ride. En route, listen to Seth and Marston converse. Seth explains that he does occasional "special" jobs for the Williamson gang. He figures he can help Marston get inside Fort Mercer. When you reach the Gaptooth Ridge area, a yellow blip appears on your map, marking a shack at Benedict Point (2) where deputies hold Moses under arrest. When you arrive, Seth suggests causing a distraction so he can sneak into the shack to "parlay" with Moses.



STEAL A DEPUTY'S HORSE TO BECOME WANTED.

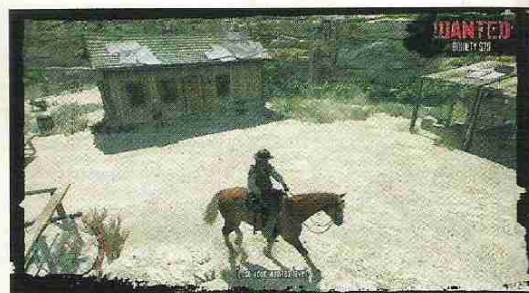
Two deputies appear on your map as red blips marked with stars. The deputies' horses are indicated by blue blips. Mount either one of the deputies' horses and ride away. This gives you a Wanted Level with a bounty of \$20. As long as you are wanted by the law, all law enforcement officers in the immediate area (in this case, the two deputies) give pursuit and take whatever steps necessary to apprehend you.





LOSE THE WANTED LEVEL.

When you are wanted, the Wanted Meter (formed by the word "WANTED") in the top-right corner is filled red. As you lose pursuit by increasing your distance from your pursuers, the meter's color slowly drains from red to gray. As the Wanted Meter drains completely, your pursuers' map blips start flashing and disappear, and then the Wanted Level ends. However, the bounty of \$20 for Horse Theft remains on your head.



RETURN TO SETH.

Once the Wanted Level disappears, Seth's location appears on your map as a blue blip. Follow the blip to find Seth back on the Benedict Point train station platform (2) near the shack. He tells you to keep an eye out in case the deputies return. Then he heads for the shack to talk to Moses. But Moses bursts through the door and makes a break for it!



LASSO, HOGTIE, AND BRING BACK MOSES.

Seth needs Moses (the red map blip) alive, so hop on your horse, equip your Lasso, and chase him down. You can use Dead Eye to

help target-select Moses. Lasso Moses by aiming at him, then pulling and holding the trigger indicated. Once you have Moses lassoed, reel him in and hit the button indicated onscreen to hog-tie him. Hit the button again to pick him up, then approach your horse and press the same button to load Moses onto your mount's hind quarter. Now hop on your horse and haul Moses back to Seth (the blue map blip).

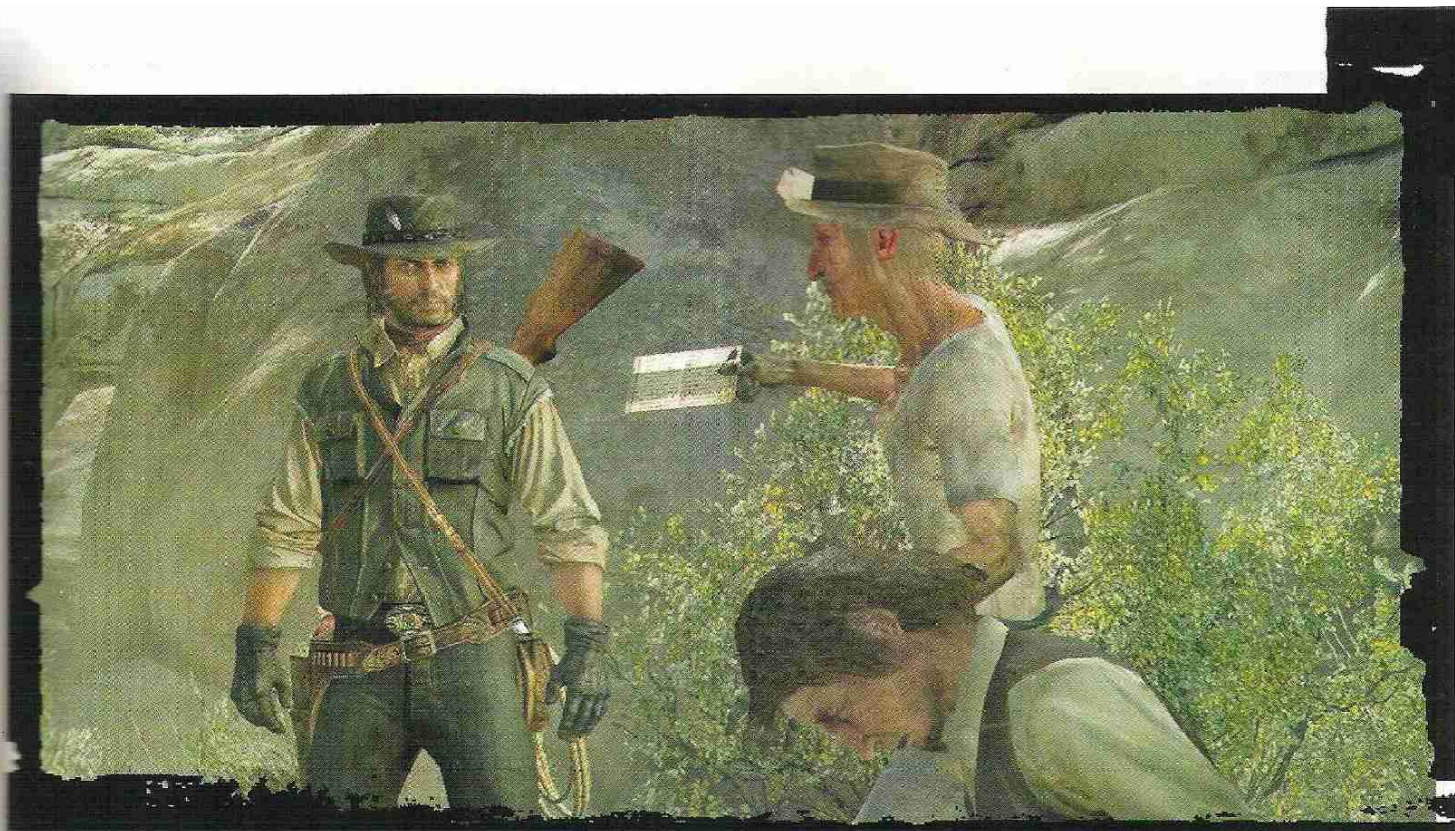


BOUNTY HUNTERS

WHEN YOU HAVE A BOUNTY ON YOUR HEAD, YOU BECOME THE TARGET OF BOUNTY HUNTERS! THE BIGGER THE BOUNTY, THE MORE HUNTERS SEEK YOU. THIS MISSION SHOWS YOU ONE WAY TO ELIMINATE ANY BOUNTY ON YOUR HEAD: USING A PARDON LETTER AT A TELEGRAPH STATION.

When you reach Seth, a scene is triggered. Seth uses gentle persuasion to convince Moses to give up the location of his half of the map: it's at Oddfellow's Rest. Then Seth offers to settle the \$20 bounty on Marston's head with a Pardon Letter. This introduces a new game element. A Pardon Letter can eliminate any bounty placed on your head for free when you file it at a telegraph office.





ACCOMPANY SETH TO THE TELEGRAPH OFFICE.

To pay off your bounty, visit a telegraph office, ☞

Fortunately, a telegraph office is just a few steps away—in the structure next to the train tracks. (Note the Telegraph Office's icon on your map.) Follow Seth inside the office and approach the desk. Then press the button indicated to present the Pardon Letter. Note that you also have the option of simply paying off your fine; this is usually how you get rid of a bounty on your head. But when you have a valuable but rare Pardon Letter, you can use it to clear your bounty for free.



MISSION STRAND REOPENS!

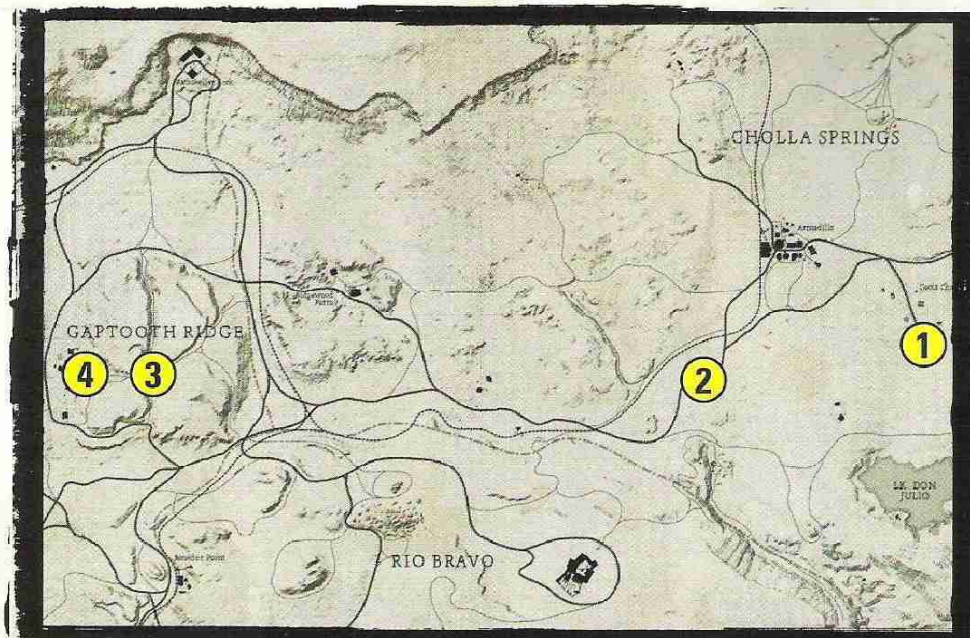
AFTER YOU COMPLETE "EXHUMING AND OTHER FINE HOBBIES" FOR SETH, THE "W" MAP ICON FOR NIGEL WEST DICKENS REAPPEARS ON THE MAP UP AT RIDGEWOOD FARM, NORTH OF BENEDICT POINT. NOW YOU CAN FIND NIGEL AND TRY THE NEXT MISSION IN HIS STRAND, "LIARS, CHEATS, AND OTHER PROUD AMERICANS." OR YOU CAN STICK WITH SETH, FOLLOWING HIS "S" ICON BACK TO COOT'S CHAPEL TO TAKE ON "A GENTLE DRIVE WITH FRIENDS."

STRANGER MISSION: "FUNNY MAN"

AFTER YOU COMPLETE "EXHUMING AND OTHER FINE HOBBIES" A NEW QUESTION MARK ICON APPEARS ON THE MAP AT BENEDICT POINT. FOLLOW IT TO TRIGGER A NEW STRANGER MISSION. FOR DETAILS ON "FUNNY MAN," CHECK OUT THE STRANGERS SECTION OF THIS GUIDE.

A GENTLE DRIVE WITH FRIENDS

SETH



MAIN OBJECTIVES

- Drive Seth in the wagon to Tumbleweed.
- Outrun or kill the attacking treasure hunters en route.

PREREQUISITE

- Complete "Exhuming and Other Fine Hobbies."

NEW ELEMENTS INTRODUCED

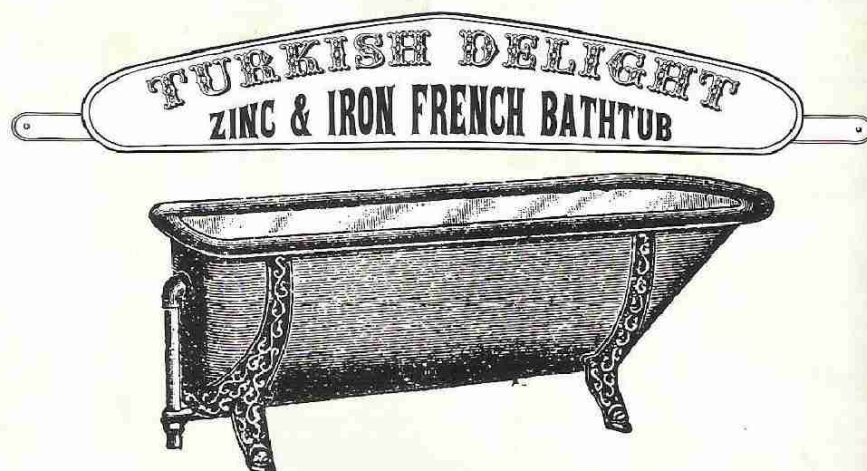
- Fighting from horse-drawn vehicles
- Fire bottles

FAIL CONDITIONS

- Kill or abandon Seth.
- Ride through Armadillo.*
- Kill the horses pulling the wagon.
- Die.

* Only if you stop your wagon long enough for the law to investigate.

Follow the "S" map icon to Coot's Chapel (1) to find Seth in his usual place of business: the cemetery. This time, he's dragging an open but well-occupied coffin to his wagon. He believes that Moses' half of the treasure map is somewhere on one of the bodies. Now he wants help hauling them to a more secluded spot where he can properly search them.



HEAVIER THAN AN AUTOMOBILE BUT JUST AS FUN.
CAN BE USED WEEKLY WITHOUT CORROSION.

MISSION

DRIVE SOUTHWEST TOWARDS THE SECLUDED SPOT.



Seth wants a secluded place where he can search the bodies in peace, so he tells you to head toward the decaying and nearly deserted town of Tumbleweed (4), over on the western side of Gaptooth Ridge.

A yellow blip marks a destination on your map. Just follow the yellow route line. **Important:** When you reach the first signpost on the road, be sure to take a hard left to avoid Armadillo! If you drive into town, you fail the mission.

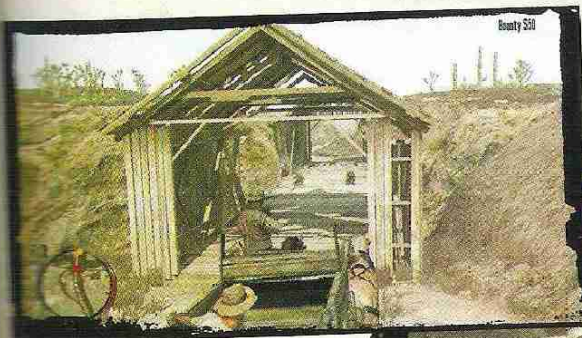
OUTRUN THE TREASURE HUNTERS.

Not long after you veer past Armadillo, treasure hunters on horseback (2) start attacking the wagon. Keep the wagon following the yellow map route while switching into Dead Eye mode from time to time to pick off intruders. Riders who get too close will start tossing fire bottles (Molotov cocktails) at the wagon! Try to nail them from a distance.

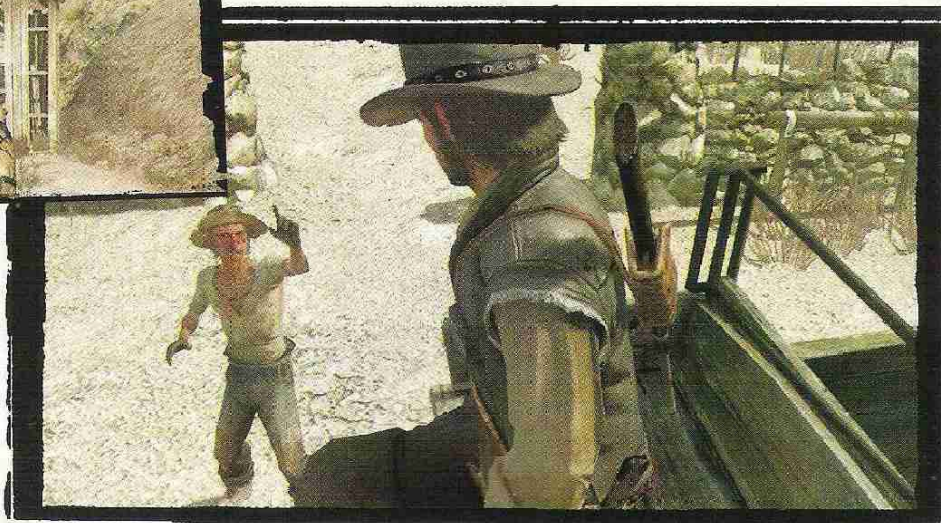
As you keep the attackers at bay, Seth has time to thoroughly loot the corpses piled in the coffin. Eventually, he finds the map he seeks. But the raiders keep on coming.



DRIVE TO TUMBLEWEED.



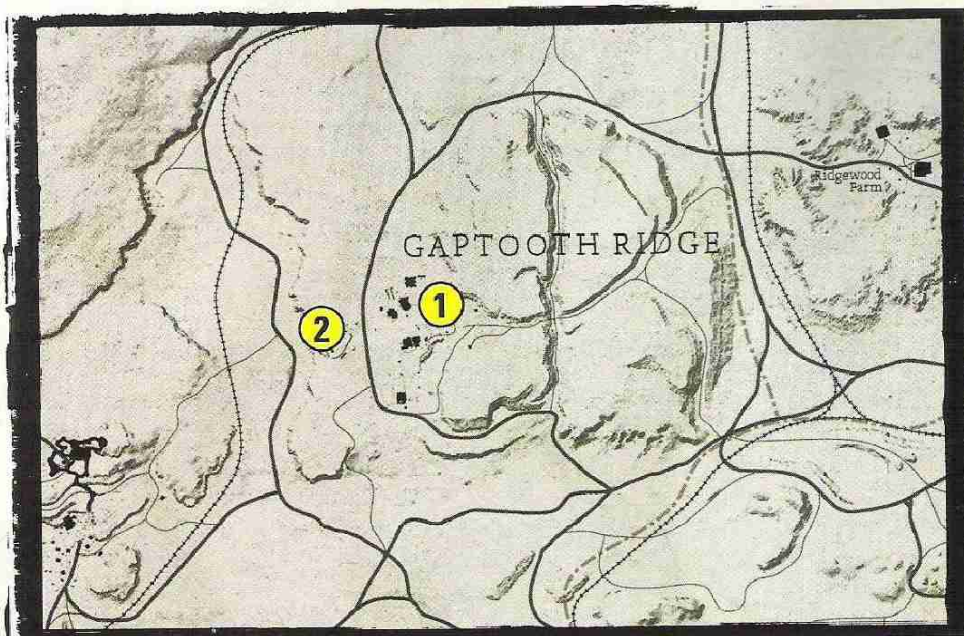
When you finally reach the dying town of Tumbleweed, drive into the yellow X marker (4) on the road in front of the church. This triggers the mission-ending scene with Seth.



Continue along the yellow map route, fighting off attackers all the way. Just before your destination, you must cross an old covered bridge (3).

LET THE DEAD BURY THEIR DEAD

SETH



Follow the "S" map icon to find Seth making new friends in the cemetery outside the Tumbleweed chapel (1). He seems a little sheepish about running into his "partner," but Marston manages to convince him to commence the search for his treasure. According to the now-complete map, it's located in the abandoned mansion up on the hill just outside Tumbleweed.

MAIN OBJECTIVES

- Fight your way up to the old mansion.
- Get inside via the basement.
- Fight your way up to the second floor.
- Find Seth's treasure.

PREREQUISITE

- Complete "A Gentle Drive with Friends."

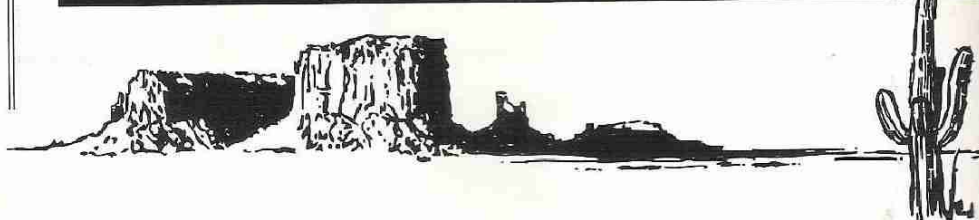
FAIL CONDITIONS

- Assault, kill, or abandon Seth.
- Die.

MISSION

GO TO THE MANSION.

Move with Seth as he stumbles toward the old mansion. The place is heavily guarded by more zealous treasure hunters. The first few gunmen take up positions by the decrepit Sheriff's Office and the nearby Jail. Use the plentiful cover to advance carefully and pick off this second trio of foes.



TREASURE HUNTER OUTFIT

DEFEATING A TREASURE HUNTER GANG MEMBER UNLOCKS THE TREASURE HUNTER OUTFIT CHALLENGE.

Now fight your way up the slope to the big house (2). Be careful! A straight run leads you over dangerous open ground! You might want to work around a flank or patiently pick off targets from a distance using long-range rifles. As you get closer to the house, take advantage of the low stone wall that runs up the hill. Use it to work in close and pick off snipers in the windows overlooking your position.



Follow the crazed Seth to the mansion's porch. When you approach the front door, you trigger a quick scene. The door is locked and you get a new objective.

CHECK THE BASEMENT.

Follow the yellow blip around the house to the open cellar door. Head downstairs and through a second door into the basement.



HIDDEN TREASURE

YOU'LL NOTICE THE ROCK PILE BENEATH THE HANGING SKULL IN THE BASEMENT. THIS IS ONE OF THE HIDDEN TREASURES. HOWEVER, YOU CANNOT CLAIM THIS TREASURE UNTIL THE TWO ENEMIES IN THE BASEMENT ARE KILLED.

FIND THE TREASURE.

Now a green blip appears on your map, marking the location of Seth's long-sought treasure. Naturally, another pack of desperate treasure hunters prowls the premises. Use the brick

pillars as cover and peek around corners before advancing with a shotgun in your hands.

Continue upstairs to the ground floor. Just around



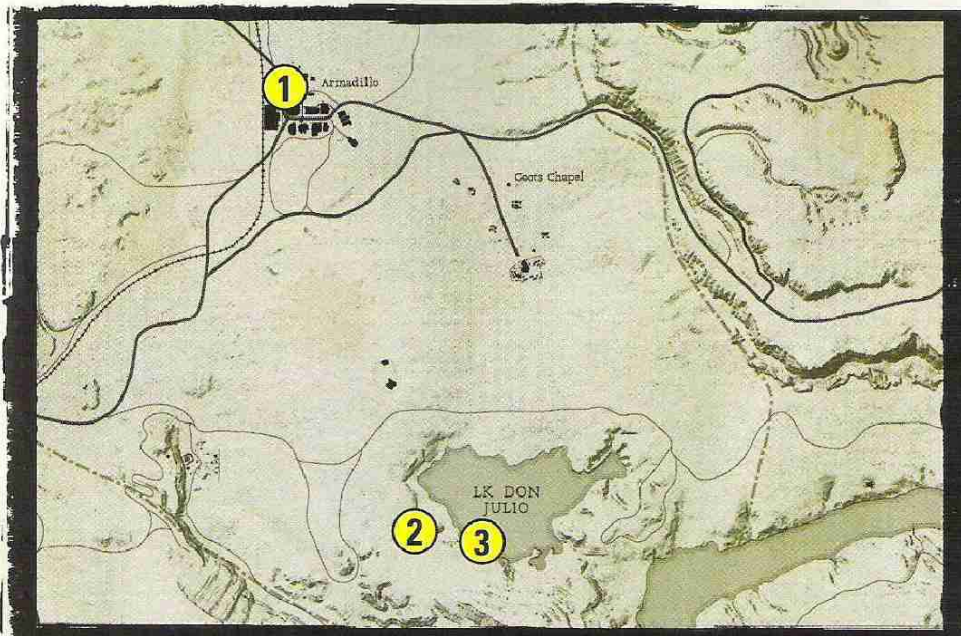
the first corner, two more killers wait; you can see them through a broken section of wall—one on the stairs, another behind the desk, and a third by the bay window. Dash to the broken wall for cover, then blast them and continue around into the big living room. Climb the stairs to the second floor. There's a guy inside the room at the end of the second floor hallway, as well. Shoot him and enter this room. Next door is a bedroom where a huge bandit stands guard directly over the treasure chest. Gun him down! (This is a good place for Dead Eye targeting.)

Killing the armed enemy triggers your final scene with a very jubilant... then utterly crushed, Seth. After he unlocks the treasure, he keeps his word and promises to meet up with Marston and West Dickens later at Fort Mercer. In the meantime, he'll keep an eye on things.



A FRENCH MAN, A WELSHMAN AND AN IRISHMAN

IRISH



Follow the "I" map icon to the yellow X marker (1) behind the Livery in Armadillo. John Marston walks in on a pair of fellows dunking another guy in a water trough. The one getting dunked is Irish, the man Nigel West Dickens sent you to meet. The gentlemen try to explain their dispute, but the two dunkers get impatient. Be ready to react!

MAIN OBJECTIVES

- Save Irish from French and Welsh.
- Accompany Irish to Lake Don Julio.
- Wipe out the bandits at the lakeside cabin.
- Search the cabin for the machine gun.

PREREQUISITE

- Complete "Liars, Cheats and Other Proud Americans."

UNLOCKABLE

- Double Barreled Shotgun (drop)

FAIL CONDITIONS

- Assault, kill, or abandon Irish.
- Kill Irish's horse.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

MISSION

TAKE OUT FRENCH AND WELSH.

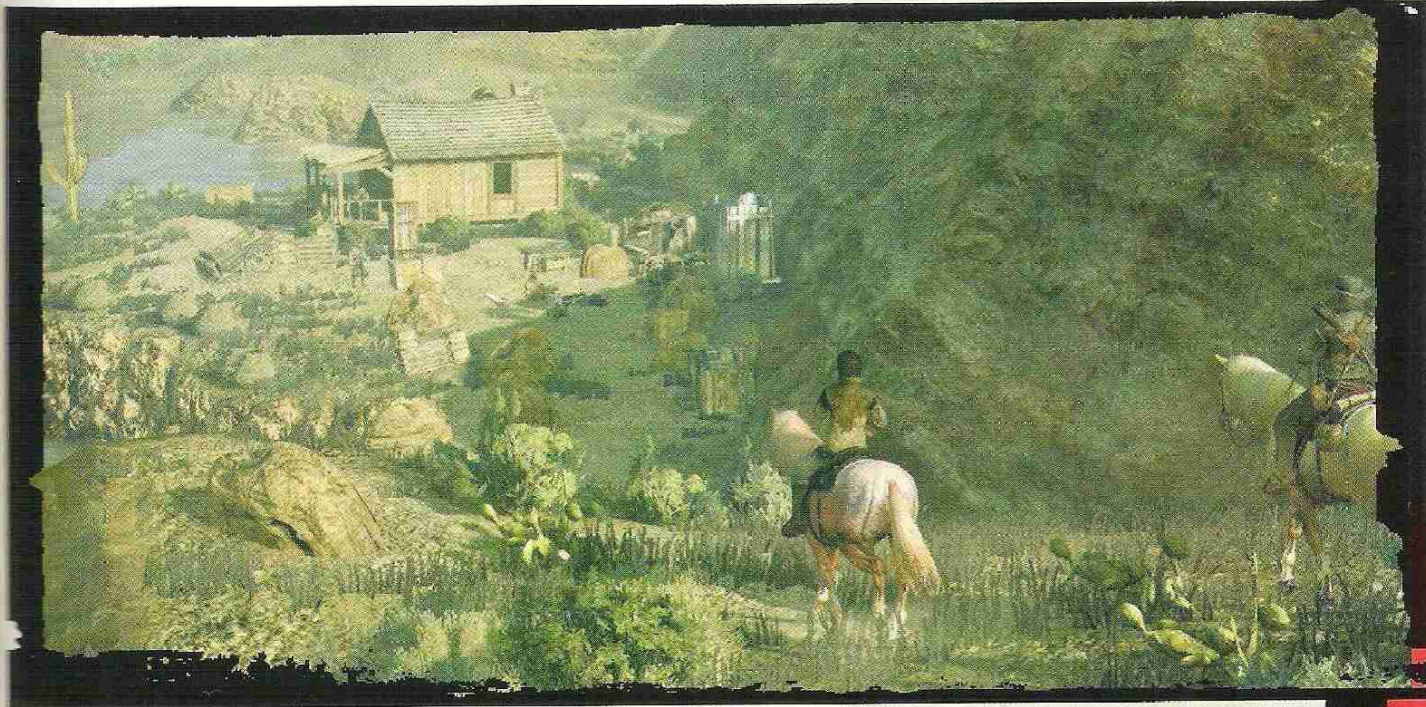
The moment the cinematic ends, French and Welsh go on the attack. Draw a firearm fast and gun them down; Dead Eye works well in these close quarters. A close-range firearm attack often triggers an awesome close up execution cinematic that is specific to the weapon type used. After both fall, a scene plays in which Irish claims to have a government-issue machine gun for Marston.



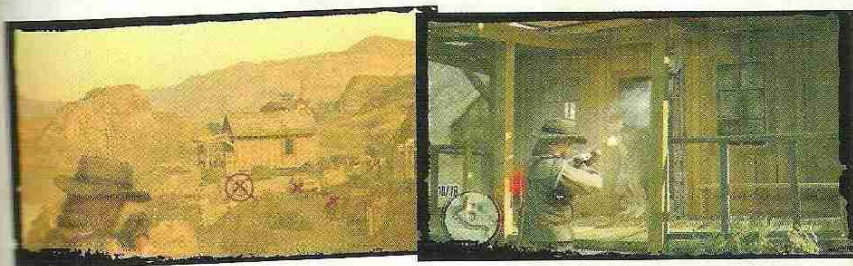
ACCOMPANY IRISH TO LAKE DON JULIO.

Mount your horse and ride with Irish south from Armadillo. For most of the ride you must keep pace with Irish, marked as the blue blip on your map. He remarks that the machine gun is stashed and guarded by thieves in a cabin by the lake. He leads you cross-country toward Lake Don Julio.

As you approach the lake, a yellow destination blip (2) appears on your map. Head for this spot on a cliff overlooking the lakeside cabin to trigger a scene: Irish says the gun is in the shack, and he sends Marston down with the promise that he'll provide long-range cover from the ridge.



TAKE OUT THE BANDITS.



A gang of bandits is holed up at the cabin (3). Equip your longest-range weapon and use Dead Eye mode to take out the gunmen amongst the crates and rocks. Pick off the remaining bandits visible outside and approach the cabin carefully.

One more gunman will burst through the front door in a surprise

attack (a red blip does not appear on your map indicating that there is an enemy inside). Gun him down, then enter the cabin and take his **Double Barreled Shotgun**.

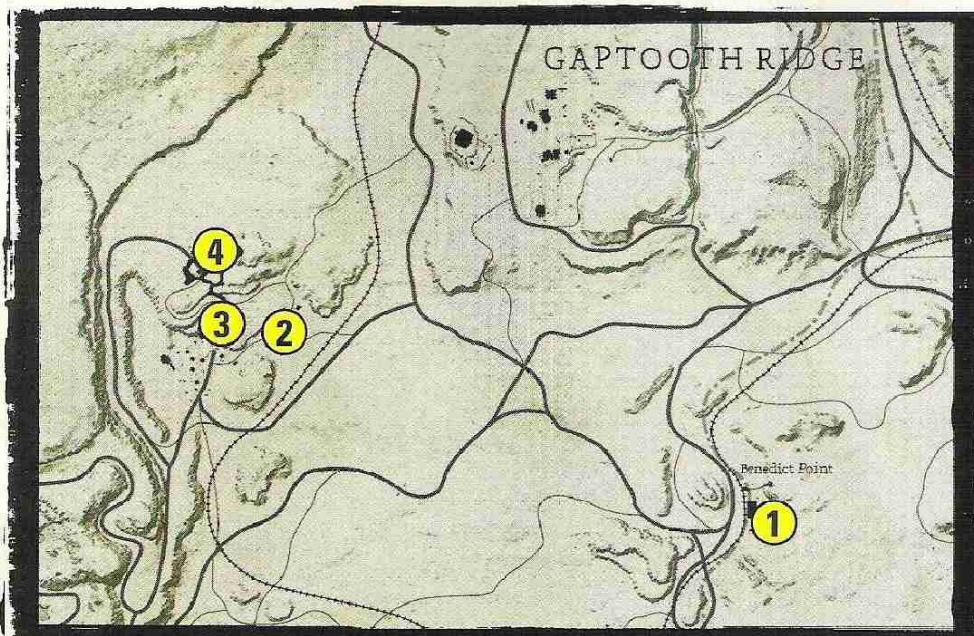
SEARCH THE CABIN FOR THE MACHINE GUN.

Entering the cabin triggers a scene: Marston walks in to find the place empty. No machine gun! And your new pal, Irish, is nowhere to be found. Searching the bodies may prove to be beneficial.



MAN IS BORN UNTO TROUBLE

IRISH



Follow the "I" map icon to the shack (1) marked at Benedict Point. Marston finds Irish in a happy state, but demands that he produce a Gatling gun within the hour. Irish agrees to track down the mighty weapon.

MAIN OBJECTIVES

- Accompany Irish to the mine at Gaptooth Breach.
- Fight your way into the mine core.
- Cart the machine gun to the shaft room.
- Cart the gun down to the flatbed wagon.

PREREQUISITE

- Complete "A French Man, a Welshman and an Irishman."

NEW ELEMENT INTRODUCED

- Riding a mine cart

UNLOCKABLES

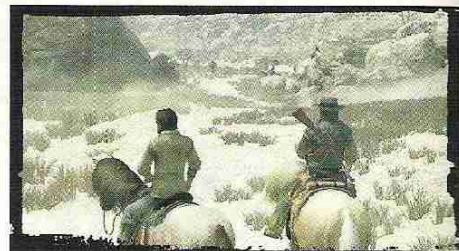
- Funny Man Part 2 (Stranger)
- Hideout: Gaptooth Breach
- Springfield Rifle (drop)

FAIL CONDITIONS

- Assault, kill, or abandon Irish.
- Kill Irish's horse or your own horse.
- Die.

MISSION

ACCOMPANY IRISH TO GAPTOOTH BREACH.

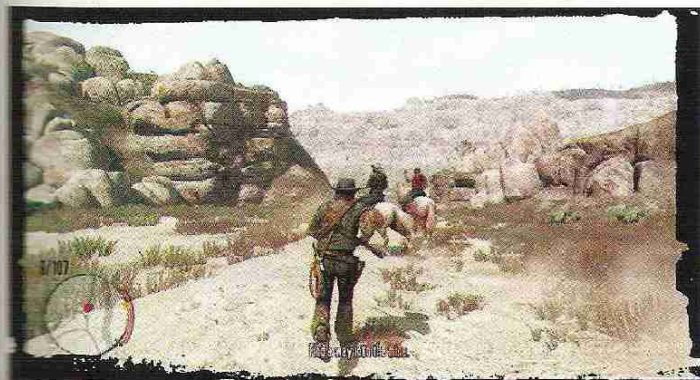


Mount your horse and ride with Irish. On the way, Irish tries to convince Marston that the previous misadventure at the lake was an honest mistake. He says some miners found a machine gun and stashed it in the mine up at Gaptooth Breach. This is where he's leading you now. When you get close, Irish gallops around the side of Gaptooth so the miners won't spot your approach. Just keep following Irish until you arrive at the mine (2) and trigger a scene that gives you the lay of the land.

Irish points out the main features: the entrance and the shaft with a lift for hauling up heavy ore. He explains that you can use the lift to get the machine gun (and yourself) up to the surface. He'll hide the horses and bring back a flat wagon to haul away the gun.

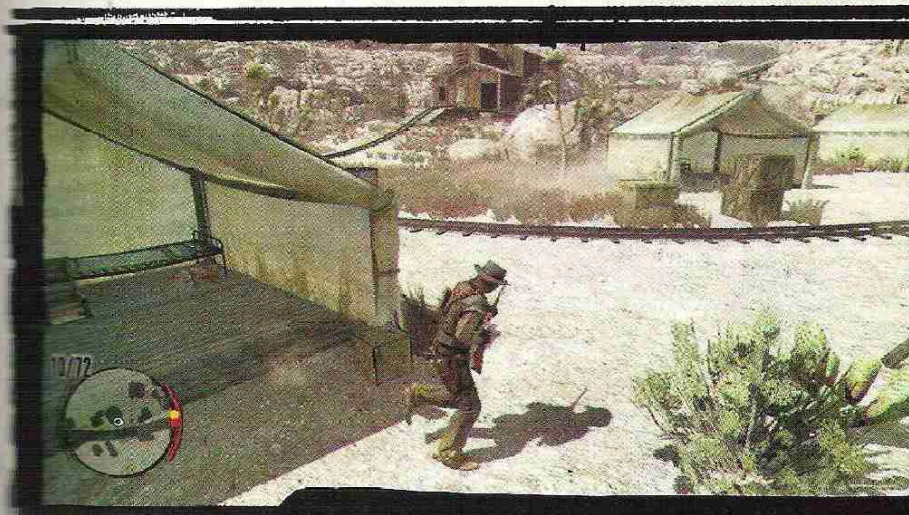
TAKE OUT THE MINER GUARDS.

Two mine guards on horseback attack right after the cutscene. Follow the onscreen suggestion and use Dead Eye's multiple targeting feature—sweep the crosshair over the guards and quickly mow them down.



FIND A WAY INTO THE MINE.

Now a yellow blip appears on your map, marking the location of the mine entrance (3). Advance into the mining camp, using the plentiful cover for protection as you pick off guards. Work your way to the mine entrance, where the cart tracks run into the tunnel.



TENT RAID

AS YOU MOVE THROUGH THE MINING CAMP, BE SURE TO DUCK INTO TENTS AND RAID FOOTLOCKERS FOR CASH.

W. A. & BAKEMAN

"FRESHLY BAKED GOODS FIRST THING IN THE MORNING SETS YOUR DAY."



ADVANCED PHOSPHATE BAKING SODA.

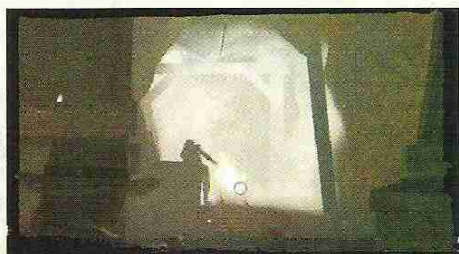
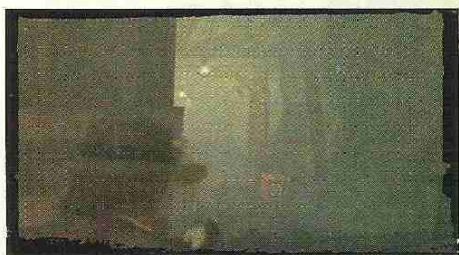
HIGH GROUND

TRY ATTACKING THE COMPOUND FROM THE HIGH GROUND. BEFORE ENTERING THE CAMP, BACK UP UNTIL YOU FIND A WAY UP ON THE RIGHT CLIFF. THIS PLACES YOU NEAR A CABIN WITH A COUPLE OF ENEMIES. FROM THERE, YOU CAN SHOOT DOWN INTO THE CAMP WITH THE HEIGHT ADVANTAGE.

FIND THE GATLING GUN IN THE MINE'S CORE.

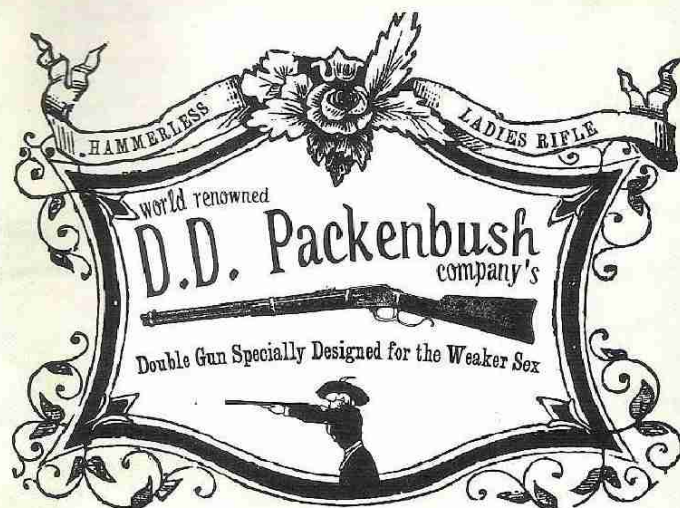
Now a new yellow destination blip appears on your map, marking the mine's core (4). The blip's arrow indicates that it is below you, naturally. Now begins a series of gun battles as you work your way down through the winding mineshaft.

SHOOT TNT AND LANTERNS.



One trick for an easier descent is to shoot any box or barrel labeled "TNT"—from a safe distance, of course—as well as certain lanterns, which burst into flames when hit. You can eliminate several mine guards this way, often before they can target you. Creep slowly in a crouch and use any sources

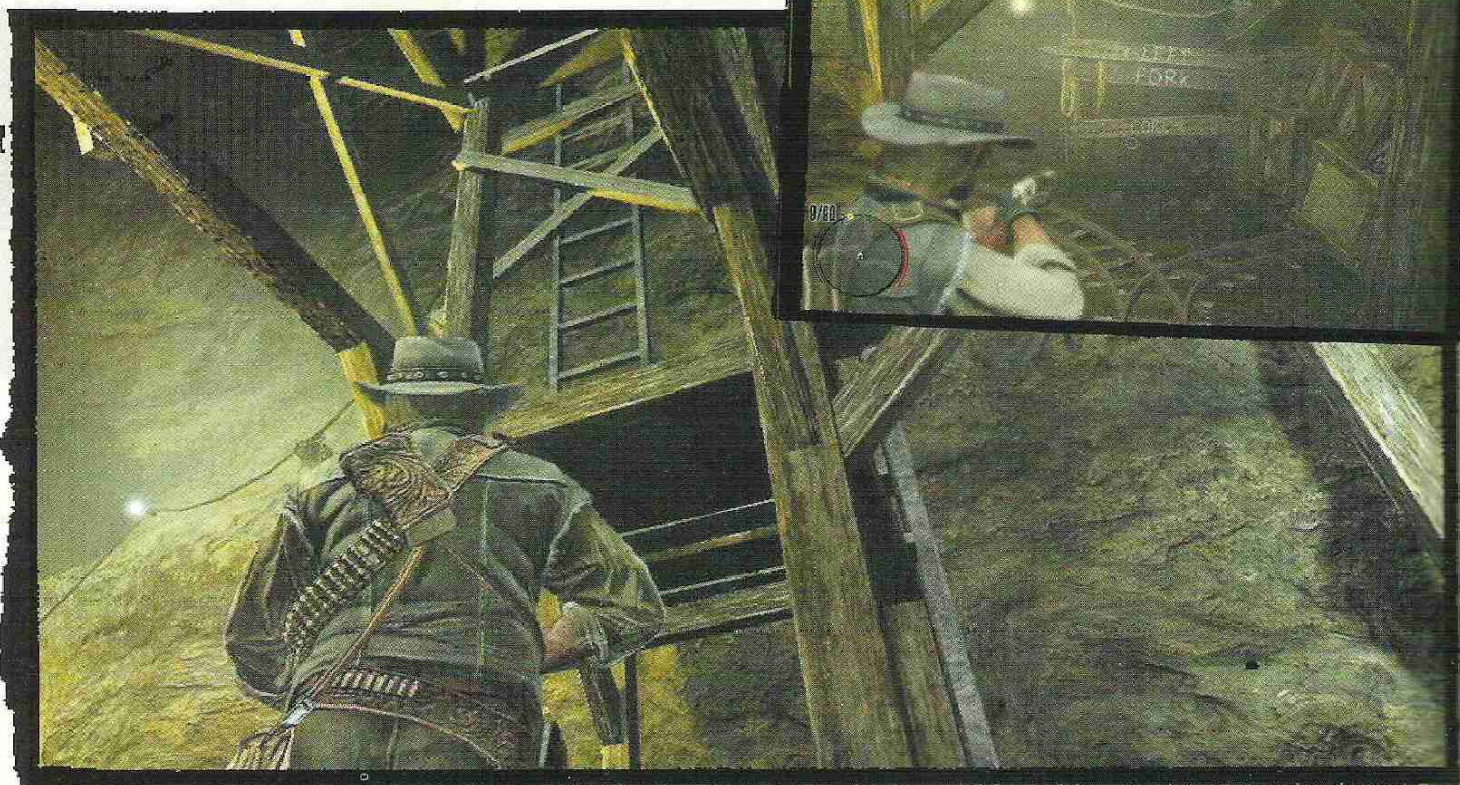
of cover (crates, boxes, support struts, carts, etc.). Always keep an eye on your mini-map for red blips up ahead!



TAKE THE LEFT FORKS.

The mine cart track splits not far down the tunnel, but the passage that runs toward the core is barricaded. You have no choice but to veer down the left fork. The same is true at the next split—the core is blocked off, so follow the sign pointing left to the "Shaft." Keep targeting TNT and lanterns to eliminate gunmen up ahead.

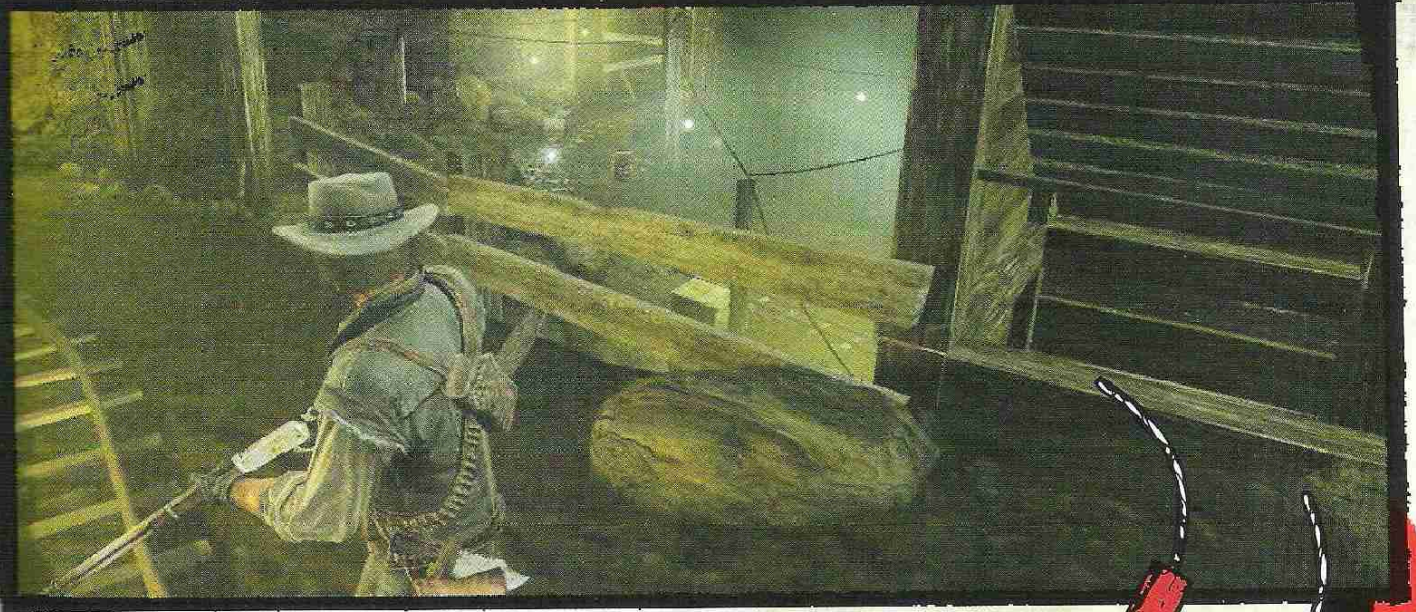
Eventually, you reach the shaft room. This vertical shaft rises all the way up to the surface, with scaffolding and tall ladders lining the shaft's walls. Just note the space for now; you need to return here later with your prize.



USE THE OVERLOOK.

Further down the track, you reach a wooden railing on the right-hand side, overlooking the mine core area that you'll reach eventually. You can make things easier for later by approaching the railing now and picking off guards posted in the area below. Again, target TNT containers for quick kills.

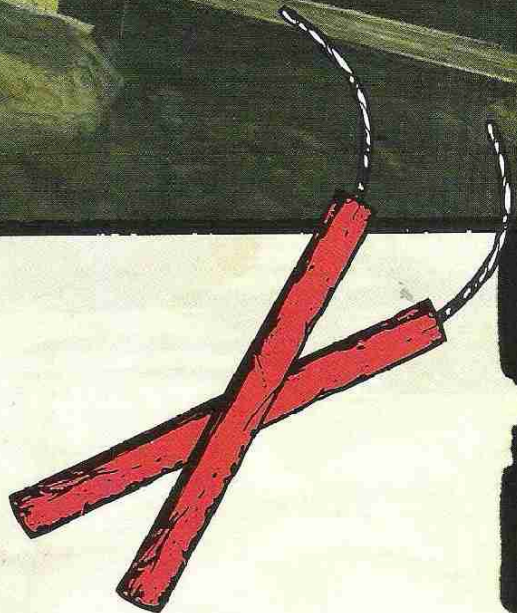
Past the overlook, the passage descends and makes a sharp turn around one last bend before emptying into the mine core. Be wary of the last few guards! Watch the mini-map for their red blips.



INSPECT THE MINE CART.



When the core is cleared, walk into the yellow X to trigger a scene. Marston inspects the mine cart and finds the machine gun in an open crate. He puts the lid on the crate so it's ready for transport.



PUSH THE MINE CART TO THE SHAFT ROOM.



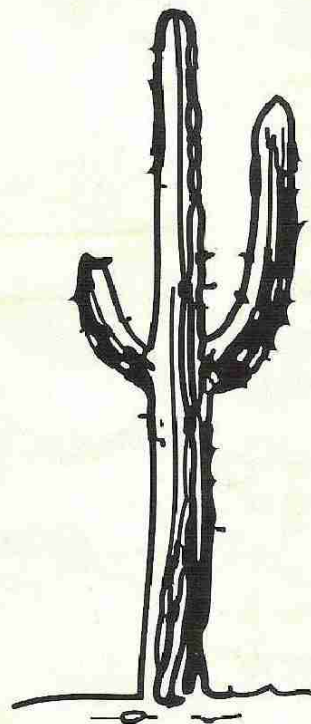
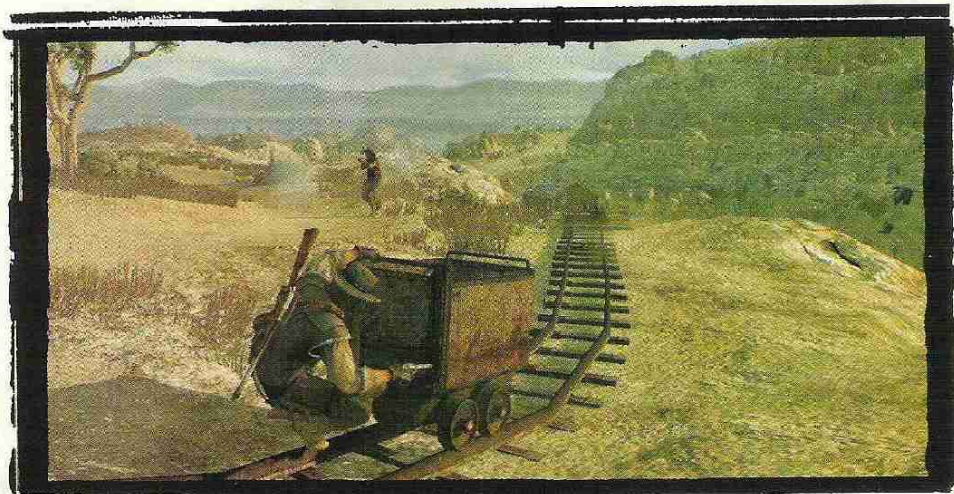
After the scene, a new yellow destination blip marks the location of the shaft room, the tall vertical shaft with scaffolding and ladders that you passed on the way down. Step to the mine cart (the blue map blip, right in front of Marston) and press the button indicated onscreen to grab the cart. Then hold down the same button to push the cart back up the passage you just descended. Keep pushing past the overlook railing and up to the yellow X marker in the shaft room.

This triggers a scene: Marston loads the gun crate on the lift. Up above, Irish cranks the gears to raise the lift to the surface. Then Marston hauls the gun to another mine cart and Irish heads off to his borrowed flatbed wagon to meet you down the track. This final destination appears as a yellow blip on your map.



PUSH THE MINE CART DOWN THE HILL.

Push the cart again. When it picks up speed, Marston automatically jumps on and rides. Unfortunately, it's a treacherous downhill trip and angry armed miners line the track! Aim and shoot as you push and ride, and keep moving. You can duck behind the cart for cover.



BLAST THE TNT BARREL BEFORE YOU HIT IT!



A disturbing cinematic then shows a burly miner set an explosive obstacle on the track. When control returns to you, immediately enter Dead Eye and shoot the TNT barrel. (Don't worry about shooting the miner; the TNT will take care of him.) You want the barrel to explode well before you get close.

When you reach the yellow X at the bottom of the run, you trigger a scene: Irish is waiting with the flatbed wagon. Marston (without help again) loads the gun crate aboard and Irish drives off with it.

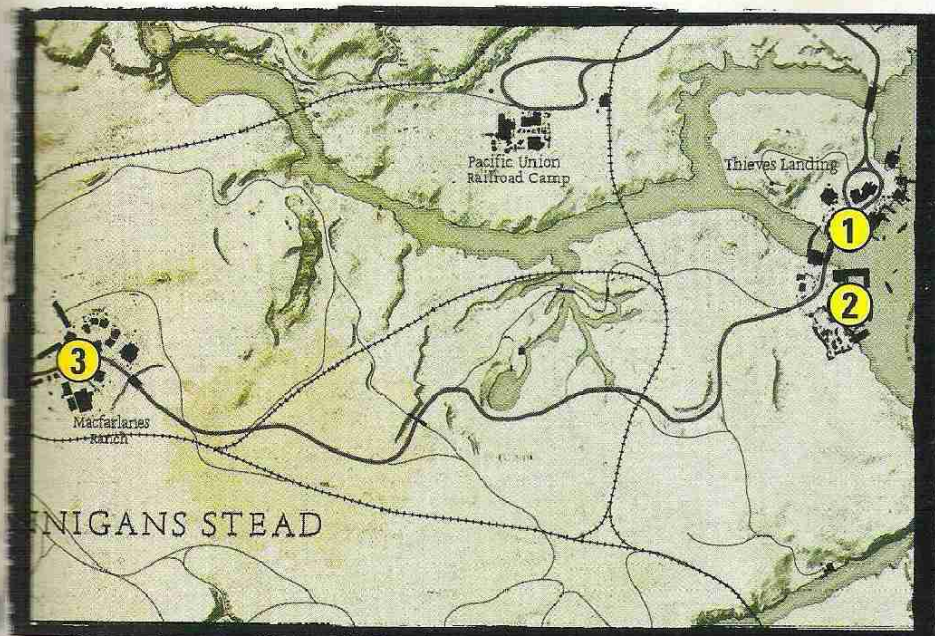


STRANGER MISSION: "FUNNY MAN 2"

COMPLETING "MAN IS BORN UNTO TROUBLE" UNLOCKS THE SECOND PART OF THE FOUR-PART "FUNNY MAN" SERIES OF SIDE MISSIONS. HE'S BACK IN THE MINE! FOR DETAILS ON THIS, SEE THE STRANGERS SECTION OF THIS GUIDE.

ON SHAKY'S GROUND

IRISH



Follow the "I" icon to the yellow X (1) next to the Saloon in Thieves' Landing.

The Gatling gun doesn't work, and John Marston finds Irish drunk and holding two sisters at gunpoint—and not of the sibling variety, but rather, as Marston puts it, "ladies of the lord." After rescuing the nuns, he accompanies Irish on a search for gun parts.

MAIN OBJECTIVES

- Go with Irish to the warehouse and sneak in.
- Rescue Shaky.
- Fight your way to the machine gun ammo.
- Ride shotgun for Irish to secure the ammo.

PREREQUISITE

- Complete "Man Is Born Unto Trouble."

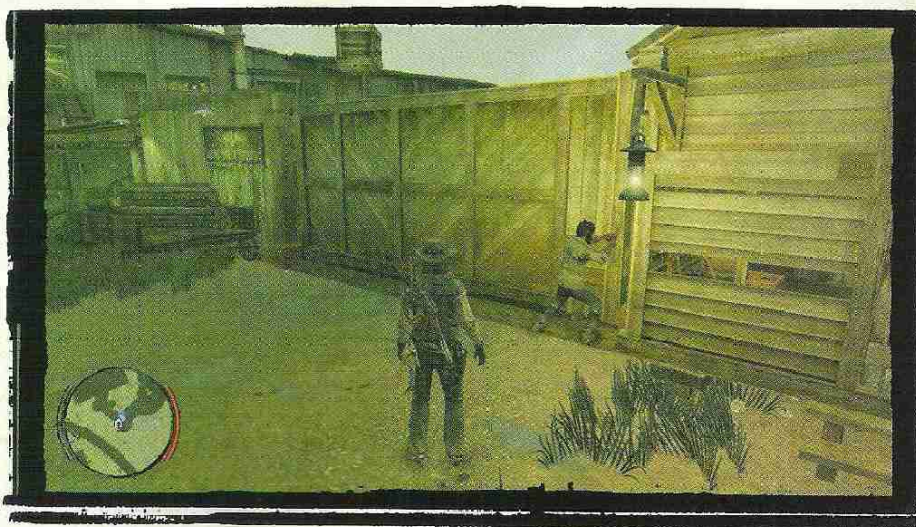
FAIL CONDITIONS

- Assault, kill or abandon Irish.
- Assault or kill Shaky.
- Die.

MISSION

ACCOMPANY IRISH TO THE WAREHOUSE.

Follow Irish as he walks across Thieves' Landing to the Shipping Yard & Depository (2) (fancy name for "warehouse") to meet a pal of his named Shaky. Shaky is supposed to have the machine gun ammunition that you need. When you arrive, Irish is surprised to find the entry door locked.



Follow Irish again as he heads around to the back door, hoping to meet Shaky there. But you find that door locked too, and you hear Shaky in trouble on the other side. Irish suggests you find a way inside, and says he'll wait by the front gate with the wagon.

CLIMB THE LADDERS.

Follow the yellow map blip to the ladder on the wall, then climb up to the landing. An onscreen prompt suggests that you walk slowly or crouch to avoid detection—very good advice. Climb the next ladder up to the roof.



SNEAK IN THROUGH THE WINDOW.

Crouch and walk over the peak of the roof to the yellow X at the open window on the other side. Make sure to creep slowly to remain undetected. When you reach the window, sneak inside onto the platform with a railing.



TAKE OUT THE BANDITS AND RESCUE SHAKY.

Shaky (the blue blip) is being held in a small room directly below you. Turn right and creep toward the edge of the platform until you spot the first thug. Nail him, then hop down onto the crate below and drop to the floor. Move carefully toward the open doorway.

Shaky is hogtied to a chair in the next room, guarded by three more thugs. Activate Dead Eye and strafe across the open doorway until you spot the gunmen inside. Gun them down and approach Shaky. He barely has time to thank you before bullets crash through a nearby window. Shaky tells you that the machine gun ammunition is in a crate labeled "US Cavalry" at the back of the warehouse yard.



EXTRA CASH

DON'T MISS THE MONEY STASHED IN THE FOOTLOCKER IN THE WAREHOUSE OFFICE.

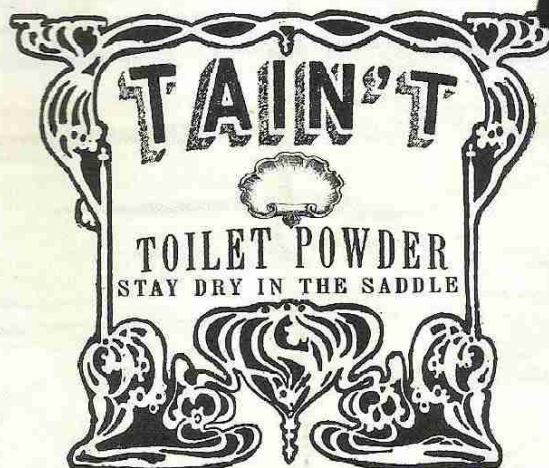
FIGHT YOUR WAY OUT OF THE WAREHOUSE.

Exit the office onto the landing and pick off the bandits while using the stack of crates for cover. Look for the TNT box on the opposite landing across the warehouse. Shoot it to eliminate two bandits with a single shot. When the warehouse is clear, follow Shaky to the exit gate, which is now marked as a yellow map blip.



OPEN THE GATE AND TAKE OUT MORE BANDITS.

Approach the gate and press the button indicated onscreen to pull it open. This, of course, reveals still more bandits out in the warehouse yard. Dispatch them, then follow Shaky toward the machine gun ammo. Even more bandits lurk amongst the crates. (As Irish says, "There's a reason this place is called Thieves' Landing.") Kill them, too. You can climb up the crate stacks to get better shots.

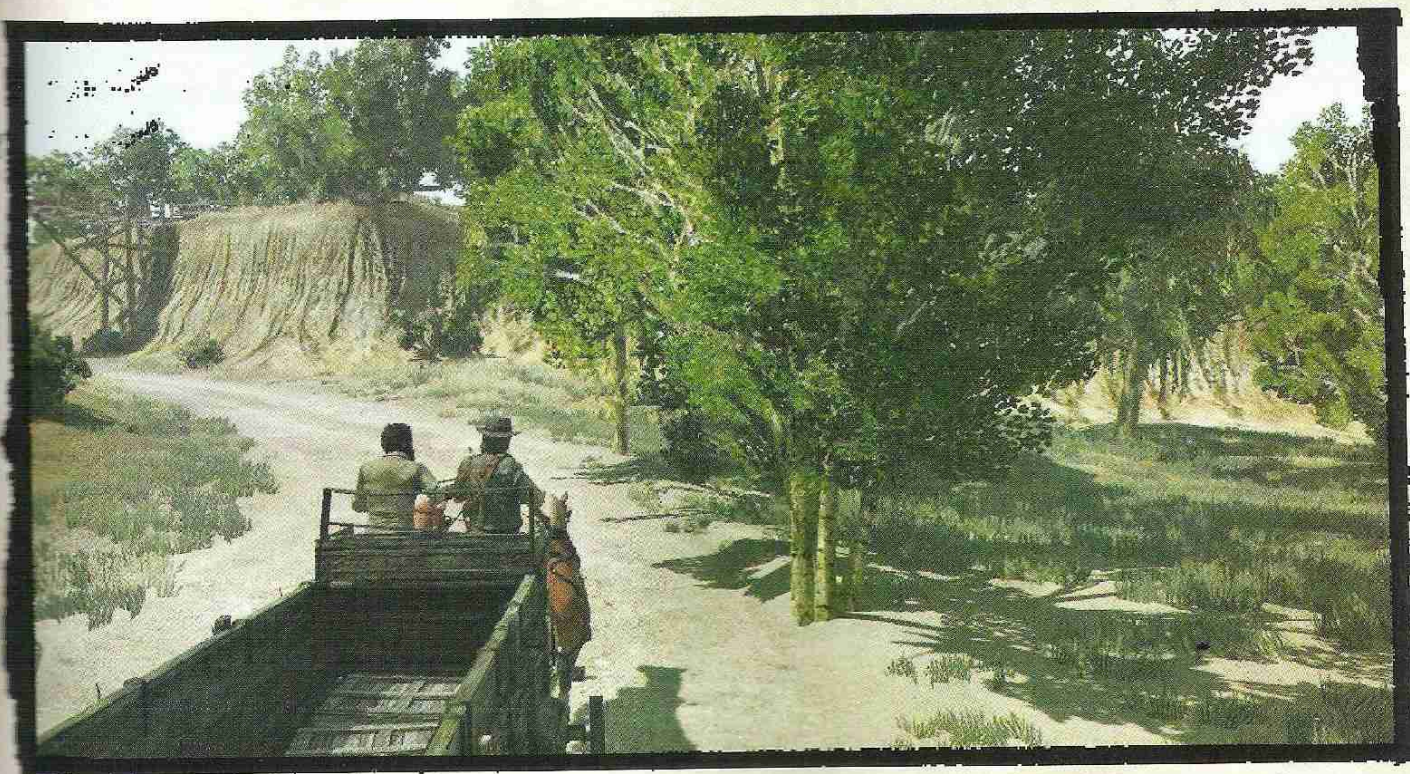


FOLLOW SHAKY TO THE AMMO.

Defeat all the enemies in the yard to complete this objective. After finishing off the last enemy you automatically meet Irish at the wagon.

RIDE SHOTGUN FOR IRISH.

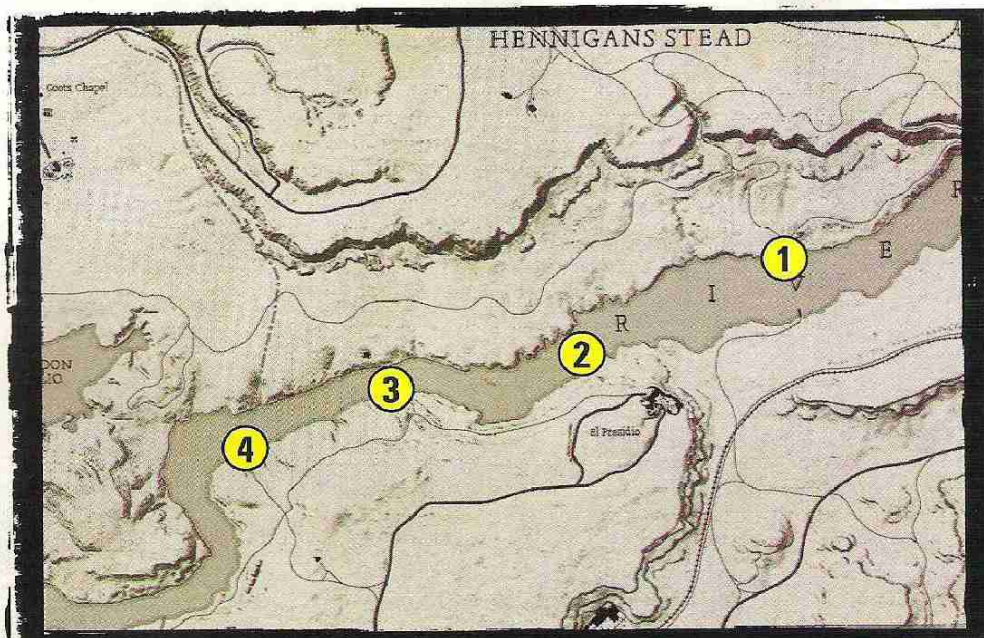
Hop aboard the wagon with Irish; he drives and you ride shotgun. Shortly after pulling out of town, the bandits make one last attempt to recover the ammo. Swing your aim toward the rear, mark the attacking horsemen using Dead Eye, and gun them down fast. Up ahead, a horseback bandit on a bridge awaits your approach. Pick him off before he can inflict damage.



When the fun's done, Irish drives you to the foreman's office at MacFarlane's Ranch (3). He says West Dickens' wagon will be rigged for the assault on Fort Mercer and ready to roll soon. You can't move on to the next Irish mission until you complete that assault.

WE SHALL BE TOGETHER IN PARADISE

IRISH



After finishing "The Assault on Fort Mercer," the "I" icon reappears on your map. Follow it to find Irish and Nigel West Dickens waiting for you at the ferry dock (1) on the San Luis River. Irish plans to ferry across the river to lead Marston south of the border, where he claims he's well connected.

MAIN OBJECTIVES

- Ride the ferry down the river.
- Defend yourself against on-shore bandits all along the route.

PREREQUISITE

- Complete "The Assault on Fort Mercer."

NEW ELEMENT INTRODUCED

- Fighting from a moving ferry

UNLOCKABLES

- Springfield Rifle (pick-up on ferry)
- Arm Wrestling
- Mexico territory
- Deadalus and Son (Stranger)
- I Know You Part 3 (Stranger)
- Store Items: Semi Automatic Pistol, Bolt Action Rifle, Semi Automatic Shotgun
- Hideouts: Nosalida & Fort Mercer

FAIL CONDITIONS

- Assault, kill, or abandon Irish.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

MISSION

RIDE THE FERRY.



FERRY MONEY

DON'T FORGET TO CHECK OUT THE WEAPON'S CRATE ON THE FERRY TO RESTOCK YOUR AMMO IF ITS LOW!

The ferry trip starts out uneventful as Irish pulls the ferry line to drag the raft across the river. Use this opportunity to pick up the **Springfield Rifle** from the crates behind Irish. This gun boasts incredible range and power, but has a slow rate of fire. As you approach the southern bank, bandits suddenly open fire from the shore! Marston orders Irish to cut the rope and drift downriver.

ELIMINATE THE THROWERS.

It's a long ride downstream, and plenty of bandits line the southern shore. Fortunately, the raft gives you good cover with its crates and raised gunwale. But you can't just hide and ride. A few of the bandits toss dynamite. If you don't nail them before the ferry gets within their throwing range, they'll pitch a nasty explosive right onto the deck. Keep a sharp eye out for TNT crates, too. Shoot these explosives to give the tossers a taste of their own medicine.

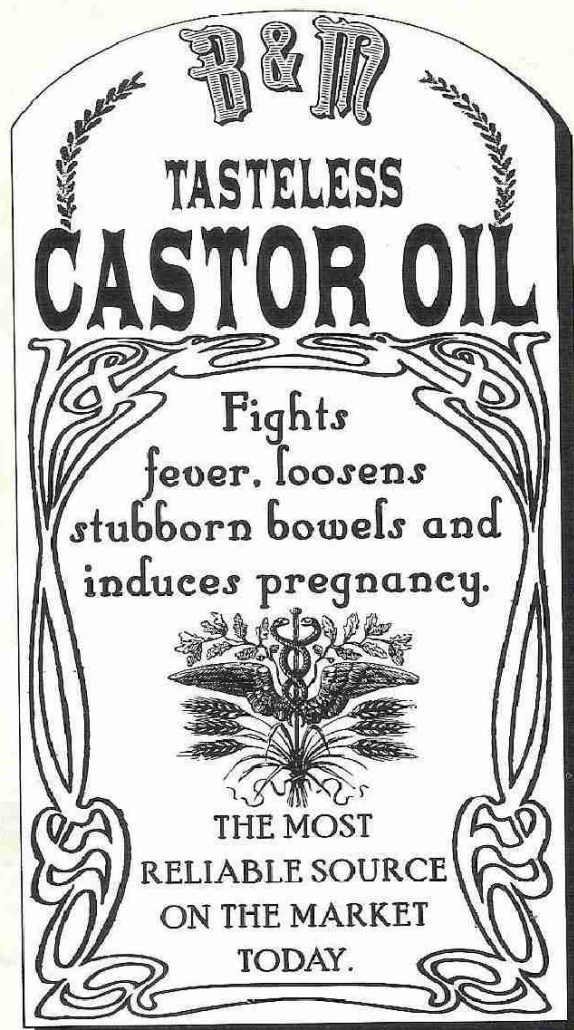


Once the ferry drifts past El Presidio (2) the big fort up on the hill, there's a lull in the bandit attacks. But before long you reach another treacherous stretch at Greenhollow (3). Listen to Irish's warnings; he points out a "feller on the ridge" with dynamite. Pick the feller off before you get in his range or he'll blow the raft apart.



EARLY WARNING

DYNAMITE THROWERS TOSS AT LEAST ONE STICK BEFORE THE FERRY GETS WITHIN THEIR THROWING RANGE. AS YOU DRIFT DOWNRIVER, LISTEN AND WATCH FOR EXPLOSIONS INDICATING A DYNAMITE-ARMED BANDIT IS UP AHEAD.

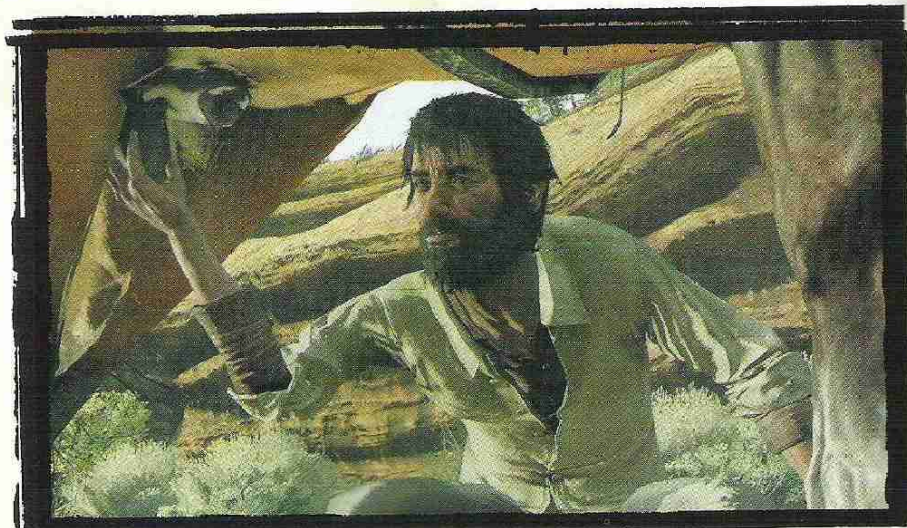


CLEAR THE BEACH.

Eventually, the raft washes up onto a beach (4) where you can see horses tethered. More bandits appear with a shooting angle right down your boat, so pick them off.

When the ferry stops and Irish says, "We made it," hop off the boat."

Two saddled horses stand on the beach, conveniently left behind by the fellows you just gunned down. Approach them to trigger the mission-ending scene: After Irish makes a quick inspection of the animals' "health," he answers a few questions from Marston—sort of. He tells Marston to check in with the provincial governor, a colonel based in Escalera. Then Irish bids his farewell.





NEW MAP & MISSION STRANDS OPEN!

AFTER YOU COMPLETE "WE SHALL BE TOGETHER IN PARADISE," YOU'VE COMPLETED "ACT 1: THE FRONTIER." NOW A NEW MAP REGION, MEXICO, OPENS UP FOR EXPLORATION. TWO NEW MISSION-GIVER ICONS APPEAR ON YOUR MAP, AS WELL, AS THE NEW ACT BEGINS.

FOLLOW THE "LR" ICON TO TRIGGER THE FIRST MISSION OF THE LANDON RICKETTS MISSION STRAND, "THE GUNSLINGER'S TRAGEDY." OR FOLLOW THE "D" ICON TO TRIGGER THE FIRST MISSION OF THE DESANTA MISSION STRAND, "CIVILIZATION, AT ANY PRICE."

NEW MINI-GAME UNLOCKED: ARM WRESTLING

COMPLETING "WE SHALL BE TOGETHER IN PARADISE" PUTS THE ARM WRESTLING ICON ON YOUR MAP. FOLLOW IT TO THE YELLOW X MARKER TO ENGAGE IN A FRIENDLY MATCH. FOR DETAILS ON THIS ACTIVITY, CHECK OUT THE MINI-GAMES SECTION OF THIS GUIDE.



STRANGER MISSION: "DAEDALUS AND SON" AND "I KNOW YOU: PART 3"

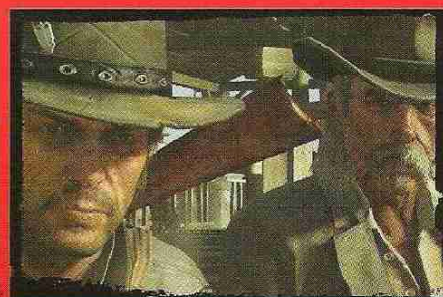
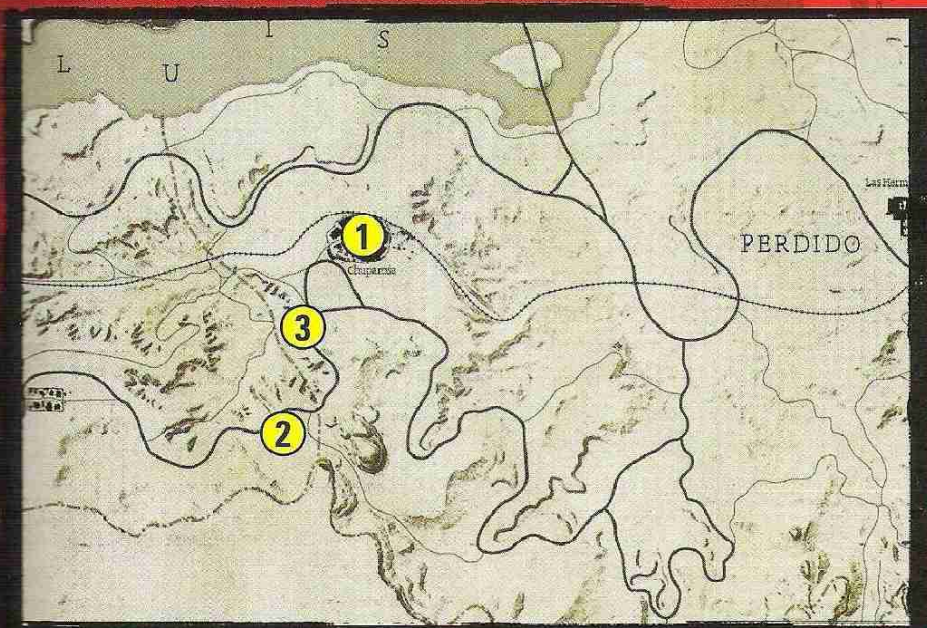
COMPLETING "WE SHALL BE TOGETHER IN PARADISE" UNLOCKS A NEW STRANGER MISSION, "DAEDALUS AND SON." IT ALSO UNLOCKS THE THIRD SEGMENT OF THE THREE-PART ENCOUNTER ENTITLED "I KNOW YOU." FOR DETAILS, CHECK OUT THE STRANGERS SECTION OF THIS GUIDE.



ACT 2 MEXICO

THE GUNSLINGER'S TRAGEDY

LONDON RICKETTS



MAIN OBJECTIVES

- Use Dead Eye to tag and shoot three bottles.
- Use Dead Eye to tag and shoot at least two birds.
- Stop the bank wagon robbery.
- Destroy the bandito roadblock.
- Escort bank wagon into town.

PREREQUISITE

- Complete "We Shall Be Together in Paradise."

NEW ELEMENT INTRODUCED

- Dead Eye target painting

FAIL CONDITIONS

- Assault, kill or abandon Landon Ricketts.
- Kill Landon Ricketts' horse.
- Assault or kill livestock.
- Fail to shoot the bottles in Dead Eye.
- Fail to kill the birds correctly.
- Allow the hostage to die.
- Assault the hostage.
- Kill the horses of the carriage you protect.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

Follow the white "LR" map icon to the yellow X marker (1) in the Mexican town of Chuparosa. After an unpleasant exchange with some local peasants, John Marston meets Landon Ricketts, a famous American gunfighter now past his prime. Ricketts gives Marston a few shooting lessons, the lay of the land, and some tips on Colonel Allende, the local "government."

UNLOCKABLE

- Schofield Revolver (gift)

MISSION

NAIL THE THREE BOTTLES WITH DEAD EYE.

You now hold a **Schofield Revolver**, a fine weapon. Follow the onscreen instructions: enter Dead Eye mode, tag all three bottles sitting on the box as directed, and then press the trigger to shoot them.



KILL TWO OR MORE BIRDS WITH DEAD EYE.

Ricketts leads you over to a flock of vultures on a roof. He fires to spook them into flight. Use Dead Eye to tag and shoot at least two of them as they take flight. The easiest way to accomplish this task is to activate Dead Eye the moment they begin to fly off. This allows you to tag them while they're lined up at close range and just leaving the edge of the rooftop.



STOP THE BANK WAGON ROBBERY.



Now follow Landon Ricketts into town. The conversation is interrupted by the *banco* manager, Ramon, who reports that the bank wagon (2) is under attack just outside of town. Mount your horse and ride with Ricketts to the wagon, where the attackers hold a hostage.

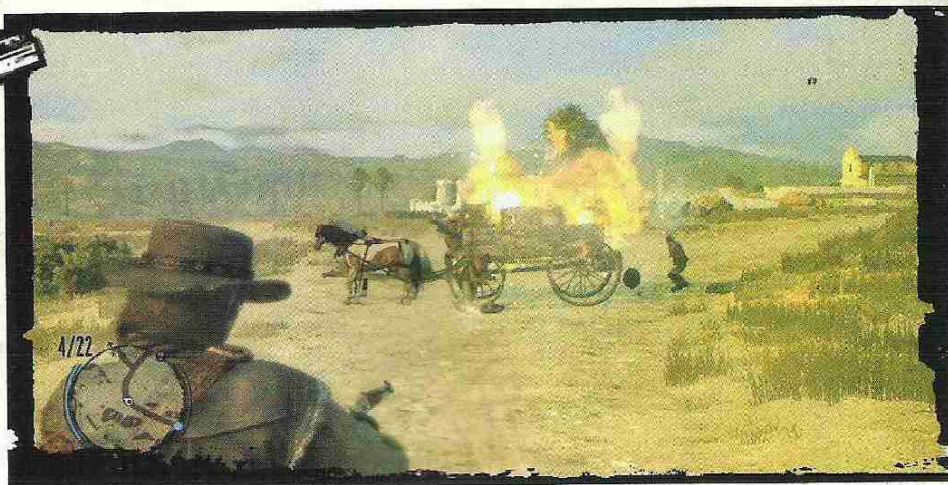
KILL THE BANDITOS.

Quickly gun down the two banditos out front. Ride in a bit closer and use Dead Eye targeting to tag and shoot the head of the gunman holding the hostage. When he drops, the grateful wagon driver hops on his rig and heads for town. But Landon says these bandits don't give up easily.



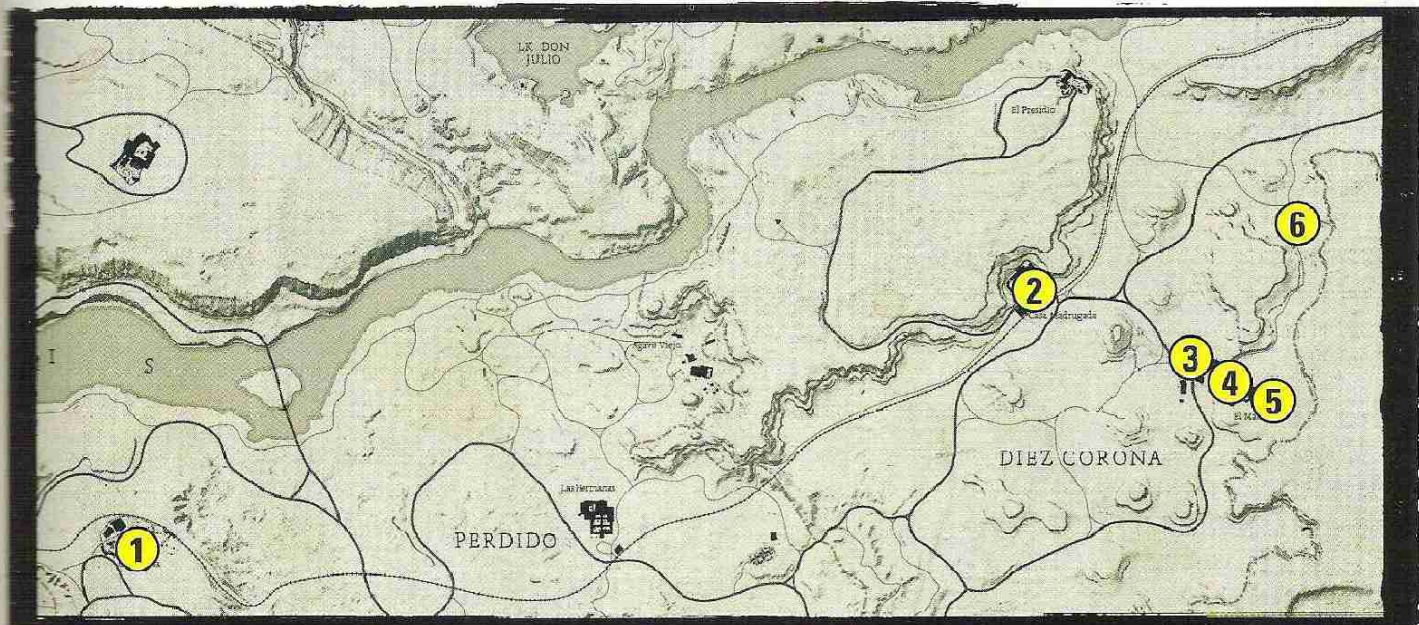
ESCORT THE WAGON TO CHUPAROSA.

Ride out a bit ahead of the bank wagon. Just around the first bend leading into town, banditos have set up a roadblock (3) with their own wagon. But they're foolish enough to have two lighted gas lanterns on top. Use Dead Eye to tag both of the glowing lanterns and then fire, blowing the wagon (and banditos) sky high. Escort the bank wagon all the way into town. Mission accomplished.



LANDON RICKETTS RIDES AGAIN

LANDON RICKETTS



MAIN OBJECTIVES

- Travel to El Matadero to meet Carlos.
- Follow Carlos and enter the caves.
- Fight your way to Luisa's cell.
- Help Ricketts get Luisa to safety.

PREREQUISITE

- Complete "The Gunslinger's Tragedy."

FAIL CONDITIONS

- Assault, kill, or abandon Landon Ricketts.
- Kill Ricketts' horse.
- Assault or kill Carlos.
- Get spotted by the guards.
- Kill Luisa.
- Kill horses outside of the cave.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.



Follow the white "LR" icon to the yellow X marker (1) outside the Cantina in Chuparosa. Landon Ricketts meets with a local man named Emilio who provides information about Javier Escuella, an associate of Bill Williamson. Escuella has abducted Emilio's sister, a schoolteacher. Ricketts tries to convince Marston to get involved in the young lady's rescue... and then Marston turns the tables on his gunslinger friend.

MISSION

FOLLOW RICKETTS ONTO THE TRAIN.

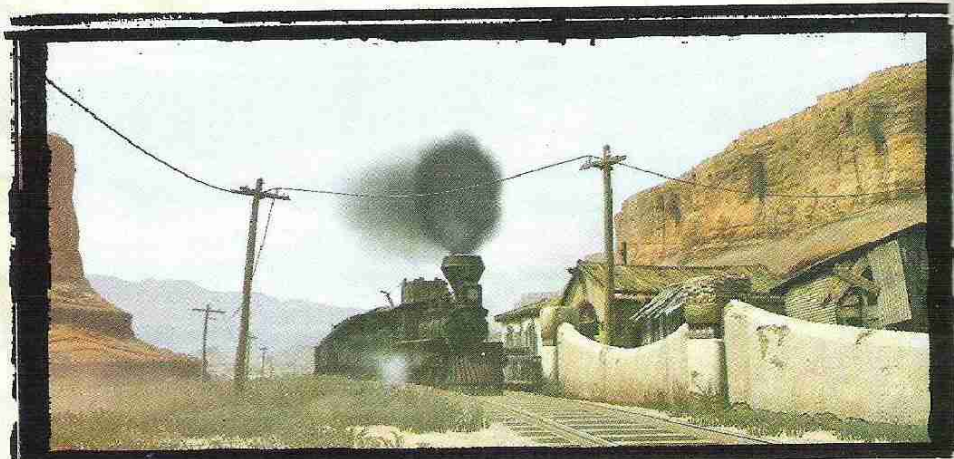


Landon tells Marston that Colonel Allende's men use the caves near the town of El Matadero as a prison and safehouse. Emilio's sister is being held there, and thus Escuella may be there, too. To reach the caves, you can take the train with Ricketts or ride your horse. The destination is marked as a yellow blip on your map. If you choose to take the train, follow Ricketts onto the car and walk into the yellow X to take a seat.



TAKE THE TRAIN TO CASA MADRUGADA.

The train automatically travels to Casa Madrugada (2). It's a long trip, but you can hit the button indicated onscreen to skip ahead to the arrival.



RIDE WITH RICKETTS TO EL MATADERO.

In Casa Madrugada, follow Ricketts to the horses and mount up. Ride along with Landon to El Matadero (3). En route, you learn that he seeks a man named Carlos with helpful information. The Mexican army holds Emilio's sister, Luisa, because she's a rebel who's close to the rebel leader named Reyes.



When Ricketts finally dismounts, do the same and follow him into a butcher shop to find Carlos, who reports that Luisa is still being held in the caves. He will distract the guards long enough for Marston and Ricketts to get inside.



GET INSIDE THE CAVES.

Accompany Carlos and Ricketts as they enter the ravine behind the butcher shop. A yellow blip soon appears on your map, marking the spot where you must wait in cover while Carlos distracts the guards. Walk into the yellow X to hide behind a boulder with Ricketts and trigger a scene: Carlos talks to the pair of guards at the cave mouth. When the guards run off, follow Ricketts as he makes his move into the caves (4). Carlos wishes you luck and promises to meet you with horses at the top of the canyon.



BACK UP RICKETTS TO LUISA'S CELL.

The location of Luisa's cell appears as a yellow blip (5) on your map. A squad of Mexican soldiers posted just inside the cave mouth opens fire as you enter. Fight your way down the cave, moving with Ricketts from box to box for cover. Eventually, you reach the cell block area.



GUARD RICKETTS WHILE HE DESTROYS THE LOCK.

Ricketts goes to blast the lock off the door of Luisa's cell. Meanwhile, more army guards attack down the cave passage. Fight them off while your partner works to free the girl. When he's finally ready to blow the door open, take cover behind the table marked as the yellow blip on the map. In the next scene, Ricketts blows the doors open, heads inside the cell, picks Luisa up, and starts to carry her out of the caves.

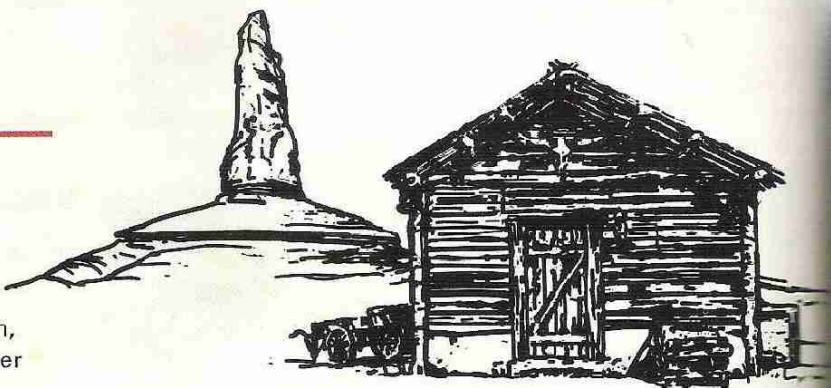
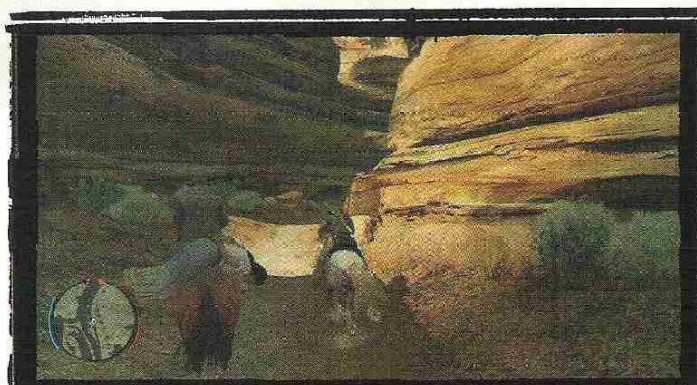


ESCORT RICKETS BACK OUT OF THE CAVES.

Your escape destination now appears as the new yellow blip on your map. Move just ahead of Ricketts and keep the Mexican army guards at bay. When you finally reach the cave entrance, you find horses ready for use.

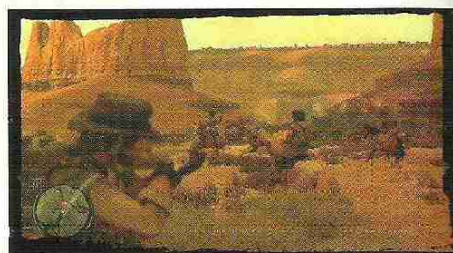
HELP RICKETTS PROTECT LUISA.

Mount up and ride with Ricketts, who puts Luisa on his horse's hindquarter. Again, get out just in front of Ricketts and keep the last few Mexican soldiers from attacking him and Luisa.



WAIT FOR CARLOS.

When you exit the canyon (6), allow Ricketts to catch up. Once Ricketts is in the clearing, Carlos appears on the map in the distance, indicated by a blue blip. Wait patiently for him. Carlos finally arrives, Marston helps Luisa to the horse, and they ride to safety.



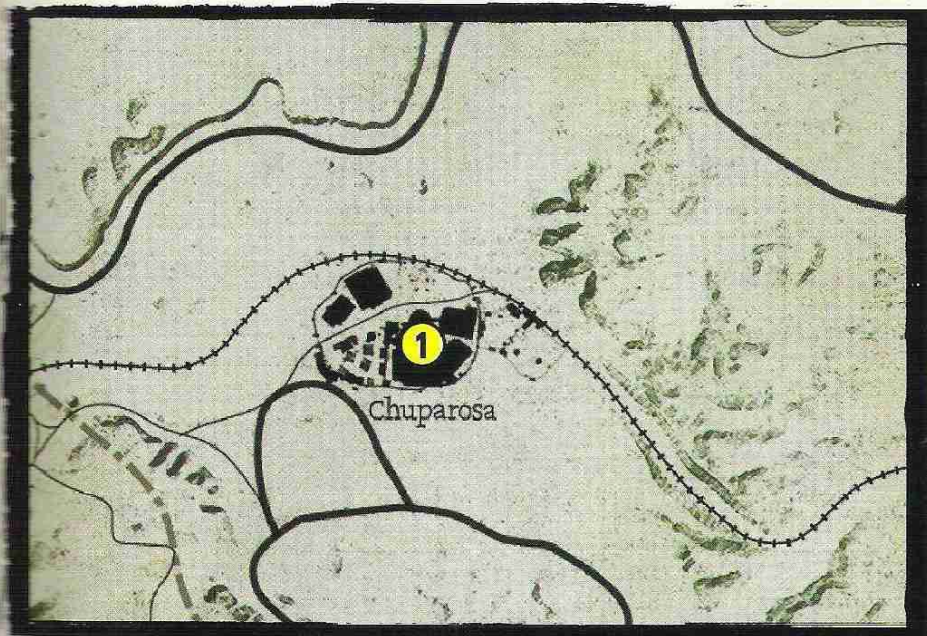
NEW MISSION STRAND OPENS!

AFTER YOU COMPLETE "LANDON RICKETTS RIDES AGAIN" AND IF YOU'VE COMPLETED THE FIRST DESANTA MISSION, "CIVILIZATION, AT ANY PRICE," A NEW MISSION-GIVER ICON APPEARS ON YOUR MAP, DOWN SOUTH NEAR CAMPO MIRADA.

YOU CAN FOLLOW THE WHITE "L" ICON TO MEET LUISA AND TRIGGER THE FIRST MISSION IN THE LUISA STRAND, "MY SISTER'S KEEPER." OR YOU CAN FOLLOW THE WHITE "LR" TO CHUPAROSA AND TAKE LANDON RICKETTS NEXT MISSION, "LUCKY IN LOVE."

LUCKY IN LOVE

LANDON RICKETTS



Follow the white "LR" map icon to the yellow X marker just outside the Cantina (1) in Chuparosa. Marston finds a happy Landon Ricketts winning at cards. A German fellow named Muller is not so happy, and wants another deal. Landon talks Marston into joining the game.

MAIN OBJECTIVES

- Play two rounds of Texas Hold 'Em.
- Defeat Muller in a duel.
- Defeat the stranger in a duel.
- Dispatch Muller's remaining men.

PREREQUISITE

- Complete "Landon Ricketts Rides Again."

NEW ELEMENT INTRODUCED

- Dueling

UNLOCKABLE

- Eva in Peril (Stranger)

FAIL CONDITIONS

- Quit poker match or cheat.
- Assault or kill Landon Ricketts.
- Abandon the area.
- Assault or kill Muller before the duel.
- Fail the first or second duel.
- Assault or kill livestock.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

MISSION

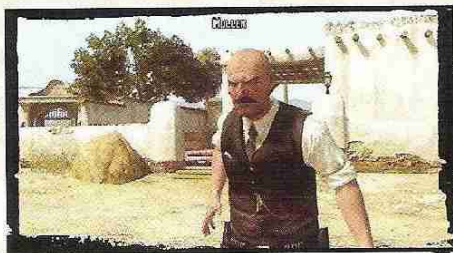
PLAY TWO ROUNDS OF POKER.

Onscreen instructions explain how to play this particular card game, Texas Hold 'Em. After the first bets go in, you get a look at your hand. Decide whether to bet or fold using the corresponding controls shown. We consistently found that no matter what cards you hold, if you bet extremely high (the maximum), the competition becomes uneasy and fold their hands, giving you a quick and easy win. After you play a couple of rounds, Herr Muller accuses you of cheating and the game breaks, resulting in an intense group argument where everyone's pistols are drawn and pointed in someone else's face.



DUEL WITH MULLER.

Follow Landon Ricketts, per his request. As you walk, he gives you tips on dueling: If you draw too soon, you're less accurate; you also lose Honor. However, you'll have more time to aim. Wait as long as possible to draw in order to be more focused and precise. Afterward, step toward Muller in the street to trigger the duel screen. Check the onscreen instructions for the mechanics of a duel. While in automatic Dead Eye, draw the second after Muller does (look at the rightmost gauge and wait for it to fill with the first dab of color). Tag Muller in several vital spots to win the draw and gun him down. Choose your shots carefully, making sure the first few are focused (shots are confirmed when the reticle is at its smallest) and marked on key areas: head, weapon, and chest.



DUEL WITH THE STRANGER.

After you win the duel with Muller, you find yourself back at the Cantina with Ricketts. As Marston shares a congratulatory drink with Ricketts, one of the other card players (the "Stranger") appears with a hostage. He wants a fight. Give it to him.



Obviously, this is a much tougher duel. You must use Dead Eye to tag the stranger's head carefully without hitting the hostage.



DUELING TIPS

- **DON'T DRAW FIRST! LET YOUR OPPONENT MAKE THE INITIAL MOVE. THIS MAKES IT EASIER TO PLACE BETTER QUALITY LOCKS; PLUS THE CAMERA IS ZOOMED IN MORE, GIVING YOU A BETTER VIEW.**
- **LOCK QUALITY IS IMPORTANT! DON'T TRY TO PLACE LOCKS AS FAST AS YOU CAN. INSTEAD, WAIT UNTIL THE RETICLE SHOWS YOU HAVE A GOOD SHOT WHEN IT BECOMES SMALL AND FOCUSED.**
- **DON'T WASTE LOCKS ON LEGS; GETTING SHOTS ON THE CHEST, HEAD, OR GUN-HAND ARE MORE IMPORTANT.**

DISPATCH MULLER'S REMAINING MEN.

Turns out Muller has a whole posse of fools who followed him. After you gun down the stranger, they open fire on you. Get to cover quickly and start returning the favor. After dispatching them, you automatically meet up with Landon Ricketts.

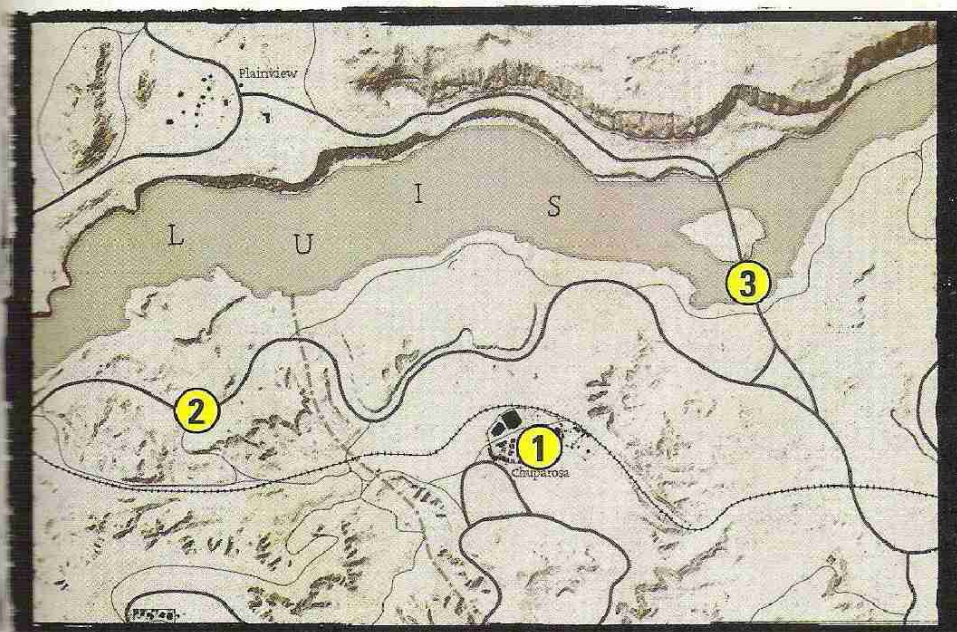


STRANGER MISSION: "EVA IN PERIL"

COMPLETING "LUCKY IN LOVE" UNLOCKS THE STRANGER MISSION, "EVA IN PERIL." FOLLOW THE "?" ICON BEHIND THE CANTINA IN CASA MADRUGADA. YOU FIND A MAN NAMED MARIO ALCALDE THROTTLING A WOMAN NAMED EVA. FOR DETAILS ON THIS ENCOUNTER, CHECK OUT THE STRANGERS SECTION OF OUR GUIDE.

THE MEXICAN WAGON TRAIN

LANDON RICKETTS



Follow the white "LR" icon to the yellow X outside the Cantina (1) in Chuparosa. Marston enters and has a drink and some philosophical conversation with the town messiah. But before they can wallow in some well-deserved self-pity, a distraught Luisa enters, calling for help. She says Colonel Allende is making more heavy-handed moves, condemning prisoners to death without trials. Ricketts and Marston head out to Escalera to save them.

MAIN OBJECTIVES

- Find the prison wagon convoy.
- Eliminate the convoy guards and drivers without wrecking the wagons.
- Drive the wagons with Ricketts to the border.
- Fight your way across the border bridge.

PREREQUISITE

- Complete "Lucky in Love."

NEW ELEMENTS INTRODUCED

- Hijacking horses
- Hijacking vehicles

FAIL CONDITIONS

- Assault, kill or abandon Landon Ricketts.
- Kill Ricketts' horse.
- Kill the horses pulling the carriages.
- Kill the prisoners.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

MISSION

ACCOMPANY RICKETTS OUT TOWARD ESCALERA.

Mount your horse and ride with Landon Ricketts. On the way, he gives Marston a good tongue lashing about consorting with the Mexican army. As he puts it, "Keep jumping from one side of the fence to the other, you might just get impaled on it." Soon you reach a passing army convoy—two prison wagons escorted by a platoon of mounted soldiers (2).



B.S. EDWARDS GELATIN

PREMIUM BRAND



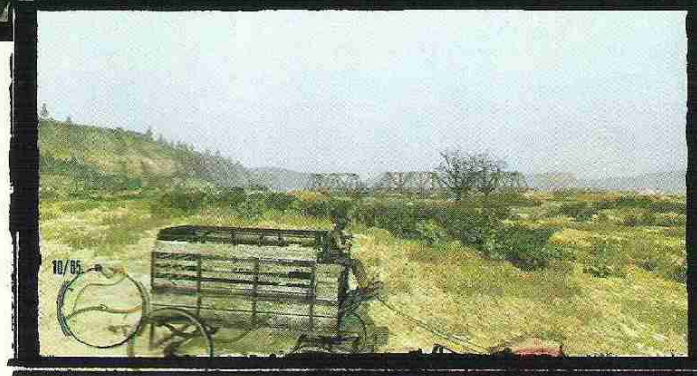
TAKE OUT THE DRIVERS WITHOUT WRECKING THE WAGONS.

Ricketts plans to take control of the closest wagon and wants you to seize the one in front. However, you should assist him in taking out the closest enemies because riding past them would be suicide. Ride up behind the convoy and start taking out the mounted escorts. Then carefully pick off the driver on the rear wagon using Dead Eye. That wagon slows to a halt and Ricketts takes the reins. Ride ahead and pick off the driver of the second wagon. When that wagon rolls to a stop, hop aboard to take control.



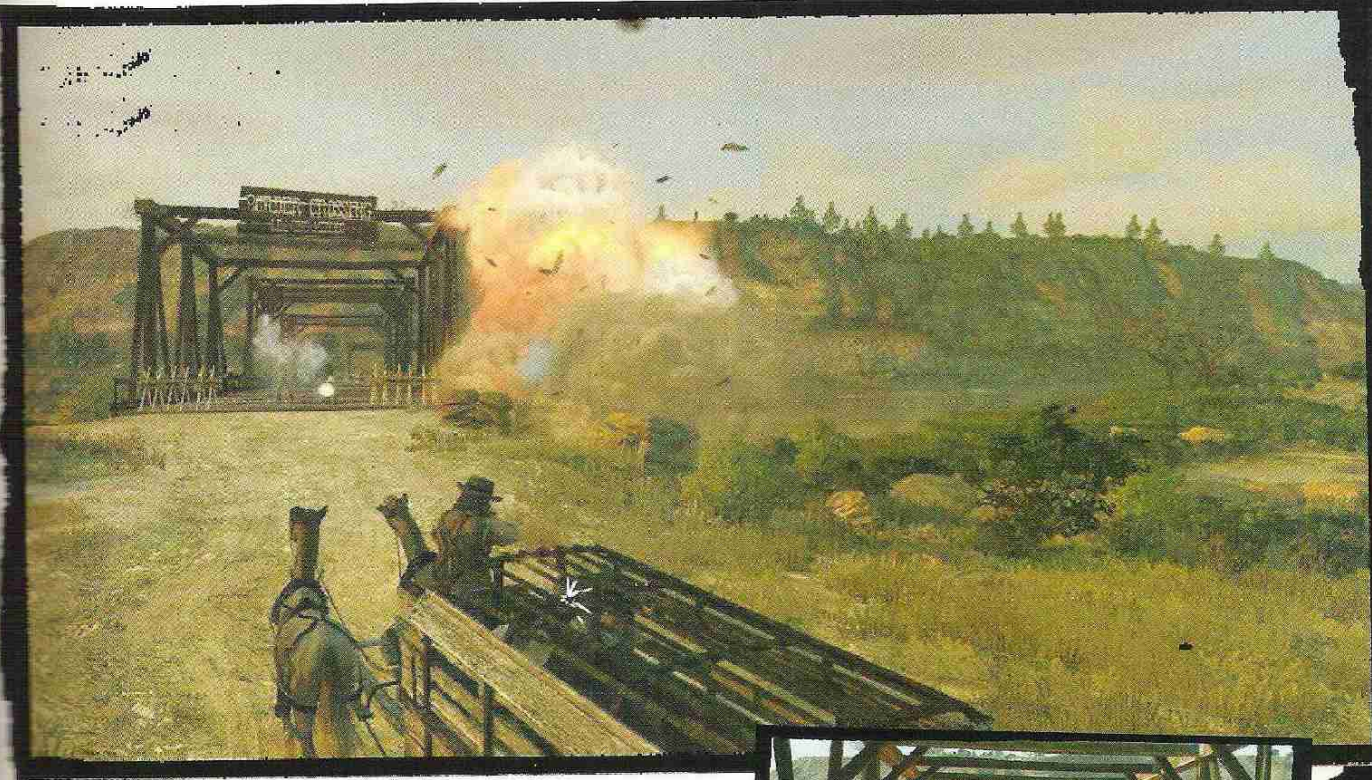
DRIVE THE PRISONERS ACROSS TO AMERICA.

Ricketts wants to take the prisoners over the border at the Ramita de la Baya bridge (3), which appears as the yellow blip on your map. Follow the yellow map route. Remember that you have prisoners in the wagon, so don't be reckless!

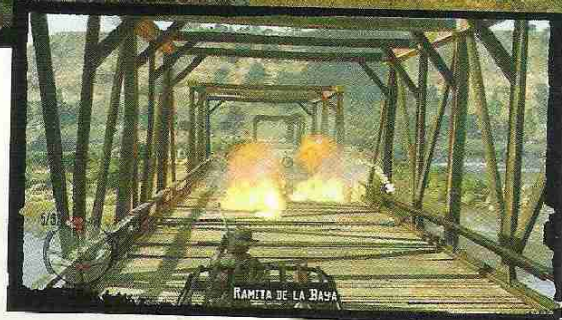


FIGHT THROUGH THE BRIDGE GUARDS.

At the bridge, which has two spans, a squad of Mexican soldiers tries to prevent your crossing. Note that soldiers are posted on both sides of the first span and a few ride in on horseback to your left before the bridge. A good opening tactic is to take out the horseback targets and then target the TNT crates by the sandbag emplacement on the right-hand side of the bridge entrance to eliminate a handful of foes. Then start driving across the first span. It's best to be moving as quickly as you can as opposed to slowing and being more careful with your shot selection. If all else fails, you can usually survive by quickly powering through the bridge to the other side.



The guards on the far side of the first span toss fire bottles at you, so pick them off from a distance before your wagon comes within their throwing range. Again, look for another TNT box near them—this one is on the left side, just behind the barrier. Nail these explosives to take out multiple soldiers.

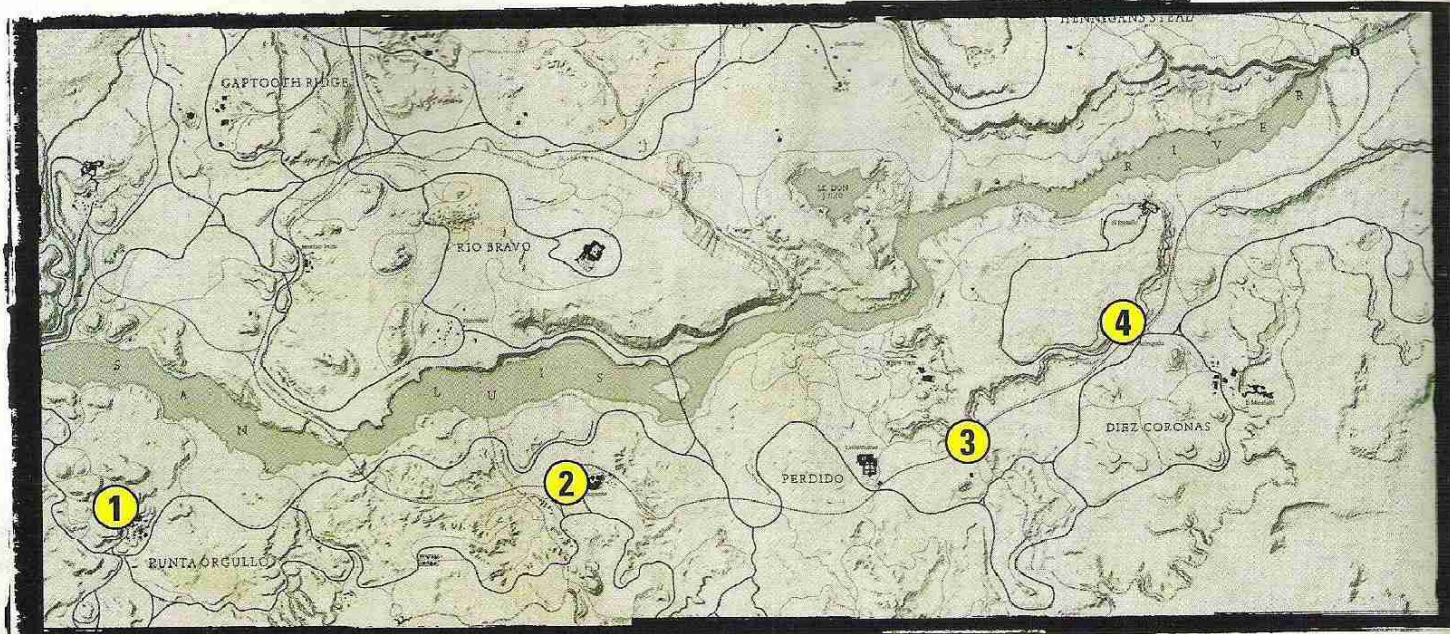


After the blast, make a run for it. There's a raft in the river on the left side of the bridge with a static gun placement. Use Dead Eye to take out the operator, or if your health is good, just quickly make a break for the other side. Once you drive across the second span of the bridge, you're home free. Drive into the yellow X down the road and then watch as Landon Ricketts and John Marston say their goodbyes.



CIVILIZATION, AT ANY PRICE

VINCENTE DE SANTA



MAIN OBJECTIVES

- Accompany De Santa to Chuparosa.
- Escort the train safely to Casa Madrugada.
- Catch the hijacked train and shoot the rebel driver.
- Jump aboard the engine.

PREREQUISITE

- Complete "We Shall Be Together in Paradise."

NEW ELEMENT INTRODUCED

- Jumping onto moving trains

UNLOCKABLE

- Poppycock (Stranger)

FAIL CONDITIONS

- Assault, kill, or abandon De Santa.
- Kill horses pulling the carriage(s).
- Assault or kill any of the Mexican Army.
- Kill any Mexican Army horse.
- Allow bandits to destroy train.
- Allow train to escape.
- Don't stop train before Butter Bridge.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.



Follow the "D" map icon to the gate outside Escalera (1). John Marston meets Captain Vicente De Santa of the Mexican Army. De Santa is a convivial fellow who nonetheless deeply feels his country's pain, which he blames on the rebels led by Abraham Reyes. The Captain declares that his commander, Colonel Allende, seeks only to "keep civilization alive." When Marston asks about Bill Williamson and Javier Escuella, De Santa suggests they may be posing as freedom fighters somewhere in the surrounding hills. He asks Marston to ride with him and his soldiers as they attempt to lure Reyes into a trap.

MISSION

RIDE WITH DE SANTA TO CHUPAROSA.

You can either mount your horse and ride beside De Santa's wagon or hop onto the wagon and ride shotgun with De Santa. (Your horse will follow.) Chuparosa appears as a yellow blip (2) on your map. During the long trip, De Santa continues to make his case for Colonel Allende and against the rebellion. As he puts it, "Revolution is always selfish. It is nothing but greed and ego." As you near Chuparosa, the Captain lays out his trap.



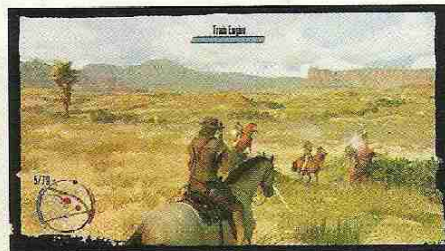
HELP DE SANTA ESCORT THE TRAIN.



The plan is to lure the rebels into attacking a "supply train" that is actually filled with soldiers. When you arrive in Chuparosa, mount a horse and accompany De Santa (the blue map blip) as he rides ahead of the train. A blue "Train Engine" bar appears onscreen. As the train takes damage from rebel attacks, the bar decreases. If the bar drops to zero, the train is destroyed and you fail the mission.

Soon attackers appear as red blips on your

map. Ride toward them and wipe them out. Dead Eye targeting is very useful here. Some targets ride in on horseback; others take up positions behind rocks and wagons. Try to stay out in front of the engine with De Santa, eliminating rebels before they can inflict much damage on the train, particularly those tossing dynamite.



WATCH OUT AT THE TUNNEL!

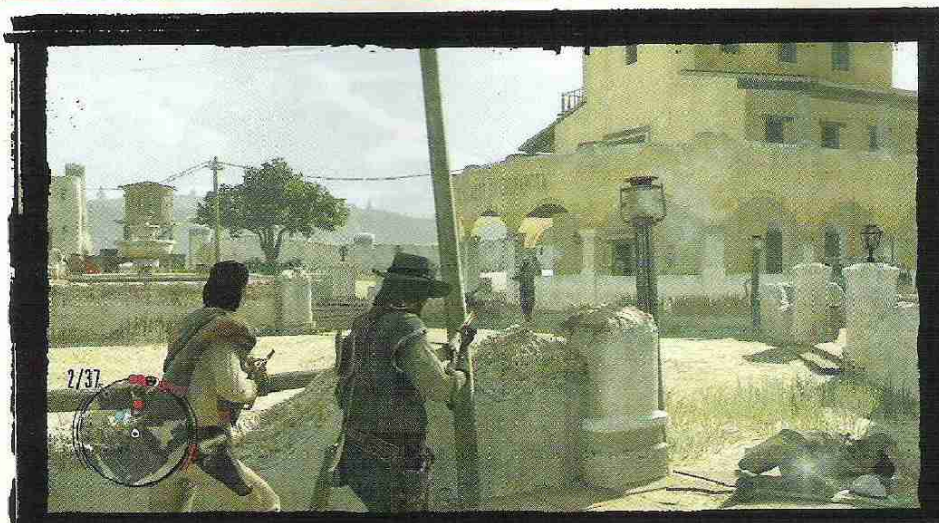
When you see the tunnel (3) up ahead, hurry forward and beat the train through it. Be ready for a heavy rebel ambush set up just beyond the tunnel to the east (right-hand side of the train). Don't let the train cut you off from these targets! This is the last major rebel assault before the train reaches its destination in Casa Madrugada.

MEET DE SANTA IN CASA MADRUGADA.



Once you reach Casa Madrugada, follow the yellow map blip to the yellow X marker (4) outside the Cantina to meet Captain De Santa.

TAKE OUT THE REBELS TO RETAKE THE TRAIN.



Hustle to your horse and ride after the train pulling out of the station. Your objective is to gun down the rebels hijacking the train—the red map blips mark the rebels on the train. Pick them off as you ride up the right-hand side of the train, where you have more room to maneuver.



JUMP ONTO THE TRAIN.

When you finally defeat all of the rebels aboard, the train engine is marked as the blue blip on your map. Ride up alongside the engine and press the button indicated onscreen to make the leap onto the train. When you hop aboard, a spectacular mission-ending cinematic is triggered: dynamite destroys Butter Bridge (5) up ahead, but Marston manages to brake the train to a halt before reaching it.



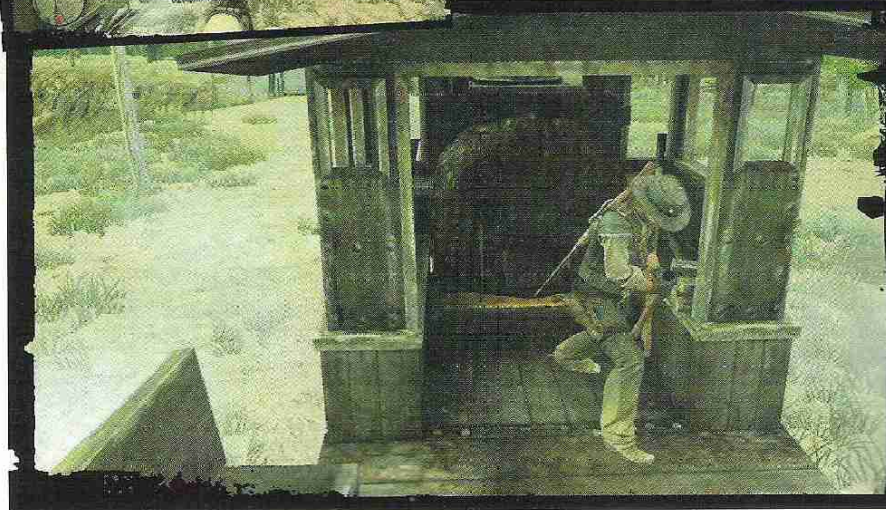
NEW MISSION STRAND OPENS!

IF YOU'VE ALREADY COMPLETED THE SECOND RICKETTS MISSION ENTITLED "LONDON RICKETTS RIDES AGAIN," A NEW MISSION-GIVER ICON APPEARS ON THE MAP AFTER YOU COMPLETE "CIVILIZATION, AT ANY PRICE." NOW YOU HAVE A TOTAL OF THREE MISSION CHOICES:

- FOLLOW THE WHITE "L" ICON SOUTH TO FIND LUISA FORTUNA AND TRIGGER THE FIRST MISSION IN HER STRAND, "MY SISTER'S KEEPER."
- FOLLOW THE WHITE "LR" ICON TO CHUPAROSA TO TRIGGER YOUR FINAL MISSION WITH LONDON RICKETTS, "THE MEXICAN WAGON TRAIN."
- OR YOU CAN FOLLOW THE "D" ICON INTO ESCALERA FOR THE NEXT DE SANTA MISSION, "THE DEMON DRINK."

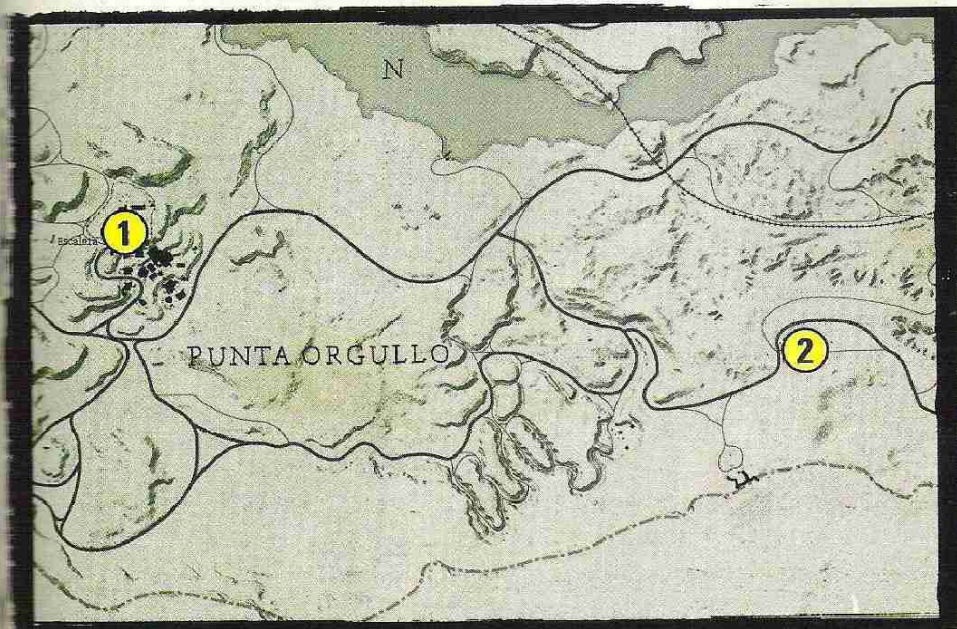
STRANGER MISSION: "POPPYCOCK"

COMPLETING "CIVILIZATION, AT ANY PRICE" UNLOCKS THE STRANGER MISSION, "POPPYCOCK" FOLLOW THE "2" ICON INTO THE ALCALDE IN CHUPAROSA TO MEET A JOVIAL FELLOW, URIAH TOLLETS. FOR MORE ON THIS ENCOUNTER, CHECK OUT THE STRANGERS SECTION OF OUR GUIDE.



THE DEMON DRINK

VINCENTE DE SANTA



Follow the "D" icon to Escalera (1). Marston discovers an uncomfortable scene: Colonel Allende humiliating Captain De Santa in public. Then Allende meets with Marston and speaks of Javier Escuella, who the Colonel believes may have joined the rebel cause. Allende offers a deal: he will find the men Marston seeks if Marston agrees to help fight rebels at Tesoro Azul.

MAIN OBJECTIVES

- Race De Santa to Tesoro Azul.
- Gun down all of the rebels in town.
- Use fire bottles to burn down three rebel hideouts.

PREREQUISITE

- Complete "Civilization, at Any Cost."

NEW ELEMENTS INTRODUCED

- Throwing weapons
- Using fire bottles

UNLOCKABLES

- Store Item: Fire Bottles
- Funny Man Part 3 (Stranger)
- Hideout: Tesoro Azul

FAIL CONDITIONS

- Assault, kill, or abandon De Santa.
- Assault or kill any Mexican Army soldier.
- Kill any Mexican Army horse.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

You arrive in Tesoro Azul (2) to witness a disturbing scene: soldiers executing rebels bound and kneeling at the town wall. Marston meets the local commander, Captain Espinoza—a brutal, cold-blooded sort of fellow. Then De Santa and Espinoza take up positions at the town's entry gate.

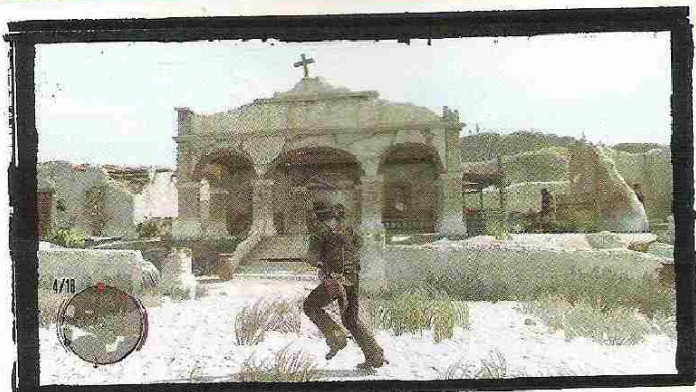
MISSION

RACE DE SANTA TO TESORO AZUL.

Mount your horse and ride with De Santa (the blue blip on your map). Shortly after you exit Escalera, he challenges you to a race. Your destination appears as a yellow blip on the map with the route marked by the yellow line.



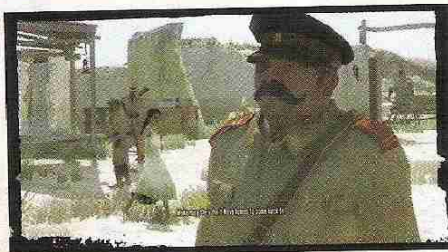
SEARCH THE TOWN FOR REBELS.



Push through the gate with your rifle drawn. Rebels appear as red blips on your map. Start hunting them down. Several rebels are holed up in the church. Watch for snipers up on the church roof.

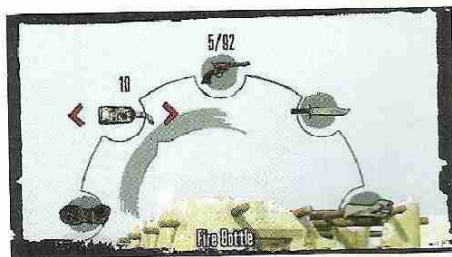
JOIN DE SANTA.

After you clear the area around the church, follow the yellow blip that appears. Step into the yellow X to trigger a scene: Marston learns the "bonus objective" of this rebel-hunting raid into Tesoro Azul. Then Espinoza orders him to torch the town with fire bottles.



BURN DOWN REBEL HIDEOUTS.

Follow the green map blip to find several boxes of fire bottles at the bottom of a broken staircase. Use the button indicated onscreen to grab these incendiaries—you get 10 per grab—then bring up your Radial menu and equip the bottles. Three rebel hideouts appear on your map as yellow blips. Head for the nearest one and face the house.



Aiming activates a yellow throwing arc that appears onscreen. Use this visual to precisely target your throw, then pull the trigger to toss the bottle at the house. When a house bursts into flames, you've burned it down and its yellow blip disappears from the map. Repeat at the other two hideouts indicated on the map. After the third one is in flames, you've completed the mission.



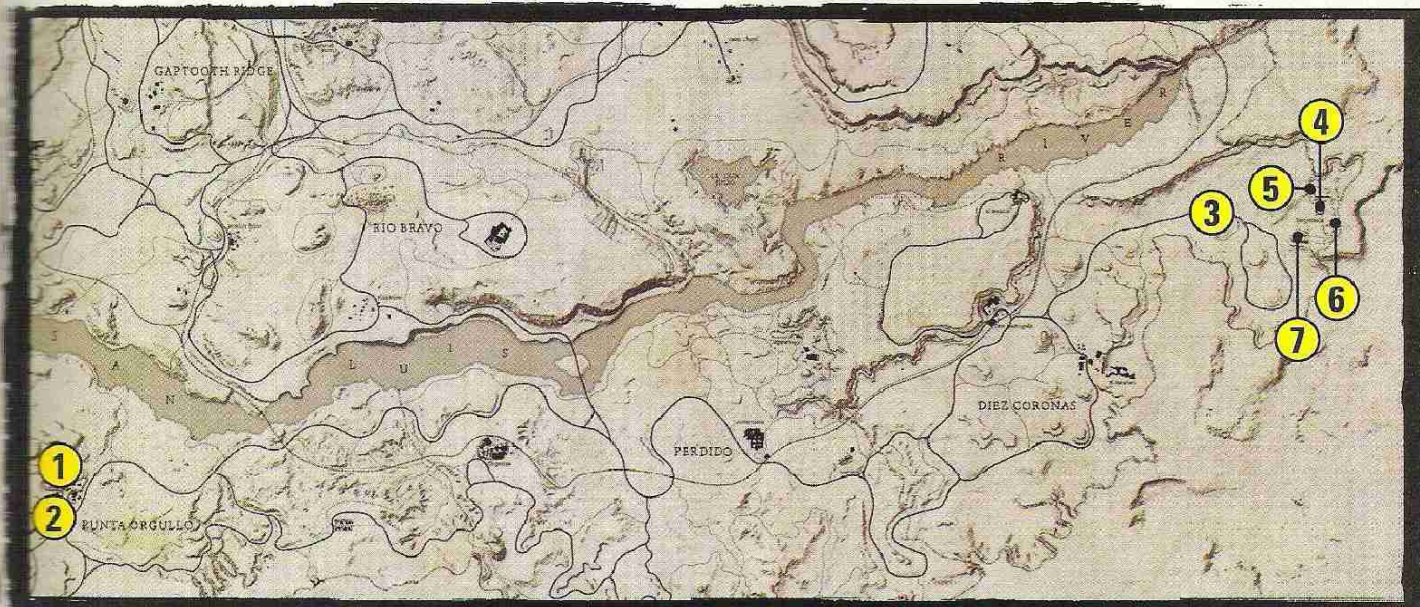
STRANGER MISSION: "FUNNY MAN"

COMPLETING "THE DEMON DRINK" UNLOCKS A NEW STRANGER MISSION. THIS TIME THE "?" ICON LEADS YOU TO A NASTY GUNFIGHT AGAINST A LARGE BAND OF OUTLAWS AT THEIR HIDEOUT IN TESORO AZUL. FOR MORE ON THIS ENCOUNTER, CHECK OUT THE STRANGERS SECTION OF OUR GUIDE.



EMPTY PROMISES

VINCENTE DE SANTA



MAIN OBJECTIVES

- Accompany De Santa to the wagon convoy.
- Ride shotgun to Torquemada.
- Fight your way up to the ruined fort.
- Clear the fort of rebels.

PREREQUISITE

- Complete "The Demon Drink."

NEW ELEMENT INTRODUCED

- Using a sniper rifle

UNLOCKABLES

- Rolling Block Sniper Rifle (gift)
- Love is the Opiate (Stranger)

FAIL CONDITIONS

- Assault, kill, or abandon De Santa.
- Kill De Santa's horse or your own horse.
- Kill the horses pulling the carriage.
- Assault or kill any Mexican Army soldiers.
- Die.



Follow the "D" icon to Escalera (1). John Marston finds an agitated Captain De Santa on horseback, ready to ride. The Captain speaks of a betrayal and calls on Marston to join him.

MISSION

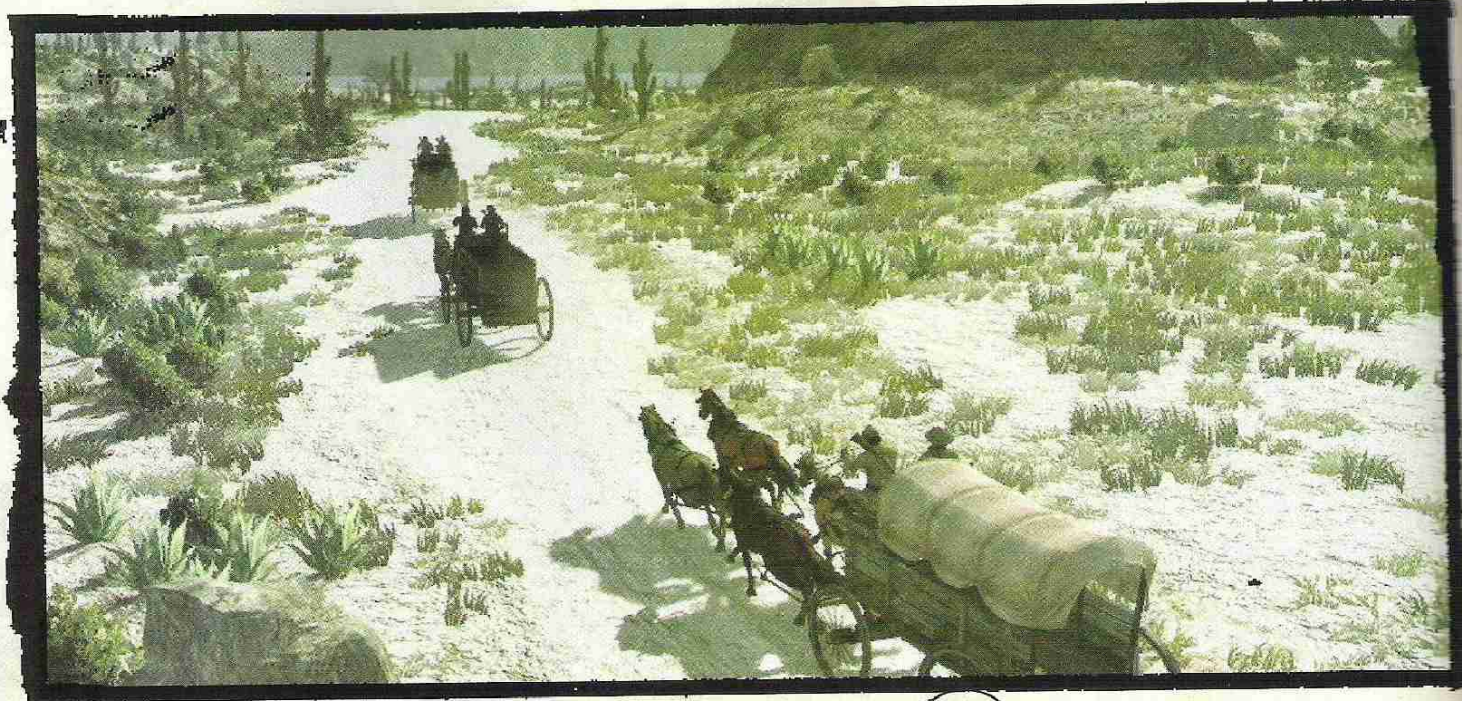
RIDE TO THE CONVOY.

Mount up and follow De Santa to the wagon convoy marked by the yellow map blip. On the way, the Captain explains that a large force of rebels has taken control of an abandoned fort called Torquemada, near Nuevo Paraiso.



RIDE SHOTGUN WITH DE SANTA TO TORQUEMADA.

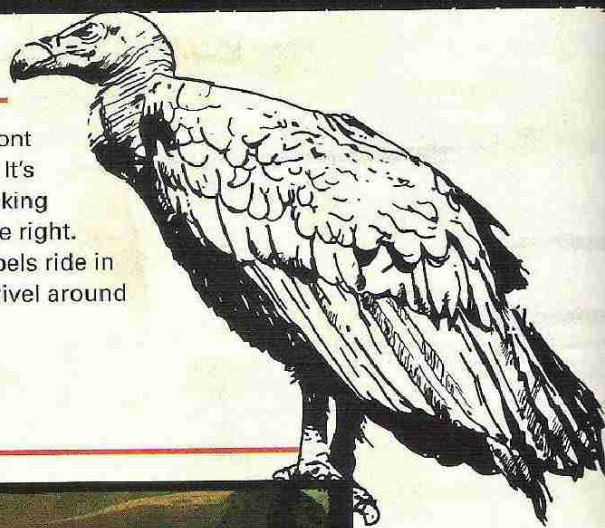
When you reach the three-wagon convoy (2), dismount and follow De Santa to the middle wagon (the blue blip). Hop aboard to ride shotgun while the Captain drives the long route to Torquemada (the yellow blip). He tells you that Captain Espinoza is now in charge of troops near Torquemada. When you reach Diez Coronas, you can see the imposing fort rising up ahead atop a mesa. De Santa warns you to stay alert; he has a bad feeling.



FIGHT OFF THE REBEL AMBUSH.

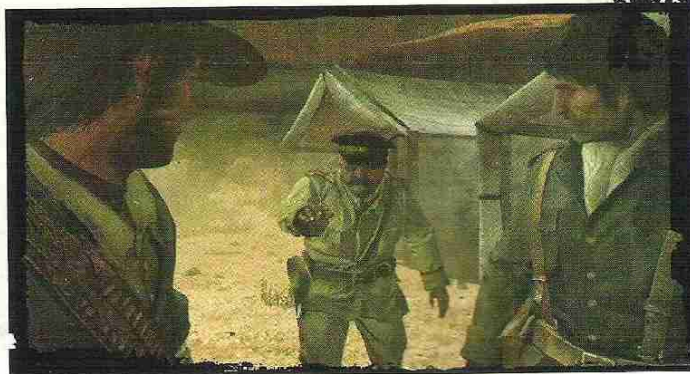


Sure enough, the wagon in front of you suddenly explodes (3). It's an ambush! Rebels start attacking on foot from the heights to the right. Take them out. Then more rebels ride in on horseback behind you. Swivel around and pick them off, too.



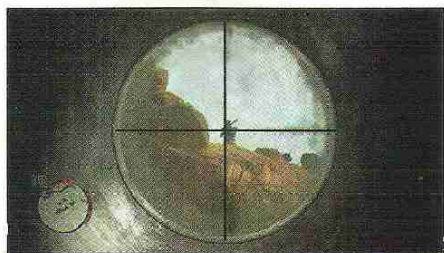
FOLLOW DE SANTA TO CAPTAIN ESPINOZA.

De Santa drives the wagon on toward the Mexican Army encampment (4) where you can hear more gunfire. Follow De Santa as he hops off the wagon and runs into the camp. This triggers a scene: Espinoza appears and reports that his men are being massacred by a rebel ambush. He orders Marston to grab a nearby sniper rifle.



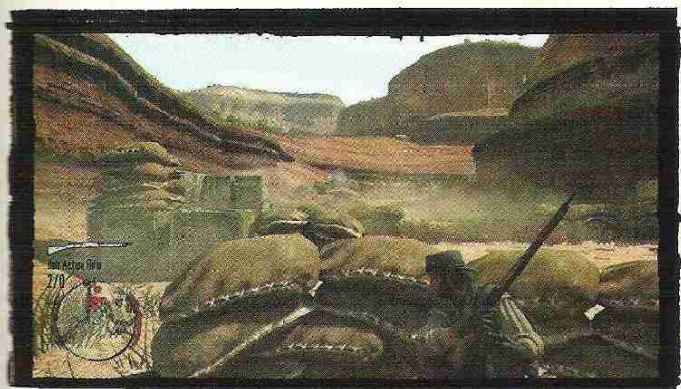
SNIPE REBELS WITH THE ROLLING BLOCK.

Follow the green blip on the map to nab the Rolling Block sniper rifle on a nearby table. Equip the new rifle and aim to bring up the sniper scope.



Start targeting the rebel riflemen up on the mesa. These are largely stationary targets, so the task isn't too difficult. One shot to most any part of their bodies will take them out (normally this is not the case and a good headshot always prevails).

DEFEND THE BLOCKADE.



Once you clear the heights of rebels, Espinoza calls on you to defend his men at the blockade (5). Run with the soldiers toward the yellow map blip that marks the location. As you arrive, an explosion indicates that the rebels have broken through the line! Set up behind cover and start picking off approaching rebels with the Rolling Block. This time you must hit moving targets, so using the scope is tougher. Consider switching to another rifle here.

SAVE YOUR SNIPER AMMO

AFTER YOU ACQUIRE THE ROLLING BLOCK RIFLE AND PICK OFF THE FIRST REBELS UP ON THE MESA, CONSIDER SWITCHING TO ANOTHER WEAPON TO FIGHT YOUR WAY THROUGH THE BLOCKADE AND UP THE VALLEY. IT'S WISE TO CONSERVE SNIPER RIFLE AMMO UNTIL YOU REACH THE TORQUEMADA FORT ITSELF, WHERE THE ROLLING BLOCK WILL AGAIN BE A VERY USEFUL WEAPON.

**FALCON CLAW
TOBACCO PIPE**



**GENUINE PINE
CURVED HORN MOUTHPIECE**

CLEAR THE VALLEY.

Fight your way past the blockade to the valley that opens up to your right. Mexican Army troops led by Espinoza push forward with you. Help them eliminate the rebel force scattered amongst the boulders on the valley floor. Try using Fire Bottles to weed out well-covered enemies. Don't rely



on the auto aim feature when fighting foes in good cover. Aim for headshots to take them out quickly.

ACCOMPANY THE ARMY TO THE RUINS.

The next destination is now marked as a yellow blip (6) on your map. Run with the Mexican soldiers up the valley that leads to the top of the mesa where the fort is located. When you reach the edge of the ruins, take up a position behind one of the low walls for cover. Espinoza orders you to take out the enemy snipers, marked as red blips on the map. Pick them off one by one and push forward again. (This might be a good place to use the Rolling Block rifle a few times.)

DISPENSE WITH THE REBELS.

Keep fighting your way forward from wall to wall and rock to rock. Several more waves of rebels block your approach to the ruined fort. This is a long, hard battle. Don't fall too far behind Captain Espinoza, who leads his troops uphill each time you secure a new forward position. If you do lag, you'll get an onscreen warning to keep up and Espinoza appears as a blue blip on the map. Keep pace with the Captain!



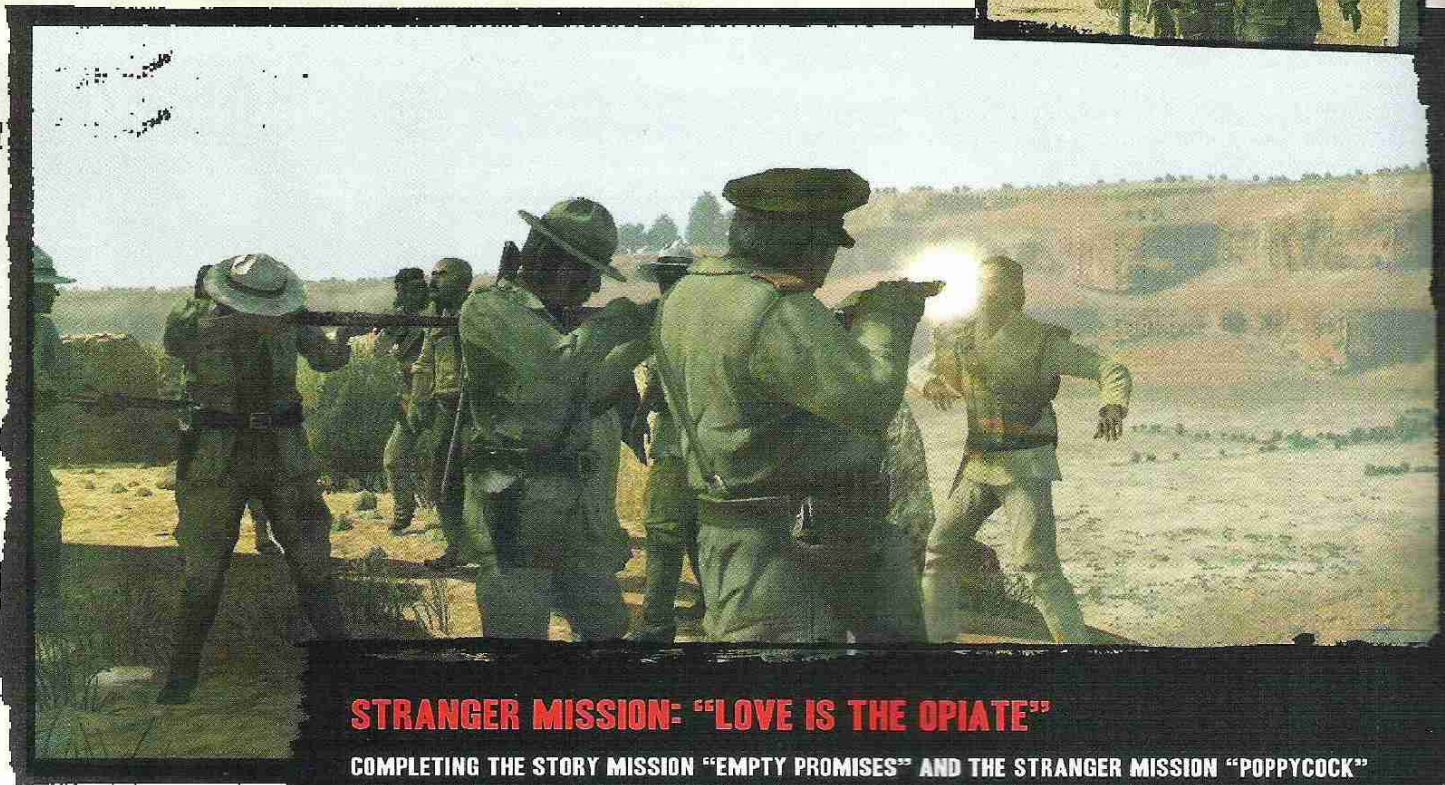
CLEAR OUT THE FORT.

The fighting gets very intense as you approach the central ruins of the fort (7). Many rebel shooters line the old walls, firing deadly volleys down into your ranks. If you run out of Rolling Block sniper ammo, switch to other weapons and use Dead Eye targeting to take out gunmen faster. When you finally nail the last rebel in the ruins, De Santa appears and sprints up into the fort.



MEET DE SANTA AT TORQUEMADA.

Find Captain De Santa (the blue blip on the map) and approach him to trigger another disturbing scene. As De Santa tries to distract Marston with talk of wine and women, Captain Espinoza and his troops systematically execute defenseless rebel prisoners at the edge of the cliff.

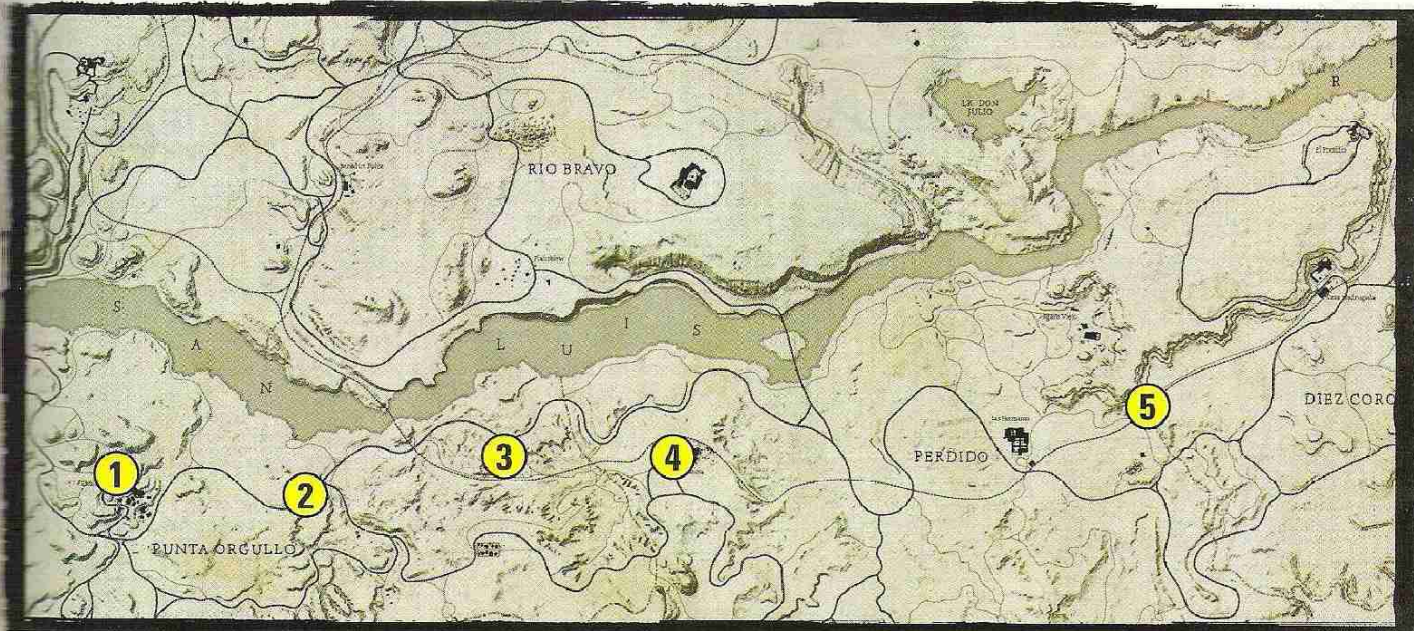


STRANGER MISSION: "LOVE IS THE OPIATE"

COMPLETING THE STORY MISSION "EMPTY PROMISES" AND THE STRANGER MISSION "POPPYCOCK" UNLOCKS A NEW STRANGER MISSION. STEP INTO THE WHITE "?" AT THE FRONT OF THE SLAUGHTERHOUSE ENTRANCE IN EL MATADERO. TALK TO THE CHINESE MAN HOLDING THE LETTER. FOR MORE ON THIS ENCOUNTER, SEE THE STRANGERS SECTION OF THIS GUIDE.

MEXICAN CAESAR

VINCENTE DE SANTA



MAIN OBJECTIVES

- Ride shotgun on the wagon to Chuparosa.
- Man the gatling gun on the train.
- Defend the train from rebels.

PREREQUISITE

- Complete "Empty Promises."

UNLOCKABLE

- Store Item: Dynamite

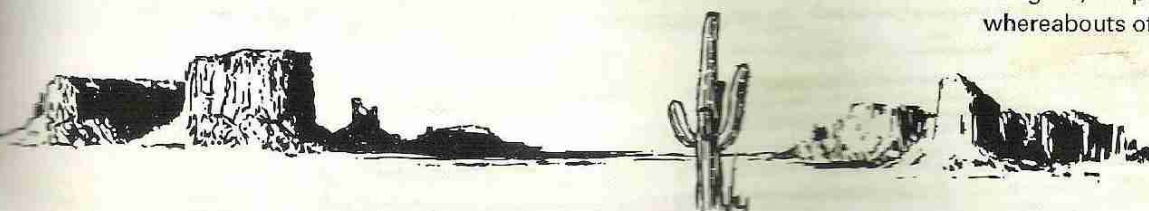
FAIL CONDITIONS

- Assault, kill, or abandon the Captain.
- Assault or kill any Mexican Army soldiers.
- Let the rebels destroy the train.
- Abandon the camp.
- Break the law.*
- Kill a dog.*
- Commit vandalism.*
- Assault or kill townsfolk.*
- Die.

** Not applicable if you ride with the Mexican Army*



Follow the "D" icon back to Escalera (1). Marston finds Captain De Santa doing some "recruitment" for Colonel Allende. The good Colonel wants to hire Marston to protect an important train passing through rebel-held territory. The reward is big: 20,000 pesos plus word of the whereabouts of Javier Escuella.



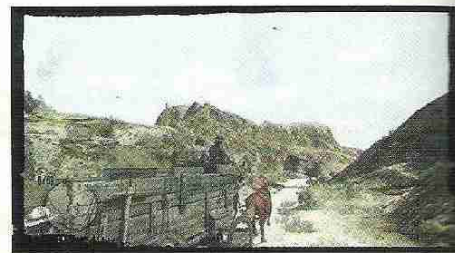
MISSION

RIDE SHOTGUN WITH ESPINOZA TO CHUPAROSA.

Follow the blue blip out to the wagon and hop aboard to ride shotgun with the "noble patriot," Captain Espinoza. Marston learns that the wagon is loaded with army munitions to be added to the growing stockpile in Chuparosa (the yellow map blip). The army plans to haul the stockpile via train to the main base camp up at Diez Coronas.



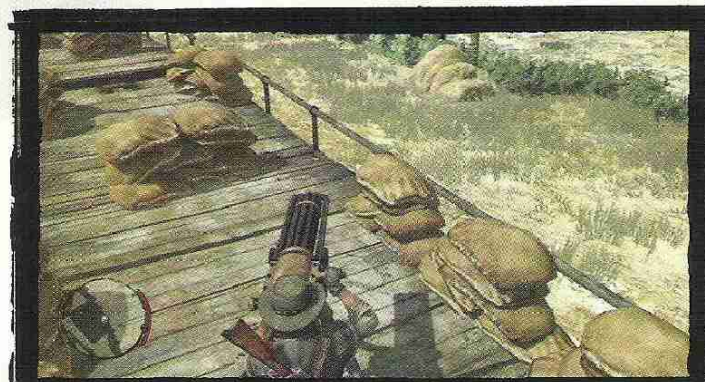
Don't relax, because the Captain is right—and one more ambush hits the convoy in a ravine (3) just outside Chuparosa. Quickly pick off the gunmen on the low hills above the ravine on both sides of the trail. You must protect both wagons in the convoy; if either one is wrecked, you fail the mission.



DEFEND THE TRAIN FROM THE REBELS.

MAN THE MACHINE GUN ON THE TRAIN.

When you finally reach Chuparosa (4), follow the yellow map blip to the yellow X marker next to the train. Captain Espinoza asks Marston to man a Gatling gun affixed to the flatcar behind the engine. Approach the gun to take control.



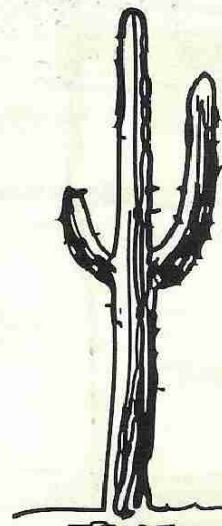
Watch your mini-map for approaching red blips. Keep a continuous stream of fire pumping at the rebels, who ride in on horseback and try to board the train. Note that a blue "Train Engine" bar appears onscreen. If the bar drains to zero, the train is destroyed.

Attackers try to hit the train from both sides, but your gatling gun swivels easily side to side. Keep checking that mini-map for red blips, and don't let rebels sneak in behind you. Be particularly wary as you pass through towns like Las Hermanas and Casa Madrugada where gunmen are posted on the train platforms.

NAIL THE BOARDERS TO THE REAR.



A big rebel squad waits in ambush on the far side of the short tunnel (5) as you approach Diez Coronas. Dozens of horsemen start riding in for deadly close-range attacks, and some leap onto the rear cars. Swivel the gun toward the rear and be ready for rebel gunmen approaching on foot from the back of the train.



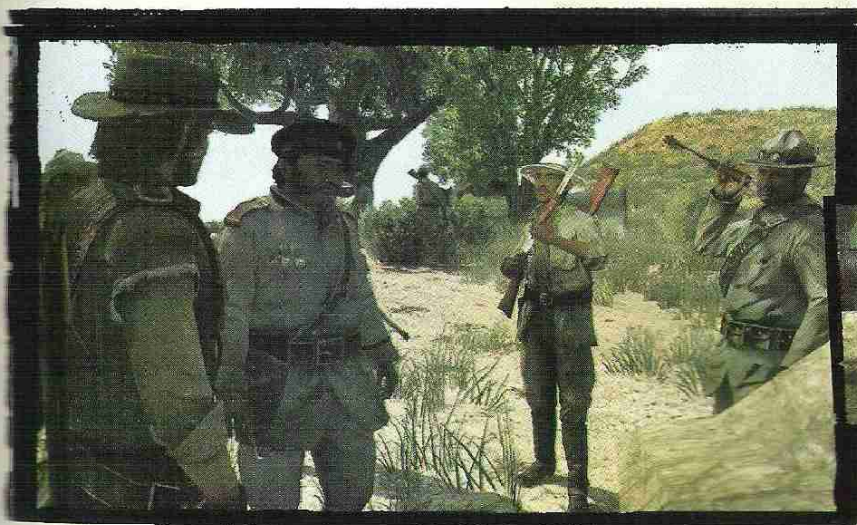
TAKE OUT THE REBELS THROWING FIRE BOTTLES ON THE FINAL CLIMB.

The train must chug hard uphill through a final pass just past Diez Coronas to reach the army base camp (6) at the top. As you climb, rebels on the high ground to your right open fire. Some toss fire bottles, so focus on eliminating all of them. A fire bottle inflicts major damage to the train. When you get near the top of the long climb, your "Train Engine" bar disappears, indicating you've gotten past all train attackers.

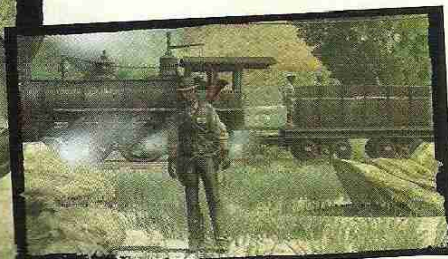


RIDE TO THE ARMY CAMP AND MEET THE COMMANDER.

The commander of the army base camp now appears as a yellow blip on your map. When the train arrives at the camp, hop off and walk to the yellow X marker to meet him. He thanks you for your skillful work... then strides off to continue his. Once again, Marston is left without the information he seeks.

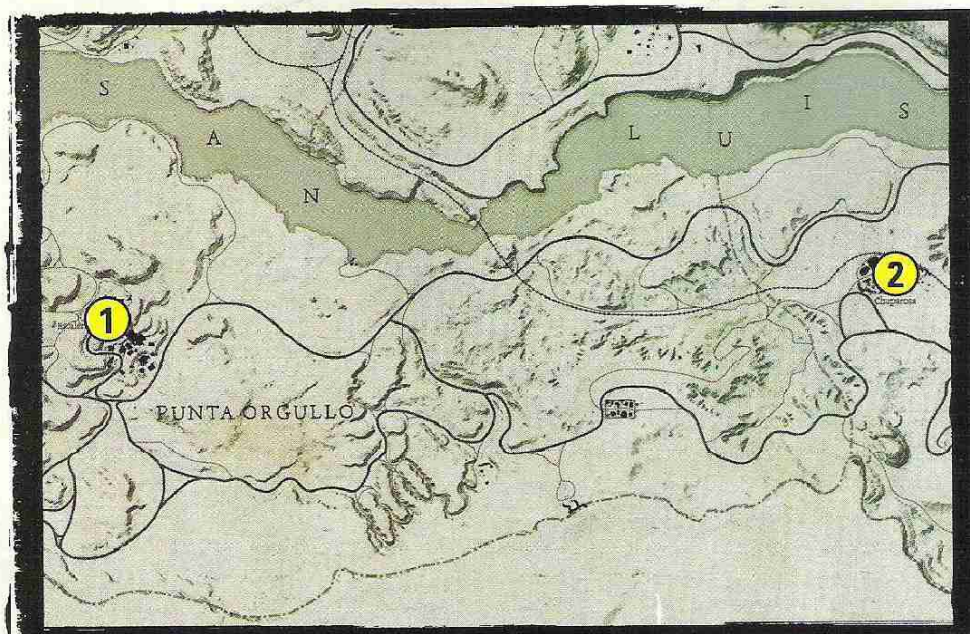


If you've completed "Must a Savior Die?" for Luisa Fortuna, you can move on to the next De Santa mission, "Cowards Die Many Times."



COWARDS DIE MANY TIMES

VINCENTE DE SANTA



Follow the "D" icon to Escalera (1). De Santa takes Marston to meet with Colonel Allende, who finally has good news. He claims that both Javier Escuella and Bill Williamson have been captured in Chuparosa! All Marston has to do now is ride there and collect them.

MAIN OBJECTIVES

- Ride shotgun with De Santa to Chuparosa.
- Enter the church.
- Find Reyes to get free.
- Retrieve your weapons from the cantina.
- Wipe out the soldiers in town.
- Clear out soldiers from the magistrate's building.

PREREQUISITES

- Complete "Mexican Caesar" (Vincente De Santa).
- Complete "Must a Savior Die?" (Luisa Fortuna).

FAIL CONDITIONS

- Assault, kill, or abandon De Santa or any Mexican Army soldier (before entering church).
- Assault or kill Reyes or any rebels.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

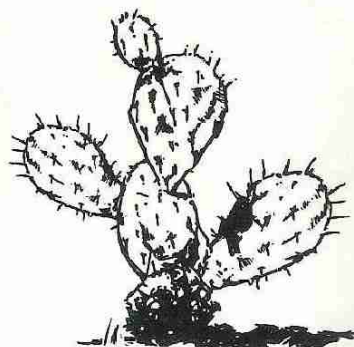
MISSION

ACCOMPANY DE SANTA TO CHUPAROSA.

Follow De Santa to the wagon and hop aboard to ride shotgun. The Captain drives to Chuparosa. En route, he explains that the men are being held in the church.

TRY TO WIN THE SHARPSHOOTER CONTEST.

De Santa challenges Marston to a shooting contest versus one of his soldiers. Each man gets five shots at the local wildlife. The winner gets \$25, so it's definitely worth the effort.



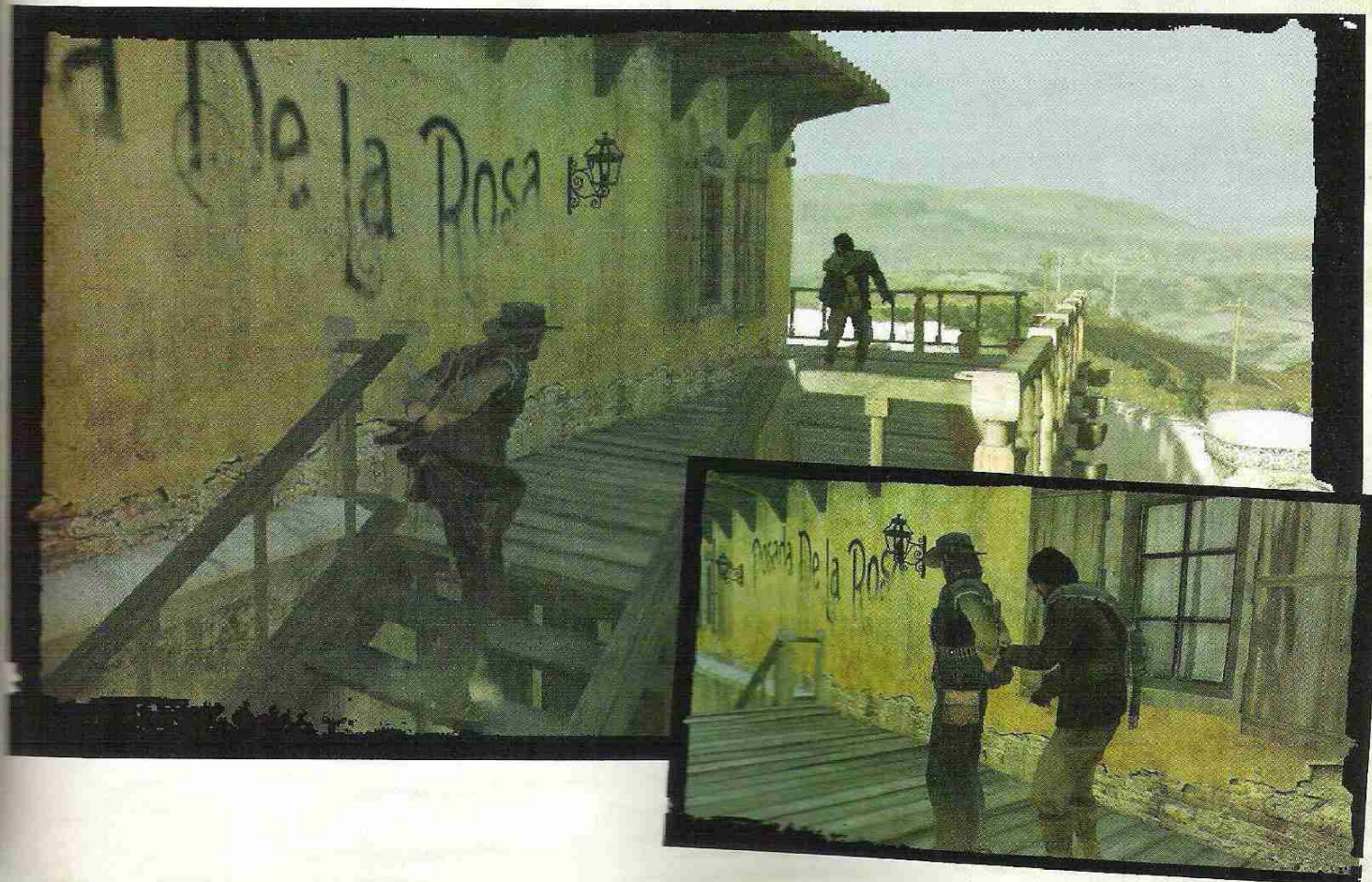
ENTER THE TOWN CHURCH.

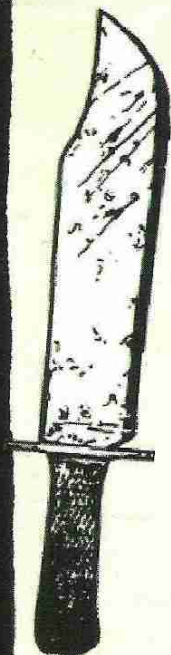
When you arrive outside Chuparosa, follow the yellow blip to the church (2) where Williamson and Escuella are supposedly being held. When you enter, you trigger a scene: Marston finds nobody inside, but he does receive a warm military "thanks" for his service to this land. Things look grim for a second, but Marston's new rebel friends come to the rescue.



FIND ABRAHAM REYES!

You are weaponless and your hands are tied behind your back. When all hell breaks loose, check your map to find Reyes, marked as the blue blip. Sprint directly across Chuparosa's main street and around to the back of the Posada de la Rosa. Climb the exterior staircase to the second floor landing, where Reyes waits. Approach him to trigger a quick scene: Reyes cuts the ropes binding your hands and then gives you the knife.

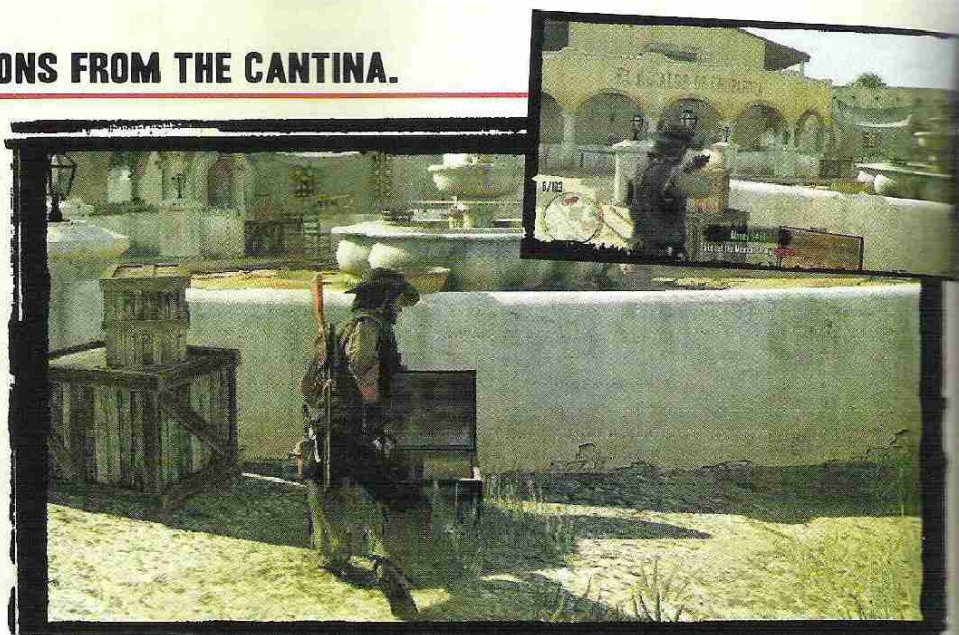




RETRIEVE YOUR WEAPONS FROM THE CANTINA.

Reyes instructs you to recover your weapons. Their location now appears as a green map blip. Arm yourself with your knife and run to the blip. You can find the weapons in a chest on the ground near the central fountain where you sprinted from when you first broke free from captivity.

Approach the chest and press the button indicated onscreen to grab your weapons.



TAKE OUT THE MEXICAN ARMY SOLDIERS.

Now you can mete out some vengeance. Select your best rifle and take cover behind the fountain wall. Help the rebels wipe out the soldiers around the El Alcalde De Chuparosa building. Don't kill any rebels or you'll fail the mission!

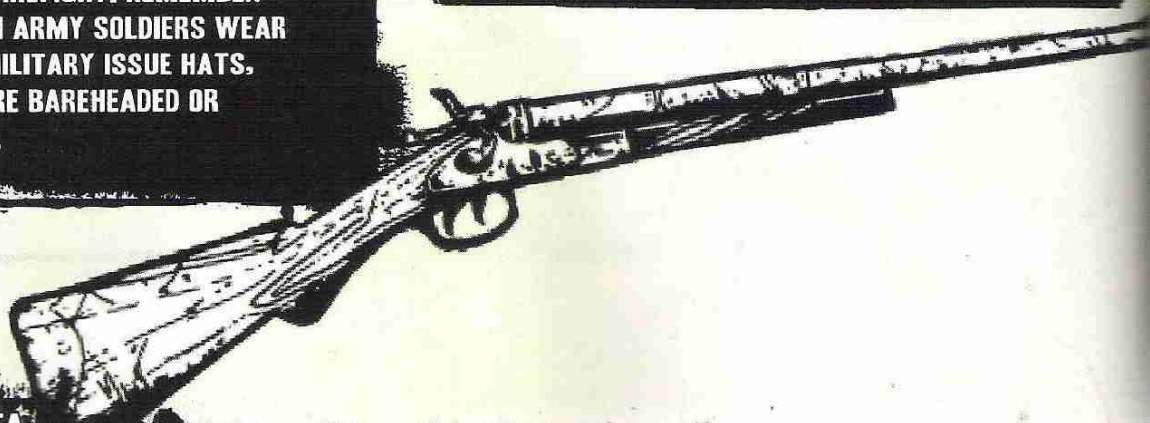


BAD HATS

THE STREET BATTLE IN CHUPAROSA IS A WILD AND WOOLY FIREFIGHT. REMEMBER THAT THE MEXICAN ARMY SOLDIERS WEAR WHITE OR BLACK MILITARY ISSUE HATS, AND THE REBELS ARE BAREHEADED OR WEAR SOMBREROS.

KILL THE CAPTAIN.

The remaining Mexican Army troops retreat into the magistrate's office (the building named "El Alcalde de Chuparosa"). The Captain is holed up in a room on the top floor, and about a dozen soldiers are scattered throughout the structure. Clear the men from the outside wall and then carefully approach the entrance. When infiltrating close quarters and no hostages are present, we suggest using a high-powered handgun or shotgun (Double Barreled will do nicely). Depending on how fast you move, either before or when you enter the main door, a gunman rushes at you from the jail room in the back. Blow him away with the shotgun.



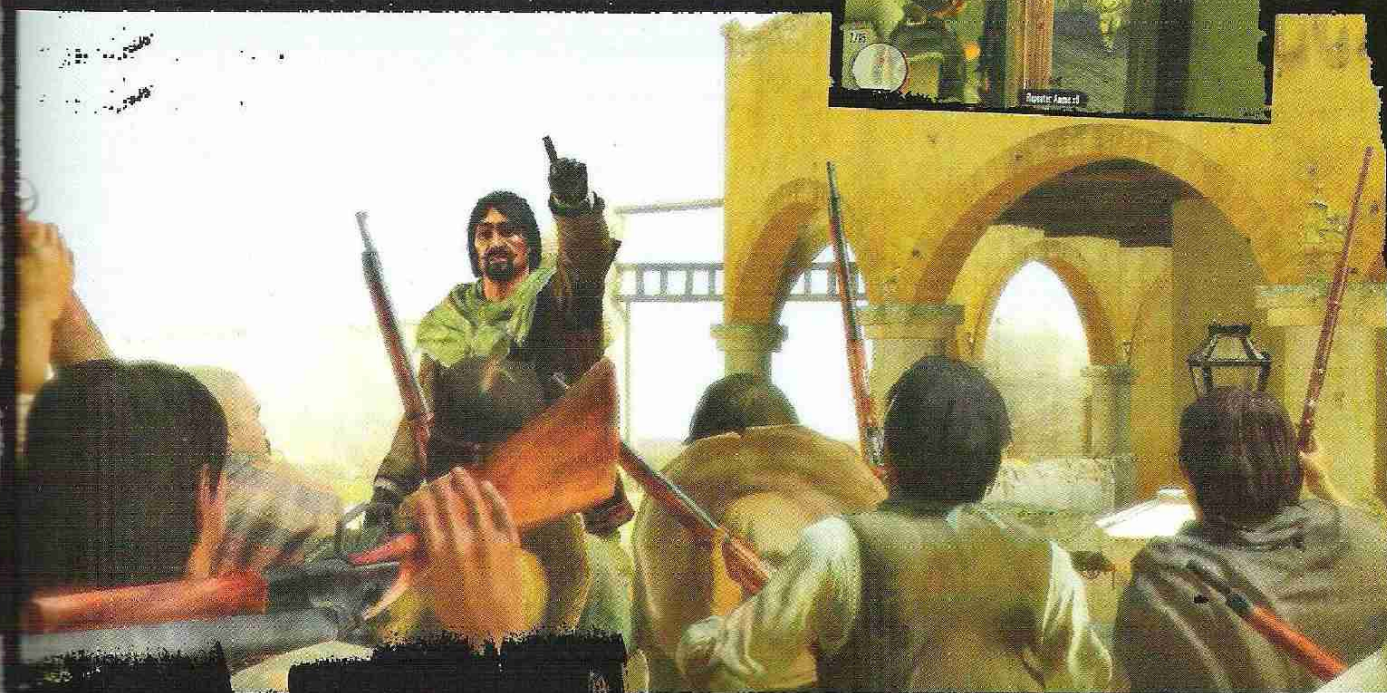
WATCH THE RUSHES

BEWARE OF SOLDIERS WHO BURST FROM DOORWAYS TO ATTACK YOU INSIDE THE ALCALDE DE CHUPAROSA! THESE RUSH ATTACKS OCCUR IN TWO PLACES: WHEN YOU FIRST ENTER THE BUILDING AND WHEN YOU CLIMB HALFWAY UP THE FIRST STAIRCASE.

Creep slowly up the staircase to the second floor—about halfway up, another soldier dashes out at the top of the stairs from the right. Gun him down quickly! A second soldier and the Captain wait in the bedroom to the right at the top of the stairs, so slide through the doorway ready to shoot. Use Dead Eye to take them both out in one attack.

Alternatively, you could exit the second floor to the exterior balcony, defeat the single soldier there, then work your way around the left side of the building and spot the Captain and his guard in the bedroom through the last window on the right. You can perform a surprise attack by shooting through this window!

After killing the Captain, you automatically meet Reyes by the fountain in the square. Reyes addresses his jubilant comrades outside in a mission-ending cinematic. And Marston quietly moves off to continue his search.



MISSION STRAND REOPENS!

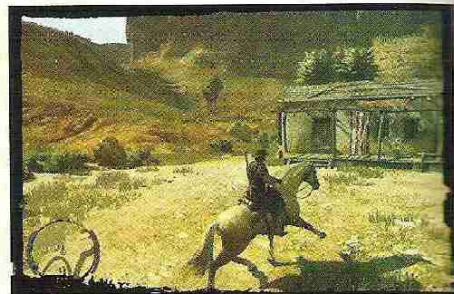
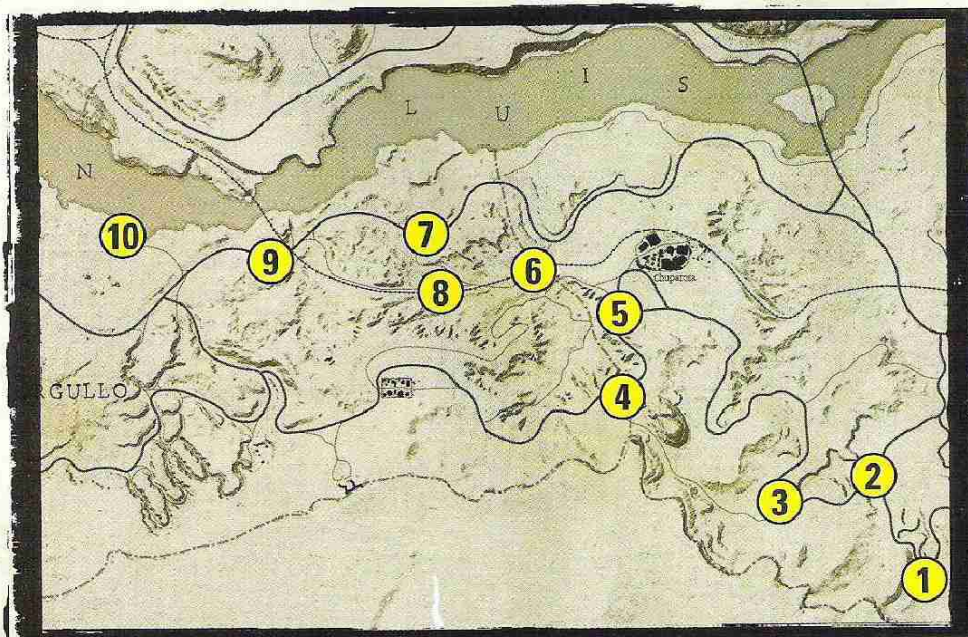
AFTER YOU COMPLETE "COWARDS DIE MANY TIMES," LUISA FORTUNA'S WHITE "L" ICON APPEARS ON THE MAP. FOLLOW IT TO THE FORTUNA FAMILY'S HUT DOWN ON THE SOUTHERN EDGE OF THE MAP TO MEET LUISA AND TRIGGER THE NEXT MISSION IN HER STRAND, "FATHER ABRAHAM."

NEW MISSION STRAND OPENS!

AFTER YOU COMPLETE "COWARDS DIE MANY TIMES," A NEW MISSION-GIVER ICON APPEARS ON THE MAP AT AGAVE VIEJO. FOLLOW THE "R" TO MEET ABRAHAM REYES AT HIS RANCH AND TRIGGER THE FIRST MISSION IN HIS STRAND, "THE GREAT MEXICAN TRAIN ROBBERY."

MY SISTER'S KEEPER

LUISA FORTUNA



MAIN OBJECTIVES

- Drive Miranda to the docks before sundown.
- Don't lead any army units to the docks!

PREREQUISITE

- Complete "Cowards Die Many Times."

NEW ELEMENT INTRODUCED

- Vehicle race against time

FAIL CONDITIONS

- Assault or kill Miranda.
- Kill the horses pulling the coach.
- Attack the coach.
- Fail to reach the docks before time expires.
- Lead the army to the docks.
- Die.

Follow the white "L" icon to the yellow X marker at the entrance to a small hut (1) near Campo Mirada. Marston finds the Fortuna family packing up to head for the hills. Luisa Fortuna (the girl Marston saved in "Landon Ricketts Rides Again") says the revolution is coming, led by Abraham Reyes. She's excited, but fears for her sister Miranda. The family is sending her by boat to safety in the Yucatan, but she needs safe transport to the docks. Marston agrees to escort the young girl.

MISSION

GET MIRANDA TO THE DOCKS BEFORE SUNDOWN.

Follow Miranda to her brother's stagecoach and hop aboard to take the reins. Note the countdown timer that appears onscreen. Your ultimate destination is the dock at Puerto Cuchillo, but it's a long haul and you're racing against time. You must reach your destination before the timer circle fills up or you fail the mission.



Miranda gives you specific directions as you travel, including panicked suggestions when you encounter army checkpoints.

AVOID ARMY CHECKPOINTS.

As mentioned, several army checkpoints manned by hostile soldiers are set up on the roads between Luisa's hut and the docks. Each checkpoint is marked by red flags, so you can spot them from a distance. Try to gun down soldiers, focusing first on those manning machineguns as you approach, but don't stop to fight! Keep rolling through the checkpoint and ride away at full speed. The mission timer is ticking, so you can't afford to slow down.

Keep in mind that although your horses will follow the road while you aim and shoot, they won't necessarily follow the highlighted map route. A cinematic plays at the first roadblock (2) and results in the stopping of your wagon. To avoid this, enter Dead Eye and gun the three soldiers down as soon as you round the first corner.

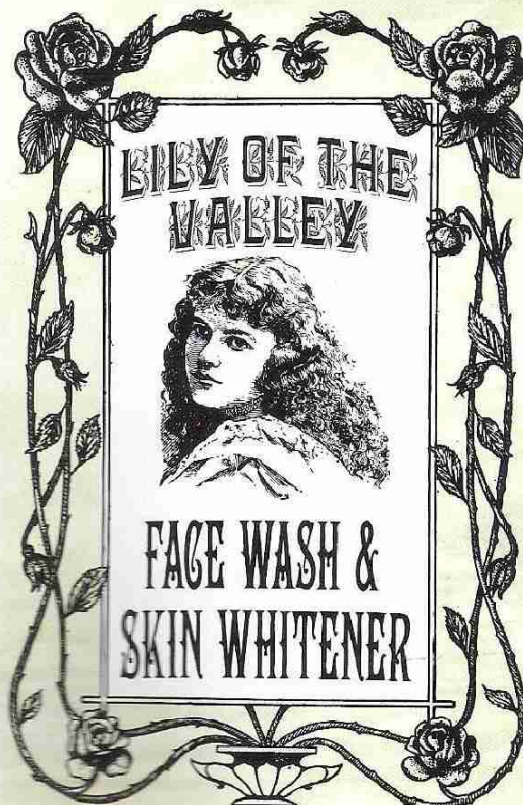
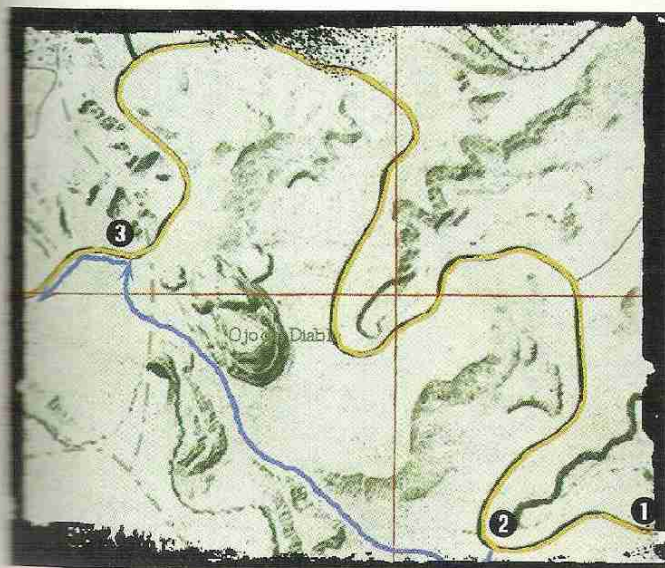


DON'T LET THE CAVALRY REACH THE DOCKS.

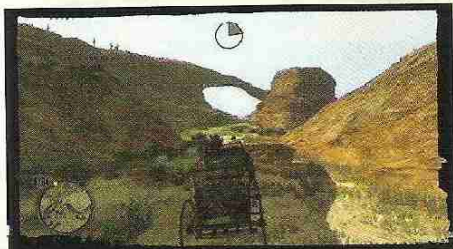
A few checkpoints (6) & (9) include Mexican cavalry troops. After you pass their checkpoint, these horsemen will give pursuit. If you lead them to the docks, you fail the mission. You must gun them down.

FOLLOW OUR ROUTE.

Stick to the yellow route through the first checkpoint. Gun down soldiers at that checkpoint as you approach, but don't stop or even slow down. Not far beyond, you see a second checkpoint (3) where soldiers blow up an approaching covered wagon (full of innocent civilians, no doubt).



Take Miranda's advice and veer left up the horse trail, marked as the blue route on our map. It leads uphill toward a distinctive rock arch called Ojo del Diablo (Eye of the Devil). Note that the yellow route on the in-game map readjusts itself as you take new routes.



FIGHT PAST THE GATLING GUN.

The horse trail runs through Ojo del Diablo and eventually reconnects with the main road (4) where more Mexican Army units are waiting, including a wagon. Here Miranda wants you to take a right turn. The Gatling gun to the left is deadly and the road is completely blocked off. Listen to Miranda and turn right down the hill.



HUSTLE TO PUERTO CUCHILLO.

Pile through the next checkpoint (5) by running down the soldiers as you take a left through their soft roadblock. Speed down the steep cliff trail and veer right to avoid the blockade on the left just before the railroad overpass (6). Pass under the tracks and start shooting all the mounted soldiers using Dead Eye so that no one follows you. The horseback riders you meet here must not be led to the docks.

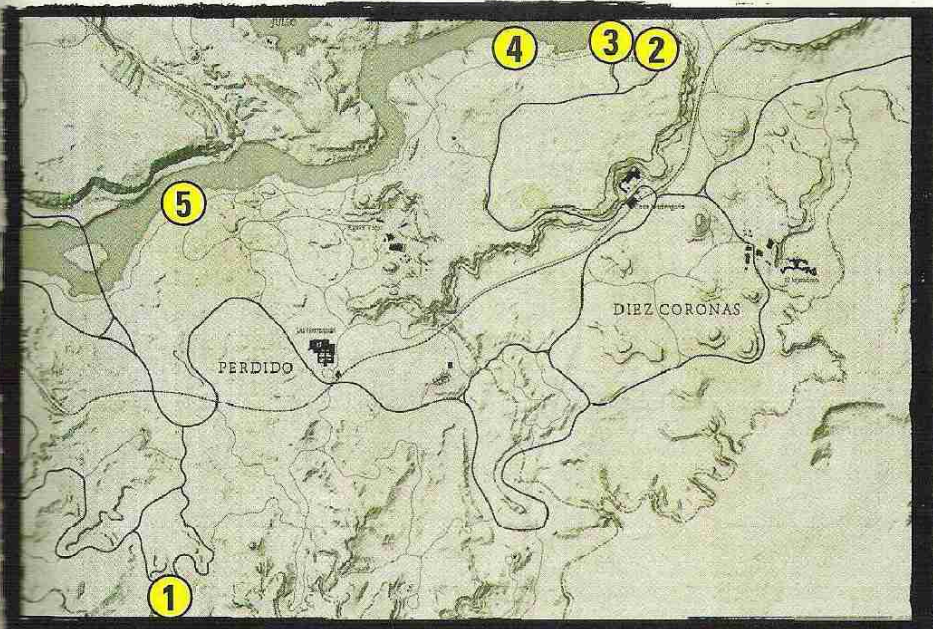
You'll reach another roadblock (7) at the end of the next stretch with more soldiers, but they will not pursue. Turn left on the intersecting trail and follow the new yellow route to the railroad (8). Turn right following the trail beside the railroad. The downhill route swings through a sharp right turn before the next rail bridge, so be careful there. Don't turn the wagon over!

As you pass left under the rail bridge, be prepared to defeat a wagon (9). Use Dead Eye to defeat this final threat. Do not let them follow you further. Take the next right as the yellow route indicates. When you see the water ahead, you're almost done. Drive into the yellow X marker (10) to complete the mission. Miranda thanks Marston and hurries to the boat. You can use Irish's safehouse to save your game and recover some ammo for your weapons from the chest.



MUST A SAVIOR DIE?

LUISA FORTUNA



Follow the white "L" icon to Luisa's hut (1). Marston finds the girl distraught because her lover, Abraham Reyes, leader of the Mexican revolution, has been captured. Luisa proclaims she will "rescue him or die trying." But Marston, moved by her passion, insists on accompanying her to El Presidio, and then engineering the breakout himself.

MAIN OBJECTIVES

- Accompany Luisa to El Presidio.
- Get inside the fort.
- Find the sniper post and stop Reyes' execution.
- Take out all soldiers in the fort.
- Free Reyes and find a horse.
- Ride with Reyes to safety.

PREREQUISITE

- Complete "My Sister's Keeper."

NEW ELEMENT INTRODUCED

- Stealth

FAIL CONDITIONS

- Assault or kill Luisa.
- Kill the horses pulling the carriage.
- Let the army spot you in El Presidio.
- Allow Reyes to be executed.
- Assault or kill Reyes.
- Kill horses used to escape El Presidio.
- Assault or kill accomplice rebel.
- Kill accomplice's horse.
- Die.

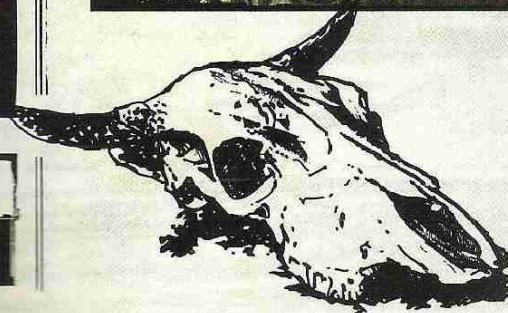
UNLOCKABLE

- Aztec Gold (Stranger)

MISSION

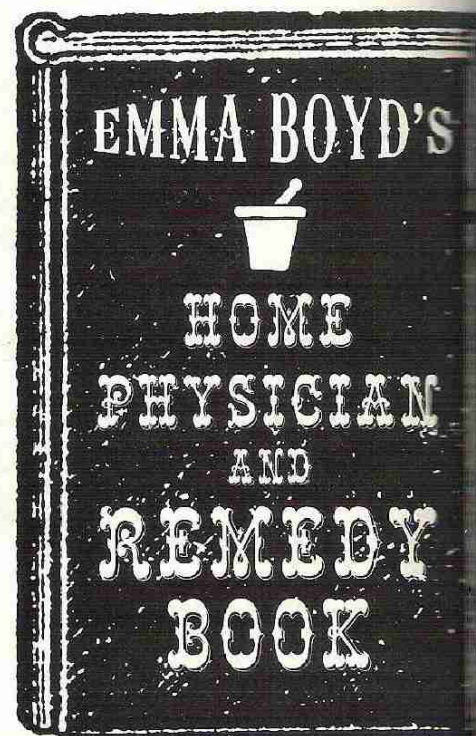
RIDE SHOTGUN TO EL PRESIDIO.

Hop on Luisa's wagon and ride with her to El Presidio (2), the yellow blip on your map. When you arrive, Luisa tells Marston about a wall section that you can scramble over to enter the structure. This spot now appears as a yellow blip on your map.



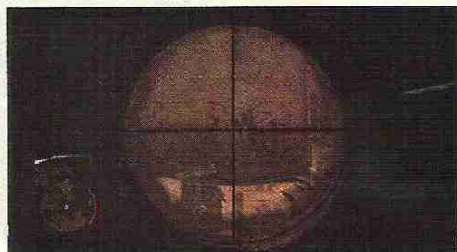
GET TO THE SNIPER POSITION INSIDE EL PRESIDIO.

Follow the yellow blip to the yellow X marker at the broken section of the exterior wall. Step into the X and climb over the wall into El Presidio. A message appears onscreen warning you that Reyes is about to be executed. Follow the next yellow map blip to another X marker beside 20 rounds of sniper rifle ammo.



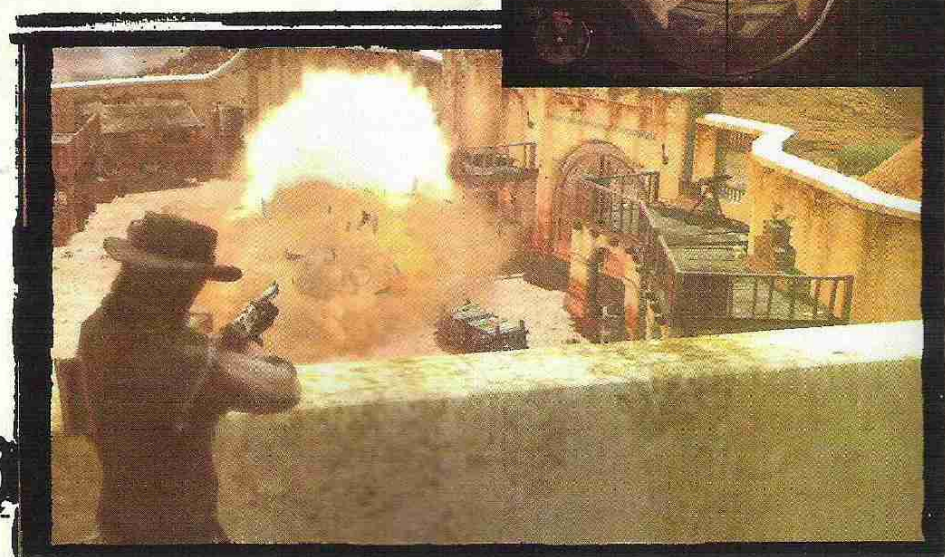
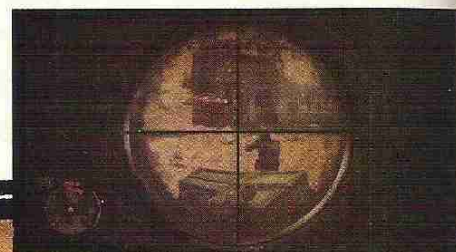
TAKE OUT THE SOLDIER.

Now a red blip appears on your map. Move to the low wall facing the blip and equip your Rolling Block rifle. Through the scope, find the prisoner lashed to a post and target the soldier in front of him. Hurry! Shoot him, as he is about to execute Reyes.



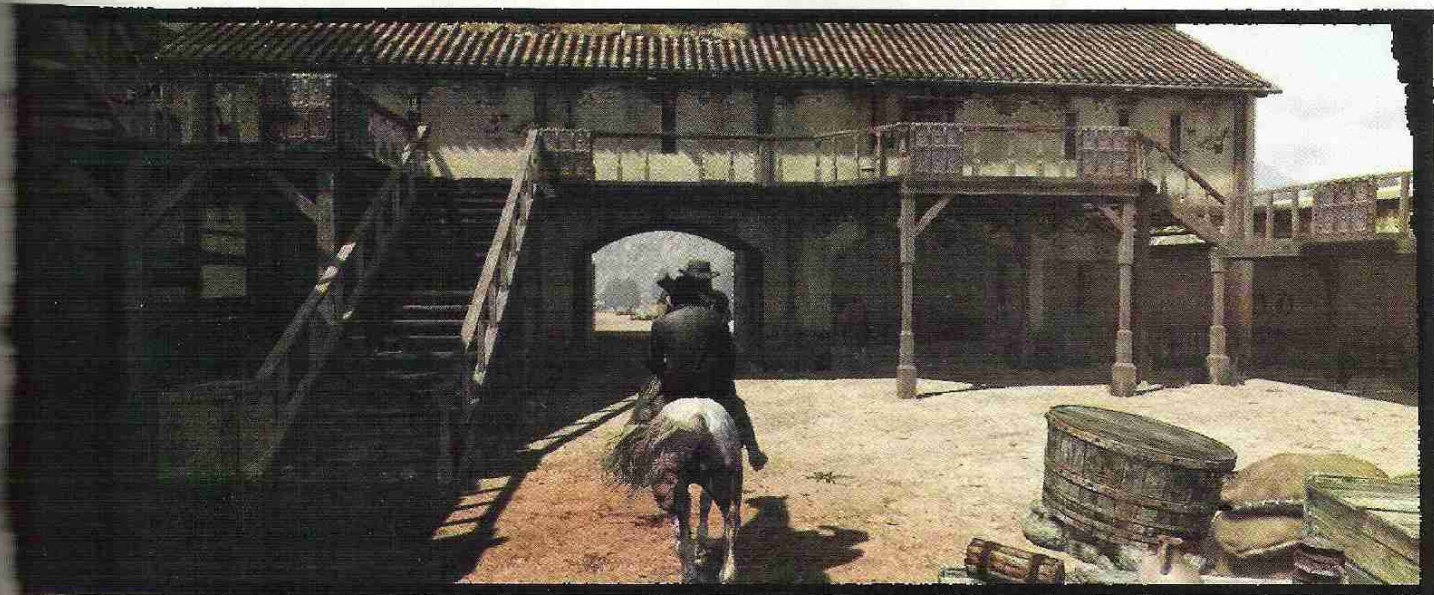
WIPE OUT ALL ARMY SOLDIERS.

Start eliminating the remaining soldiers in El Presidio. Here's the best tactic: From your sniper perch, target any TNT boxes you spot. You can find these explosives on the ground in the yard, in the back of the wagons, up on the balcony to the right, and on the parapet to the left below the cannons. If you run out of Rolling Block ammo switch to another rifle and keep targeting TNT. Then clear out any remaining soldiers in the yard.



RESCUE REYES AND FIND A HORSE.

Ride across the yard to approach Reyes to cut him free. Reyes says he's too weak to reach the river where Luisa waits. Follow the blue map blip to find a horse in a stall inside the fort, then mount it and ride back to Reyes. Marston automatically pulls Reyes onto the mount.



ESCAPE EL PRESIDIO AND FOLLOW THE GUIDE.

Ride across the yard and exit the fort via the open front gate. A rebel guide waiting for you announces that more army troops are on the way. In fact, they're riding toward you down the road on the left. The guide (marked as a blue blip) rides off down the lower road to the right (3). Follow him down the road as it winds along the San Luis River. Ride hard to outrun the cavalry on your tail. You can also gun them down before following the guide along the right trail.

The road drops down into a gulch where more army soldiers are posted (4). You can ride right past them, or gun them down as you pass. Keep following the guide as he rides along the river. Listen to Marston's interesting conversation with the rebel leader. Reyes certainly sees his relationship with Luisa in a somewhat different light than does the girl.



RIDE TO LUISA.

Soon the guide calls out that Luisa is up ahead, and the blue blip switches to mark her location on the map. Ride toward the river, where Luisa waits on a raft (5). The lovers thank Marston, and Reyes asks him to join the cause. The rebel leader invites the American to his ranch in Agave Viejo, and offers to help find the men Marston seeks in return.

Luisa's white "L" icon now temporarily disappears from the map. To continue on to "Father Abraham," the next mission in the Luisa Fortuna strand, you must first complete the final Vicente De Santa mission, "Cowards Die Many Times." You can trigger that mission only if you've also completed "Mexican Caesar" for De Santa.

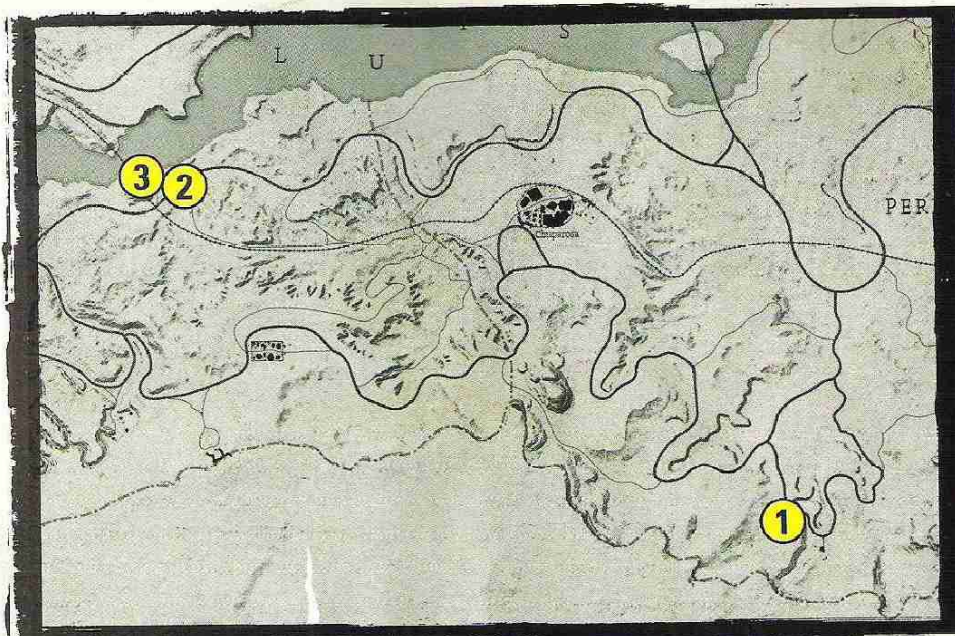


STRANGER MISSION: "AZTEC GOLD"

COMPLETING "MUST A SAVIOR DIE?" UNLOCKS A NEW STRANGER MISSION. FOLLOW THE QUESTION MARK ICON TO SIDEWINDER GULCH, TO MEET A DISTRACTED SPANISH NOBLE, BASILIO. FOR MORE ON THIS ENCOUNTER, CHECK OUT THE STRANGERS SECTION OF OUR GUIDE.

FATHER ABRAHAM

LUISA FORTUNA



Follow the white "L" icon to the yellow X marker out in the desert (1). Marston encounters rebels who disarm him and cautiously take him to Luisa. He learns that government forces have executed Luisa's father in a barbaric fashion. Now she wants Marston's help with bringing freedom to her people. Marston's response is classic: "While there are guns and money, there won't be any freedom, Luisa." But he agrees to help out of respect for her loss.

MAIN OBJECTIVES

- Accompany Luisa to the Frontera Bridge.
- Direct the placement of dynamite charges.
- Detonate dynamite to destroy two army wagons.
- Wipe out any soldiers who survive the explosions.

FAIL CONDITIONS

- Assault or kill Luisa.
- Kill the horses pulling the carriage.
- Allow convoy to pass.
- Assault or kill any rebels.
- Die.

MISSION

RIDE SHOTGUN WITH LUISA TO THE FRONTERA BRIDGE.

Luisa says that Reyes wants you to ambush Mexican Army reinforcements headed for Escalera via the old trail. Hop onto Luisa's wagon and ride shotgun all the way to the rendezvous with the military convoy (2). She explains that Reyes wants to "send a message," so your task is to wipe out the entire convoy.

PREREQUISITE

- Complete "Cowards Die Many Times."

NEW ELEMENT INTRODUCED

- Setting explosives and using detonator



DIRECT THE PLACEMENT OF EXPLOSIVES.

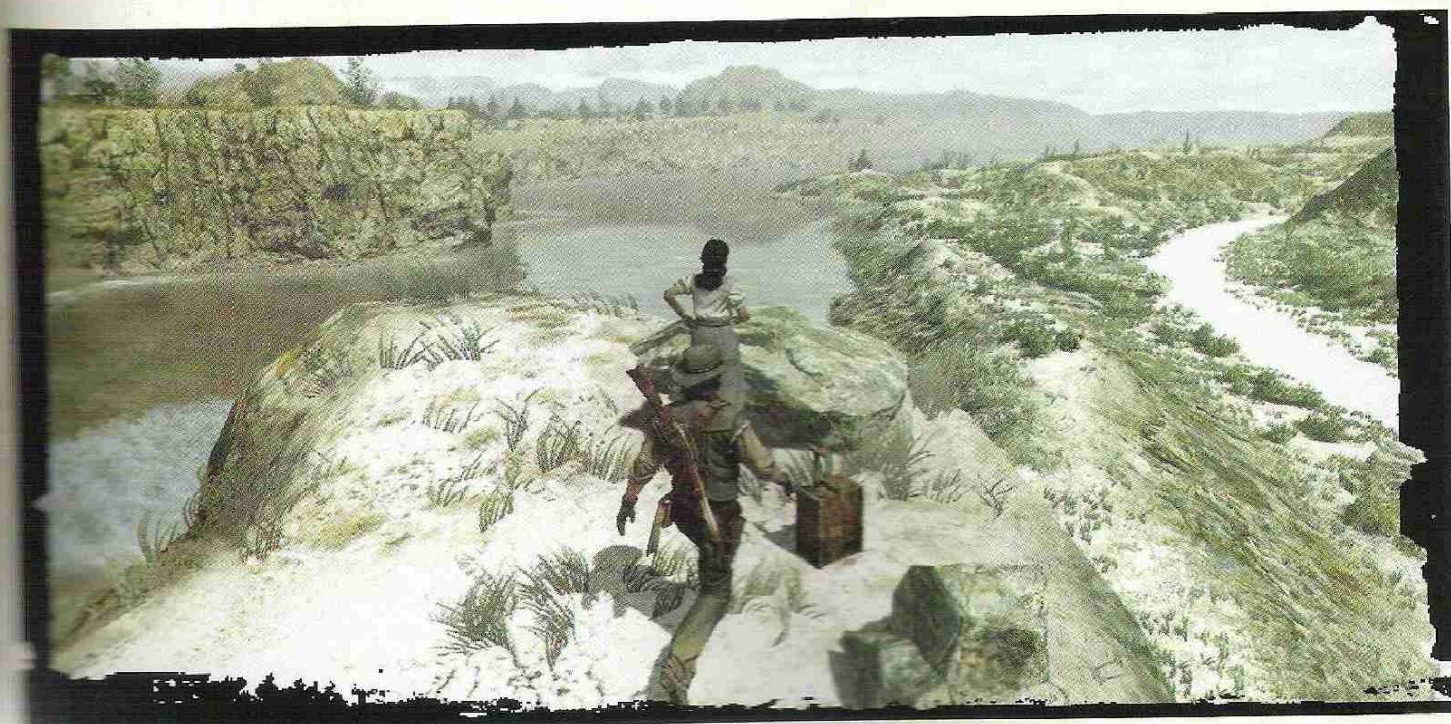
You must help Luisa's men place explosives on the road that runs under the bridge, and then man the detonator. (Note that the length of wire for the rigged dynamite is limited and can't be too far from the detonator.) You have a total of five charges to plant. Starting near the bridge, walk Marston east up the road about 75 or so paces and stop. Press the button indicated onscreen to choose the spot; this prompts one of Luisa's men to come forward and rig the explosives there.

Now turn around to face the bridge. Start walking west toward the bridge and set the remaining charges every 15 walking paces along a straight line down the center of the road. The idea is to spread out the placement up and down the road a few wagon lengths away from each other so you can destroy more of the convoy when you trigger the explosions.



READY THE DETONATOR ON THE HILL.

After you order the last dynamite placement, follow the yellow map blip up the hill to join Luisa at the detonator (3), which overlooks the road. Step to the detonator to trigger a short scene of the approaching convoy.



DESTROY THE WAGONS.

Onscreen instructions show you how to detonate the currently active dynamite charge and how to switch control from charge to charge. From your perch you can see the charge placements on the road below, but dynamite icons on your mini-map also indicate the five charge locations, and the one flashing also indicates which charge is currently active.



We suggest that you use the controls to activate (*not* detonate) the last charge right away (i.e., the one closest to the bridge). Now wait until the lead wagon is over that charge, then detonate it to destroy the wagon. (This way, the other wagon is already over the other charges when the first explosion hits.) Quickly activate the charge underneath the second wagon (mostly likely two charges to the left) and detonate it, then quickly detonate the remaining two charges to take out any of the mounted army escorts within range.



BE PATIENT

THE ARMY WAGONS STOP ROLLING AFTER EACH EXPLOSION, BUT THEY START MOVING FORWARD AGAIN SHORTLY. IF A WAGON HASN'T REACHED AN EXPLOSIVE CHARGE YET, JUST WAIT FOR IT TO MOVE AGAIN.

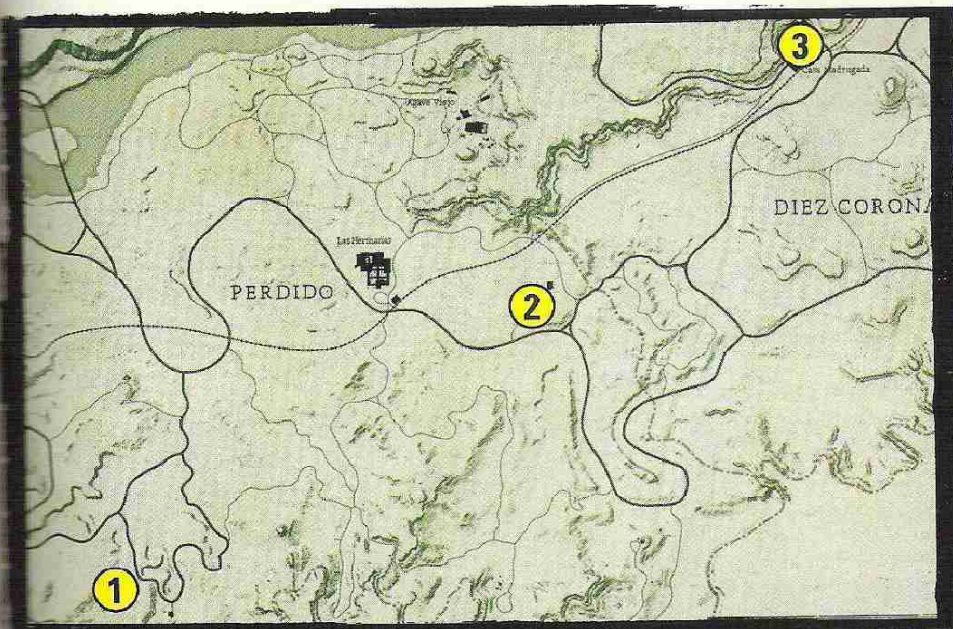
FINISH OFF THE REST OF THE BASTARDS.

Whip out a rifle and start picking off any soldiers remaining below from your high vantage point. This is a great place to use your Rolling Block sniper rifle. Once the area is cleared, watch the mission-ending scene with Luisa and Marston.



CAPTAIN DE SANTA'S DOWNFALL

LUISA FORTUNA



Follow the white "L" out into a desert gulley to find Luisa Fortuna tossing weapons to her rebel comrades (1). Word has come that Captain De Santa is overseeing a massacre in El Sepulcro, the cemetery near Las Hermanas, and Reyes wants to stop him once and for all. After what De Santa did to Marston back in Chuparosa, the American is only too happy to join Luisa in this expedition.

MAIN OBJECTIVES

- Ride to El Sepulcro cemetery and take out all Mexican soldiers but De Santa.
- Lasso and hogtie De Santa and bring him to the cemetery entrance.
- Option: After he squeals, kill De Santa or leave him to the rebels.
- Ride to Casa Madrugada and search for Javier Escuella.
- Take out all of the soldiers in town.

PREREQUISITE

- Complete "Father Abraham."

NEW ELEMENT INTRODUCED

- Lasso and drag a victim

FAIL CONDITIONS

- Assault or kill Luisa or any rebels.
- Kill your horse or any rebel's horse.
- Kill De Santa (before capturing him).
- Assault or kill your rebel accomplice.
- Head too far away from the road to Casa Madrugada after executing De Santa.
- Assault or kill livestock.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

MISSION

RIDE TO SEPULCRO.

Whistle for your horse, then mount up and follow the yellow map route to El Sepulcro (2), the large cemetery just down the road from Las Hermanas. You have a rebel rider as an accomplice, and Marston converses with him on the way. You can also ride alone to save time.

When you arrive, ride into the yellow X to trigger a scene. The rebel and his men approach the cemetery on foot. Marston explains that he wants De Santa alive. Then you see the Captain forcing a defenseless man to dig his own grave. This is indeed a massacre.



CAPTURE DE SANTA.



De Santa appears on the map as the White Skull icon. Be careful not to shoot him; an onscreen message explains that you want him alive in order

to learn the whereabouts of Javier Escuella. Focus on wiping out De Santa's soldiers, the red blips. When you get that done and close in on De Santa, he makes a run for it.

LASSO AND HOGTIE DE SANTA.

Find De Santa's map icon (again, the skull) to see where he's headed; he runs east and then curves south. Give chase on foot with your lasso equipped. You can use Dead Eye to help you secure the reticle on the target before throwing. When you get a clear shot, rope the running fool, then reel him in and hogtie him.



TAKE DE SANTA TO THE CEMETERY ENTRANCE.



Pick up the hogtied De Santa and follow the yellow map blip, carrying him to the cemetery entrance. Ignore his pleading on the way. When you get to the yellow X, drop De Santa to trigger a scene.

Marston uses his special brand of charm to get the Captain talking. De Santa finally admits that Javier Escuella is holed up at Casa Madrugada.

CHOOSE DE SANTA'S FATE.

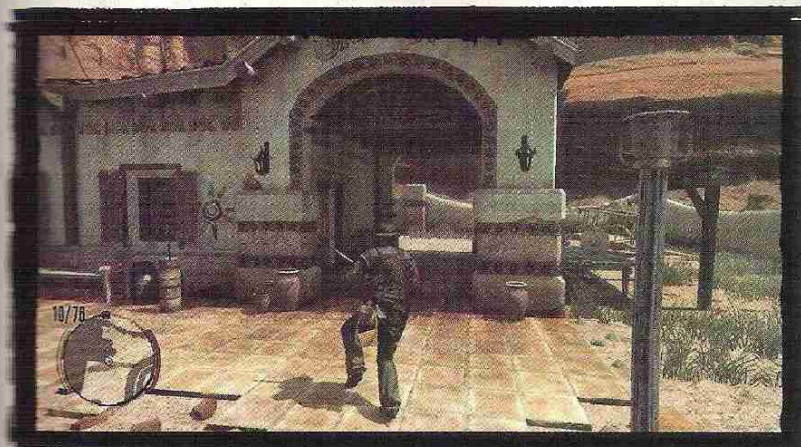


Now comes a moment of truth. You can either execute Vincente De Santa or leave him to the rebels. Either way, things won't turn out good for the Captain. But are you angry and violent enough to shoot an unarmed man? It's your choice.

REYES' REBELS OUTFIT SCRAP

THERE'S A CHEST INSIDE THE GRAVEYARD NEAR THE SOUTH SHORT WALL WHERE DE SANTA IS EXECUTED. INSIDE IS A HIDDEN REYES' REBELS OUTFIT SCRAP.

RIDE TO CASA MADRUGADA AND SEARCH FOR JAVIER.



Now a yellow blip marks a new location in Casa Madrugada (3). Mount up and ride the yellow route to the X marker through the town gate. Backpeddle and take cover behind the entryway arch. Red blips suddenly pop up all over your mini-map!

DEFEAT THE MEXICAN ARMY SOLDIERS.

Troops deploy to capture you. From behind cover, start gunning down all the soldiers exiting the buildings and heading in your direction. Clear out every red blip on the map to trigger a scene. A woman carelessly struts out onto the street as if the smoke weren't still clearing from a bloody gun battle. Marston asks her about Javier Escuella. She says Escuella hasn't been seen around town for months.

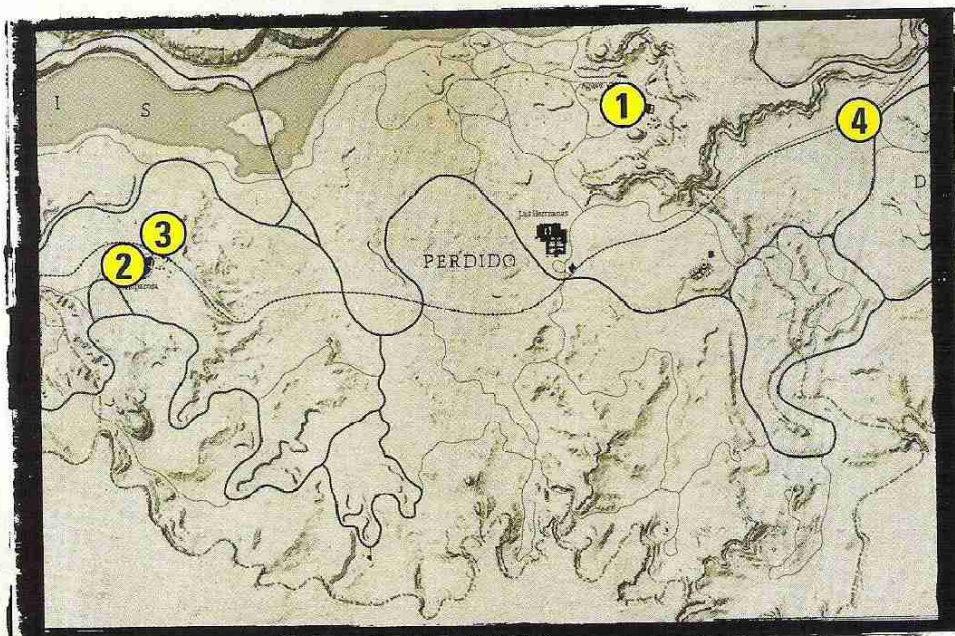


If you've already completed "The Great Mexican Train Robbery" (the first mission of the Abraham Reyes mission strand), you can follow the "R" icon to the second Reyes mission, "The Gates of El Presidio." If not, the "R" icon leads you to Reyes' ranch for "The Great Mexican Train Robbery."



THE GREAT MEXICAN TRAIN ROBBERY

ABRAHAM REYES



Follow the "R" map icon to Agave Viejo (1), the ranch of Abraham Reyes. Step into the yellow X marker to meet Reyes in his headquarters. Reyes wonders if John Marston is up for a little robbery... to benefit the greater cause, of course.

MAIN OBJECTIVES

- Ride with Reyes to Chuparosa.
- Detach the Mexican Army train car.
- Take control of the engine and steal the train.
- Blast the armored car hatch open.
- Crack the safe in the armored car.

PREREQUISITE

- Complete "Cowards Die Many Times" (De Santa).

NEW ELEMENT INTRODUCED

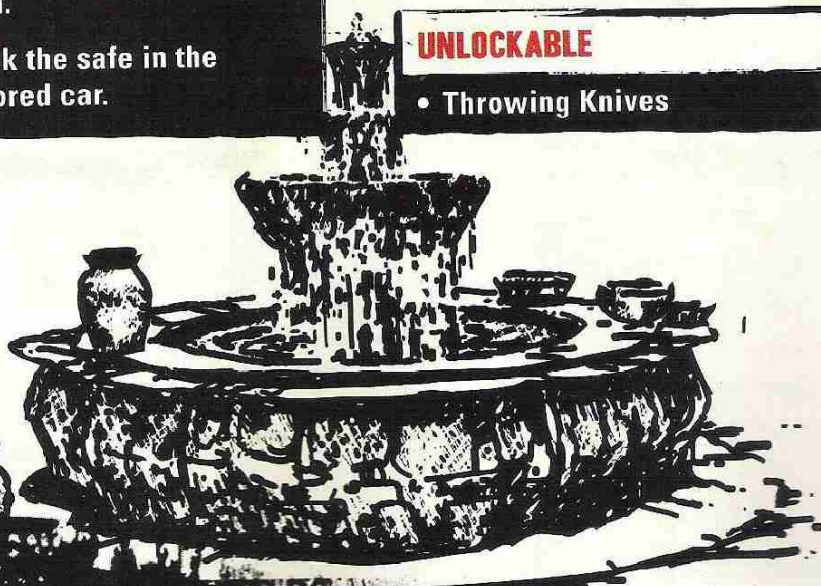
- Stealth kills with throwing knives

UNLOCKABLE

- Throwing Knives

FAIL CONDITIONS

- Assault, kill, or abandon Reyes.
- Assault, kill or abandon rebels.
- Kill Reyes' horse or any rebel's horse.
- Be spotted by any soldier before Reyes creates a distraction.
- Use guns before getting on the train.
- Attack or kill any army soldier before getting on train.
- Abandon area.
- Assault or kill livestock.
- Die.



MISSION

ACCOMPANY REYES TO CHUPAROSA.

Hop on your horse and ride with Reyes (the blue blip) to Chuparosa (2). You learn that Reyes sees Colonel Allende as little more than a lap dog for the big boss, General Sanchez.



When you finally arrive in Chuparosa, Reyes explains that the train carries valuable supplies, but is also full of government troops. He plans a distraction to aid Marston, who then can slip aboard the train and disconnect the army cars. Reyes gives Marston a throwing knife to kill guards quietly.

The Mexican Army detachment includes a number of soldiers on the train platform, as well as on the train itself; a Gatling gun on the train station roof; and an encampment of troops in the field (3) on the far side of the tracks near the front of the train.

WAIT FOR THE DISTRACTION.

Crouch down and wait. Two army guards stand watch in front of the train station—the building with the “Boletos” (“tickets”) sign—directly across the street. Reyes runs to his horse and shouts a slogan (which translates to “The revolution is unstoppable!”), then rides off down the town’s main street. This lures the two guards away from the train station.



DETACH THE MEXICAN ARMY TRAIN CAR.

When the onscreen objective changes, start crouch-sprinting across the street toward the train station. Your overall goal is to detach the army car (the yellow map blip), and then hijack the train engine to haul off the supply-filled cars. Onscreen text warns you to keep out of the guards' line of sight and stay hidden behind objects or inside the train. It also suggests that you use the throwing knife to kill guards without alerting others. You cannot use a gun or attack any soldier before getting aboard the train, or else you fail the mission.



BIG ROOF GUN

WATCH OUT FOR A DEADLY GATLING GUN EMPLACEMENT UP ON THE ROOF OF CHUPAROSA'S TRAIN STATION, NEAR THE WATER TOWER.

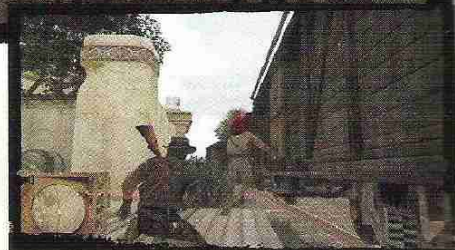
There's a group of four guards standing in the way of your first goal. Crouch behind the guard closest to you, in front of the hitch (yellow blip) beneath the shelter, and throw a knife in the back of his head. This alerts no one.

Enter the building through the entryway to your right. Slowly push through the next set of double doors on your left. Throw a knife at the head of the guard sitting on the train car with his back to you. This stealth kill maintains your low profile.

Now stand up and walk slowly toward the train to get a shot over the rail at the second soldier on the car—also with his back to you. Throw a little higher and aim slightly to the right of his head to compensate for wind and distance. Hit him in the back of the head to kill him. If one toss doesn't do it, quickly throw another until he falls without alerting anyone.



Next, turn and crouch-walk to the west and knife the guard standing near the large train car by the wall. After killing him, return to the hitch (yellow blip).



TAKE OUT THE GUARDS

Three more guards appear on the map not too far away. Crouch again, facing east across the rail car and toward the water tower. Notice the guard on the rooftop with his back to you and nearby a Gatling gun, as well. There is also another guard on the next train car to the east, looking off into the distance.



Start with a single knife throw in the back of the Gatling gunner (one knife always does him in no matter where you hit him). Creep further east along the flatbed car until you reach the end near the next car. Throw a knife in the back of the head of the guard on the next car.

DETACH THE MEXICAN ARMY TRAIN CARS.

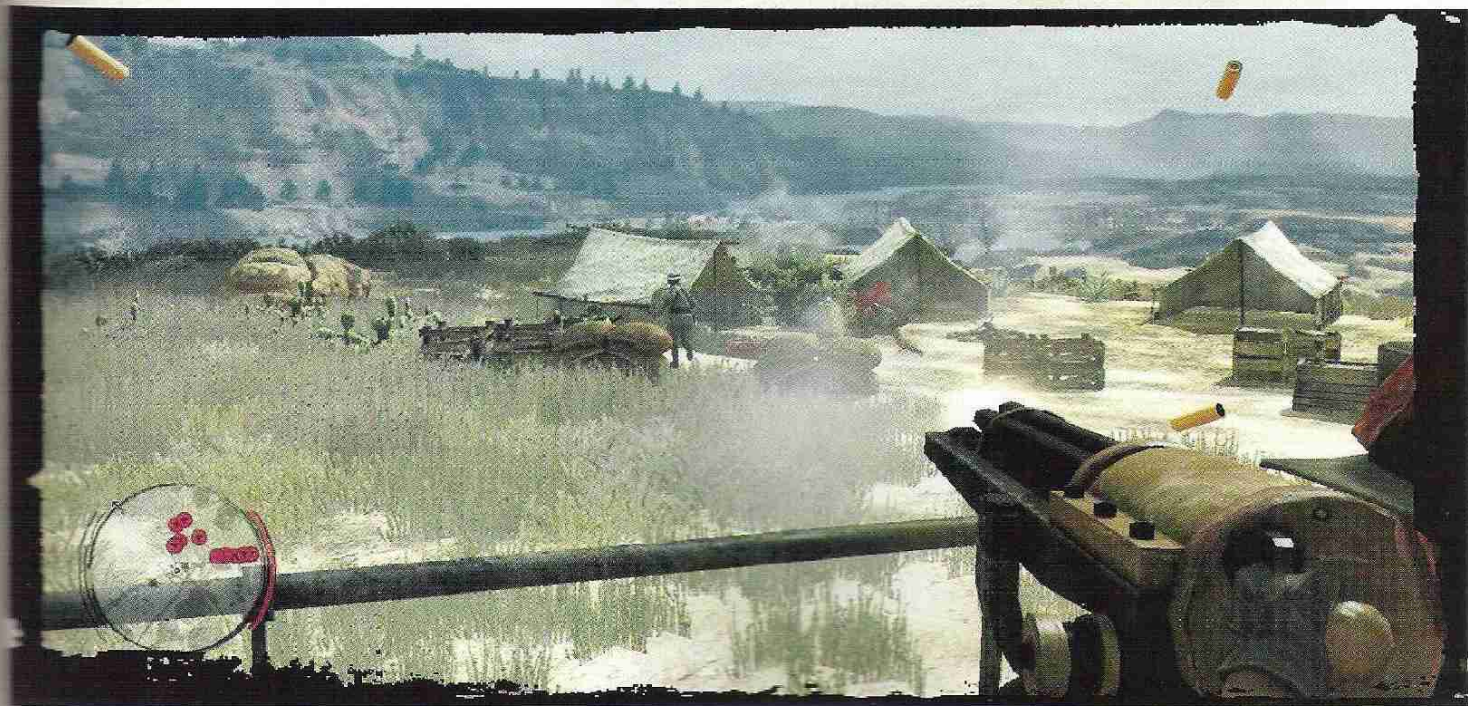
Detach the train cars from where you dispatched the last two guards. Watch as the back end of the train quietly rolls away. Notice the abundance of soldiers in the camp to your right. These guys are the main reason for being so quiet.

TAKE CONTROL OF THE GATLING GUN.

Move quietly east along the train car to the stack of chicken crates. Crouch down and slowly walk along the left rail to avoid the Gatling gunner's sight. Continue your stealthy approach onto his car, then stand behind the first stack of grain on the left. Throw a knife at the back of his head, then take control of the fearsome weapon yourself.

TAKE OUT THE GUARDS.

Aim toward the camp (3) on your right and begin mowing down the troops, starting with the Gatling gunner on the far right. There's TNT between the first two bag piles in the camp. Blow that up to take out multiple targets at once. The remaining targets are further up the train, so leave the Gatling gun and run to the camp, maintaining cover behind the obstacles. Take control of the camp Gatling gun and drill the remaining soldiers on the train, then search bodies for ammo and money.

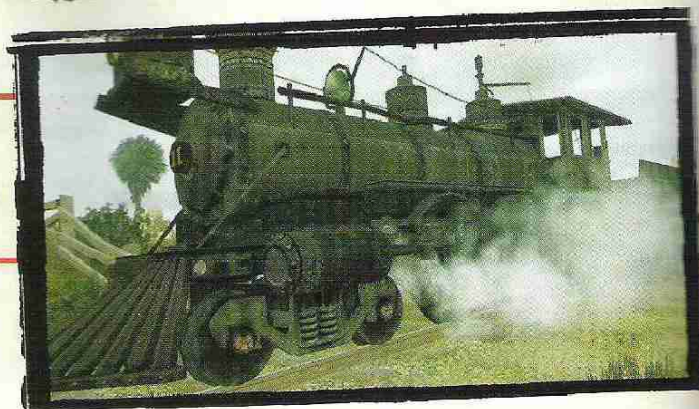


TAKE CONTROL OF THE ENGINE CAR.

A new yellow blip now appears on your map, marking the location of the train engine.

PULL THE BRAKE LEVER TO STEAL THE TRAIN.

When you finally reach the engine, approach the brake lever to pull it. This triggers a scene: Marston drives the train from Casa Madrugada, through Las Hermanas, and on to a spot where Abraham Reyes and his men await (4).



PLANT DYNAMITE ON THE ARMORED CAR HATCH.

If you don't have dynamite in your weapon inventory, grab some from the stash that's glowing green on the ground near the rebels' second wagon. Then climb to the roof of the tall dark armored car—the third to last car in the train, marked as the yellow blip on your map.



Step onto the light gray roof hatch and press the button indicated onscreen to plant dynamite there. Marston automatically lights the explosive's fuse. Hurry to a safe distance—halfway across the next flatcar is far enough.

DR. HAWTHORNE'S

PREMIUM BLEND

DOMESTIC BRAND CIGARS.

WITH THE FINEST

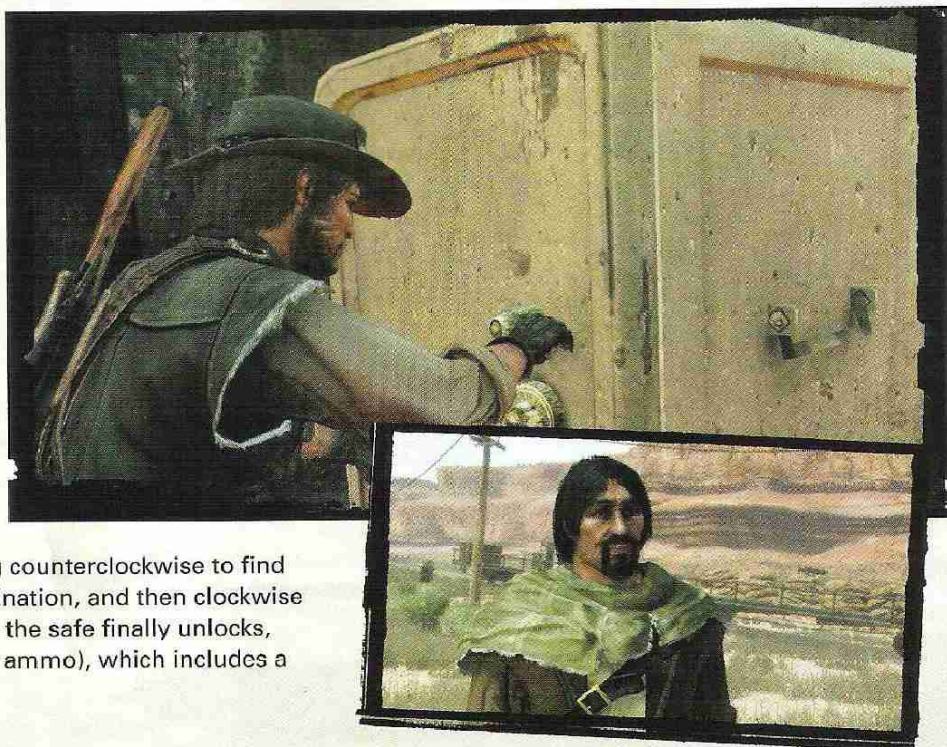
HAVANA SUMATRA TOBACCO

THESE CIGARS WILL TEST ANY SMOKER
THE STRONGEST TOBACCO

LOOT THE ARMORED CAR.

After the explosion tears open the hatch, a green map blip appears. Climb back onto the armored car roof and descend the ladder down the hatch. Approach the safe, then press the "Crack Safe" button indicated onscreen. This brings up the safe-cracking interface. You must enter the correct lock combination numbers to open the safe.

Note the three lock icons above the numbered dial. Use the controls shown onscreen to rotate the dial slowly clockwise until the first lock icon "unlocks." (Note that the lock icon starts to jiggle and the controller shakes when you get close to the correct number.) Repeat this process going counterclockwise to find the second number of the unlocking combination, and then clockwise again for the third and final number. When the safe finally unlocks, Marston loots its contents (\$200 and some ammo), which includes a valuable **Pardon Letter**.



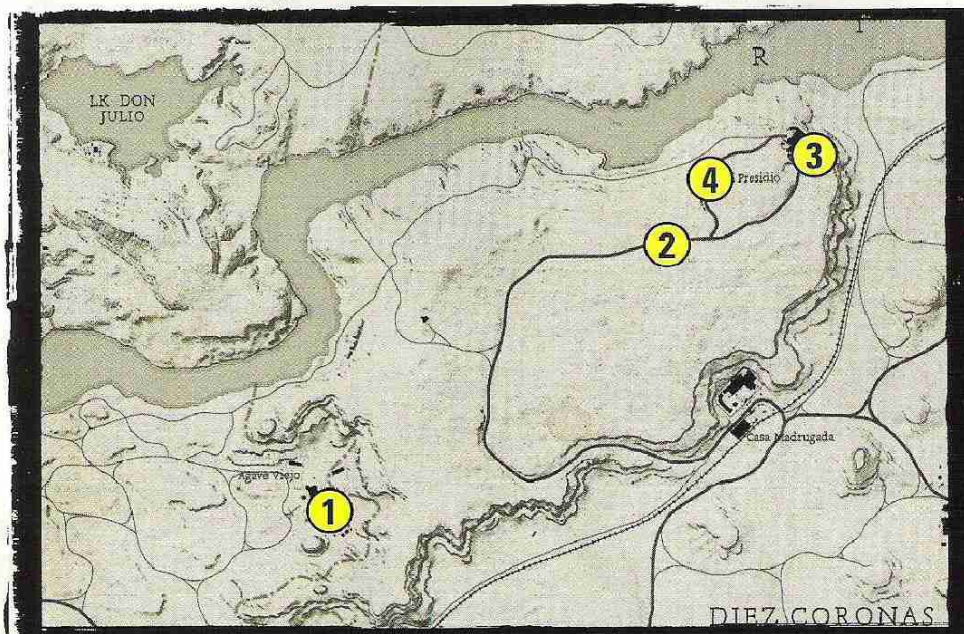
RETURN TO REYES.

Exit the armored car and follow the blue blip (Reyes) to complete the mission. If you've already completed "Captain De Santa's Downfall" (the last mission of the Luisa Fortuna mission strand), you can follow the "R" icon to the second Reyes mission, "The Gates of El Presidio." If not, the white "L" icon leads you down south to Luisa for "Captain De Santa's Downfall."



THE GATES OF EL PRESIDIO

ABRAHAM REYES



Follow the "R" icon to the yellow X at the front entrance of Abraham Reyes' ranch house (1) at Agave Viejo. John Marston walks in on Abraham Reyes engaged in a healthy bout of exercise. Afterwards, Reyes expresses his love for the peasantry, but explains that a woman like Luisa Fortuna cannot be wife of the next President of Mexico. He then leads Marston off to find Javier Escuella, one of the men that the American seeks.

MAIN OBJECTIVES

- Accompany Reyes to El Presidio.
- Drive the TNT-filled coach into the fort's gate.
- Find Javier Escuella in the barracks.
- Chase down Javier and either kill or hogtie him.
- Bring Javier back to the fort jail.
- Use the fort cannon to fight off army reinforcements.
- Turn Javier over to the agents.

PREREQUISITES

- Complete "The Great Mexican Train Robbery" (Abraham Reyes).
- Complete "Captain De Santa's Downfall" (Luisa Fortuna).

NEW ELEMENT INTRODUCED

- Using a cannon

UNLOCKABLE

- Bolt Action Rifle (drop)

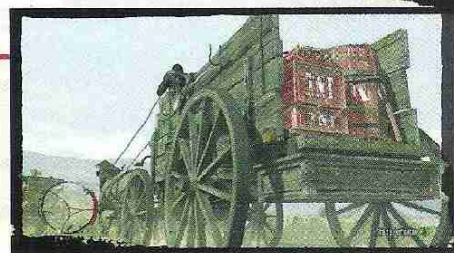
FAIL CONDITIONS

- Assault, kill, or abandon Reyes.
- Assault or kill rebels.
- Kill horses pulling wagon or any rebel's horse.
- Abandon the wagon.
- Jump off explosive wagon too early or stay on too long.
- Allow Javier Escuella to escape.
- Allow reinforcements to enter El Presidio.
- Die.

MISSION

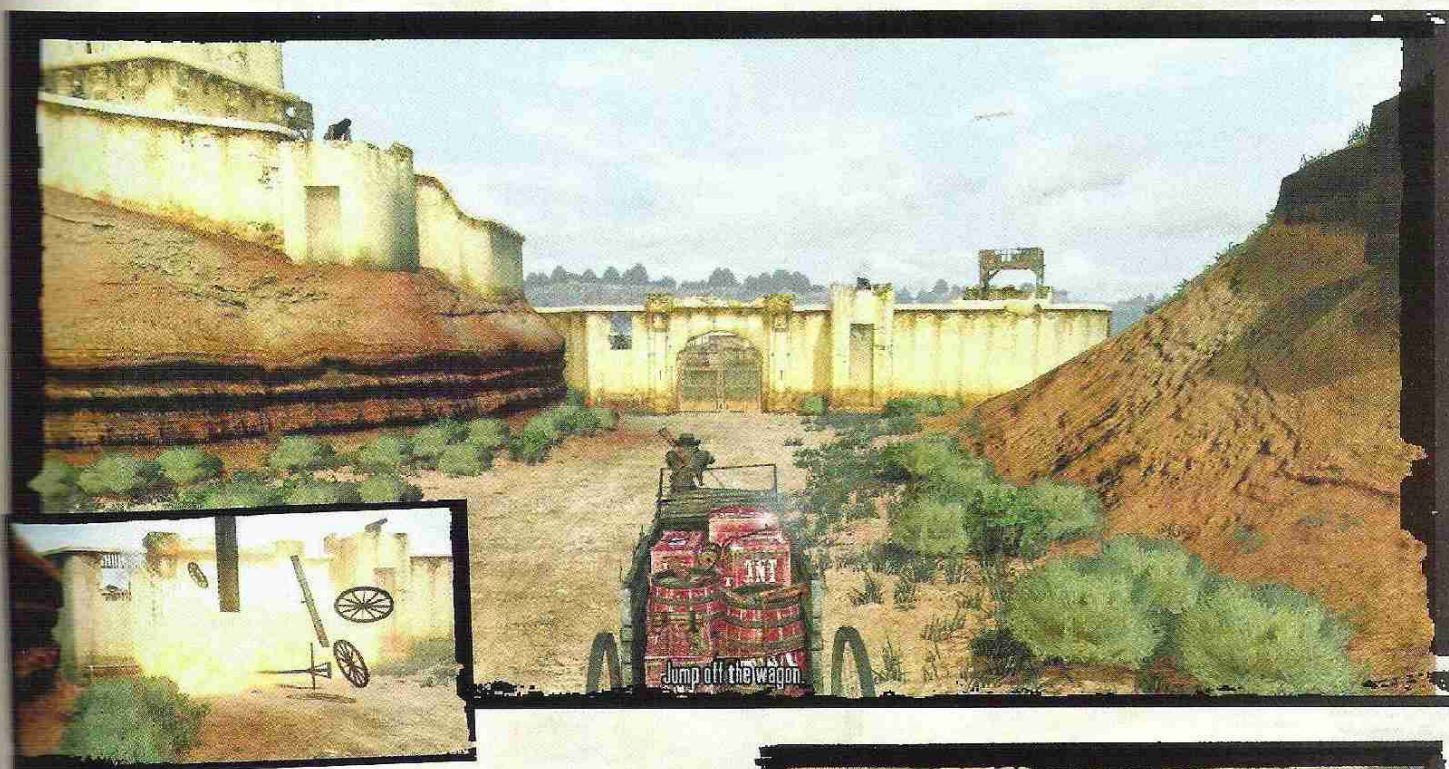
RIDE SHOTGUN WITH REYES TO EL PRESIDIO.

Abraham Reyes has a three-wagon convoy ready to roll toward El Presidio; all three wagons are full of explosives. Hop onto the passenger seat on Reyes' wagon and ride with him to the destination (2). Reyes says Javier Escuella is at El Presidio, and if the rebels can take the fortress then Escalera will fall next: "The revolution is happening, John!"



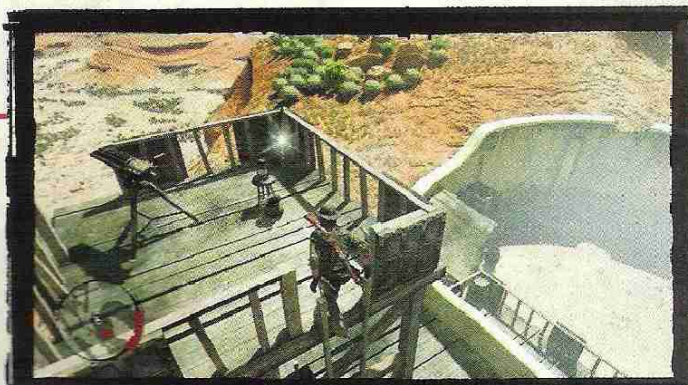
CRASH THE WAGON INTO THE FRONT GATES.

After you arrive, Reyes announces his plan. His men will launch a ruse attack on El Presidio's side entrance while Marston drives the TNT-filled wagon (with fuse lighted) into the main gate. Drive the wagon along the yellow map route, maintaining your speed all the way. Steer straight at the fort's gate (3) and press the button indicated onscreen to jump off the wagon just before the collision. The explosion blasts the gates open, and rebel forces pour into the fort.



SEARCH FOR ESCUELLA.

The fort's garrison is formidable, so approach with caution. As you enter the fort, Escuella's possible locations appear as three "?" icons on the map. All three icons also flash up-arrows, indicating that they are somewhere upstairs. Two of these "?" icons mark the two towers in the fort. Escuella is in neither tower, but both places make nice sniper posts if you want to help your rebel allies clear out the soldiers.



CHECK THE BARRACKS.

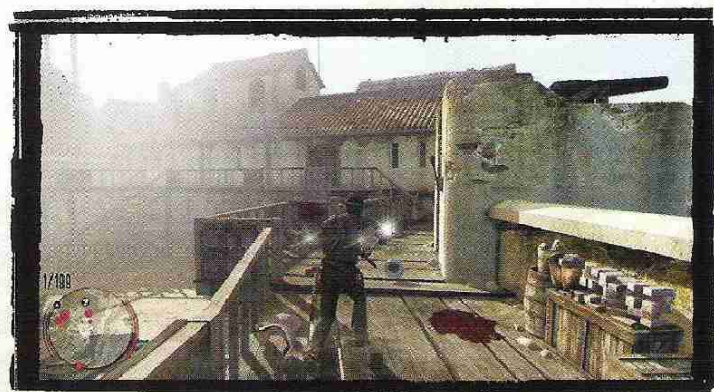
The other "?" icon marks the location of the army barracks, the building with the red tile roof. Fight your way to the barracks entrance door, but don't enter. First, look through the open doorway toward the back-left corner of the room. Locate the TNT cases, then shoot them to eliminate foes in the room.



CORNER ESCUELLA.

Inside the barracks, climb the stairs to the second floor and push open the only door. This triggers a scene: Marston bursts in to find Javier Escuella at long last. He has the drop on his old brother, who offers to deliver Bill Williamson and

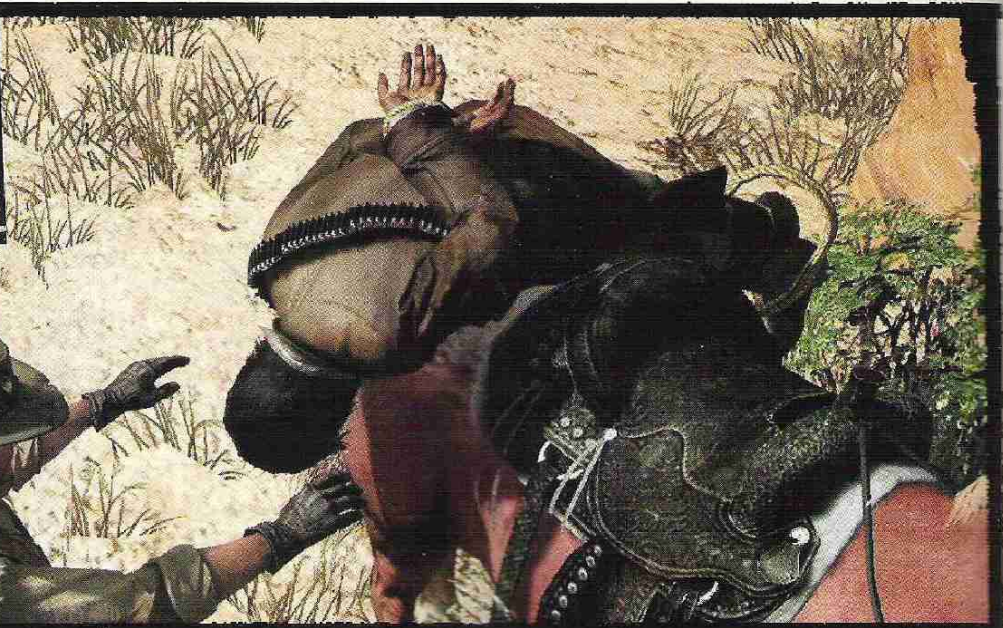
their old gang leader, Dutch, in exchange for his freedom. But in the course of discussion Javier suddenly makes a break for it, diving out the window!



HOGTIE OR KILL ESCUELLA.

Jump out the same window and rush downstairs where gunshots still echo across the fort. Escuella now appears as a red skull-shaped blip on your map. He leaps onto a horse just outside the front gate and rides away up the left-hand road (4). Mount your horse and give chase.

Here you must make another choice: You can shoot Javier off his horse if you want him dead, or you can use your rope to lasso him if you want him alive. If you lasso Javier, reel in the line and hogtie him. Then pick him up and put him on your horse's hindquarters.



BRING ESCUELLA BACK TO EL PRESIDIO.

Mount up and ride with the hogtied Javier along the yellow map route to El Presidio. Dismount just inside the main gate, grab Escuela again and carry him into the yellow X marker to trigger a scene. Marston dumps his ex-"brother" onto a jail cell floor. Then Reyes appears with bad news. The army is sending reinforcements to retake the fort!



DESTROY THE ARMY REINFORCEMENTS WITH CANNONS.

Reyes wants you to help defend El Presidio using the fort's cannons. One cannon appears as a green blip on your map. To reach it, climb the staircase in front of you, run through the room and out the opposite door, then rush to the ladder beyond and climb to the cannon. Approach the weapon and press the button indicated onscreen to take control, then start blasting squads of approaching soldiers.

Four groups of soldiers attack—a wave of cavalry, a wagon, another wave of cavalry, and then one more wagon. Each cannon ball explodes with a wide effect, so you can take out multiple targets with a single shot. But be sure to lead moving targets, especially galloping cavalry units. Try to time shots so they strike right in the middle of each enemy squad. After decimating the fourth squad, Reyes rejoices. You've held the fort!

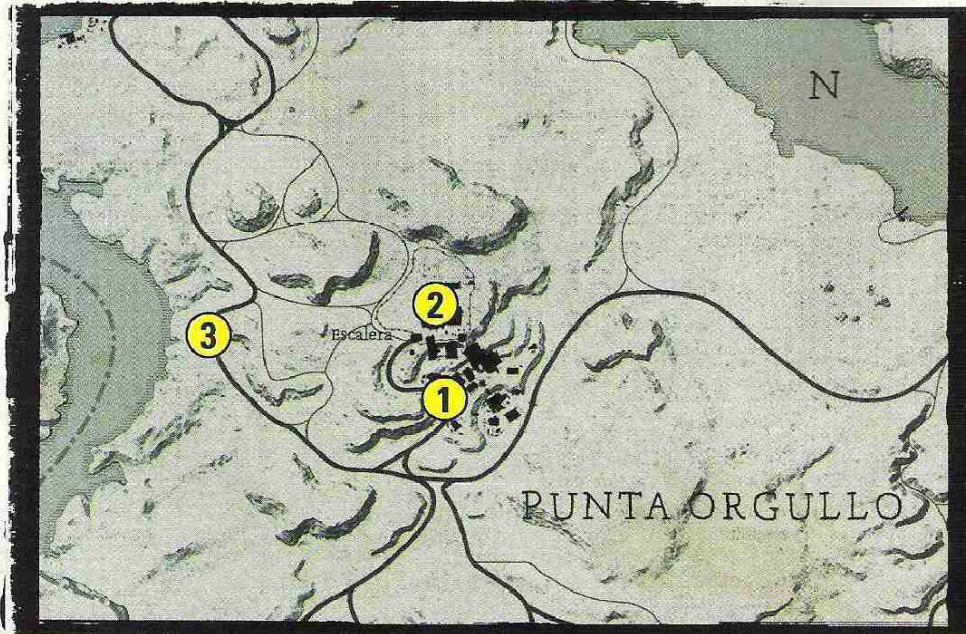


GET ESCUELLA FROM THE CELL.

A yellow blip now appears on your map. Follow it downstairs to the yellow X marker to trigger one last scene. Two agents in a motorcar wait for John Marston to hand over Javier Escuela. The gentlemen tell him he must still find Williamson and report to Blackwater. They also inform Marston that his former gang leader, Dutch Van Der Linde, is now in the area.

AN APPOINTED TIME

ABRAHAM REYES



Follow the white "R" icon to the yellow X marker in the street (1) just outside the front entrance of the church in Escalera. Marston walks calmly through the brutal chaos that is the great revolution. Abraham Reyes is the prisoner of a Mexican Army Captain named Raul Zubieta. After Luisa makes a valiant effort to rescue her hero, Marston ends up in a steely showdown with Zubieta.

MAIN OBJECTIVES

- Win the duel versus the Captain.
- Free the prisoners from the Federales jail.
- Fight your way up to Allende's villa and blast open the gates.
- Capture the villa, then defend it against army attacks.
- Disable the escaping stagecoach.
- Finish Williamson.

UNLOCKABLES

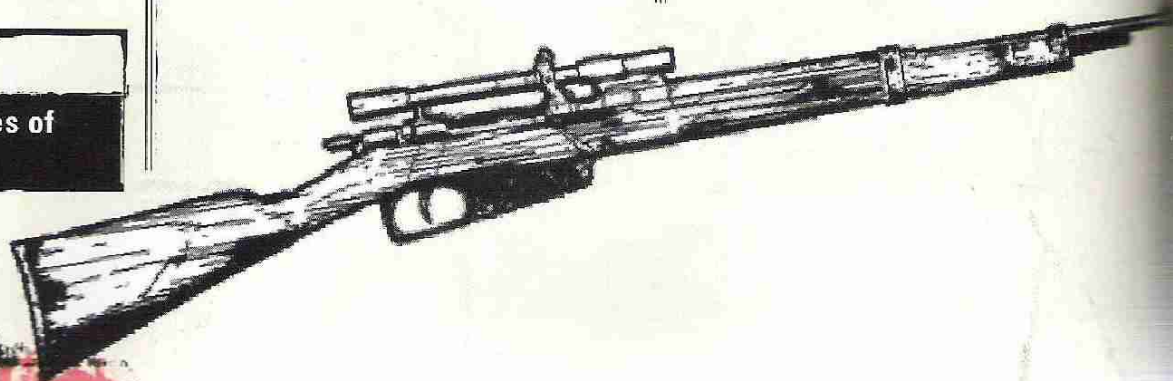
- The Northern Territory
- The Prohibitionist (Stranger)
- The Wronged Woman (Stranger)
- American Lobbyist (Stranger)
- Lights, Camera, Action, Part 5 (Stranger)
- I Know You, Part 3 (Stranger)
- Store Items: Mauser Pistol, Evans Repeater, LeMat Revolver, Carcano Rifle

FAIL CONDITIONS

- Lose the duel against the Captain.
- Assault, kill, or abandon Reyes.
- Assault or kill any rebels or prisoners.
- Kill Reyes' horse.
- Let the coach with Allende and Williamson escape.
- Die.

PREREQUISITE

- Complete "The Gates of El Presidio."



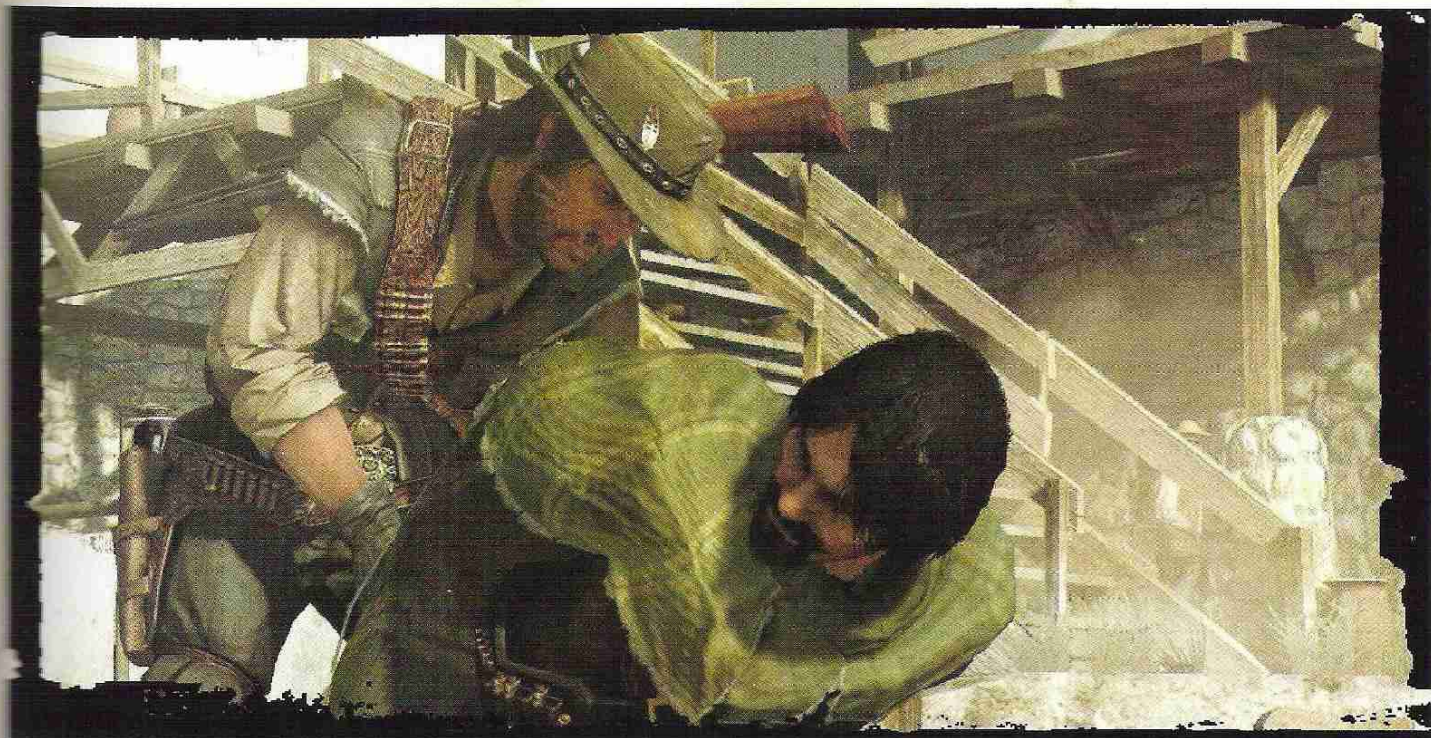
MISSION

WIN THE DUEL AGAINST CAPTAIN ZUBIETA.

Zubieta and his men just shot Luisa! Avenge your brave and underappreciated friend by dueling Captain Zubieta and gunning him down. Remember to let your opponent draw first, then place lethal Dead Eye locks on his head, torso, and/or gun hand. Search his body; he's carrying **Moonshine**.

FREE REYES.

Approach the kneeling Reyes to cut him free. He claims the revolution has finally come and asks you to go release the government's prisoners.



GET TO THE JAIL.



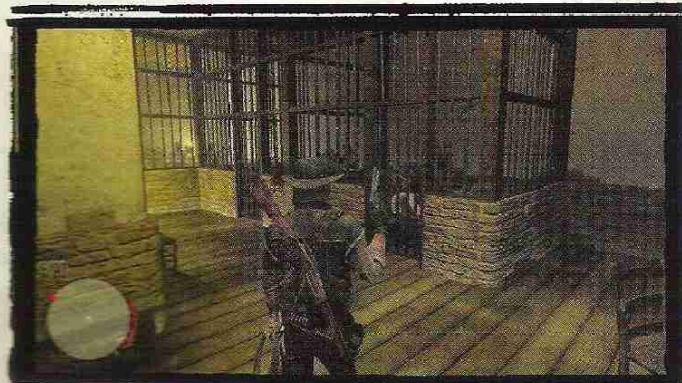
Follow the yellow map blip, gunning down Mexican Army soldiers as you go. Note that they don't appear as red blips on your map in the chaos

of this mission, so be on the lookout in all directions, and use cover well. Duck inside buildings when you can and peer out into the streets to assess the situation. Be careful not to gun down rebels or innocent civilians!

When you reach the yellow X in the arch under the "Federales" sign, you trigger an alert and three hostile guards rush out of the building ahead. Gun them down with Dead Eye and enter the cellblock.

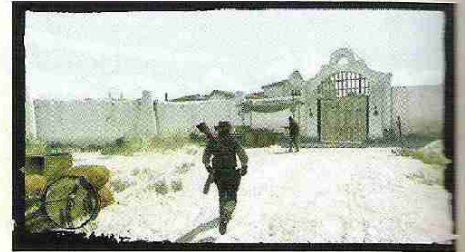
SHOOT THE LOCKS TO FREE THE PRISONERS.

Rebel prisoners are being held in three separate cells. Target and shoot the lock of each cell to open the doors. Be careful not to shoot any prisoners or you fail the mission. Shoot any enemies that appear outside the jail on your way to the barricade to join Reyes.



JOIN REYES AND CLEAR THE BARRICADE.

Follow the blue blip on your map to Abraham Reyes, who leads a mob toward Allende's mansion (2). Mexican Army troops stand in the way at a spiked barricade. Help the rebels take them out. Use Dead Eye as soon as the fight erupts and shoot as many of the soldiers as you can before they take cover. Fight your way uphill until the area is clear. Concentrate on headshots to eliminate those manning the Gatling gun. Each time a Gatling gunner is dropped, another will try to fill his position behind the gun. Stop them before they can do this. When all is clear, Reyes runs forward to the mansion gates. Join him (the blue blip) to get a new assignment.



SHOOT TNT WITH THE GATLING GUN.



Reyes orders barrels of gunpowder set up at the mansion gates and sends Marston to the nearby Gatling gun (the green blip). Man the big gun and swivel it toward the gates. Wait until Reyes' men are finished placing TNT, then fire at the kegs to detonate them, blasting the gate open. Mexican Army soldiers immediately pour through the gap in a wild counterattack against your rebel allies, so keep firing the Gatling gun until the attack wave breaks and the army troops pull back into the villa (or until Reyes' men get in your way).

TAKE OUT THE SOLDIERS GUARDING ALLENDE'S VILLA.

Abandon the Gatling gun and rush forward through the villa gates. A number of army troops are posted outside the mansion. Help take them out. When the last soldier falls, join Reyes (the blue blip) at the villa's front door. You learn that more troops are attacking up the hill toward the villa!



DEFEND THE VILLA.

Now the tables are turned; you defend the high ground. Sprint to the Gatling gun that you used earlier and man it again, aiming it downhill. Blast away at the Mexican Army units darting up through the barricades below. Once you've eradicated them all, you are prompted to rejoin Reyes at the villa door where his men hack away with axes. A quick cinematic shows Colonel Allende and Bill Williamson escaping to a coach out back.



DISABLE THE ESCAPING STAGECOACH.

Rush through the villa and out the back door, then descend the stairs and fight your way quickly to the horses at the gate below. Mount up and ride hard after the coach carrying Allende and Williamson, marked as the red skull-shaped icon (3)—starting west, then curving southeast on your map.

Disabling the coach is no easy task; it is well defended, with a cavalry escort and a Gatling gun in the back. Dead Eye targeting is your friend here. Pick off the three cavalry soldiers first, and then focus your fire on the deadly machine gunner in the coach. Finally, pick off the coach driver, as well as the soldier riding shotgun.

When the coach finally comes to a halt, a typically pathetic scene plays out: Allende tries to buy his own freedom by selling out Williamson.

FINISH WILLIAMSON.

You can't avoid this grim choice. You must finish off Allende and Bill Williamson yourself or Reyes will do it for you. Shoot Williamson; just as the bullet leaves the barrel, Reyes guns down Allende. This triggers a final scene with Abraham Reyes, the new regional boss with his sites set on the Mexican capital next.



NEW STRANGER MISSIONS UNLOCKED!

COMPLETING "AN APPOINTED TIME" OPENS UP A NUMBER OF STRANGER MISSIONS, INCLUDING TWO CONTINUATIONS OF PREVIOUS STRANGER MISSIONS:

- "THE WRONGED WOMAN": FOLLOW THE "?" ICON TO THE BLACKWATER CHURCH JUST NORTHWEST OF TOWN. ENTER TO FIND A YOUNG WOMAN IN A FAMILY WAY PRAYING AT THE ALTAR. THE FIRST PART OF THIS MISSION IS ONLY AVAILABLE AT NIGHT.
- "AMERICAN LOBBYIST": FOLLOW THE "?" ICON TO THE WHITE X ON THE GAZEBO ACROSS FROM THE POLICE STATION IN BLACKWATER. MARSTON MEETS AN ASSOCIATE OF GOVERNOR NATE JOHNS, WHO WANTS MARSTON TO PUT AN END TO SOME NASTY RUMORS.
- "LIGHTS, CAMERA, ACTION, PART 5": HEAD FOR THE "?" ICON IN THE PACIFIC UNION RAILROAD CAMP TO FIND A DEJECTED MR. MACKENNA WHITTILING A PIECE OF WOOD.
- "I KNOW YOU PART 3": THIS TIME YOU FIND THE ODD MAN AT HIS CAMPSITE AMIDST THE MESAS SOUTH OF CASA MADRUGADA.



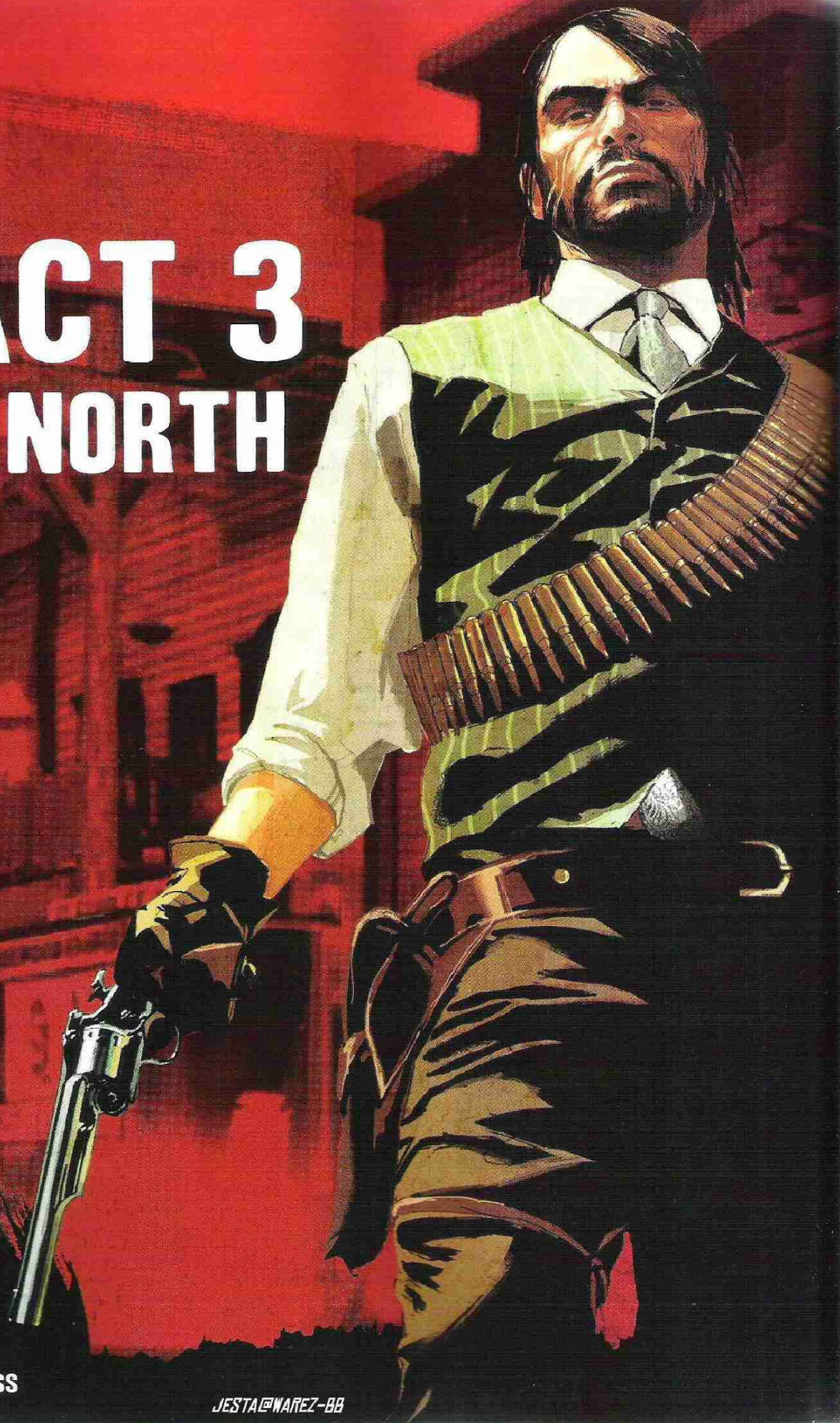
NEW MAP AND MISSION STRAND OPEN!

WHEN YOU COMPLETE "AN APPOINTED TIME," YOU FINISH THE SECOND ACT OF RED DEAD REDEMPTION'S MAIN STORY AND MOVE ON TO ACT 3: THE NORTH. THIS OPENS UP THE NORTHERN SECTION OF THE WORLD MAP AND UNLOCKS THE FBI AGENT ROSS MISSION STRAND.

FOLLOW THE WHITE "G" ICON UP TO THE BUSTLING CITY OF BLACKWATER IN GREAT PLAINS TO MEET AGENT ROSS AND TRIGGER THE FIRST MISSION IN HIS STRAND, "BEAR ONE ANOTHER'S BURDENS."

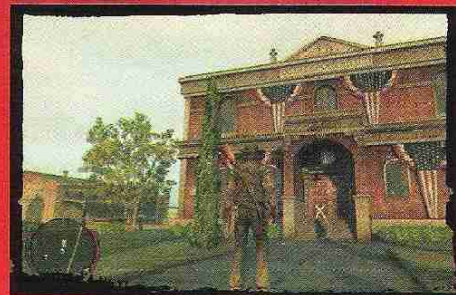
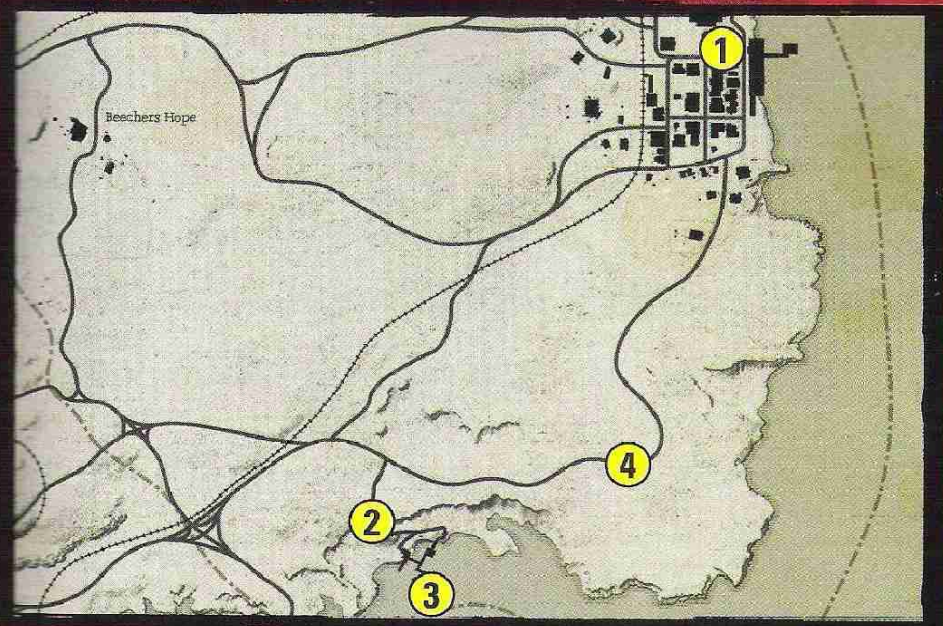
ACT 3

THE NORTH



BEAR ONE ANOTHER'S BURDENS

AGENT EDGAR ROSS



MAIN OBJECTIVES

- Ride with the agents to the riverboat wreck.
- Find the informant, Nastas.
- Carry Nastas to the car.
- Fight off Dutch's men.
- Ride with the agents to Prof. MacDougal's office.

PREREQUISITE

- Complete "An Appointed Time."

NEW ELEMENT INTRODUCED

- Riding in an automobile

FAIL CONDITIONS

- Abandon the vehicle/area
- Assault or kill Ross, Fordham, or Nastas.
- Allow Fordham or Nastas to be killed by outlaws.
- Die.

UNLOCKABLE

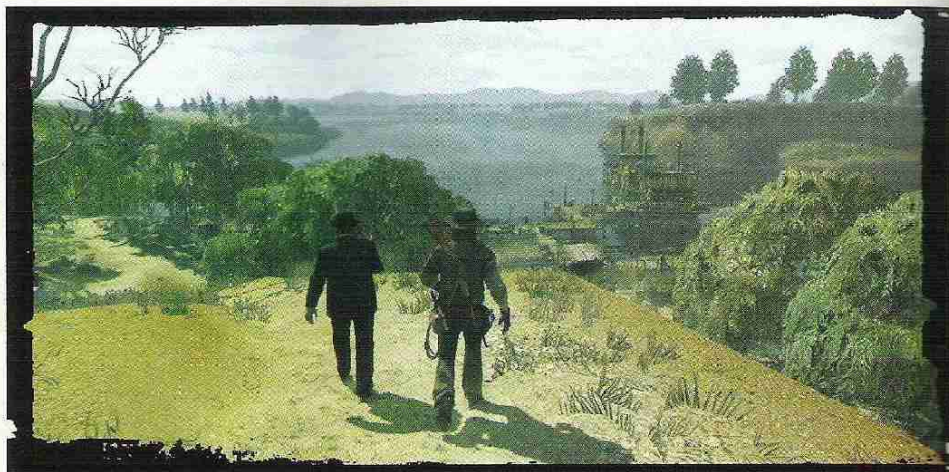
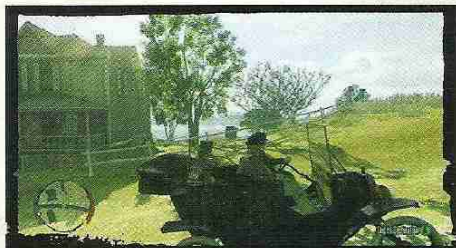
- High-Powered Pistol (gift)

Follow the white "G" icon to the front entrance of the Police Station (1) in the city of Blackwater up in Great Plains. Step into the yellow X marker to trigger an unpleasant meeting with Federal Agents Edgar Ross and Archer Fordham. It appears that John Marston's work for the agency isn't quite finished yet. Now Agent Ross wants Dutch Van Der Linde delivered, too. They believe he's holed up with renegades near the wreck of the riverboat *Serendipity*.

MISSION

GO TO THE SERENDIPITY.

An agency car is parked on the street. As the men descend the stairs of the police station, a cutscene shows Agent Ross handing Marston a High Power Pistol. He then proceeds to the car and hops in. Agent Fordham drives to the wreck of the *Serendipity* (2). En route, Agent Ross lays out his plan to wait on a cliff while Marston and Fordham check out the riverboat.

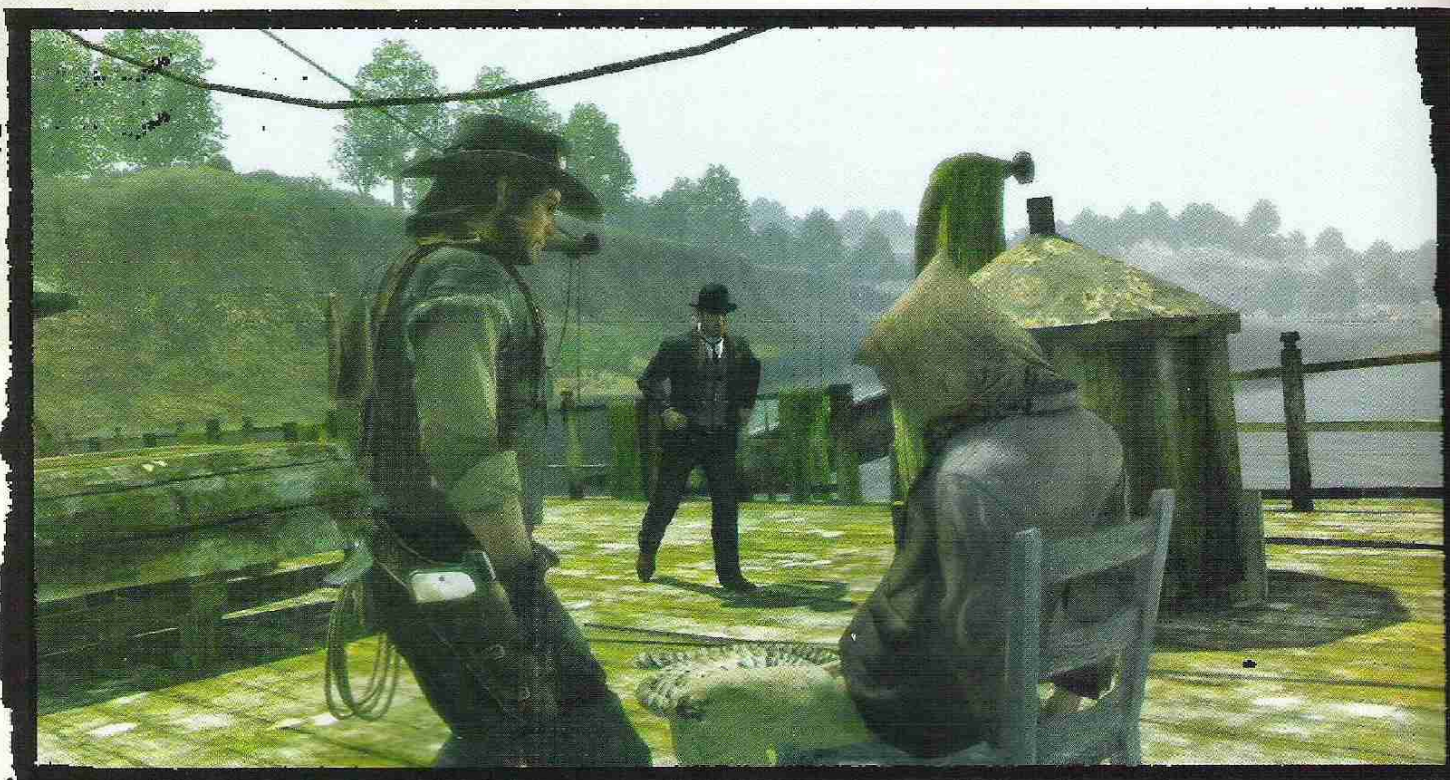


ACCOMPANY AGENT FORDHAM TO THE WRECK.

When you arrive, Agent Fordham hops out and starts walking toward the wreck (3). Walk with Fordham down the path, then out onto the pier. As you get close to the decaying boat, you hear somebody call for help.

INVESTIGATE THE NOISE.

A yellow blip appears on your map, marking the spot where the voice came from on the top deck. To get there, follow the narrow path around the bow of the boat or climb over the beams near the entry ramp. Follow the starboard path up a flight of stairs and continue to the stern where you'll find another flight of stairs. Head toward the bow and on to the top deck of the riverboat. A hooded Native American man is bound to a chair there. Fordham says it's an informant named Nastas. Then Nastas delivers the bad news: It's a trap!



CARRY NASTAS TO THE CAR.



Three gunmen rush forward to attack. Agent Fordham tells you to carry the wounded Nastas, who can't walk. A blue "Nastas" bar appears at the top of the screen. As Nastas takes damage, the color drains from this bar. When the bar is empty, you fail the mission. Don't let Nastas die. So you must fight your way through this mission while lugging a grown man every step of the way. About half a dozen other members of Dutch's gang are deploying from the huts on the pier below, so after you help Fordham dispatch the initial three attackers, go to the deck railing that overlooks the pier.

From this high vantage point, you can use the High Power Pistol (the new gun you just got from Agent Ross) with its good accuracy, power, and high rate of fire to nail gangsters below. This makes your return to the car much easier. Target the TNT kegs by the huts.

When you've nailed every bad guy you can from the top deck, start working your way down the boat's two staircases to the bottom deck. Careful! As you round the riverboat's paddlewheel and approach the gangplank, more gunmen emerge from the two huts on the pier and shoot at you. Gun them down and prepare for one more shootout on the pier as you approach the hut at the entrance.

Carry Nastas up the path to the car (the yellow blip) where Agent Ross is waiting. When you approach the vehicle, Marston automatically loads Nastas and hops in. The agents get in and Fordham starts driving back to Blackwater (the yellow blip).



DEFEND THE CAR FROM DUTCH'S MEN.

A short distance up the road, the automobile starts to backfire and then grinds to a halt (4). As Agent Fordham tries to make repairs to the engine, another mob of gangsters, including some on horseback, attacks down the road behind you. Switch to a long-range, powerful rifle and take cover behind the nearby boulders, then open fire and take them out. Dead Eye makes this challenge much easier. After shooting about 10 bad guys, Agent Fordham finally finishes working on the motor, everyone hops back in the car, and Fordham drives off.



Evidently, Dutch is luring young men into his criminal gang from Nastas' tribe by spreading a message of hate. When the car finally reaches Blackwater, the agents deliver Nastas to someone named Professor MacDougal, an anthropologist who was thrown out of Yale. They believe the professor can get information about Dutch out of the "Indian" easier than they can.

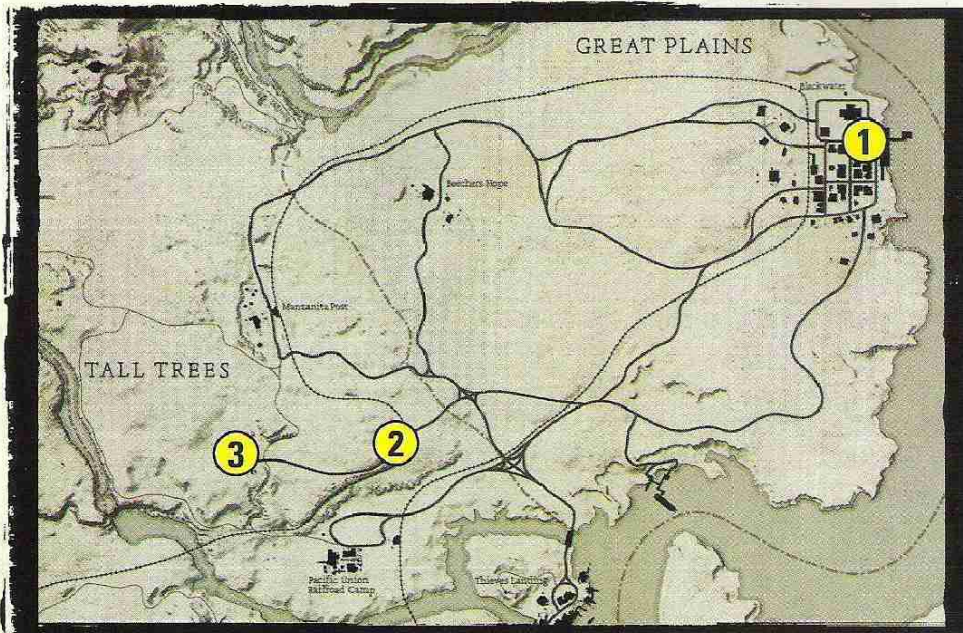


NEW MISSION STRAND OPENS!
AFTER YOU COMPLETE "BEAR ONE ANOTHER'S BURDENS," A NEW MISSION-GIVER ICON APPEARS ON THE MAP. YOU CAN FOLLOW THE WHITE "Mc" ICON TO THE OFFICE OF PROFESSOR HAROLD MACDOUGAL. STEP INTO THE YELLOW X MARKER TO TRIGGER THE FIRST MISSION IN THE PROFESSOR MACDOUGAL STRAND, "AT HOME WITH DUTCH."

OR YOU CAN FOLLOW THE WHITE "G" ICON BACK TO THE BLACKWATER POLICE STATION AND PICK UP THE NEXT MISSION FOR AGENT ROSS, "GREAT MEN ARE NOT ALWAYS WISE."

GREAT MEN ARE NOT ALWAYS WISE

AGENT EDGAR ROSS



Follow the white "G" icon to the Blackwater Police Station (1) where Marston finds Agents Ross and Fordham well armed and on their way to an unfolding situation. It appears that Dutch and his crew are making an unauthorized withdrawal from the local bank. Ross wants Marston to help thwart the transaction—or, as he puts it, "have a little financial discussion with the fellow."

MAIN OBJECTIVES

- Climb to the roof and snipe down Dutch's men at the bank.
- Save the hostages in the bank safe.
- Find Dutch upstairs.
- Chase Dutch to the old logging camp.
- Take out all of Dutch's men at the camp.

PREREQUISITE

- Complete "Bear One Another's Burdens."

FAIL CONDITIONS

- Assault or kill Agents Ross or Fordham.
- Attack or kill any other officer of the law.
- Abandon the rooftop.
- Kill hostage at front door.
- Allow any gang members to escape.
- Kill or assault any hostages in the bank.
- Abandon the bank.
- Kill your horse or any agent's horse.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill any townsfolk.
- Die.

MISSION

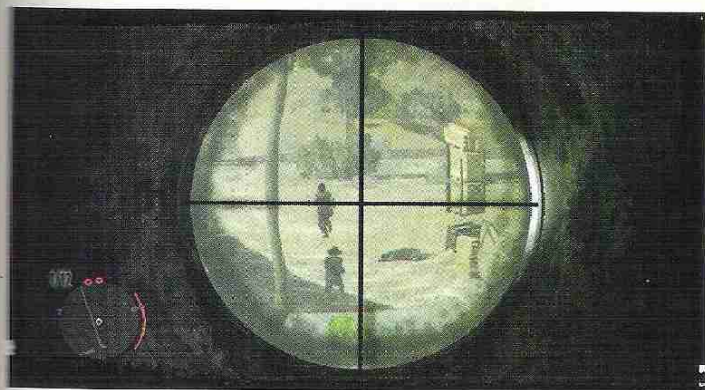
CLIMB TO THE ROOF.

The Blackwater Bank is directly across the street from the Police Station. Follow Agent Ross onto the station's fire escape, then climb the ladder to the roof. Three federal marshals are waiting at the vantage point overlooking the bank. Before you walk to the yellow X marker in the left corner of the roof, be sure to grab some sniper rifle ammo from the box beside the brick chimney.



GUN DOWN DUTCH'S MEN.

Aim your Rolling Block rifle at the bank's front door. The robbers gun down a hostage (unless you shoot the robber first and the hostage runs free), then a few try to make a run for the horses to the left. Pick them off! Other gang members take positions in the bank windows and return your fire. Nail them, too. If robbers ducking behind the outside wall are left alive too long, they'll try to escape past the lumber stacks of the construction project to the right of the bank. Don't let them slip away.

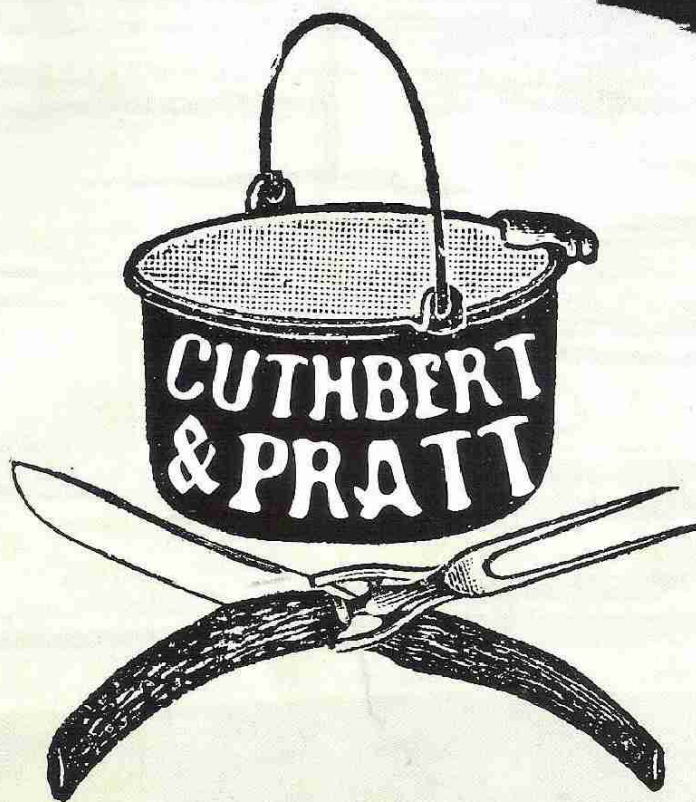


When you gun down the last robber marked as a red blip on your map, Agent Ross reports that Dutch and his remaining crew are holed up in the bank and won't come out. He sends in Marston and two federal marshals to root them out.

SHOOT OPEN THE BANK DOORS.



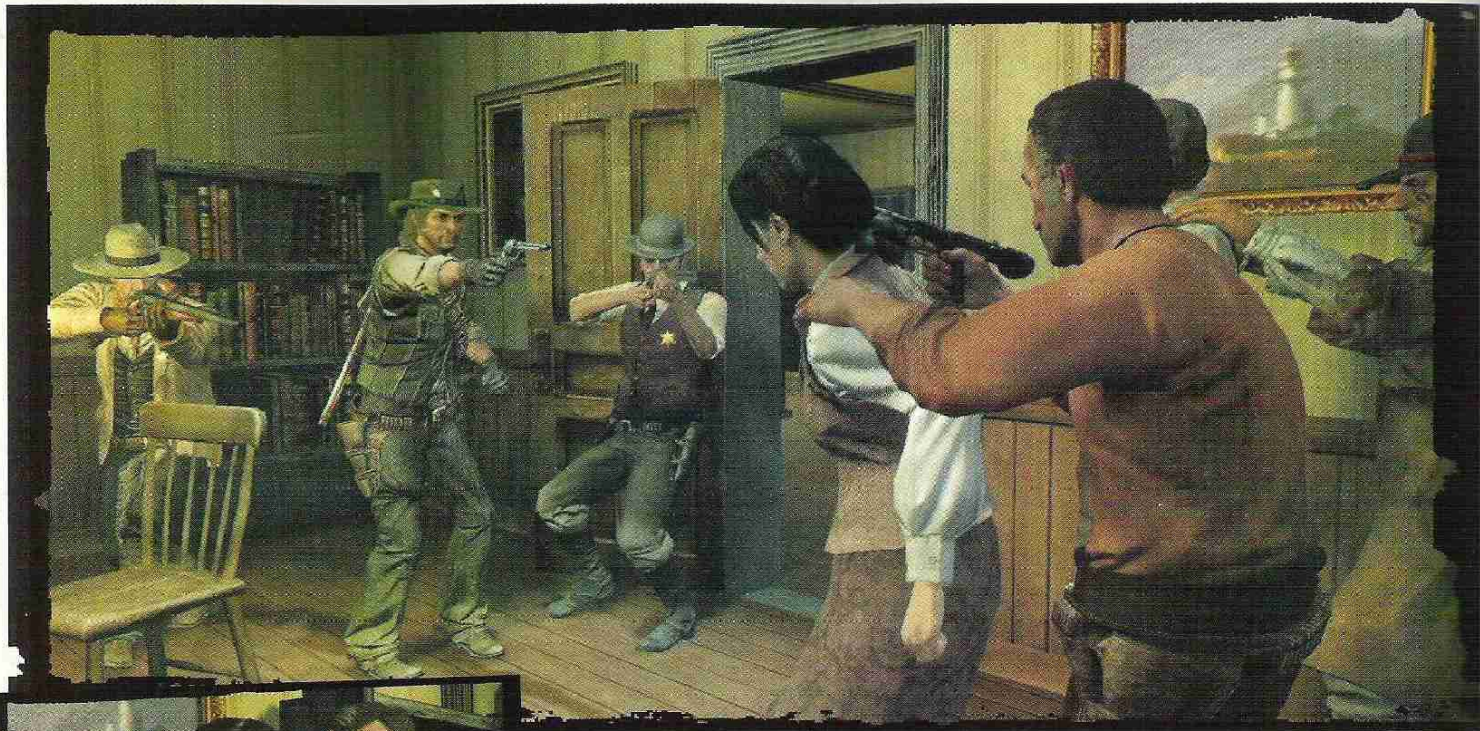
Run with the marshals to the front entrance of the bank. Shoot the doorknobs to break the locks and open the doors. Before darting inside, notice there are four enemies inside (red blips on map). The robber on the right is holding a hostage inside the vault. The other two are behind the teller counter and the leftmost crook is behind a glass stairwell. Shoot the two enemies behind the teller counter from outside the door first, then move inside, slide carefully to the left, and nail the shooter behind the glass. Use Dead Eye, but conserve ammo for the hostage situation.



SAVE THE HOSTAGES IN THE SAFE.

A robber is holding hostages in the safe (the yellow blip on the map) to the far right behind the teller windows. To reach them, step through the door leading to the staircase, but be ready. After cutting down the first two gunmen crouching in teller stalls, take cover behind the entry doorway. Look around the corner to the safe, where you see the third gang member using a hostage as a human shield. Use Dead Eye targeting to get a head shot on him, freeing the hostages.



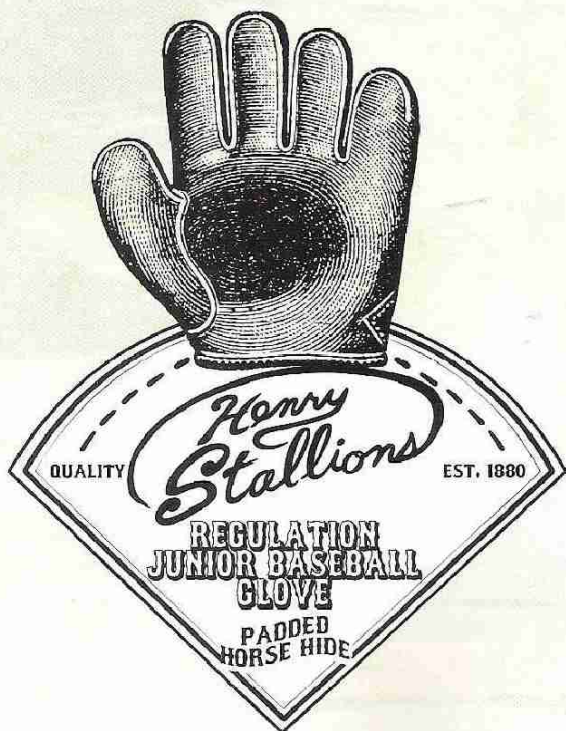


FIND DUTCH UPSTAIRS.

Climb the staircase to the second floor and join the marshals in their effort to take out the robbers behind desks across the room. Then walk into the yellow X in front of the back room door to trigger a tense scene: Dutch and another gangster hold two hostages at gunpoint. Watch the grim conclusion to the stalemate as Dutch makes his escape.

CHASE DUTCH WITH AGENT ROSS.

Sprint downstairs and run to your horse (the blue blip). Once you mount up, Agent Ross becomes the new blue blip on the map. Catch up to Ross and ride with him and the other federal officers in pursuit of Dutch, who has escaped in a car. Stay with Agent Ross! Don't get too far ahead or behind.



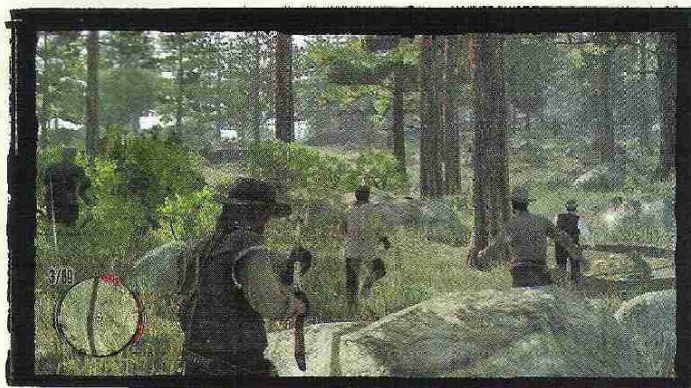
HEAD INTO THE FOREST AND TAKE DOWN DUTCH'S MEN.

You pass Dutch's car (2) when you reach the Tall Trees area. It's abandoned by the side of the road. A yellow blip appears on your map; follow it until you reach a wooded area and gunshots ring out. When Ross orders everyone to leave the horses, dismount and start fighting on foot.

Find cover immediately! Battle your way up the hill, from tree to tree and rock to rock, toward an old, abandoned logging site called Bearclaw Camp (3). Federal law officers fight alongside you, so carefully watch the position of the red blips

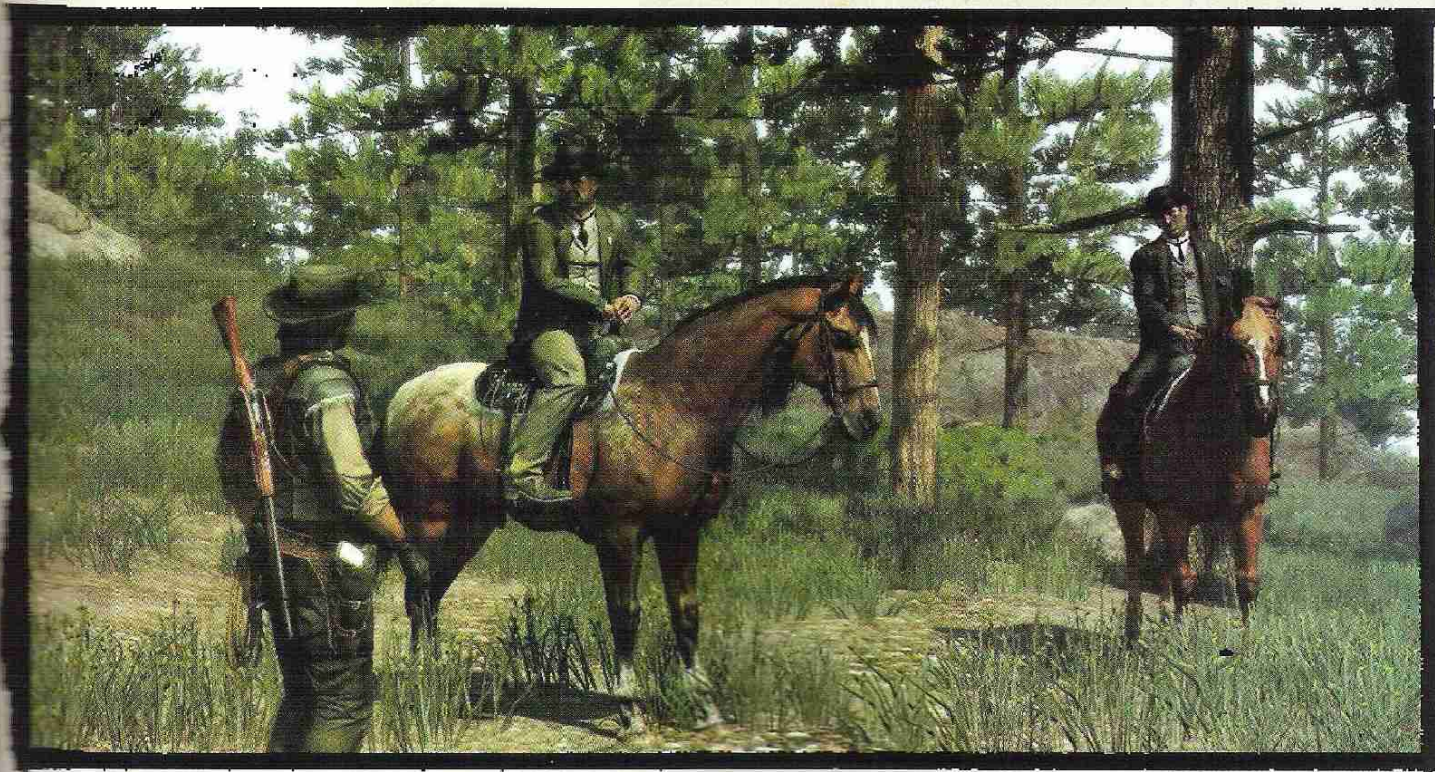
on your map to avoid gunning down any of your allies.

When you reach the crumbling structures of the logging camp, you face the last group of Dutch's men. This is a fierce gunfight. We recommend using the first log cabin to the right as a shooting perch. This location provides good firing angles at many outlaws.



MEET THE AGENTS AT THE CABIN.

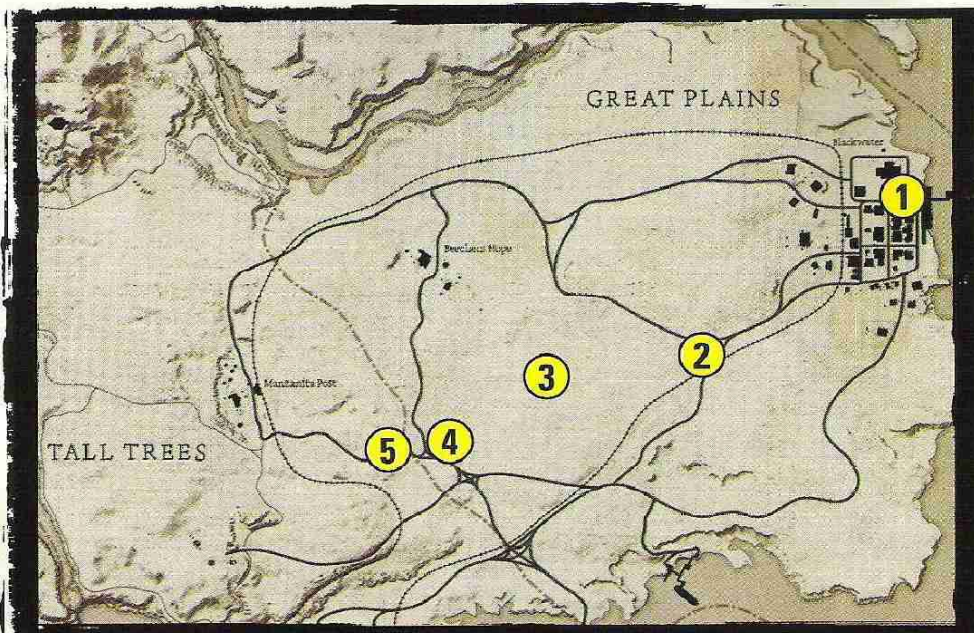
When the last outlaw in the area falls, a yellow blip appears on your map. Follow it to the X to meet up with Agent Ross and the other feds. Marston reports that Dutch got away.



If you've already completed all three of the Professor Harold MacDougal missions, including "The Prodigal Son Returns (to Vale)," you can follow the white "G" icon to the Blackwater Police Station and pick up the next Agent Ross mission, "And You Will Know the Truth." If not, then you must follow the "Mc" icon and complete the MacDougal mission strand first.

AND YOU WILL KNOW THE TRUTH

AGENT EDGAR ROSS



MAIN OBJECTIVES

- Use the Gatling gun to fight off the outlaw assault on the army camp.
- Gun down Dutch's men from the moving truck.
- Destroy the TNT-rigged wagon.

PREREQUISITES

- Complete "Great Men Are Not Always Wise."
- Complete "The Prodigal Son Returns (to Yale)" (Professor MacDougal).

NEW ELEMENTS INTRODUCED

- Firing a Gatling gun from a moving truck

FAIL CONDITIONS

- Assault or kill Agent Ross or Fordham.
- Fire Gatling gun in town.
- Assault or kill any soldier.
- Kill any soldier's horse.
- Allow rigged stagecoach to pass.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill any townsfolk.
- Die.



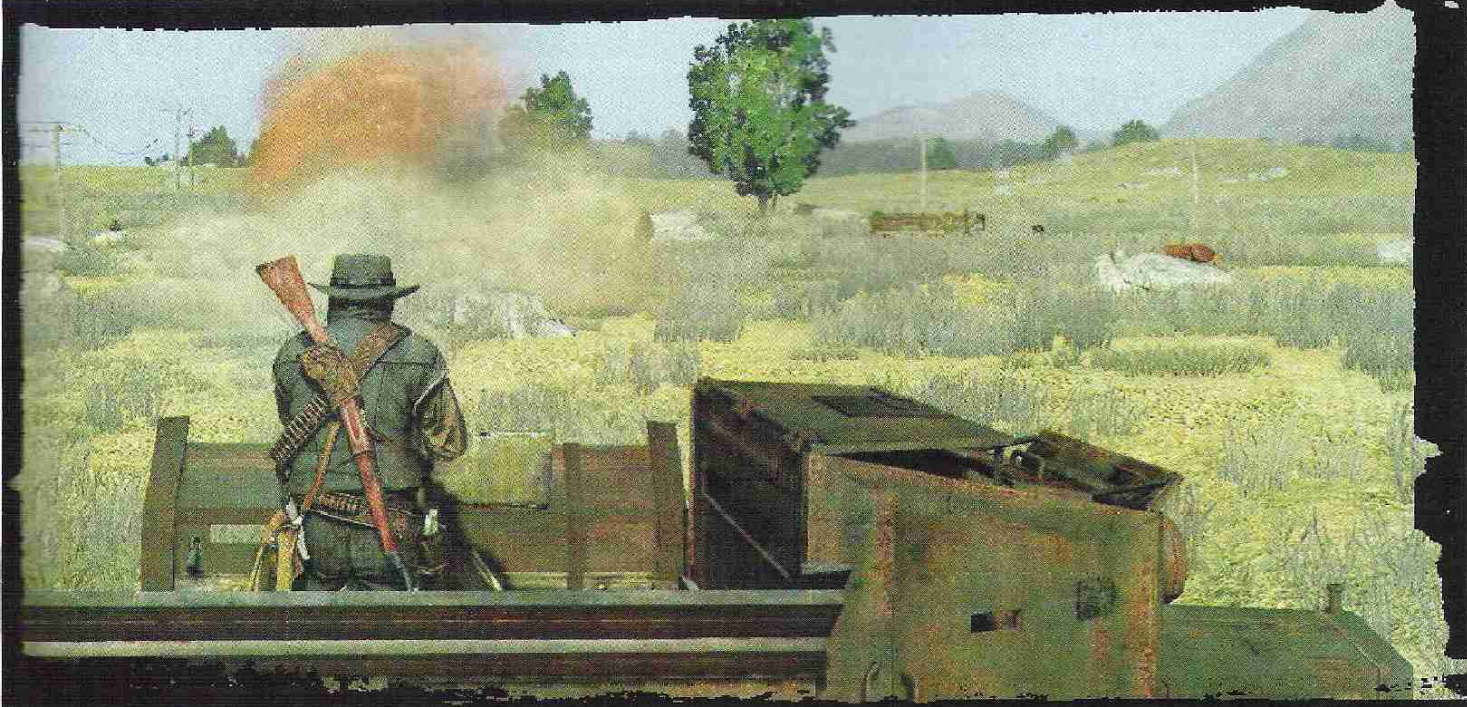
Follow the white "G" icon to the yellow X behind the counter inside the Blackwater Police Station (1). Agent Ross spews a long, pompous speech about the value of law and order, but then makes it clear to Marston that it's time to "put Mr. Van Der Linde to rest ourselves."

MISSION

RIDE THE TRUCK TO THE ARMY CAMP.

As the mission starts, Marston mans a Gatling gun in the back of a truck driven by Agent Fordham. Agent Ross warns you not to shoot within the town—if you do, you fail the mission. The truck rolls up to a US Cavalry camp (2) outside town, where Agent Ross learns from the company captain that Dutch's men may have "taken the bait."





Fordham steers the truck into place amongst several sandbag emplacements. The captain deploys his soldiers behind the sandbags, as well, creating a formidable defensive perimeter.

DEFEND THE CAMP FROM THE OUTLAW ASSAULT.

Soon Dutch's men start riding in. Blast away at them with the Gatling gun. After you wipe out the first wave, the attackers relent and start pulling back. Agent Ross calls for the troopers to mount up and give chase. Then your truck rumbles up the road toward the withdrawing outlaws. Make sure to gun down any stragglers at this time.

TAKE DOWN THE RETREATING GANG.



Agent Fordham steers the truck off-road through a field littered with boulders and outlaws (3). Watch for the red blips on your map and keep firing that Gatling gun. These bandits have TNT, and some start tossing dynamite sticks at you. Nail them before you get within their throwing range. This part of the challenge is difficult, so make sure your aim is true and keep a few extra healing items handy.

Quaker & Fitz

Finest Rio Blend
Coffee



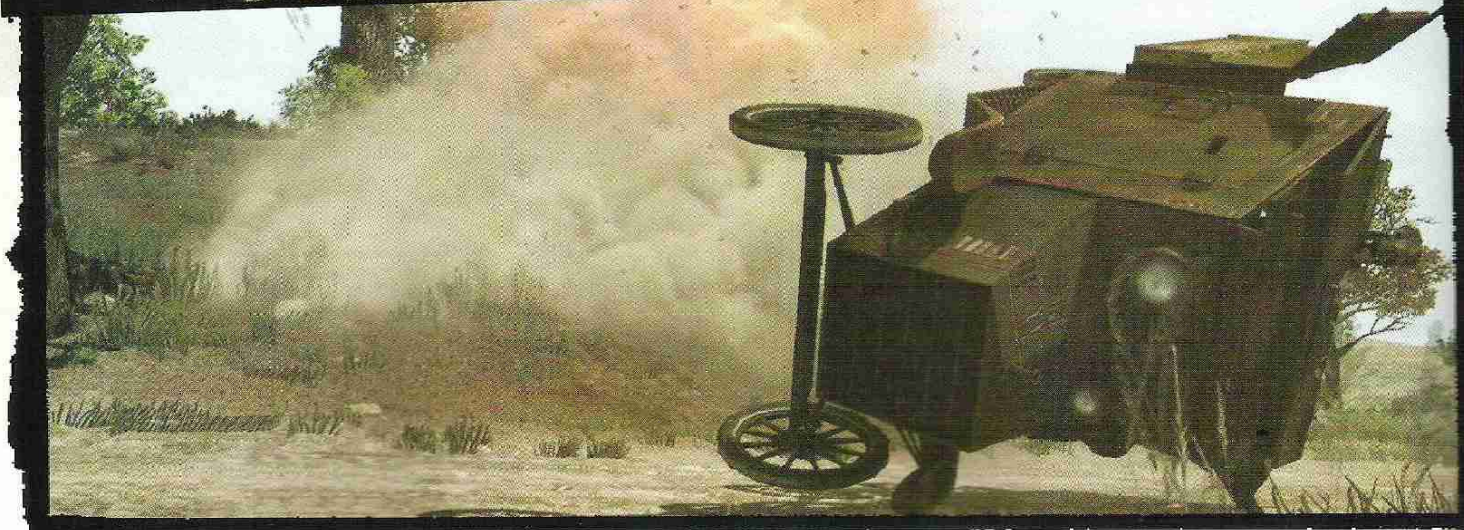
THIS CELEBRATED COFFEE BLEND FROM
THE STREETS OF RIO DE JANEIRO IS THE
PERFECT EYE-OPENER WHEN TRYING TO
PIECE TOGETHER THE NIGHT'S EVENTS.

DESTROY THE RUNAWAY TNT COACH.

Eventually, Fordham swings the truck just left of a big oak tree, almost hitting it. At this point, keep a sharp eye to the left side. Ross suddenly spots a wagon rolling out of control (4) toward your US cavalry allies. The coach is rigged with TNT, so be sure to blast it. If it gets past, you fail the mission.

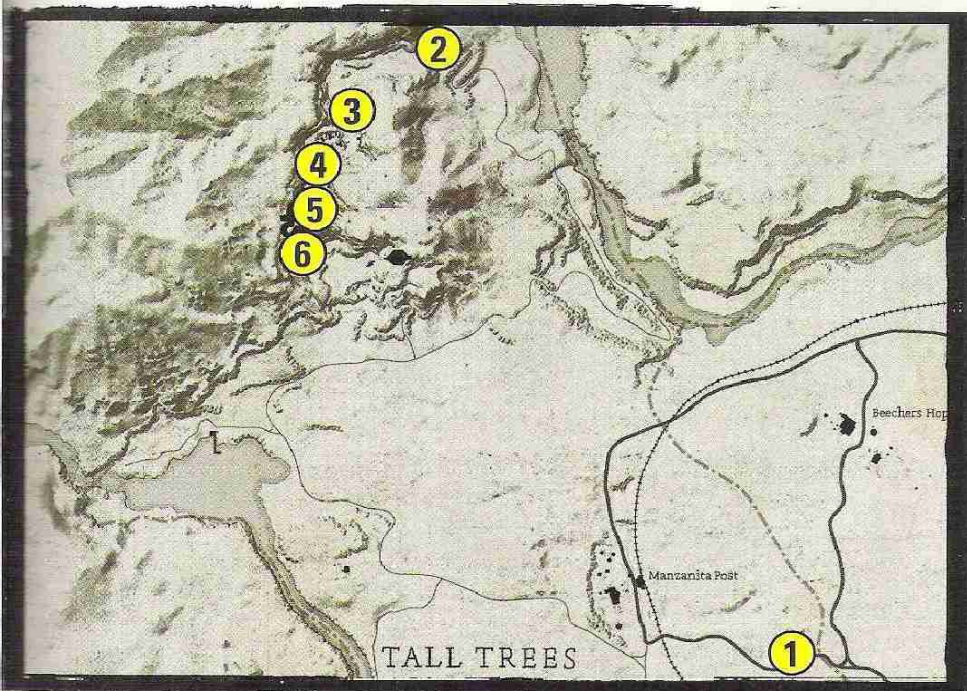


Keep gunning down Dutch's men amongst the trees and boulders as you climb further into the high country. A quick cinematic features an outlaw at a detonator, ready to push the plunger... and suddenly your truck gets blown sideways off the road (5). (You can't prevent it from happening.) This ends the mission, and you immediately jump to the next Agent Ross mission, "And the Truth Shall Set You Free."



AND THE TRUTH WILL SET YOU FREE

AGENT EDGAR ROSS



This mission is automatically triggered after your truck blows up in "And You Will Know the Truth." The federal agents and Marston stagger up the road (1), lucky to be alive. The cavalry captain joins them and insists Dutch must be caught before sundown or he'll escape again. All agree, and the team sets out for Dutch's stronghold at Cochainay.

MAIN OBJECTIVES

- Ride to Cochainay.
- Fight to the stronghold gate.
- Defend troopers planting TNT at the gate.
- Take out Dutch's guards.
- Drive Dutch off the Gatling gun platform.
- Chase down Dutch.

PREREQUISITE

- Complete "And You Will Know the Truth."

UNLOCKABLE

- Pump Action Shotgun (drop)

FAIL CONDITIONS

- Assault or kill any soldier.
- Kill any soldier's horse.
- Abandon the soldiers.
- Push too far ahead of army (when advancing against the enemy).
- Die.

MISSION

RIDE TO COCHAINAY.

Cochainay appears as a yellow blip (2) on your map. It's a long trip, but it's beautiful country, so enjoy the scenery and the banter. Ride near the Captain so Marston can converse with him. Marston, having seen the Cochainay garrison, is not optimistic about their chances with so few men. Neither is the Captain, but he takes orders now from the federal agents—or, as he says, "them city boys." Continue up

the winding trail to the yellow X marker just below Cochainay's exterior gates. If you're in a hurry, you can race ahead of the troops to the gate and trigger the next objective more quickly.



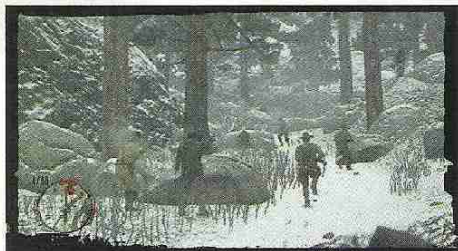
When you arrive to the locked gates of Cochinay, a soldier dismounts and plants explosives on the door. The explosion blows the wooden gate to pieces and the troops rush in for a glorious battle.

TAKE OUT DUTCH'S GANG.

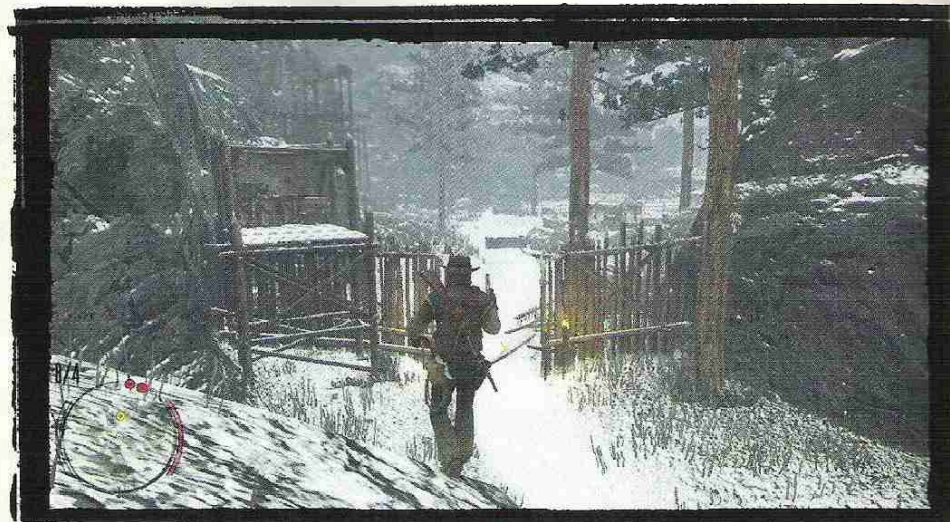
Start fighting your way up the pass. The **Pump Action Shotgun** can be found near the corpses. We suggest using the High Powered Pistol or something similar while storming uphill, using cover and tearing through the enemies. Dozens of outlaws shoot from behind the boulders and trees, but you have a company of US cavalry troopers and federal agents on your side. Just keep plugging away and pushing forward whenever the soldiers do. Don't get too far ahead of them, though, or you'll fail the mission.



This is a wild fight and bullets come from all directions, so be patient and stay behind cover. Use Dead Eye as much as possible when you see multiple red blips ahead on your map, but target carefully—during each advance, a number of your allies weave through the rough terrain, too, often right in front of you.



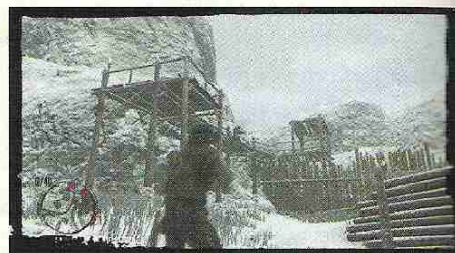
ADVANCE INTO THE VILLAGE.



When you clear the pass, a new yellow blip appears on your map, marking the gates of the village (3). When you step into the yellow X marker there, a green blip indicates the location of a nearby Gatling gun. Use the High Powered Pistol to gun down nearby enemies that could stop you from running to the Gatling gun. Man the gun and start picking off targets inside the village and behind cover to your right; look for several TNT stashes to blow up, as well.

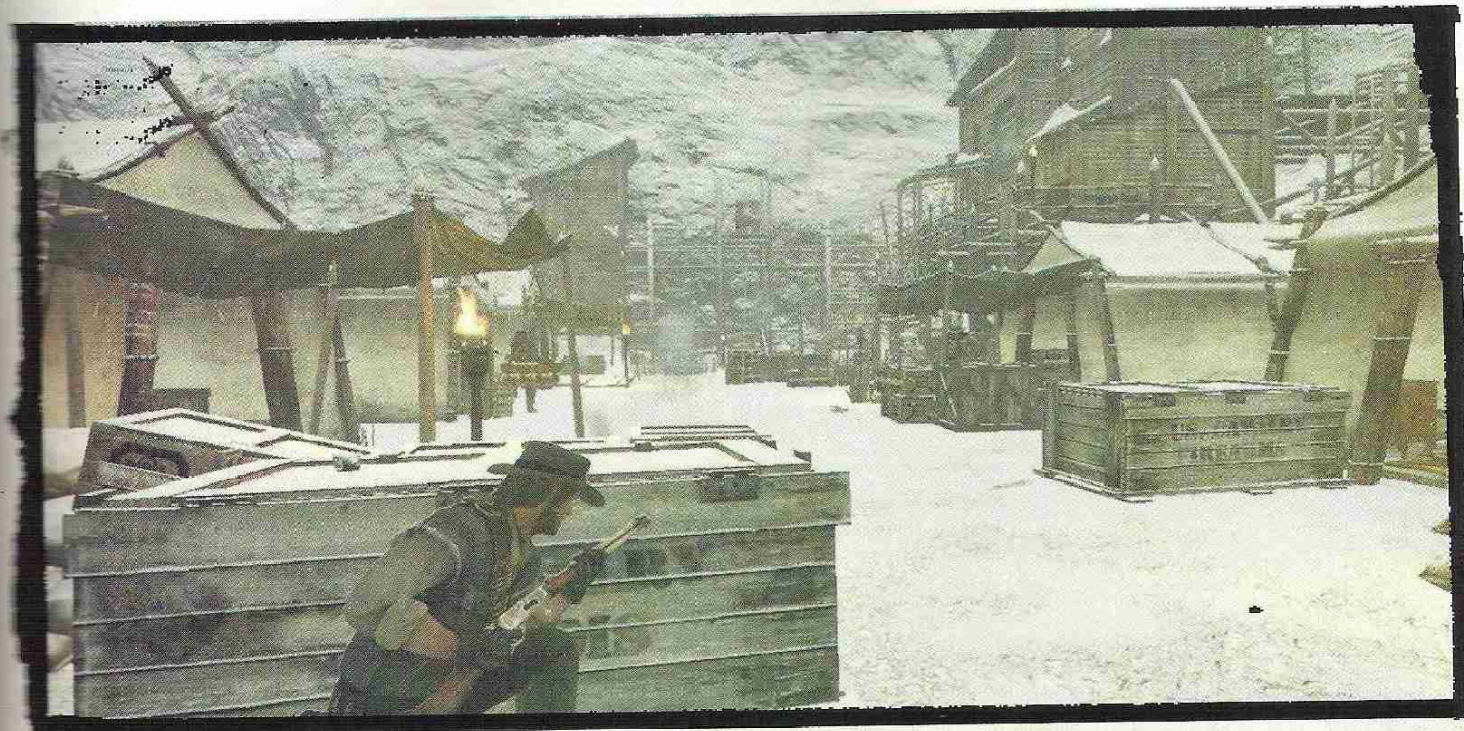
PROTECT THE SOLDIERS PLANTING TNT AT THE GATE.

When the village is cleared, the Captain calls for you to meet him at the final gate leading into the heart of the stronghold. Go to the yellow X marker (4) there and protect the soldiers planting dynamite at the gate. Watch for outlaws above on the walkways and pick them off. Troops soon arrive as backup for the guards you've already dropped. Keep looking up to the areas you've already cleared because new guards may have arrived. When you finish off the last enemy gunman, the dynamite blows the gate open. You now have access to Cochinay's inner sanctum and Dutch himself.



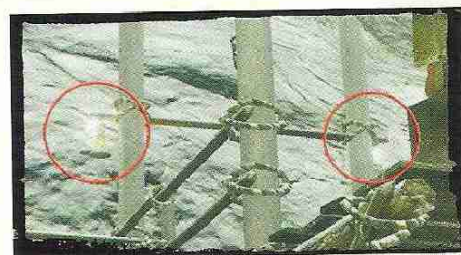
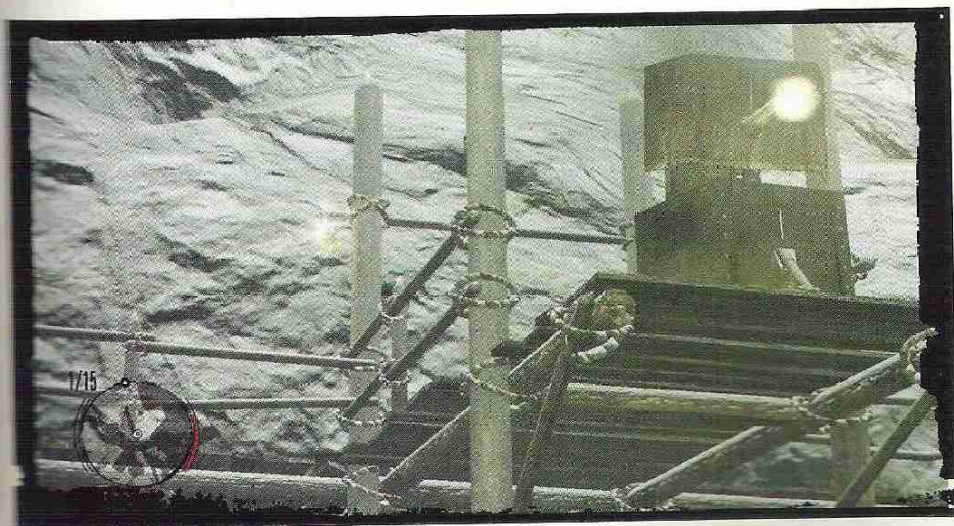
KILL DUTCH'S GUARDS.

Dutch mans a fearsome Gatling gun at the far end of the stronghold (5), so stay behind the cover where you start the battle. He fires in bursts of several seconds; you can use the lull between bursts to pop up from cover and pick off his guards around the camp.

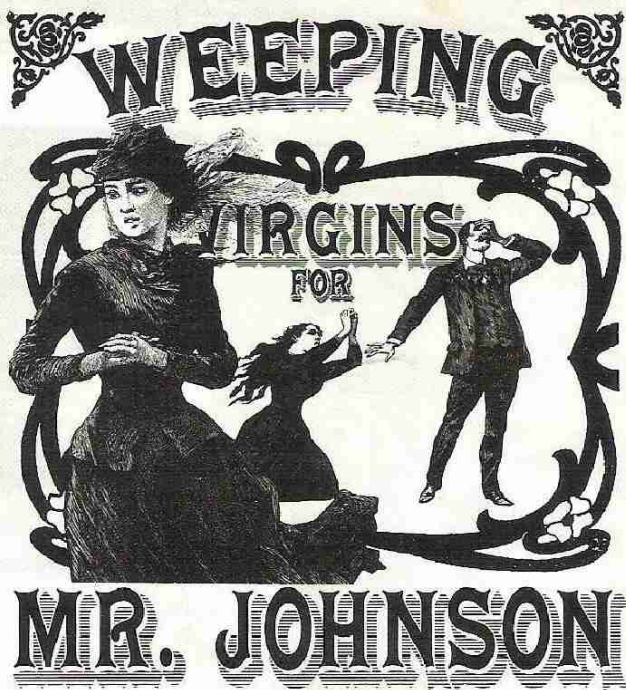


FORCE DUTCH OFF THE MACHINE GUN.

When the last guard falls, you get a visual tip on how to deal with Dutch—a quick close-up of a pair of glowing lanterns hanging on the support poles just behind Dutch's Gatling gun, one on either side. Your task here is to nail one of the lanterns to spread fire across the entire gun platform and force Dutch to retreat into the caves. A powerful, quick fire rifle is your best bet.



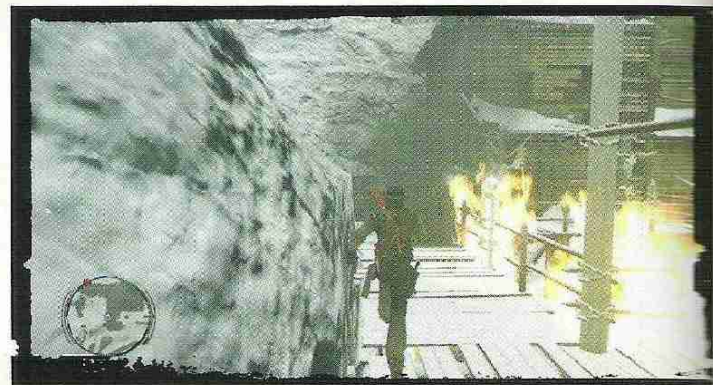
When the platform is fully aflame, Dutch abandons the Gatling gun and runs off into the tower on the right.



JESSE RAYMOND IN HIS FINEST ROLE TO DATE.
COMING SOON TO ARMADILLO

CHASE DOWN DUTCH.

Hurry across the yard and run up the stairs into the tower on the left. (Fire blocks access to the right.) Climb up the ladder inside the tower to reach the top platform, where the Gatling gun is located. Then sprint past the fire and enter the structure on the far side of the platform. As you step inside, a quick cinematic shows Dutch running into a cave mouth above you.

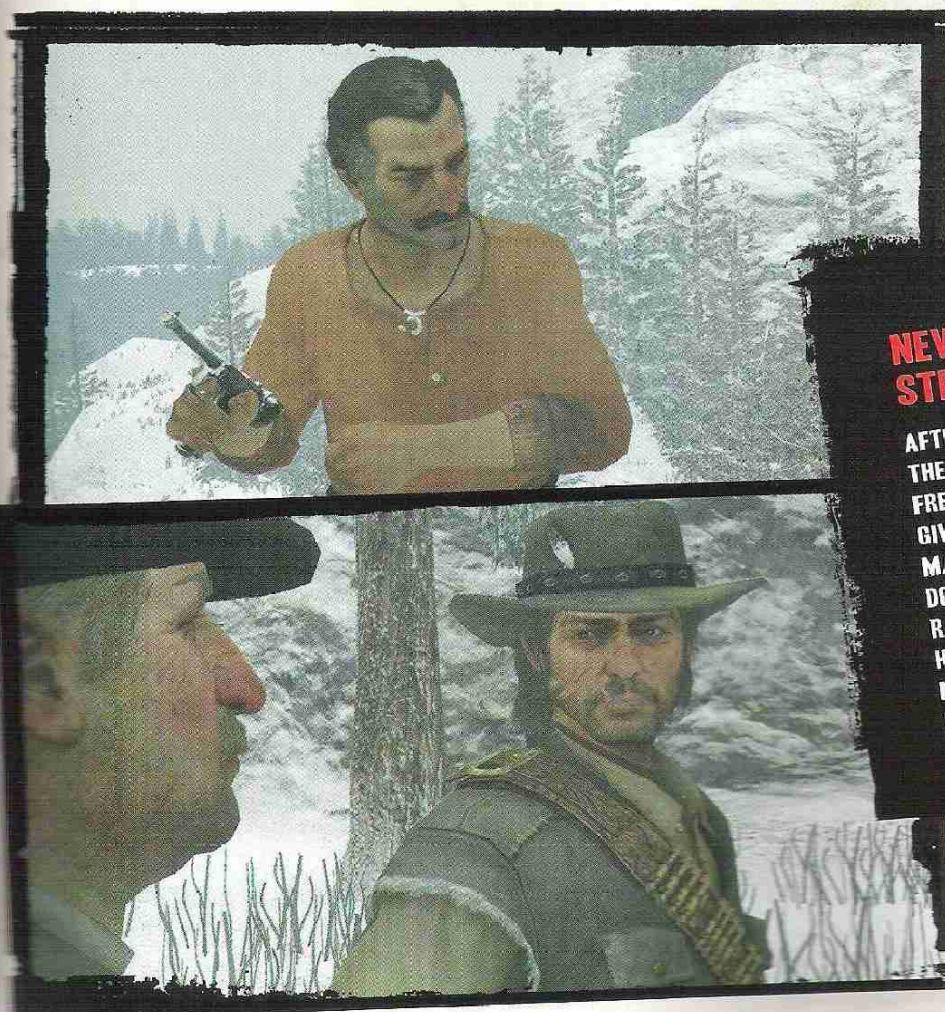
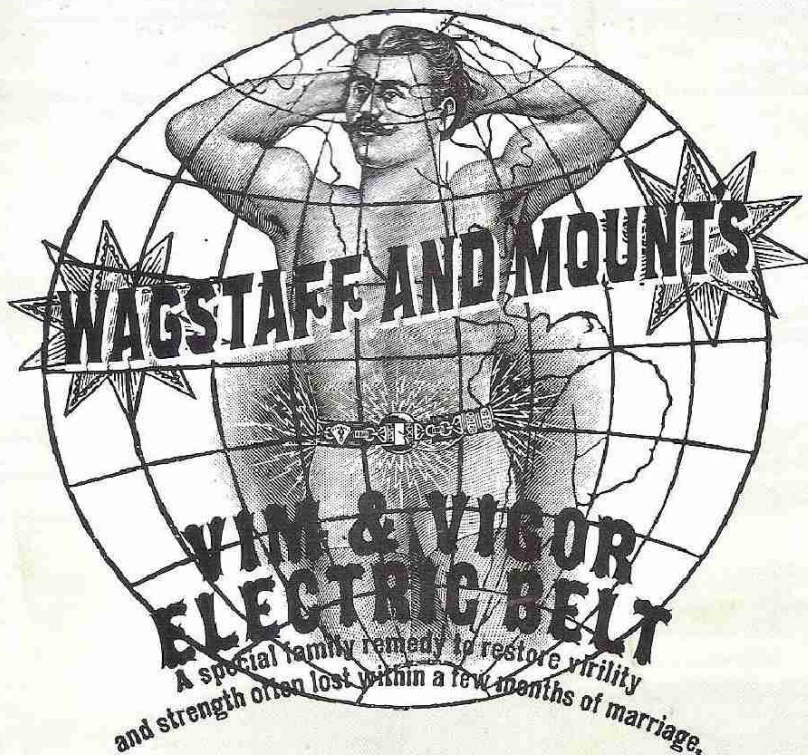


Run up the stairs and turn left into the guard tower. Climb the ladder to the upper deck and when you approach the Gatling gun platform, Dutch is seen in the next tower in another quick cinematic. Run past the burning Gatling gun and up the stairs inside the next guard tower.

Proceed quickly through the cave to trigger a brief exchange between Marston and Dutch, who now stands atop a tower of wooden scaffolding. Climb to the top and continue down the successive tunnels, scaling the series of ladders.



You eventually reach Dutch (6), who is trapped at the edge of a cliff with nowhere to go and a freshly developed escape plan. Watch the final exchange between the two former gang brothers—and the aftermath with Agent Ross.

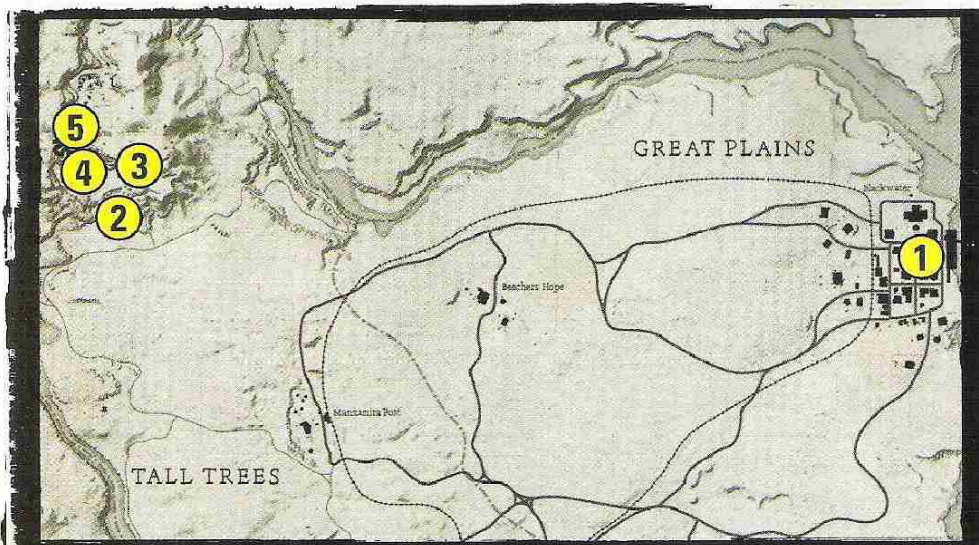


NEW MISSION STRAND OPENS!

AFTER YOU COMPLETE "AND THE TRUTH WILL SET YOU FREE," A NEW MISSION-GIVER ICON APPEARS ON THE MAP. FOLLOW THE "A" ICON DOWN TO JOHN MARSTON'S RANCH NEAR BEECHERS HOPE TO TRIGGER THE FIRST MISSION OF THE HOME MISSION STRAND.

AT HOME WITH DUTCH

PROFESSOR HAROLD MACDOUGAL



MAIN OBJECTIVES

- Accompany Nastas and MacDougal to Cochiny.
- Climb the cliffs to the cave.
- Survive the miner ambush.
- Climb to the Cochiny overlook.
- Silently terminate the scout.
- Use the scout's binoculars to survey Dutch's camp.

PREREQUISITE

- Complete "Bear One Another's Burdens" (Agent Ross).

NEW ELEMENT INTRODUCED

- Climbing

FAIL CONDITIONS

- Assault, kill, or abandon MacDougal/Nastas.
- Kill your horse.
- Kill MacDougal's or Nastas' horse.
- Use non-stealth tactics on scout (at top of mountain).
- Die.

Follow the white "Mc" icon through Blackwater to the entrance of a small green office building (1) next to the St. James Hotel. A sign above the door reads "Harold MacDougal PhD, Professor of Anthropology." Step into the yellow X marker to meet MacDougal, who expounds on a few theories until Nastas (the man Marston rescued with Agents Ross and Fordham in "Bear One Another's Burdens") makes an appearance. Nastas says he knows where Dutch Van Der Linde and his gang are hiding—in the hills of Cochiny—and he'll take Marston and MacDougal there now.

MISSION

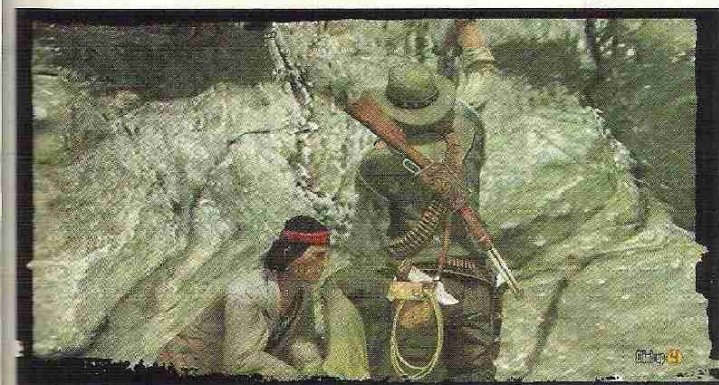
TRAVEL TO COCHINAY WITH NASTAS AND MACDOUGAL.

Find and mount your horse on the street outside MacDougal's office, then ride with Nastas and MacDougal. It's a long trip with nary a quiet moment, thanks to the Professor. The route leads into the mountains north of Tall Trees, well above the snow line, to the old mining area of Cochiny (2). When you arrive, Professor MacDougal immediately begs off and heads home.

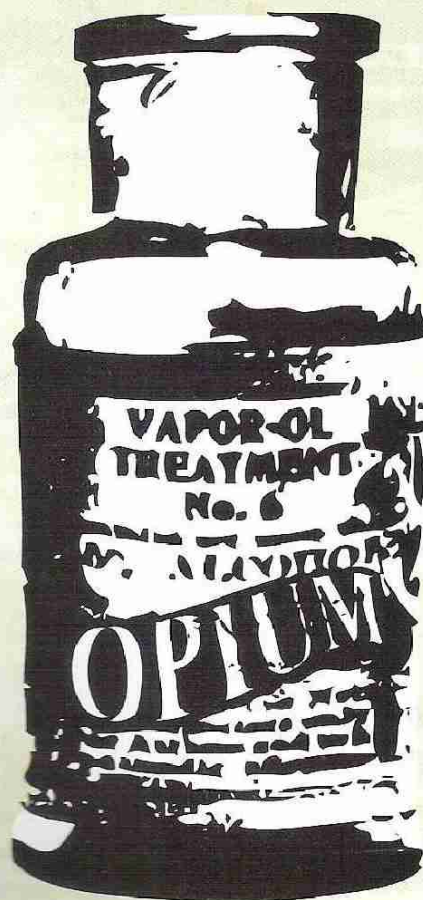


WORK WITH NASTAS TO CLIMB THE CLIFFS.

Approach Nastas and a cinematic triggers here: Nastas and Marston help each other up the rock.



But when Nastas climbs up the manmade wooden wall next, the support platform collapses. He suggests you find another route up while he has a look around. A yellow map blip appears on your map, nearby and to the left of your location.



FIND AN ALTERNATE WAY UP THE CLIFFS.

Turn left and climb up the low wall to reach the yellow X marker. Turn right to face the cliff, then jump and grab the narrow ledge just above you.



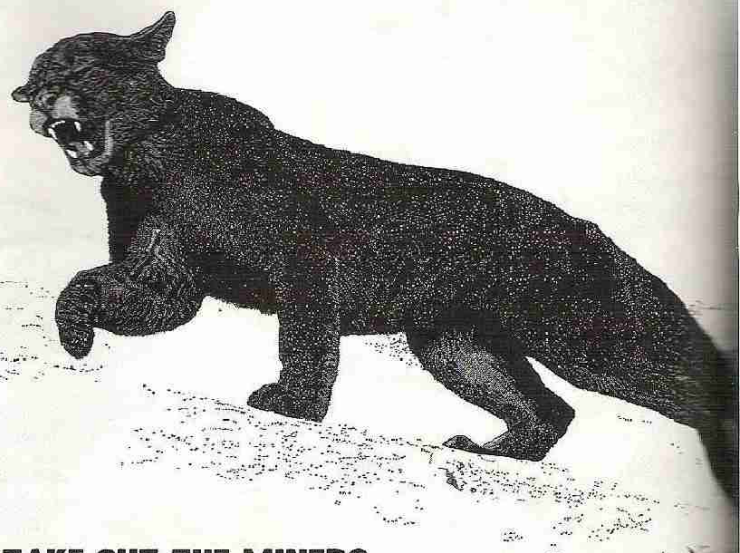
Shimmy left over the gap and drop to the ground on the other side. Nastas is now marked as a blue blip on your map; your goal is to find him.

Head left to the next low wall and climb up. From there, you can walk toward the blue map blip to meet Nastas by the old mining structure. He points out a cave up ahead that might offer a shortcut through the mountain.



ESCAPE THE MINERS' TRAP!

Walk with Nastas along the mine car tracks and into the tunnel (3). Up ahead, he discovers a dead end. In a cinematic, Nastas leads the way back toward the entrance when a miner jumps out from behind a rock and slashes him in the arm with a knife. You both gun him down. Marston and Nastas then suddenly encounter a mine cart filled with dynamite rolling down the tracks! Sprint uphill and out of the tunnel. If you don't, the explosion will kill you.



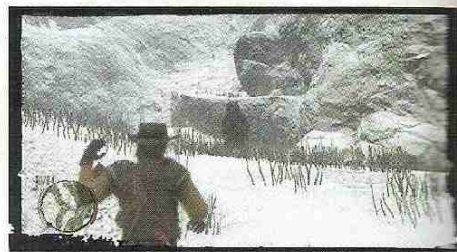
TAKE OUT THE MINERS.

Survive the TNT attack and you find yourself outside the cave, taking gunfire from the three miners. Immediately draw your weapon and use Dead Eye to tag the two miners in the open, near the tracks to your right. The third shooter is behind a low wall in the mining structure to your left. After defeating the miners, meet with Nastas outside the cave and step into the yellow X.

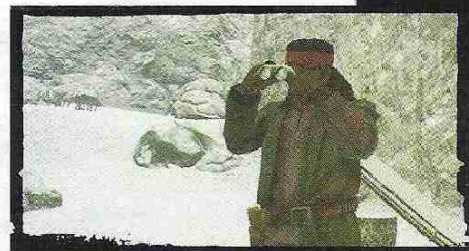


WORK YOUR WAY UP THE MOUNTAINSIDE.

Nastas sends you on without him, and a new yellow blip (4) appears on your map. From where Nastas rests his injured arm, cross over the tracks and move down to the ground level and along the cliff wall, heading west until you find the yellow X marker. Another new yellow blip appears on your map. Climb up the series of three low walls, then follow the path to the right and pull yourself up the next wall. Watch out for a grizzly bear to your left! Gun the beast down by using Dead Eye to pop a High Powered Pistol bullet in his cranium. Skin the bear to trade for money later.

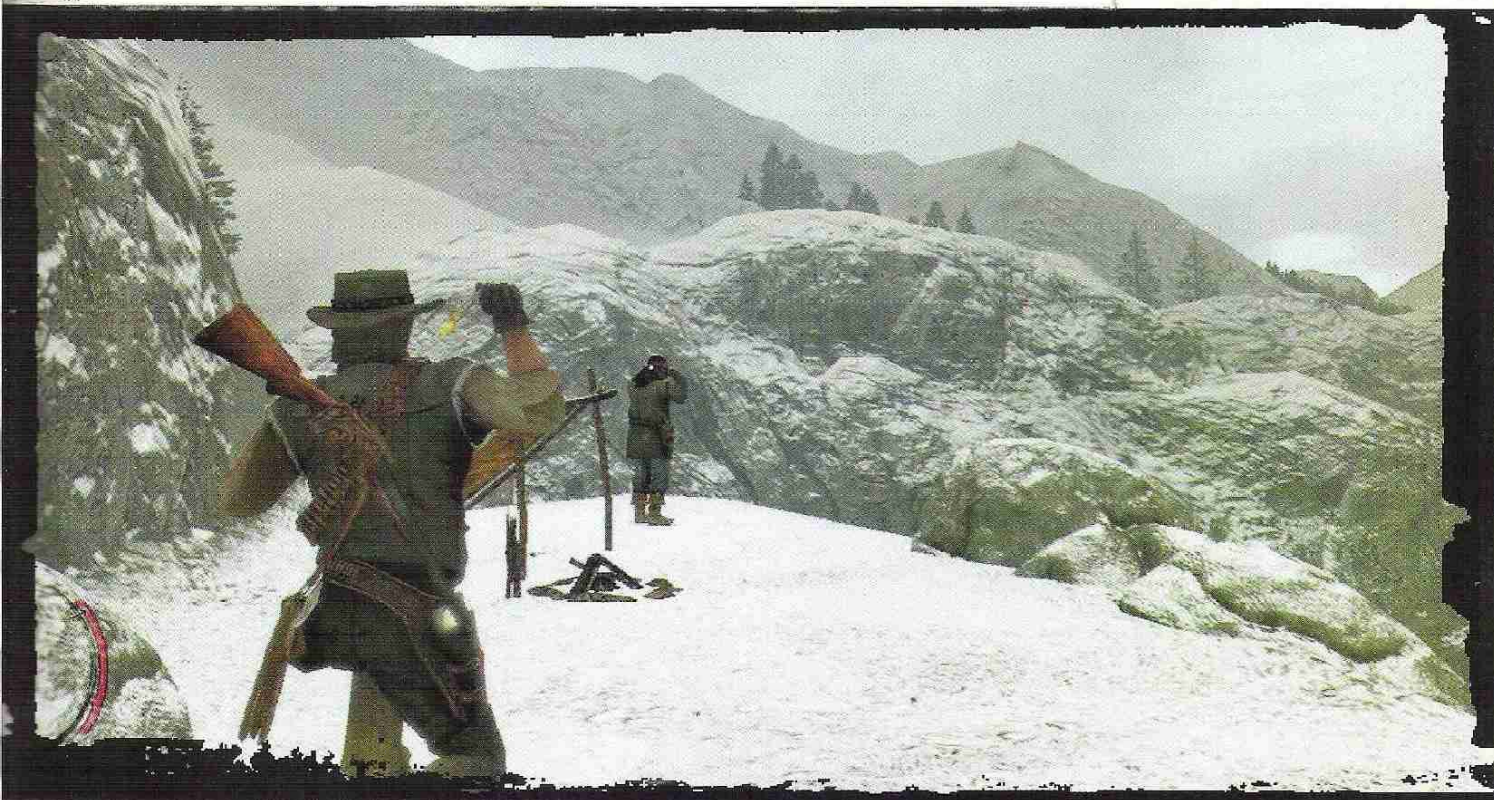


Next, climb up a series of low walls behind the dead grizzly and follow the path to the next X marker by the cart tracks. Stop when you see the fresh bighorn kill. Keep an eye out for a cougar in this area. Defeat the big cat when it appears, then skin it and climb up the step-like series of 10 low walls near the tracks until you finally reach the next X marker. This triggers a quick scene: Marston spots a scout (5) with binoculars.



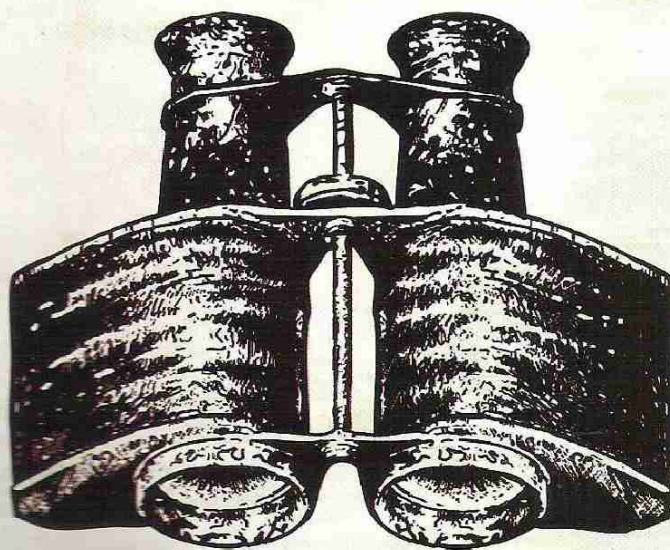
SILENTLY NEUTRALIZE THE SCOUT.

Climb up the next wall, then crouch and start moving slowly down the slope toward the scout. Equip your throwing knives and creep closer until you reach the boulders near the scout's tent, then nail him in the back of the head with a knife.



GET THE BINOCULARS.

The fallen scout drops his binoculars; a green map blip now marks their location. Walk over the **binoculars** to pick them up. Now you're looking down on the bustling camp at Cochinay.



LOOK FOR DUTCH WITH THE BINOCULARS.

Start scanning around Cochinay for signs of Dutch. Spot the tent on the left, next to the central gate, to trigger a scene: Dutch spots Marston up on the ridge. By the time Marston gets the binoculars on Dutch, it's too late...



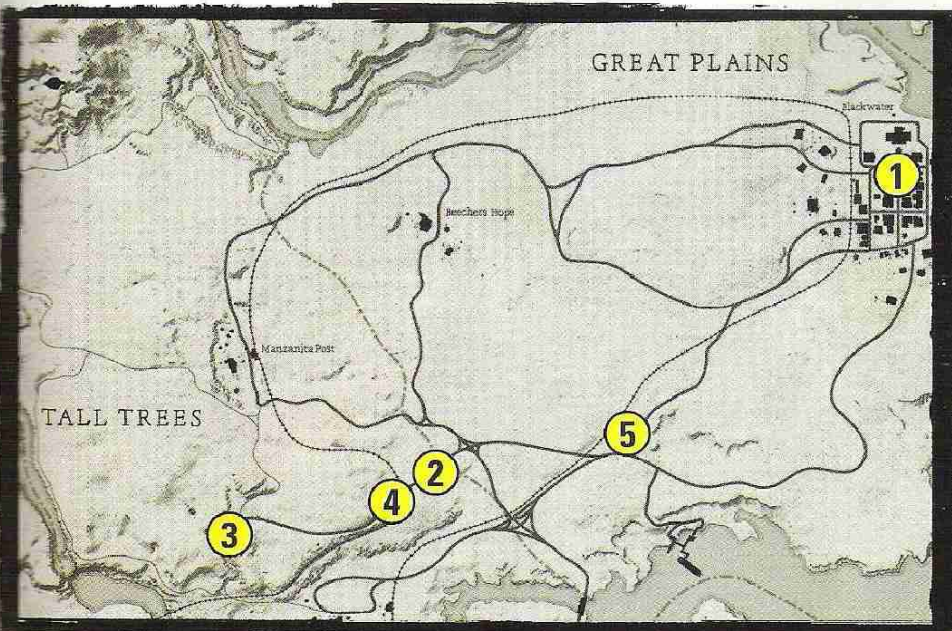
Marston awakens to find the worried faces of his companions, Nastas and Professor MacDougal, hovering over him. He leaves

them to their debate about the nature of civilization and savagery.



FOR PURELY SCIENTIFIC PURPOSES

PROFESSOR HAROLD MACDOUGAL



Follow the "Mc" icon to MacDougall's office (1) in Blackwater. The Professor is not in good shape. As John Marston enters the office, MacDougall is agitated by a flood of ideas and... well, there's the cocaine, too. He has arranged a meeting that will validate his racial theories and also bring Dutch Van Der Linde within Marston's grasp.

MAIN OBJECTIVES

- Accompany Nastas and MacDougall to Bearclaw Camp.
- Kill the grizzly bear en route.
- Fight off Dutch's men at the cabin.
- Defend MacDougall on the ride back to Blackwater.

PREREQUISITE

- Complete "At Home with Dutch."

FAIL CONDITIONS

- Assault, kill, or abandon MacDougall/Nastas.
- Kill MacDougall's or Nastas' horse.
- Assault or kill any gangster prematurely.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

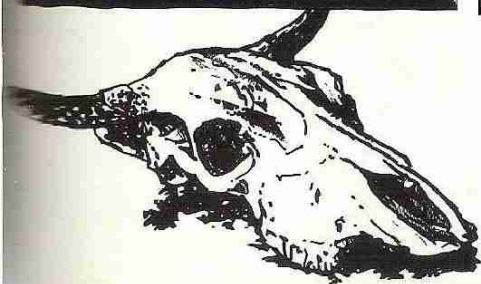
MISSION

ACCOMPANY NASTAS TOWARD BEARCLAW CAMP.

Follow MacDougall down the street to where Nastas has horses waiting for you. Mount up and ride along with the two gentlemen (Nastas is the blue blip on your map). On the way, you learn that Nastas has set up this meeting at a Bearclaw cabin with a group of his tribesmen who have joined Dutch's crew.

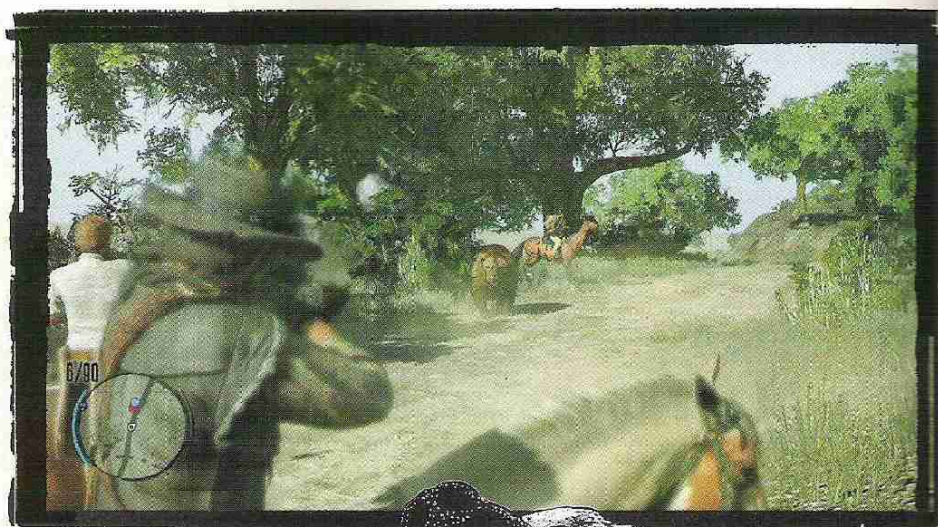


When asked why these men would meet with MacDougall, Nastas replies with one of our favorite lines in the game: "I think they are interested to find out what conclusions a white man has reached on hundreds of years of our culture and society from the comfort of his hotel room."



KILL THE BEAR!

About halfway up the road (2), the horses suddenly rear up in fright. A massive grizzly bear lumbers onto the road! Open fire immediately. It can take quite a few hits to put the bear down. Try using Dead Eye and a high-powered gun, aiming for the head above the eyes. Killing this bear with one shot contributes to a Legendary Sharpshooter Challenge (Rank 7). Be careful not to hit your companions; Nastas may ride around behind the bear during the attack. Take a moment to skin the bear afterwards, if you want. Then get back on your horse and rejoin Nastas. Continue riding up the road until you reach Bearclaw Camp (3).



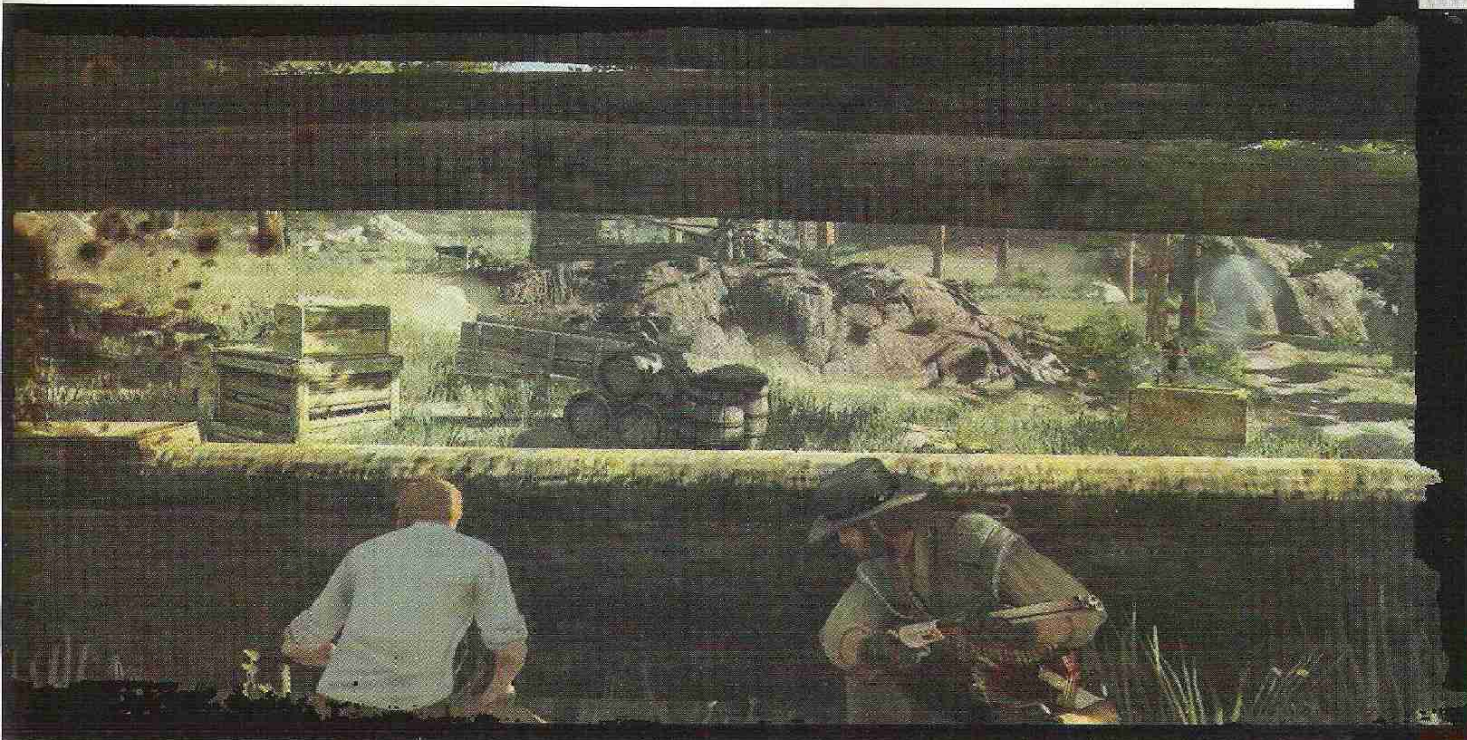
MEET DUTCH'S MEN IN THE CABIN.

Dismount and follow the yellow map blip to the X in the doorway of the dilapidated cabin. This triggers a meeting scene: it appears that Dutch's rhetoric has radicalized the tribesmen. They are so disturbed about their plight that Nastas is unable to calm them. In fact, they find his words a cause for more anger. And soon the doomed powwow erupts in violence.



DISPENSE WITH THE GANG MEMBERS.

Now you must fight off the seven men attacking the cabin. You have a good defensive position, so stay put and use the cabin's log wall for cover. The attackers must make some advances across open space, so use those opportunities to gun them down. When the last attacker falls, the Professor makes a break for it. He's had enough of fieldwork for today.



DEFEND MACDOUGAL ON THE RETURN TO BLACKWATER.

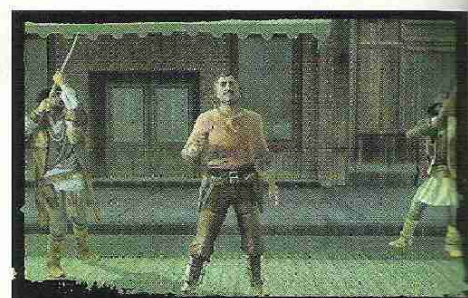
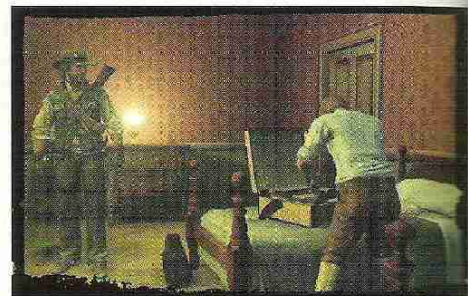
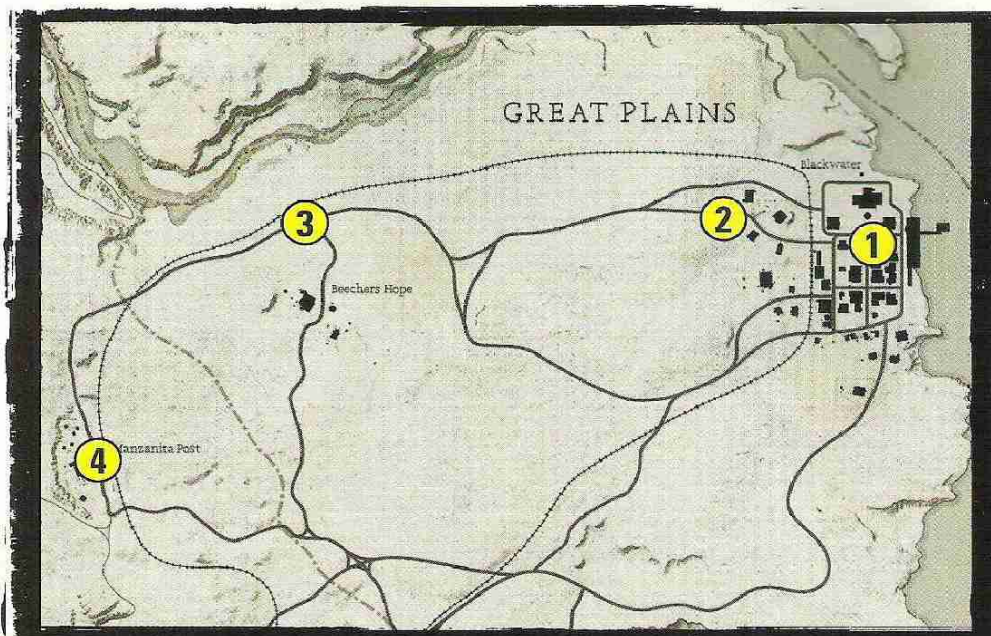
Mount your horse and follow MacDougal. He rides hard for Blackwater, but Dutch's men ride in to attack at two points (4) & (5) along the return route. Both attacks are triggered as you cross railroad tracks, so check your map for where those two crossings lie. Watch for horsemen suddenly veering in beside you from horse paths. Use a powerful handgun for the first group, as they will appear at a closer range than the men in the second attack. Switch to a long-range rifle with a high rate of fire for the second ambush.



Accompany MacDougal all the way to where he dismounts in a back alley behind the Blackwater Restaurant. Leave your horse in the alley and follow MacDougal to trigger a final scene: the Professor thanks Marston and heads off for a nice relaxing syringe.

THE PRODIGAL SON RETURNS (TO YALE)

PROFESSOR HAROLD MACDOUGAL



MAIN OBJECTIVES

- Save MacDougal on the hotel roof.
- Pick off the rooftop snipers.
- Cross the rooftops to the horses in the alley below.
- Escort MacDougal to the Manzanita Station.

PREREQUISITE

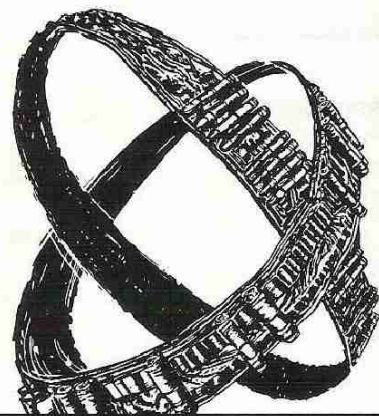
- Complete "For Purely Scientific Purposes."

FAIL CONDITIONS

- Allow captured MacDougal to be shot.
- Abandon MacDougal.
- Kill MacDougal's horse.
- Break the law.*
- Kill a dog.*
- Commit vandalism.*
- Assault or kill townsfolk.*
- Die.

** Only applies to Manzanita, not Blackwater*

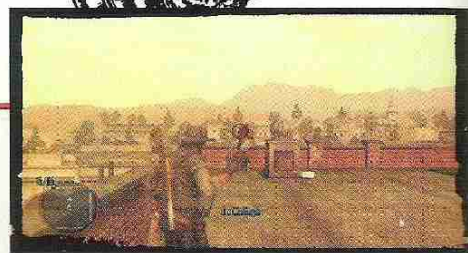
Follow the "Mc" icon to the yellow X in the doorway of the St. James Hotel (1) in Blackwater, next door to Professor MacDougal's office. Marston finds MacDougal in his hotel room, frantically packing to flee. The reason becomes clear when Dutch and his gang suddenly appear out in the street.



MISSION

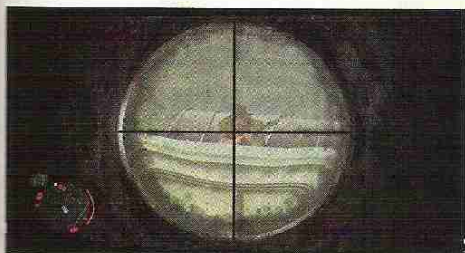
SAVE MACDOUGAL ON THE HOTEL ROOF.

Follow MacDougal up to the hotel roof—just exit the poor frightened couple's room via the open door and climb the ladder. You find the Professor on the rooftop, being held as a human shield by one of Dutch's men. Use Dead Eye targeting to nail the thug without injuring MacDougal.



TAKE OUT DUTCH'S SNIPERS.

Now several snipers open fire on you from nearby surrounding buildings—two on the rooftop of the Grand Theater to the southwest, two on the roof of the Police Station to the northeast, and four more behind various chimneys to the south. Take cover behind the short rooftop walls. Use your Rolling Block rifle to nail each one cleanly. Note that there's a box of sniper rifle ammo by a nearby roof vent. You can use Dead Eye to slow time, but not to lock targets when using a sniper rifle.

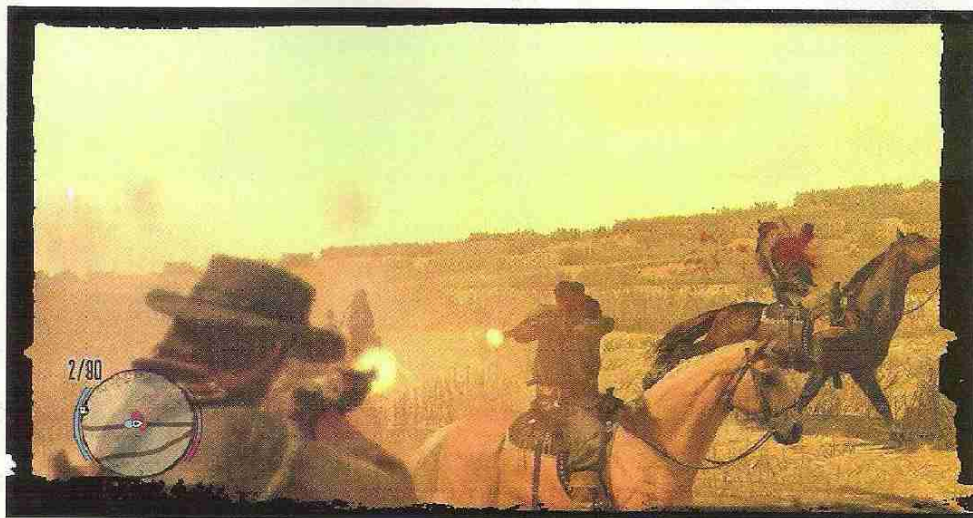


FOLLOW MACDOUGAL TO THE HORSES.



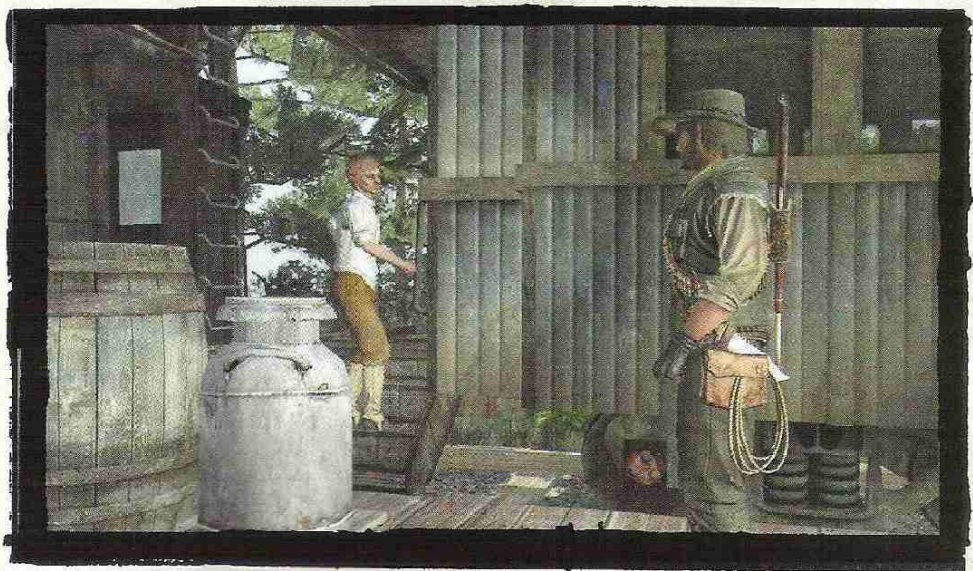
When the last enemy sniper falls, MacDougal makes a break for it. Follow him down the ladder and across the rooftops to another ladder that leads down to the alley where your horses wait. Mount up and follow the Professor.

ESCORT MACDOUGAL OUT OF BLACKWATER.



Ride along with MacDougal as he heads to the train station at Manzanita Post, a few miles west of Blackwater. Groups of Dutch's men on horseback try to stop you at two points; use Dead Eye to eliminate them quickly. The first four attackers hit you just outside of town (2). A second group of three riders attacks from the beginning of woods to the right, just as you reach the forest near Manzanita (3). When you finally reach the station (4), MacDougal dismounts and a yellow X marker appears nearby.

MEET MACDOUGAL AT THE STATION.



Walk to the X marker at the station platform to trigger a final scene: Professor MacDougal bids a sad farewell to his friend and protector... and then heads back to civilization, such as it is, at Yale.

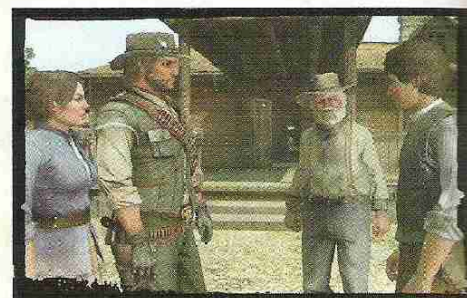
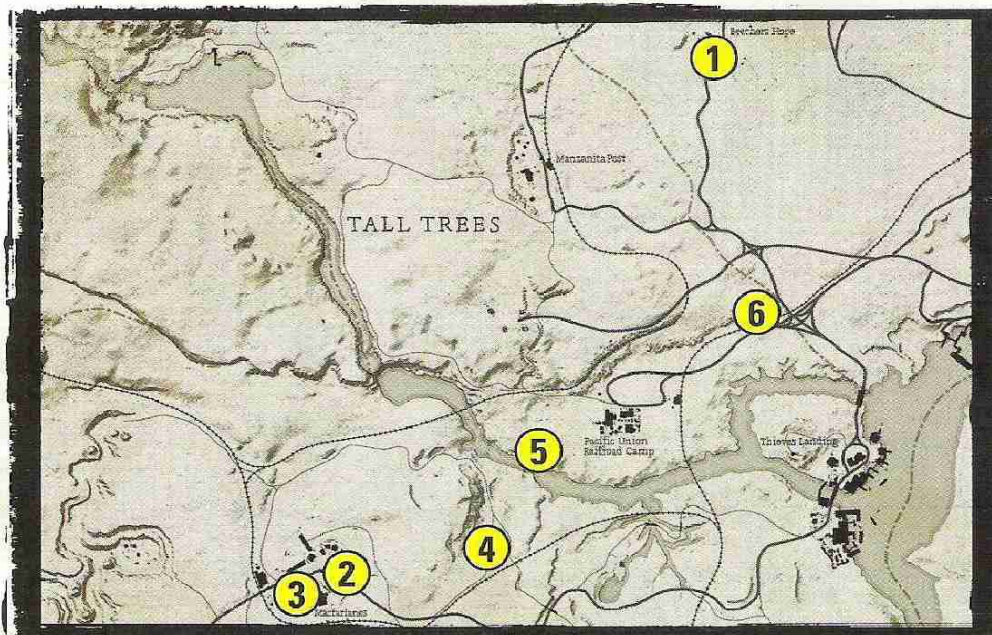
Follow the "G" icon to the yellow X marker in front of the Blackwater Police Station to trigger the next Agent Ross mission.

THE HOME MISSIONS

When John Marston finally returns home to his Beecher's Hope ranch, he engages in a set of missions with each one of his family members: his son Jack, his wife Abigail, and his Uncle.

THE OUTLAW'S RETURN

ABIGAIL & JACK MARSTON



Follow the "A" map icon to the yellow X on the front porch of the ranch house (1) at Beecher's Hope. The Marston family reunion is by turns tough and touching. His wife Abigail, son Jack, and old Uncle have struggled with hardscrabble ranch realities, coyotes and poachers, and pitiless weather. So Marston tells his son to pack his bags. There's work to do in the morning...

MAIN OBJECTIVES

- Ride to MacFarlane's Ranch.
- Drive the cattle herd across the river.
- Fight off the rustlers.
- Drive the herd to the cattle pen at Beecher's Hope.

PREREQUISITE

- Complete "And the Truth Shall Set You Free" (Agent Ross).

Be sure to get the Rancher's outfit at the beginning of this mission and for the rest of the home missions. Completion of "The Outlaw's Return" will start the U.S. Marshal outfit challenge.

FAIL CONDITIONS

- Assault or kill Jack, Abigail, Uncle, Bonnie or Drew.
- Abandon Jack.
- Kill your horse, Jack's horse, or Bonnie's horse.
- Assault or kill ranch-hands.
- Assault, kill, or abandon livestock.
- Lose livestock.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

MISSION

RIDE WITH JACK TO MACFARLANE'S RANCH.

Exit the house and follow the blue map blip to find Jack by the barn; he's ready to go. Mount your horse and follow the yellow map route to MacFarlane's Ranch (the yellow blip). On the way, father and son have a lot of catching up to do. When you reach the ranch, gallop into the yellow X marker at the front gate of the ranch house (2). Drew MacFarlane meets the Marston boys and gladly agrees to sell John some of his cattle. He sends you to see Bonnie.



FIND BONNIE IN THE CORRAL.

Follow the blue map blip that marks Bonnie's location (3) in the corral. When you reach her, she greets Marston and mounts her horse.

DRIVE THE HERD ACROSS THE RIVER.

Follow the yellow map blip to the yellow X behind the cattle herd; Jack rides to a position at the front of the herd. Drive the cattle out of the pen and keep them moving in the direction of the yellow map blip (4), a waypoint on the route to the Montana Ford at the river. Bonnie rides with you to the edge of the ranch.



Remember, dark blue map blips are strays that you must ride around and drive back into the main herd. Keep the cattle moving all the way to the ford (5), where the animals can easily cross the river.



DRIVE THE HERD TOWARD BEECHER'S HOPE.

Now keep the herd moving uphill past the Pacific Union Railroad Camp. Drive them northeast through the pass along the railroad tracks, and then veer left toward the next yellow blip, which marks the Marston ranch at Beecher's Hope. But just as you cross the tracks, bad news appears up ahead.

DEFEND JACK AND THE HERD FROM THE RUSTLERS.

A half dozen or so rustlers (6) descend the hill with guns blazing, looking to nab some free cattle. Ride hard to engage them as far ahead of your herd as possible; eventually, four more rustlers join the ambush. Use Dead Eye to knock them quickly off their horses. While you fight, Jack (the blue blip) manages to drive the cattle back across the tracks, out of danger. The boy and the herd are waiting for you when you finish off the thieves.

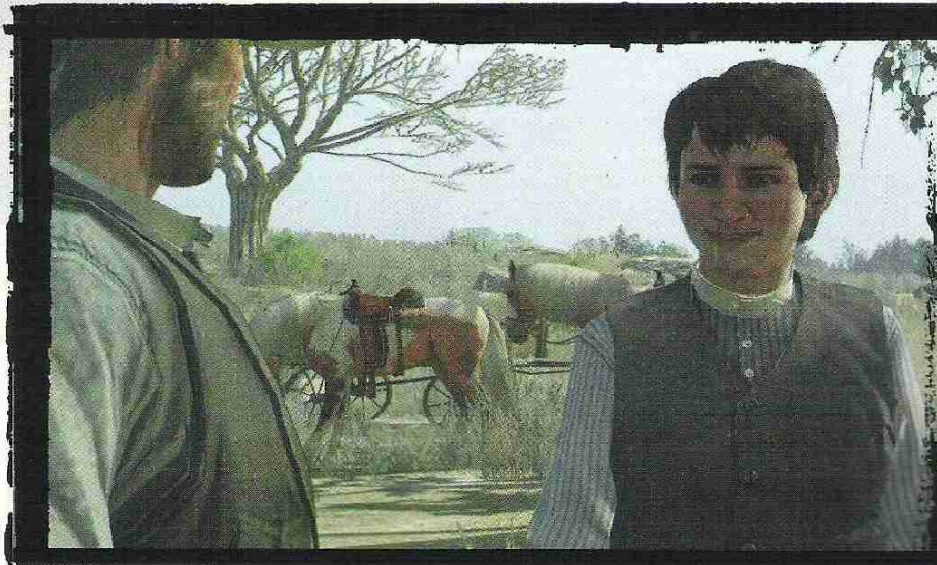


DRIVE THE HERD HOME.

Ride back to Jack and get the cattle running toward the yellow blip again. Keep them moving up the steep hill, then follow the winding road to your ranch gate. Finally, drive the herd into the yellow X inside the cattle pen to complete the job.

HITCH YOUR HORSE TO THE HITCHING POST.

Finish up the mission by riding to the next yellow X and hitching your horse to the hitching post where Jack waits for you. Afterwards, a proud father congratulates his son on a job well done.



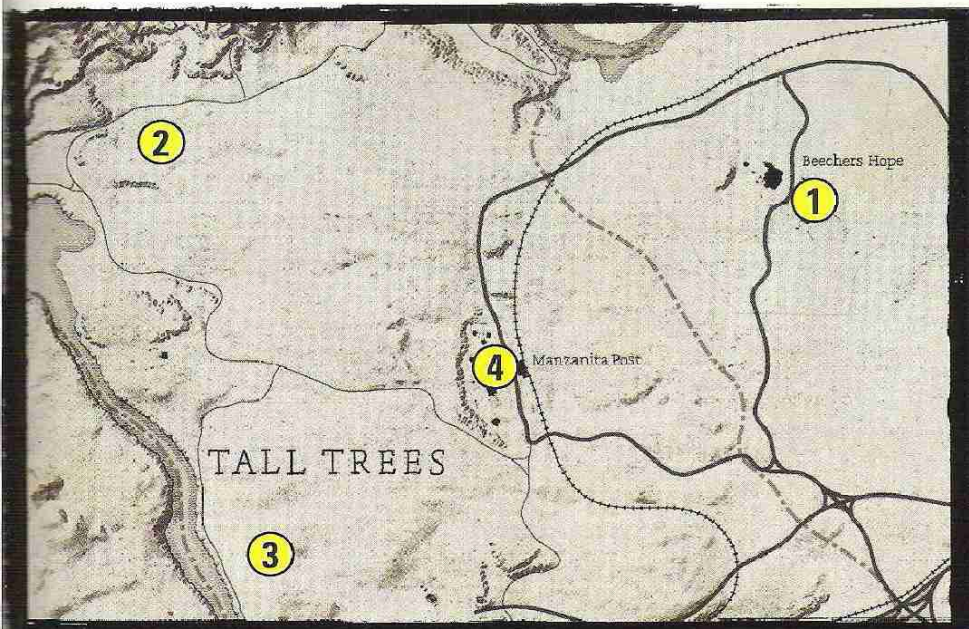
NEW MISSION STRANDS OPEN!

AFTER YOU COMPLETE "THE OUTLAW'S RETURN," NEW MISSION-GIVER ICONS APPEAR ON YOUR MAP. THIS GIVES YOU THREE MISSION CHOICES:

- ONE OPTION IS TO FOLLOW THE WHITE "A" ICON TO MEET ABIGAIL MARSTON AND TRIGGER YOUR FIRST MISSION WITH HER, "PESTILENCE."
- YOU CAN ALSO FOLLOW THE WHITE "J" ICON TO THE YELLOW X BY THE GRAIN SILO TO MEET UP WITH JACK MARSTON AND TRIGGER YOUR NEXT MISSION WITH HIM, "JOHN MARSTON AND SON."
- THE THIRD CHOICE IS TO FOLLOW THE WHITE "U" ICON TO PICK UP THE FIRST UNCLE MISSION, "BY SWEAT AND TOIL."

JOHN MARSTON AND SON

JACK MARSTON



Follow the "J" icon to the X by the grain silo (1). Young Jack sits by a tree, reading a book about adventure in the West. John Marston asks him if he wants to learn how to track elk and get meat for the family.

MAIN OBJECTIVES

- Follow your hunting dog.
- Shoot and skin the elk.
- Follow your dog again.
- Shoot more elk and let Jack skin one.
- Ride to Manzanita Post.
- Sell the elk products in the trading post.

PREREQUISITE

- Complete "The Outlaw's Return."

FAIL CONDITIONS

- Assault or kill Abigail, Jack, Uncle, or Rufus.
- Abandon Jack.
- Kill Jack's horse or your horse.
- Lose sight of Rufus.
- Intimidate/hold-up shopkeeper.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

MISSION

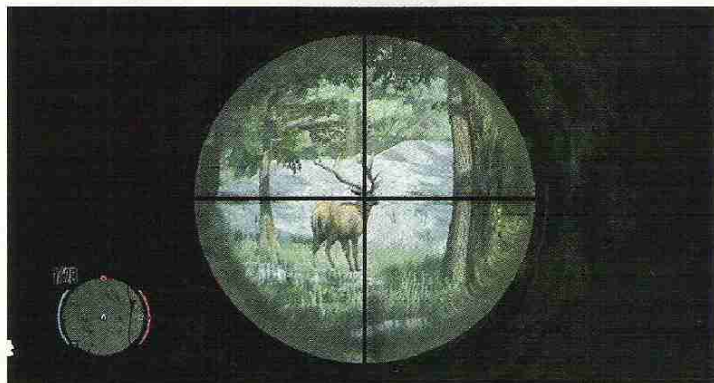
FOLLOW RUFUS, YOUR HUNTING DOG.

Follow Jack to the horses, then mount up and start following your dog, Rufus (the blue blip). Don't lose him! He leads you through the forest and occasionally veers behind foliage, so use your mini-map to stay close. Eventually, Rufus finds an elk (2) and goes on point.



SHOOT THE ELK.

The elk is the red blip on your map. Approach very slowly on horseback until you spot it through the trees. If you want a sure shot, pull out your Rolling Block sniper rifle and get the elk in your crosshairs. A headshot takes the animal down quickly.



COLLECT THE ELK MEAT.

Ride to the fallen elk (now a yellow blip) and dismount your horse. Approach the carcass and press the "Skin Animal" button indicated onscreen to collect its meat. You can harvest elk skin and antlers, as well. Remember these basic principles of hunting if you choose to take up the Challenges.



(For details on Hunting, refer to the Challenges section of this guide.)



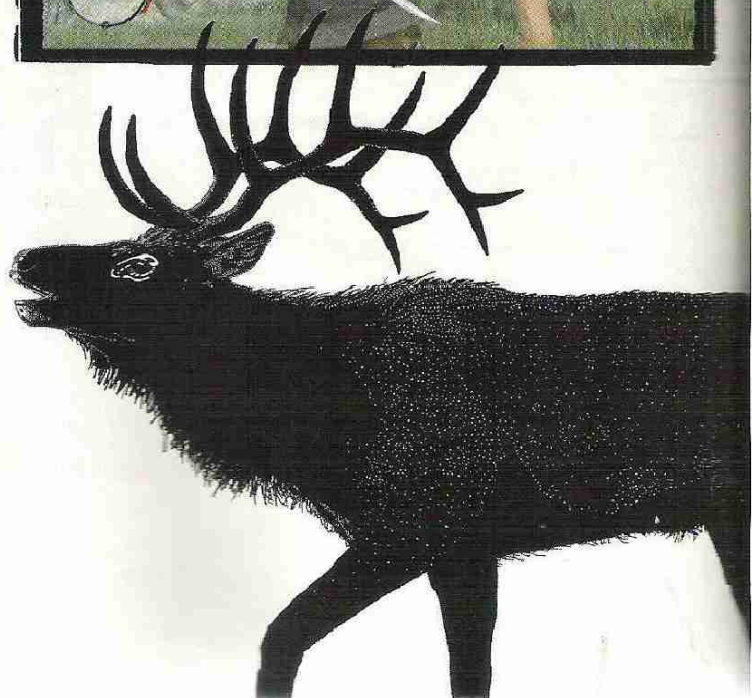
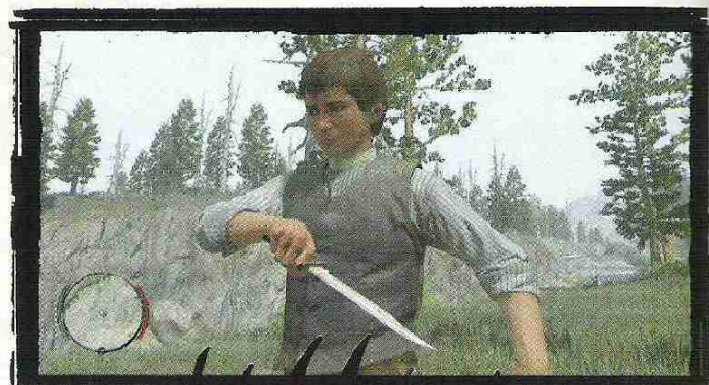
FOLLOW RUFUS AND SHOOT MORE ELK.

Rufus takes off again, so mount up and follow your pooch (the blue blip) until he goes on point again. This time, he leads you to a small herd (3). Dismount and follow the red blips until you spot the animals. Again, use the Rolling Block to shoot them.



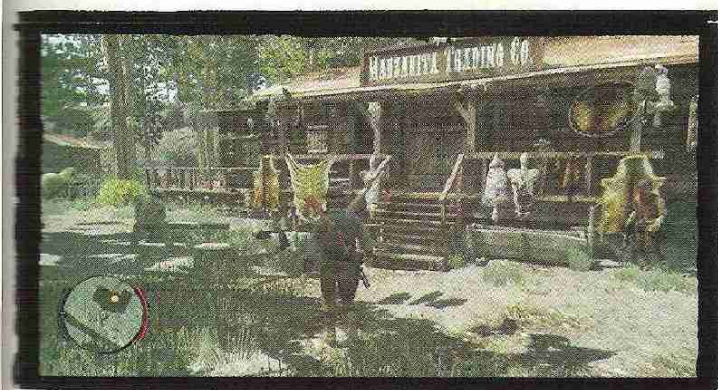
LET JACK COLLECT THE MEAT.

Accompany Jack as he walks toward the fallen elk. Wait until he shows what he's learned by skinning the elk himself. Skin any other dead elk yourself, then return to your horses and mount up. What you've gathered will fetch a good price in the trading post at Manzanita.



RIDE TO MANZANITA.

Follow the yellow map blip northeast toward Manzanita Post (4). (Once you reach a trail or road, a yellow map route indicates the path to follow.) Ride into the yellow X marker on the road in front of the Manzanita Trading Company, then dismount and enter the store.



SELL YOUR ELK GOODS.

Approach the shopkeeper and press the "Talk to Shopkeeper" button indicated onscreen to bring up the trading interface. Go to the Sell screen and exchange the elk products you just collected for good money. Buy and sell anything else you want, then exit the trading screen.



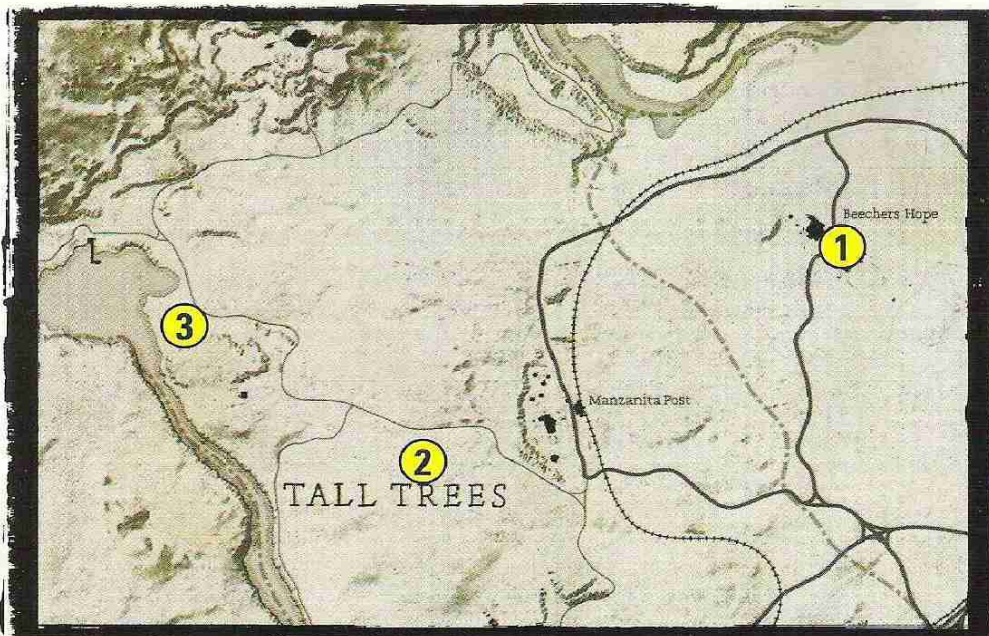
REJOIN JACK AND RIDE HOME.

Exit the store and approach Jack (the blue blip). John Marston says it's time to head home. A yellow blip now marks your ranch's location. Follow the yellow map route back to Beecher's Hope or just cut cross-country, straight toward the blip; enjoy the father-son conversation on the way. When you reach the yellow X near your barn, the mission ends.



WOLVES, DOGS, AND SONS

JACK MARSTON



Follow the "J" icon to the yellow X near the grain silo (1) on your ranch at Beecher's Hope. John's son, Jack, practices his shooting and shows typical resistance to parental guidance. But then Marston hears wolves spooking the cattle herd and asks Jack to join him in driving off the lupine menace.

MAIN OBJECTIVES

- Follow Rufus to the first wolf pack and kill all wolves.
- Follow Rufus to the second wolf pack and kill all wolves.
- Ride home to Beecher's Hope.

PREREQUISITE

- Complete "John Marston and Son."

FAIL CONDITIONS

- Assault or kill Jack, Abigail, Uncle, or Rufus.
- Kill own horse.
- Lose sight of Rufus.
- Fail to kill wolves.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

MISSION

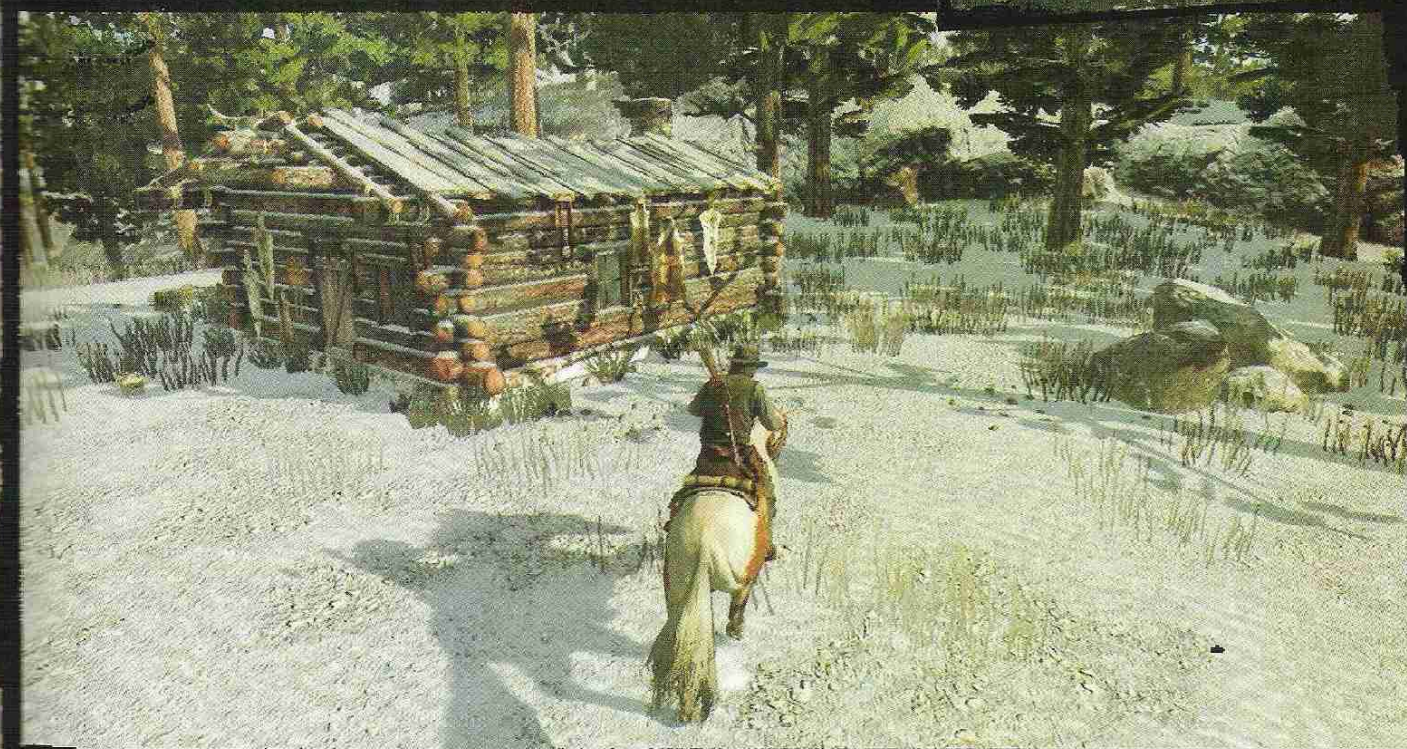
FOLLOW RUFUS TO THE FIRST WOLF PACK.

Mount up and follow Rufus. Once again, don't lose him! He leads you into Tall Trees and, eventually, to a pack of wolves (2) that pops up as a cluster of four red blips on your map. Use Dead Eye multiple targeting to nail them all in one or two volleys if you can—that way, you don't have to run from them as they charge you.



FOLLOW RUFUS TO THE SECOND WOLF PACK.

When the last wolf falls, Rufus takes off pell-mell after another scent. Switch to a high-powered weapon with a fast rate of fire; you'll be up against a larger, more aggressive group of wolves this time. Rufus leads you southwest toward the river, then cuts hard and runs northwest along the riverbank before veering up into higher country. This takes you above the snow line at Tanner's Reach.



Soon Rufus sniffs out another wolf pack (3); this one is bigger, consisting of six wolves surrounded by more foliage. Again, use Dead Eye to nail the pack as it rushes after hearing Rufus's bark.

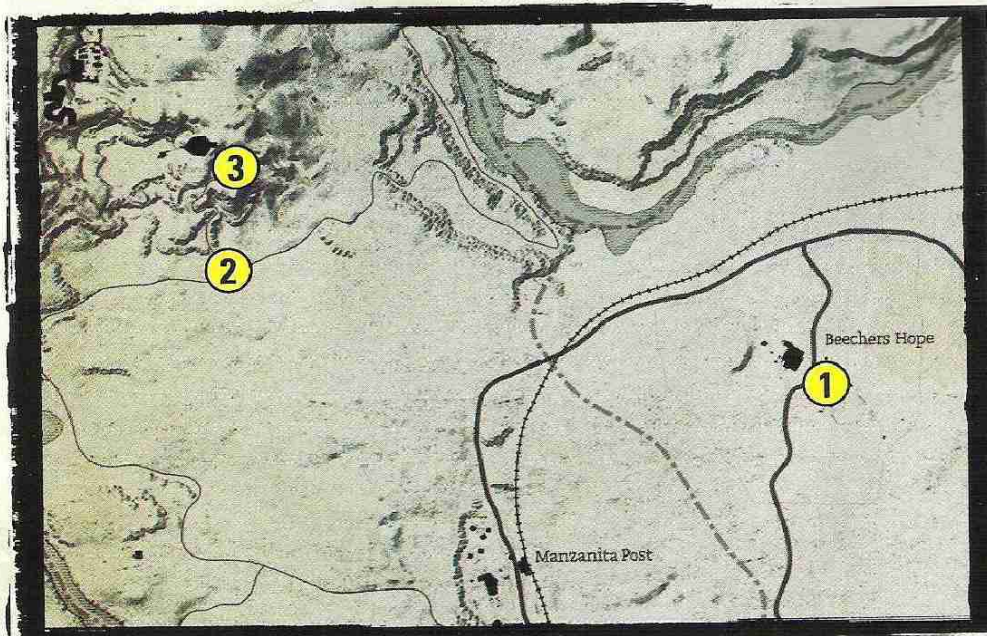
RIDE HOME.

Follow the yellow blip back to the ranch. Listen to Jack's ideas about a father and son outlaw team. Marston finds it amusing, but tries his best to inject some reality into Jack's fantasies. When you get back to Beecher's Hope, ride into the yellow X at the barn to end the mission.



SPARE THE LOVE, SPOIL THE CHILD

JACK MARSTON



Follow the "J" icon to the yellow X near the wooden grain silo (1). John Marston's peaceful moment with a cigarette is shattered by Uncle's report that Jack is trying to track a grizzly up at the pass!

MAIN OBJECTIVES

- Follow your dog Rufus to Jack.
- Kill the bear.
- Ride home.

PREREQUISITE

- Complete "Wolves, Dogs, and Sons."

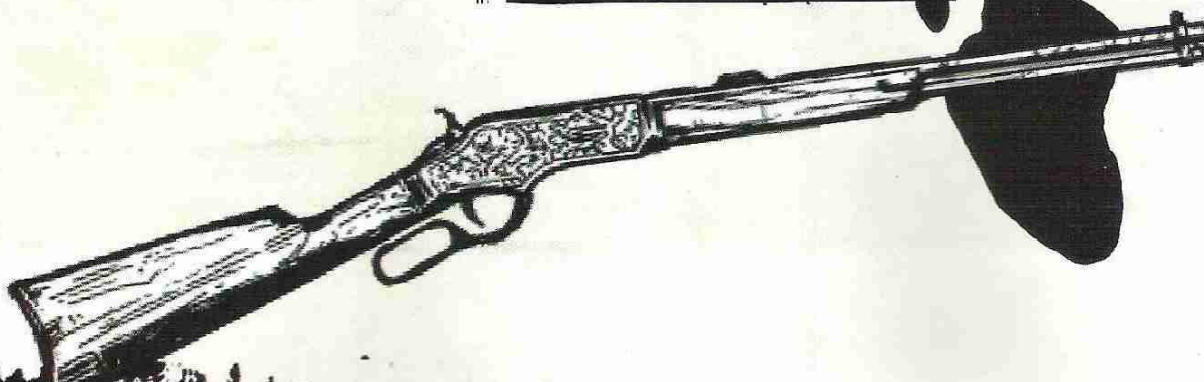
FAIL CONDITIONS

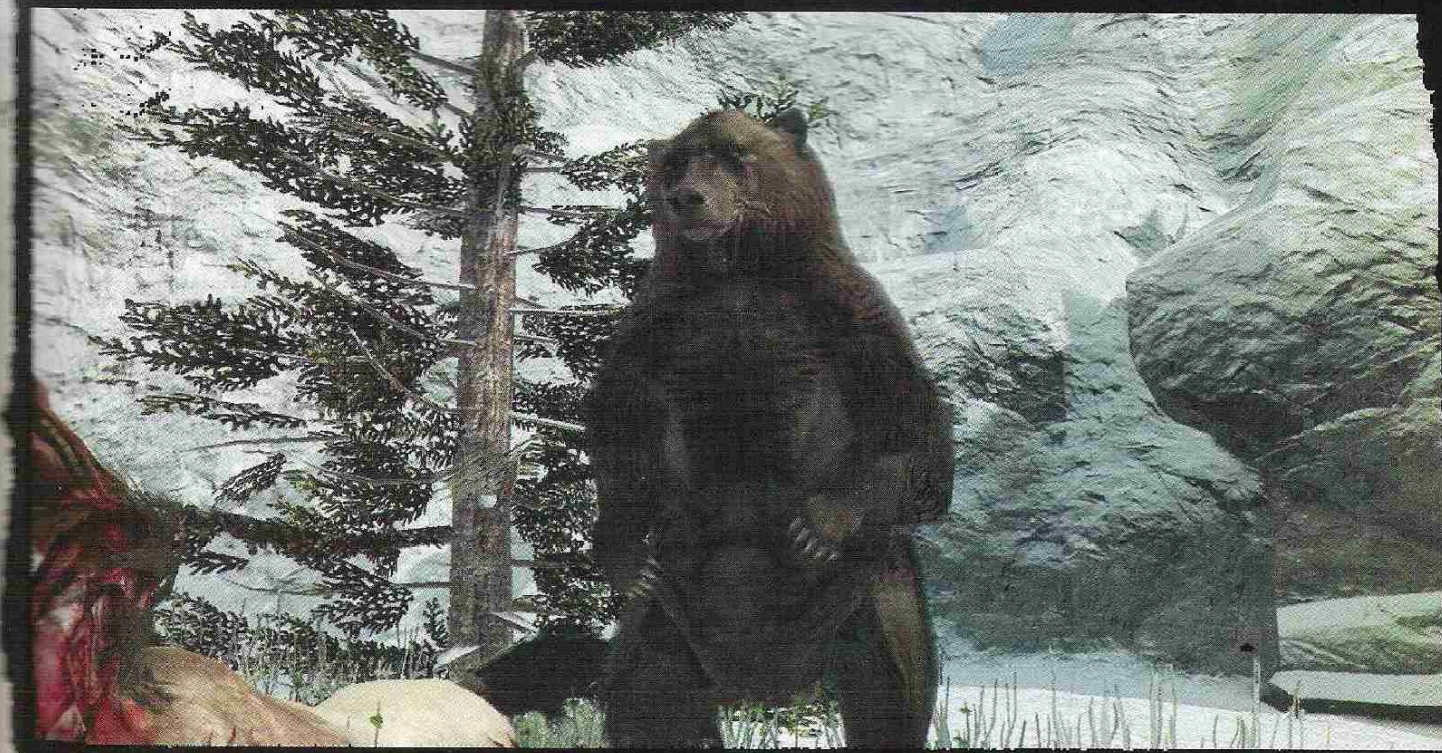
- Assault or kill Abigail, Uncle, Rufus or Jack.
- Kill your horse.
- Abandon the area, Rufus, or Jack.
- Lose sight of Rufus.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

MISSION

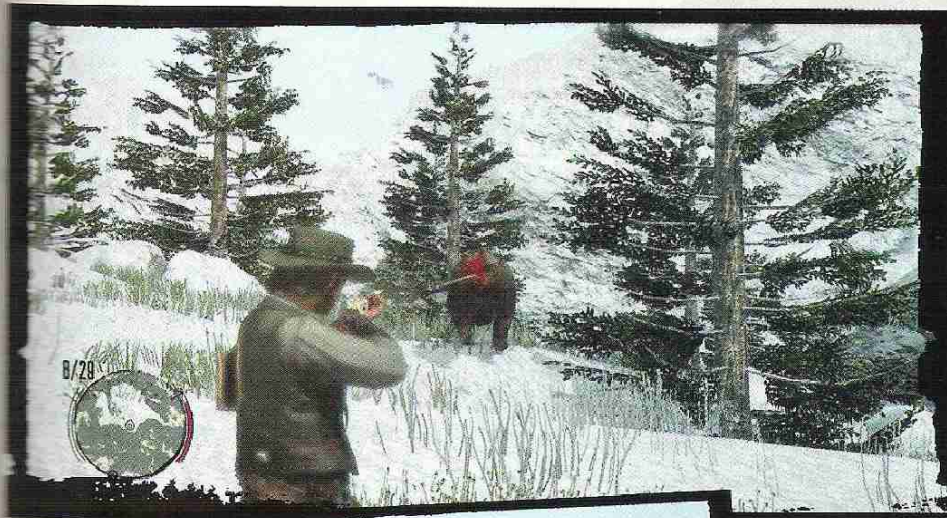
FOLLOW RUFUS TO JACK.

Mount your horse and follow Rufus (the blue blip). He leads you across the railroad tracks and west along the horse trail, then veers up toward Cochise where he sniffs out the trail (2).





Eventually, you reach Jack (3) and trigger a quick scene: Jack is hurt and hiding behind a rock. Nearby, the massive grizzly feasts on the remains of Jack's poor horse.



KILL THE BEAR!

When you aim at the bear, it makes a fearsome charge, so shoot for its head. Use Dead Eye targeting to nail it with multiple shots before it can get close! Afterwards, Marston has a few words for his foolish, but lucky boy; then he pulls Jack onto his horse for the ride home.

RIDE HOME.

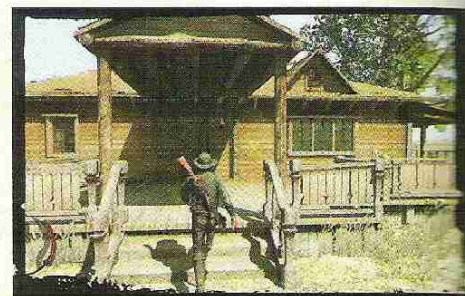
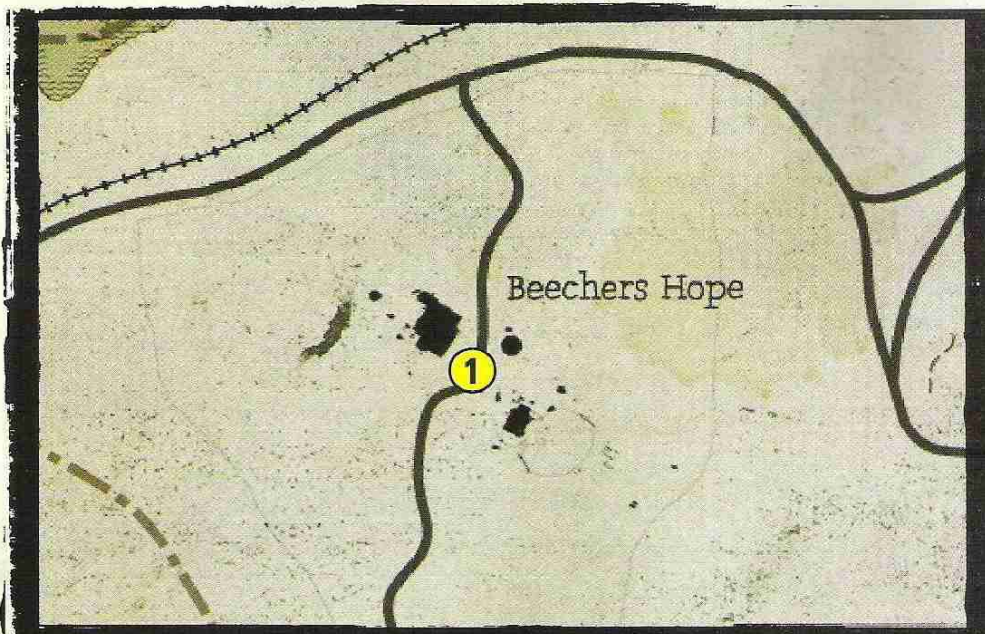
Follow the yellow map blip back to your Beecher's Hope ranch. Ride into the yellow X on the ranch's entry road to finish the mission.



This completes the Jack Marston strand of Home missions. If you've also completed the Abigail Marston and Uncle mission strands, you trigger the game's final mission, "The Last Enemy That Shall Be Destroyed." If not, then finish off all missions for Abigail (the white "A" mission-giver icon) and Uncle (the white "U" mission-giver icon).

PESTILENCE

ABIGAIL MARSTON



MAIN OBJECTIVE

- Shoot crows until they stop eating corn from your silo.

PREREQUISITE

- Complete "The Outlaw's Return."

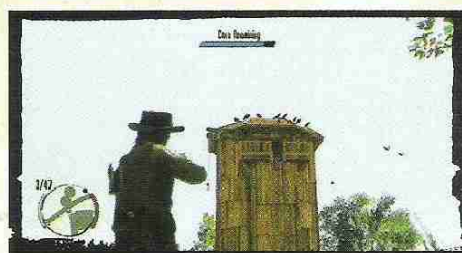
FAIL CONDITIONS

- Assault or kill Abigail, Uncle, or Jack.
- Allow crows to take corn.
- Abandon area.
- Assault livestock.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

Follow the white "A" mission-giver icon to the front porch of your ranch house (1) at Beecher's Hope. As John Marston invades the kitchen to check out Abigail's cooking, she notices crows eating the corn in the silo again and sends John out to scare them away.

MISSION

SCARE THE CROWS OUT OF THE SILO.



Sure enough, a big flock of crows is settled on top of the corn silo. A blue "Corn Remaining" bar appears at the top of the screen. As crows eat the silo corn, the color drains from the bar. When the bar is empty, you fail the mission. Shoot at the pests to scare them up into the air.

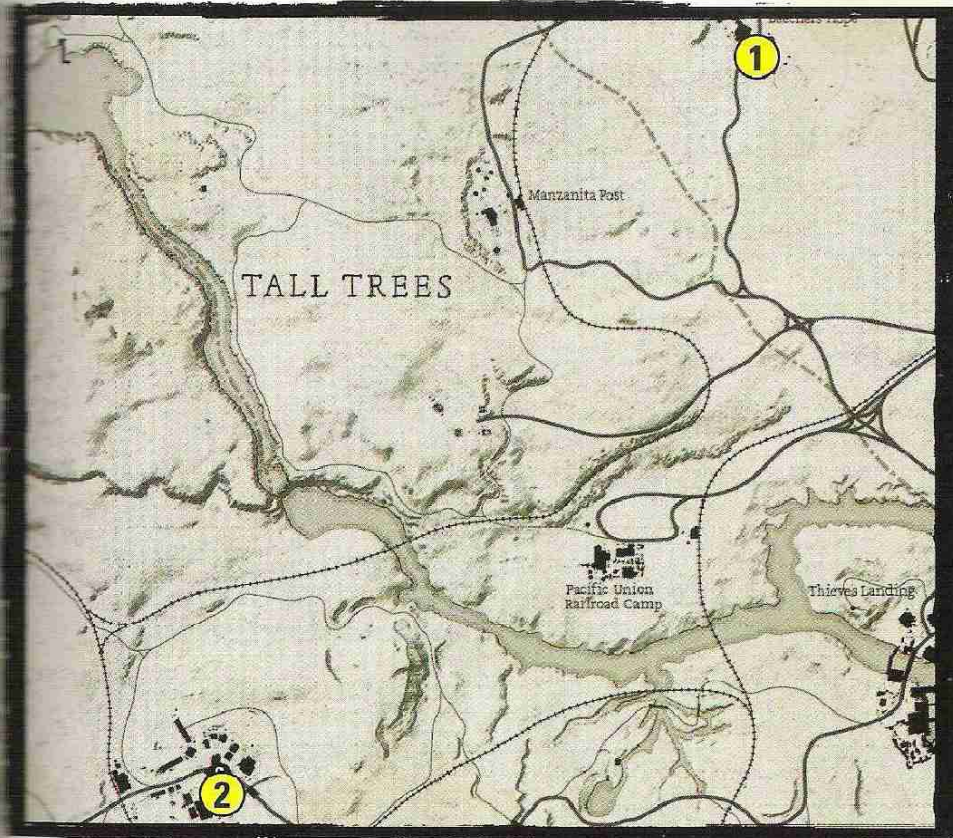
PROTECT YOUR CORN FROM THE CROWS.

The crows won't fly away; they just swoop around, waiting to return to the corn for more corn munching. Begin the mission using Dead Eye to target the flock perched on the top of the silo—a bunch of easy kills to get started on the right foot. Then proceed to shoot birds out of the sky, concentrating on the closest ones to the silo to keep them from stealing more corn. When you can, use Dead Eye targeting to blast multiple birds with deadly volleys of bullets. When you've thinned the flock enough, the crows finally give up and leave the corn alone.



OLD FRIENDS, NEW PROBLEMS

ABIGAIL MARSTON



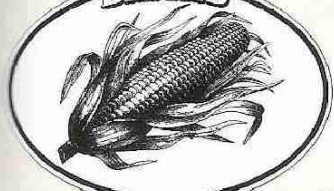
MAIN OBJECTIVES

- Drive the wagon to deliver corn to the General Store at MacFarlane's Ranch.
- Drive Abigail home.

PREREQUISITE

- Complete "Pestilence."

SECOND DAY
BRAND



CORN

FAIL CONDITIONS

- Fail to reach MacFarlane's Ranch in time.
- Assault or kill Abigail, Uncle, or Jack.
- Kill your horse.
- Shoot horses pulling wagon.
- Crashing the wagon.
- Assault or kill livestock.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

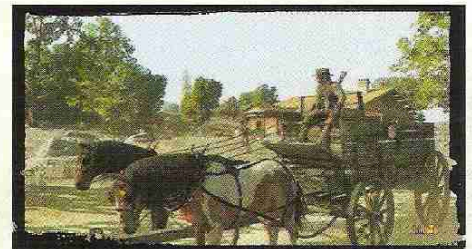


Follow the "A" icon to the yellow X marker on the front porch of your ranch (1) house at Beecher's Hope. Abigail finds it quite interesting that John is getting telegrams from some "lady friend" named Bonnie. The contents aren't too romantic, though—MacFarlane's Ranch is in desperate need of corn. When Abigail learns that Bonnie saved John's life, there's no question what the next step is.

MISSION

GET IN THE WAGON.

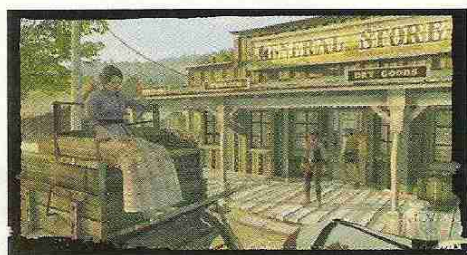
A countdown timer appears onscreen. You must deliver corn to Miss Bonnie at MacFarlane's Ranch before the timer gets to zero or you fail the mission. Follow the blue map blip to the wagon loaded with corn sacks, then hop aboard on the driver's side. Abigail decides to go, too—she wants to meet this MacFarlane woman—and hops into the passenger seat.



GET TO THE GENERAL STORE AT MACFARLANE'S RANCH BEFORE TIME RUNS OUT.

Follow the yellow map route to the General Store at Bonnie's ranch (2). Bonnie MacFarlane meets you at the General Store; John and Abigail get off. Bonnie and Abigail have a pleasant conversation while John and Amos unload the wagon. Take it slowly from here so you can get the full dialogue exchange.

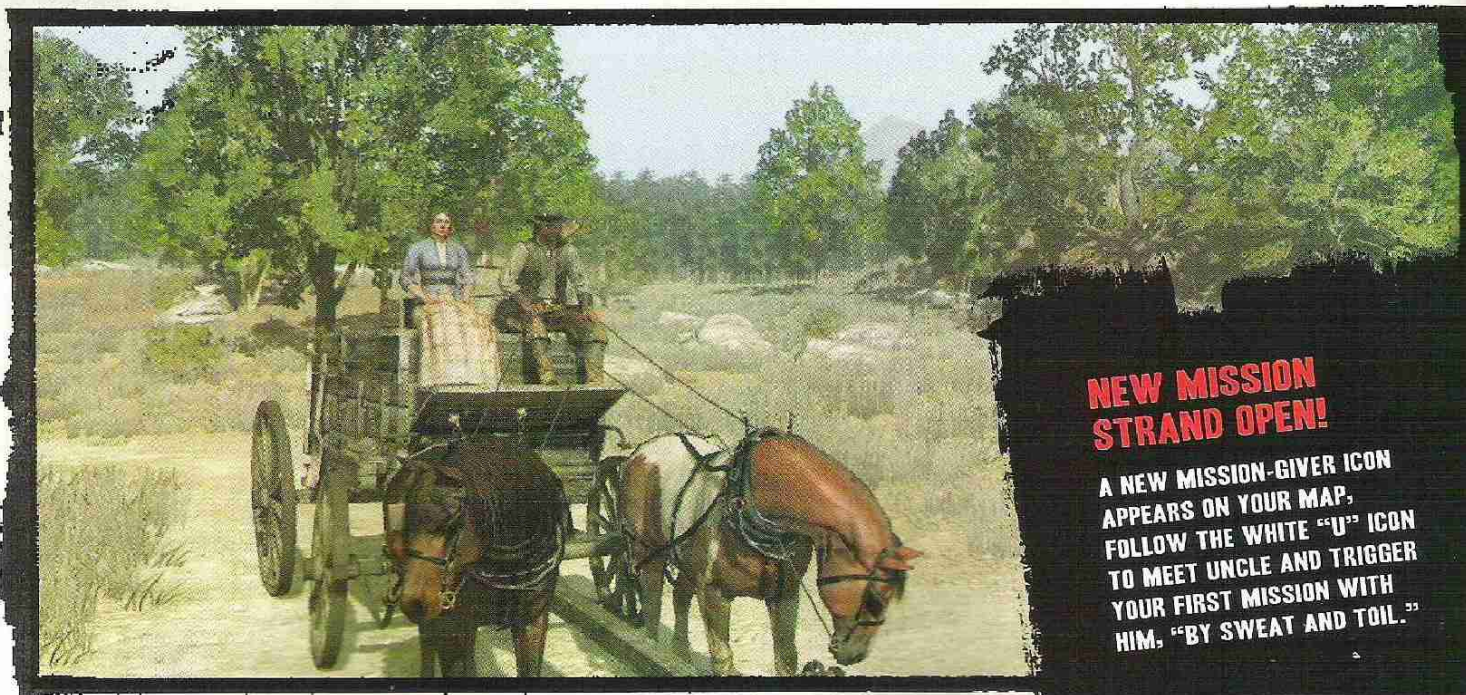
When you finally reach the yellow X marker in front of the General Store, you complete the transaction where Bonnie meets and talks briefly with Abigail. After unloading the corn, John hops back into the wagon and bids farewell. Bonnie takes a second look back to the departing couple with the look of almost sad emptiness on her face.



DRIVE ABIGAIL HOME.

Follow the yellow map route back to Beecher's Hope. Listen to the conversation as the two fallen angels try to determine if this is indeed a viable new start, with hope for the future. Then, like any parents, they discuss the possibilities for their son, Jack. When you reach the yellow X marker on the road near the ranch house, the mission is finished.

This completes the Abigail Marston strand of the Home missions. If you've also completed the Jack Marston and Uncle mission strands, you trigger the game's final mission, "The Last Enemy That Shall Be Destroyed." If not, finish off all missions for Uncle (the white "U" mission-giver icon) and Jack (the white "J" mission-giver icon).

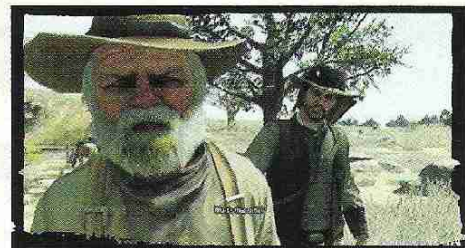
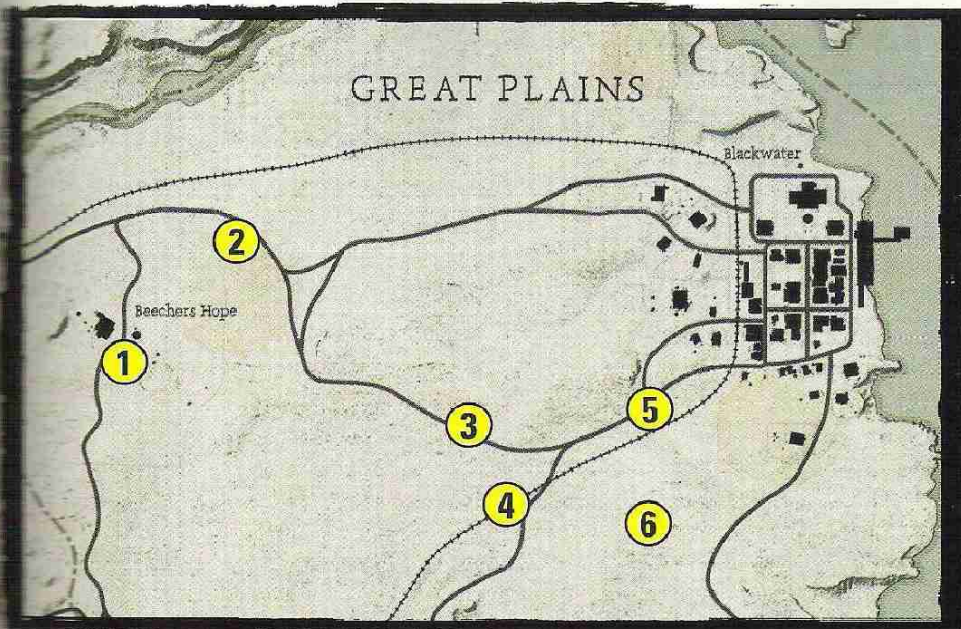


NEW MISSION STRAND OPEN!

A NEW MISSION-GIVER ICON APPEARS ON YOUR MAP. FOLLOW THE WHITE "U" ICON TO MEET UNCLE AND TRIGGER YOUR FIRST MISSION WITH HIM. "BY SWEAT AND TOIL."

BY SWEAT AND TOIL

UNCLE



Follow the "U" mission-giver icon to the yellow X near the barn (1) at your Beecher's Hope ranch. John Marston finds Uncle napping in the midday sun. Normally that's a fine activity for an elderly gentleman, but he was supposed to get the cattle out to pasture. Marston offers to help him with this chore.

MAIN OBJECTIVES

- Decide whether to stay with the herd or stop the outlaws.
- Drive your cattle out of Beecher's Hope.
- Stop the stampede.
- Take out the train robbers.
- Drive your cattle to good grazing on the plains.

PREREQUISITE

- Complete "The Outlaws Return Home."

FAIL CONDITIONS

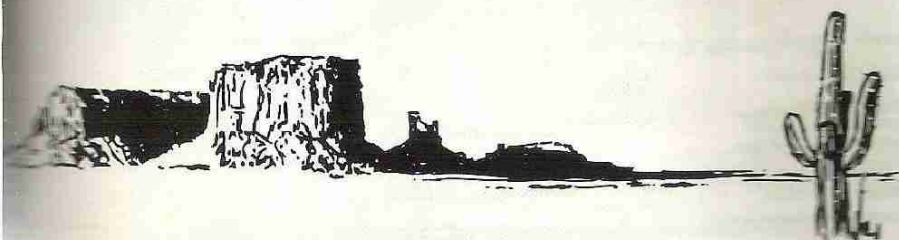
- Assault or kill Abigail, Uncle, or Jack.
- Kill Uncle's horse or your horse.
- Abandon Uncle and cattle.
- Assault cattle/herd.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

MISSION

HERD THE CATTLE OUT OF THE PEN.

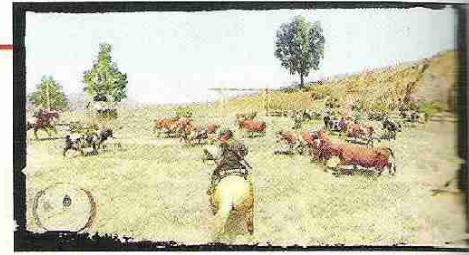


Mount your horse and enter the nearby corral. Ride into the yellow X marker—the cattle herd starts moving away from you. Ride toward the herd to drive them through the opposite gate. Once they get out onto the range, a new yellow blip appears on your map.



DRIVE THE HERD OUT OF BEECHER'S HOPE.

Now start weaving back and forth behind the cattle to keep them together and moving toward the ranch's boundary gate (2). Remember to gallop around strays and guide them back into the main herd. When you get them all through the gate, Marston notes that this pasture looks overgrazed and suggests you take 'em out to "the plains." A new yellow blip (6) appears on your map.



DRIVE THE HERD OUT TO PASTURE.

Keep those dogies moving! Drive them past the huge solitary tree on the hilltop (called Broken Tree) and down the slope on the other side toward the railroad. You should see distant Blackwater and the big lake off to your left.



When you reach the road, gallop around the herd's far side to steer it east along the road. Your timing is unfortunate, however. As you approach the railroad tracks (3) you hear a loud explosion. Outlaws are using dynamite to attack an approaching train... and the sound spooks your cattle. Stampede!

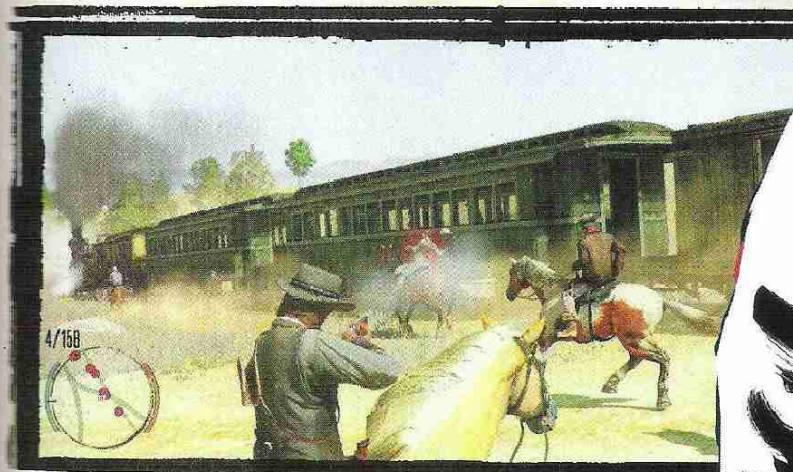
MOVE IN FRONT OF THE HERD TO SLOW THEM DOWN!

The cattle take off in a wild sprint, and Uncle's horse bucks him off. Spur your steed past the stampeding herd and weave in front to stop them before they reach the railroad tracks! Fire your weapon to scare them into the other direction as long as you are in front of them.



TAKE OUT THE OUTLAWS.

Of course, now you have a new problem. The hijackers aren't happy about your intrusion, and they open fire on you. A crew of five rides along beside the train (4), and three more gunmen are posted further down the tracks (5). Use Dead Eye targeting to knock multiple outlaws off their horses in your first volley. After you nail the first five, ride ahead of the train to finish the job on the other three robbers. Now the train can pull safely into Blackwater.



SPEAK TO THE ENGINEER.

While riding over dropped weapons, follow the blue blip to the front of the train and speak with the engineer. On your way, you can listen to the passengers express their gratitude. After receiving praise from the engineer, you are directed to return to Uncle.

RETURN TO UNCLE AND ROUND UP STRAGGLERS.

Ride back to Uncle (the blue blip), then start driving stray cattle back into the main herd. Once you've got all of the animals gathered again, the yellow blip of your pasture destination (6) reappears on the map.



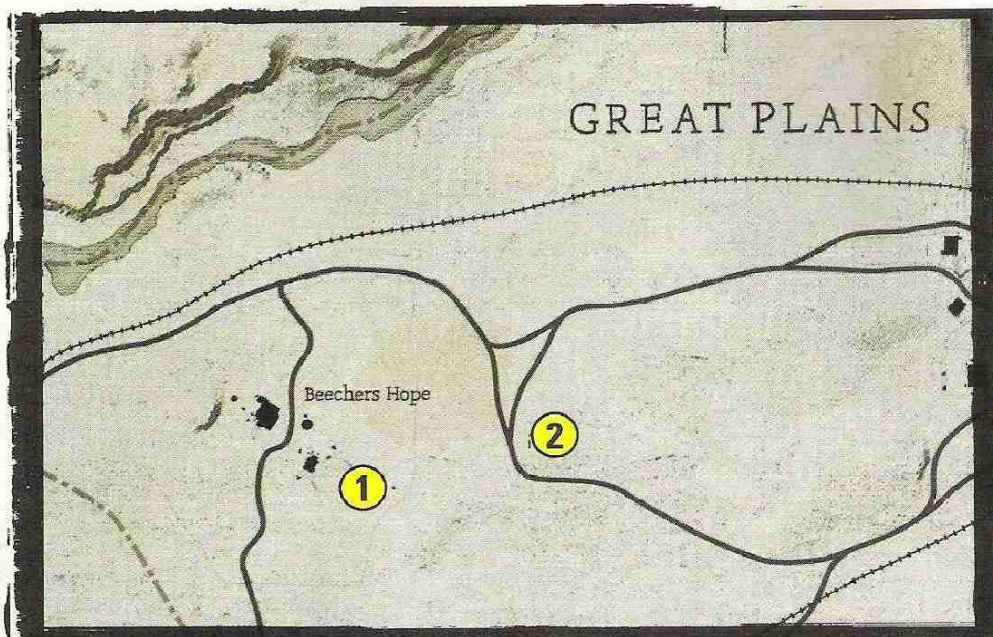
DRIVE THE HERD TO THE PASTURE.

Get behind the cattle again (opposite side of the yellow blip) and drive them toward your destination. Keep running stragglers back into the main herd. When your animals finally reach the plains pasture, the mission is completed.



A CONTINUAL FEAST

UNCLE



MAIN OBJECTIVES

- Ride with Uncle to the mustangs.
- Lasso and break three wild horses.
- Return to Beecher's Hope.

PREREQUISITE

- Complete "By Sweat and Toil."

FAIL CONDITIONS

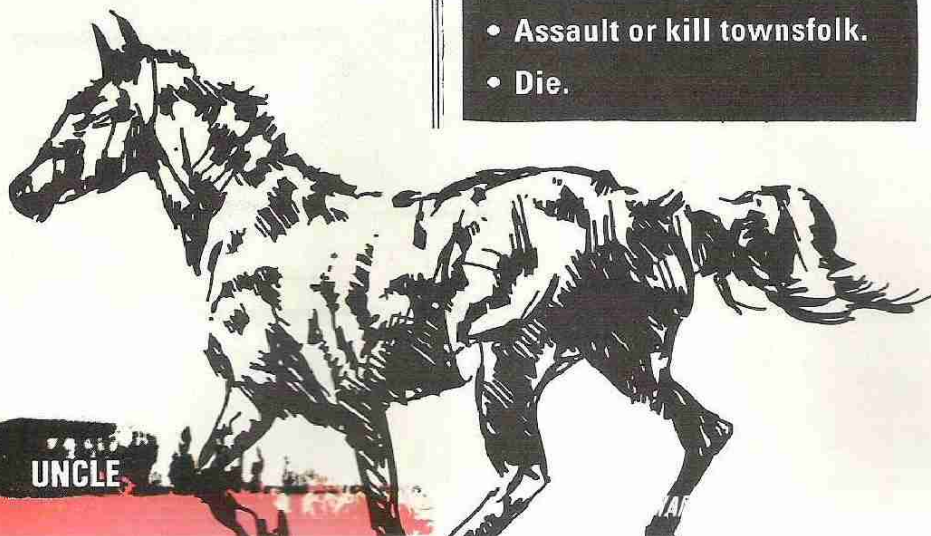
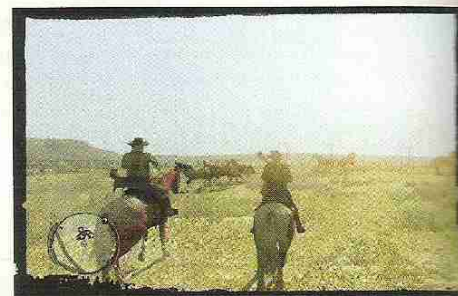
- Assault or kill Abigail, Uncle, or Jack.
- Kill Uncle's horse or your horse.
- Kill all mustangs.
- Abandon Uncle.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Kill townsfolk.
- Assault or kill townsfolk.
- Die.

Follow the "U" icon up the grassy slope behind the cattle pen (1) at your Beecher's Hope ranch. John Marston finds Uncle surveying the area with a scope. He spots some wild mustangs beyond the ridge and suggests rounding up a few.

MISSION

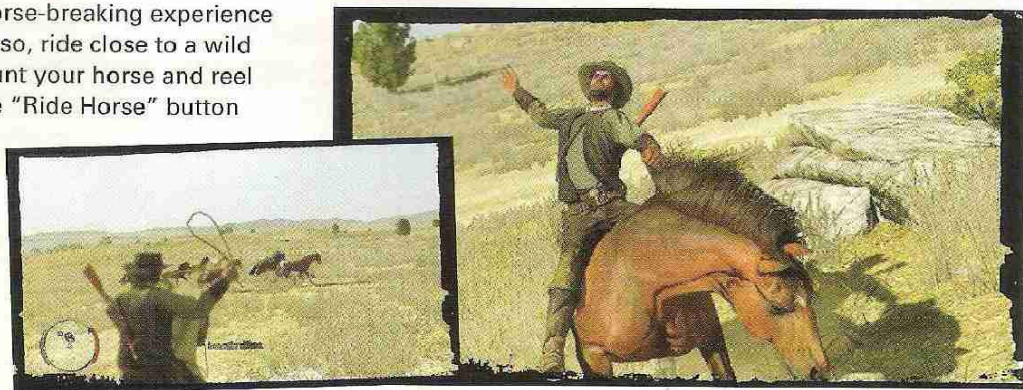
ACCOMPANY UNCLE TO THE MUSTANGS.

Mount up and follow Uncle as he rides to the ridge where the mustang herd is grazing (2).



LASO AND BREAK A WILD HORSE.

This is a good time to recall your horse-breaking experience from Bonnie's ranch. Equip your lasso, ride close to a wild horse, and snag the animal. Dismount your horse and reel the wild one in close, then press the "Ride Horse" button indicated onscreen. Use the indicated controls to stay on the bucking bronco, pushing in the opposite direction of your lean. When the horse is broken, Uncle comes over and ropes him so you can dismount.



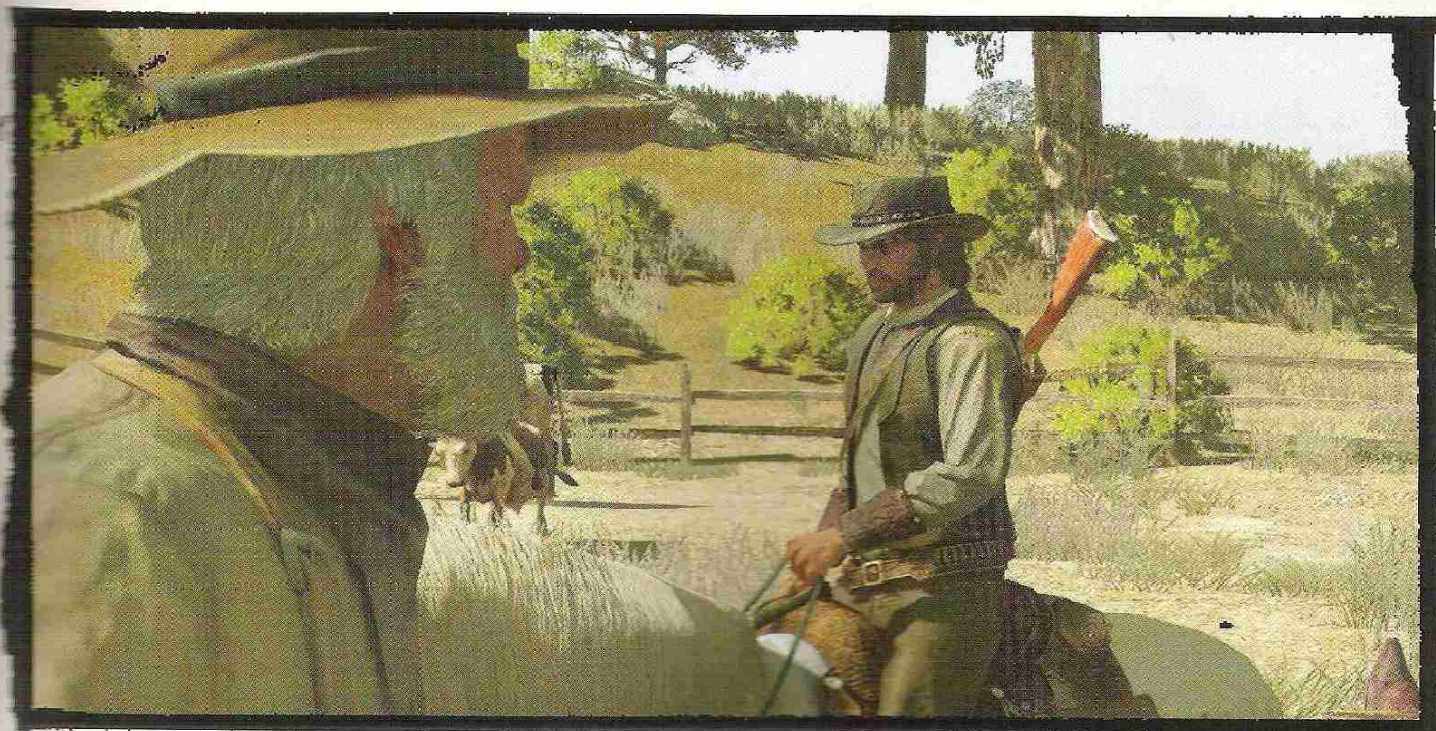
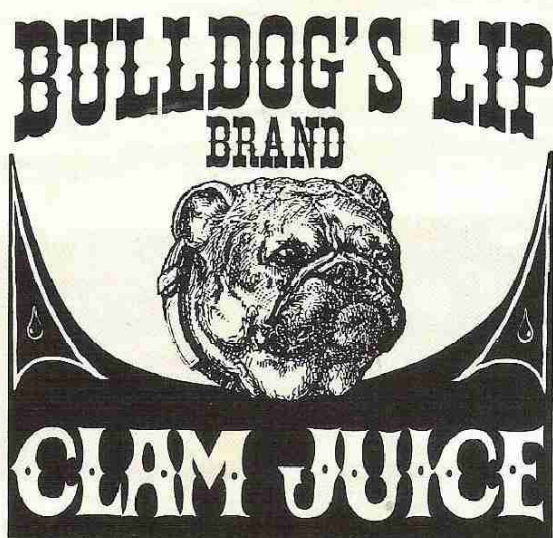
BREAK TWO MORE HORSES.

Repeat the process with a second and third mustang. When Uncle has a total of three wild horses roped, he heads back for your ranch.

MEET UNCLE BACK AT BEECHER'S HOPE.

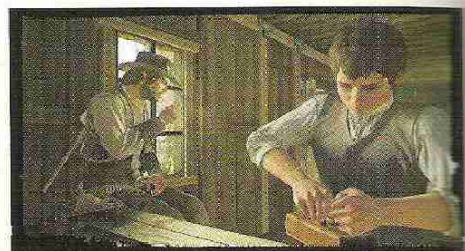
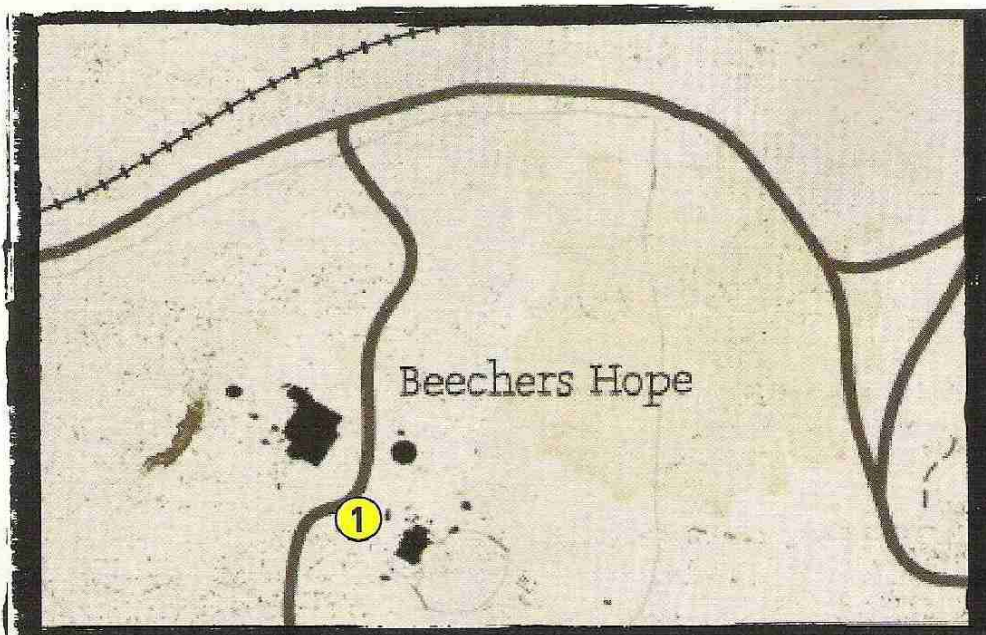
Follow the yellow blip back to the X marker in the corral back at your ranch. This triggers the mission-ending scene.

This completes the Uncle strand of the Home missions. If you've also completed the Abigail Marston and Jack Marston mission strands, you trigger the game's final mission, "The Last Enemy That Shall Be Destroyed." If not, finish off all missions for Abigail (the white "A" mission-giver icon) and Jack (the white "J" mission-giver icon).



THE LAST ENEMY THAT SHALL BE DESTROYED

MAIN STORY FINALE



This is it... the last Main Story mission of Red Dead Redemption. Follow the "J" icon to the front doors of the barn (1) on your Beecher's Hope ranch. John Marston enters the barn to find his son expertly planing a board for some carpentry work. They talk about books, future plans, quail shooting, and the new flying machines.

In the midst of their friendly banter, an urgent cry from Uncle brings them outside. He's spotted something with his telescope—soldiers riding in on horseback. With a hug and an order to lock the doors and windows, Marston sends his son into the house with Abigail.

MAIN OBJECTIVES

- Take out the first wave of soldiers.
- Defend your house.
- Protect your family as they run for the barn.
- Join your family in the barn.

PREREQUISITES

- Complete "Spare the Love, Spoil the Child" (Jack Marston).
- Complete "Old Friends, New Problems" (Abigail Marston).
- Complete "A Continual Feast" (Uncle).

UNLOCKABLE

- Remember My Family (Stranger)



FAIL CONDITIONS AS JOHN MARSTON

- Assault or kill Abigail, Uncle, or Jack.
- Abandon family.
- Assault or kill livestock.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Die.

FAIL CONDITIONS AS JACK MARSTON

- Fail to return to farm.
- Assault, kill, or abandon Abigail.
- Break the law.
- Kill a dog.
- Commit vandalism.
- Assault or kill townsfolk.
- Die.

MISSION

TAKE OUT THE FIRST WAVE OF SOLDIERS.

With Uncle's help, immediately rush to take cover behind the nearby tree to the right of the boulders and beside the tree before you are gunned



down from long-range weapons. Covering behind the wagon is often a bad idea. Take out the soldiers that attack from the south. Uncle takes a position behind the aforementioned wagon. Start picking off the attackers.

Use a powerful, long-range rifle such as the Bolt Action Rifle. Conserve your Dead Eye at this point unless you have items that replenish it. When the last soldier drops in this first wave, Uncle suggests you go to the ranch house next.



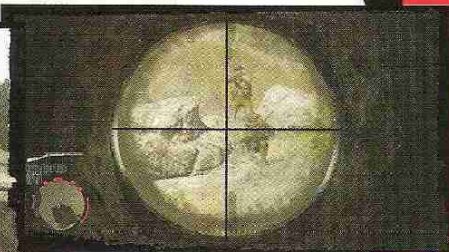
GO TO THE HOUSE.

Follow the yellow blip to the X on the ranch house porch. This triggers a scene: the Marston family prepares to defend their house.



DEFEND YOUR HOUSE.

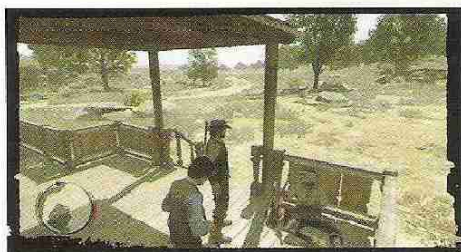
Pick off the next wave of soldiers by firing from the porch with Jake and Uncle. Use the porch wall as cover. The attackers take up positions in the distant rocks (try to pick off as many as you can before they reach the rocks). Use your Rolling Block sniper rifle here or aim for headshots using free aim.



Soon Uncle is wounded as more soldiers attack from the south. Try taking as many of this wave out as quickly as possible as more troops will arrive from the north (behind the house). They ride in between the house and the corn silo. Break away and move around the porch to pick them off using the edge of the house as cover. Use Dead Eye here.

JOIN UNCLE.

When the last soldier of the third house battle wave falls, go to where Uncle (the blue blip) is slumped against the porch railing, unable to fight anymore.



This triggers a scene in which John tells his family they must all leave the farm. He'll keep watch from the silo while Jack and Abigail get the horses ready in the barn.



PROTECT ABIGAIL AND JACK.

Abigail and Jack (the blue blips) start for the barn, but come under fire from more soldiers riding in from the east, coming down the hill behind the barn and silo. Marston's wife and son drop behind rocks in front of the house for cover. Push forward to the rocks ahead of them and take out the attackers, who deploy in the rocks between the barn and silo. When the last soldier in this wave falls, two yellow destination blips appear on your map.



RESTOCK AMMO DURING THE LULL.



You now have a choice here. One yellow blip marks where Jack and Abigail wait behind the rocks; you can join them and defend them on foot. The other yellow blip (the one with the up-arrow in the icon) indicates the high platform on the corn silo. **Before you go to either location, read the next paragraph.**

The next wave of troopers will attack in 10 seconds at either one of these two locations, so quickly scoop up ammo from fallen soldiers around the ranch first.

COVER YOUR FAMILY ON FOOT OR FROM THE SILO.

When you're ready, head for one of the X markers. If you're a good sharpshooter, we suggest the spot up in the silo. Climb the ladder to the platform. When you arrive, Marston shouts for his wife and son to run for it. At the same moment, horsemen attack down the hill behind them. Use Dead Eye for precise targeting to nail them quickly. Each time you clear the map of red blips, Jack and Abigail run a bit further toward the barn, and then a few more troopers ride down the hill or road to attack.

If you fight on the ground, consider a powerful midrange weapon like the quick firing High Power Pistol. When fighting on the ground, you must move often and get to the enemy before they get your family. Be quick on your feet... and with the trigger.



When Jack and Abigail finally get close to the barn, soldiers start appearing from behind that structure, riding in around its right side. Swivel left on your silo platform and pick off the attackers. When the last soldier in that wave falls, you get a new objective.



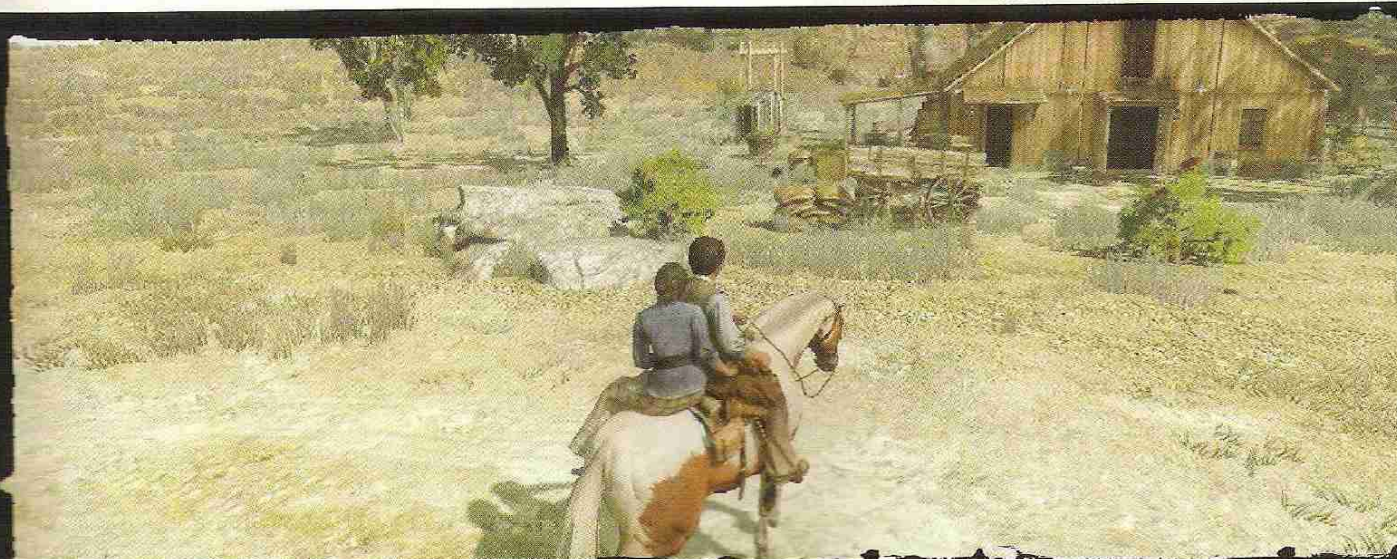
JOIN YOUR FAMILY IN THE BARN.

Don't worry about picking up more ammo during this lull. You won't need it. Just join Jack and Abigail in the barn to trigger a touching cinematic. John Marston sends his family off to safety, and watches them ride off. Then he turns to the other barn door to protect them...



GO BACK TO THE FARM.

Now the scene switches and you control Jack Marston, who is riding away via horseback with his mother. At the sound of gunfire, Abigail says, "We have to go back for Pa!" Ride back to Beecher's Hope and move into the yellow X by the barn door to watch the game's final cinematic sequence.



NEW STRANGER MISSION UNLOCKED!

COMPLETING "THE LAST ENEMY THAT SHALL BE DESTROYED" OPENS UP ONE LAST STRANGER MISSION. "REMEMBER MY FAMILY." FOLLOW THE "?" ICON TO THE BLACKWATER STATION TRAIN PLATFORM AND STEP INTO THE YELLOW X NEXT TO THE FEDERAL AGENT BY THE RAILING. FOR DETAILS OF THIS MEETING, SEE THE STRANGERS SECTION OF THIS GUIDE.