



Introduction

You've just wasted two months of your life searching fruitlessly for treasure and returned home to discover your parents were murdered. Even worse, the local reverend happens upon you as you stare bewildered at your mother's corpse, and presumes you to be the murderer. What do you do? What do you do? You run, Billy. You run.

Throughout Call of Juarez's adventure, you'll alternate control between two characters: the stealthy Billy and the bible-wielding, quick-shooting, Reverend Ray. Each offers a unique perspective on this western tale, as you try to hunt down Billy as the reverend, and escape his grasp as Billy.

In this Call of Juarez guide you will discover:

- **Basics:** Find out all about Billy's and Reverend Ray's intricacies.
- **Walkthrough:** Avoid getting stuck with our comprehensive walkthrough.
- **Cards:** Track down those pesky "Wanted" cards.

Guide by: Andre Segers

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Basics

Call of Juarez shares much in common with other first person shooters, but it has its fair share of unique elements as well.

General

Health

Call of Juarez doesn't have any fancy "health meters" or "hearts" that reflect your current health. Instead, your health is reflected in your viewpoint. If your vision turns fuzzy and you see a thickening red border, that means you're about to die. Thankfully, you'll automatically regain health if you can avoid taking further damage for a few seconds; once the red border subsides, you're good to go.

Billy Candle

Whip

Billy's whip is his best friend. Its long range makes it ideal for most combat situations, and its leathery grip enables Billy to swing from trees.

Bow and Arrow

Billy's long-range bow is an excellent counterpart to the whip. While you can only carry a limited amount of arrows, you can actually recollect any spent ones by touching them after the fact - a most useful tactic.

Stealth

Billy is one sneaky son of a gun, but in a good way! While the choice is often left to you of whether to be stealthy or not, there are several times when stealth is mandatory for success.

Billy can hide from enemies by staying in the shadows or hiding in bushes. You can tell if you're concealed or not by checking the icon in the bottom-right corner; if it's dark, then you're hidden, if not, you're in danger of being discovered.

Reverend Ray

The reverend was, at one time, a well renowned marksman. But like riding a bike, the reverend hasn't forgotten how to handle a proper gun fight.

Bible

Though a man of God, the reverend isn't above putting the bible to, shall we say, slightly more grisly uses. While battling enemies, you can equip the bible in either hand and reach passages from it. If an enemy's within earshot (i.e. a few feet), they might pause briefly to reflect upon the bible's words, thus creating a perfect opportunity for you to take them down.

Concentration

No, this isn't based after the lame board game. Every few seconds, the reverend gains the ability to use "concentration," as displayed via a gun icon in the bottom-right corner. Like Matrix's bullet-time, the action slows down considerably, allowing the reverend to safely target the enemies in slow motion.

To activate concentration, holster both of your guns, then press the trigger button to pull them back out, only this time, in slow-motion. As soon as Concentration is activated, two crosshairs will appear onscreen - one for each gun. You don't have any controls over these directly, however, you can turn your entire body (with the thumb sticks) to aim the crosshairs where you want to. It's worth your while to aim for their heads, as a single shot will do them in.

Call of Juarez Walkthrough

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Call of Juarez opens with a bang. Or should we say, a lot of bangs. After casually pushing a covered wheel barrel to the nearby village, you whisk the drape off revealing a machine gun. Now this is what we're talking about.



As you probably guessed, just aim your firepower toward the soldiers that appear around the house. Keep an eye out for them on the 1st and 2nd floors, the rooftop, and to the sides. It's important to shoot fast, as the enemy can quickly overpower you. As such, we suggest keeping an eye on where you're taking damage from, then immediately open fire on that location.

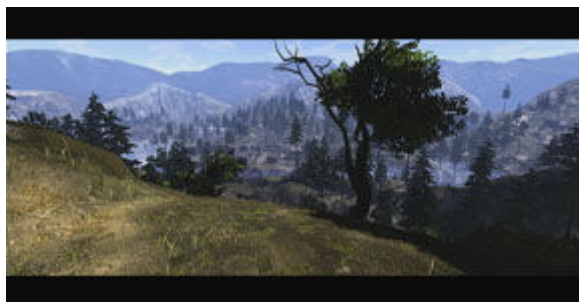
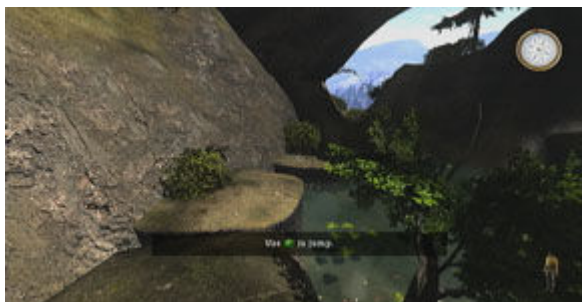


After a minute or two of shooting cowboys, Billy will reign victorious! As well he should; he has a machine gun for cryin' out loud!

Call of Juarez Walkthrough

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Head straight up the path from your starting location, past the pond, up to the cliff edge overlooking Hope.



Once there, you need to carefully descend down the mountain. The trick is to drop onto any nearby ledges or platforms. For this section, jump to a ledge on the right, and continue dropping onto ledges until you can go no further right. Now continue to descend left, then eventually down the center to the base of the canyon.



Back on ground level, head through the fence into the farm.



Tutorial

Walk behind the house on the left, up ahead. You should see a red silhouette in the shape of a box. Grab the nearby wooden box with the Action button, then release it where the silhouette is. Now use it as a stepping stone to reach the roof. On the rooftop, open the nearby box and grab the gun and ammo from inside.



Card: Adroam Sikora

Just after entering the ranch, check inside the house to the right for a card inside the chest.

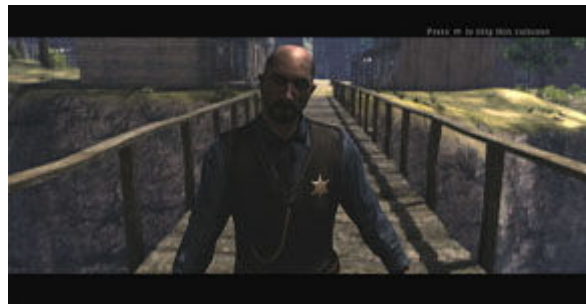
Now drop off the roof and look for the bottles positioned on some boxes, past the barrels, near Jones. While the game suggests shooting them from behind the barrels for target practice, feel free to get as close as you like.



Now that training is complete, follow the dirt path near Jones that leads away from the farm. Continue to follow the trail, but make sure to have your gun at the ready to take down an attacking canine.

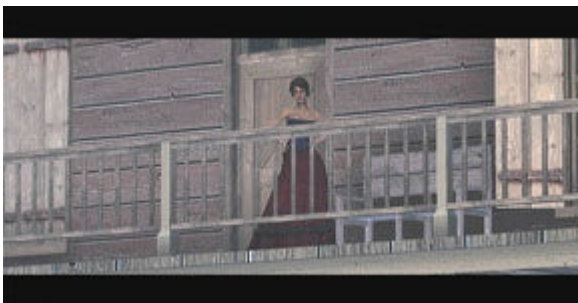


At the bridge, you'll have to turnover your weapon to Hope's sheriff (hold up on control pad + back/selection). Now that you're unarmed, cross the bridge to the village.



Get a Gun

As you enter town, you'll spot the local mistress, Suzy, up on the balcony. After speaking with her, head inside the tavern through the front door and proceed upstairs to Sally's room. But wait, some rent-a-bodyguard will stop you in your tracks. Head back outside.



Card: Jacub Jiarowicz

Just after entering hope, this card be can be found on the small ridge on the driver's side of the wagon.

After exiting the tavern, Suzy will tell you to meet her around the left side of the building. After speaking with her through

the window, climb up the boxes, then leap toward the window and climb on in.



With Suzy off keeping the bodyguard busy, you have to track down her gun before she returns within 60 seconds. Quickly make your way to the nightstand in the far corner, near the bed, and open the top drawer to find a gun and whip. Suzy will then return to the room and perform her, umm, services. Unfortunately, this won't end in a happy ending - instead, two loons will barge in and open fire. Don't bother fighting back, just jump out either one of the windows.



Card: Lukasz Adzinski

This card can be found inside Suzy's chest, near the hallway door.

Escape From Town

Now you have to flee town, and fast. Just follow the fence on the right leap over the broken portion, then follow the dirt road out of town. Now run like the dickens, as the townsfolk will follow you close behind. Just keep running and don't look back.



Descend the short cliff quickly, but make sure to brake when appropriate. At the base, continue following the dirt path until you reach a much larger cliff - don't try to climb down this one. Instead, follow the thin catwalk to your left around the mountain, climbing up the rocky ledges when necessary.



You'll soon come across a gap in the path, with a fallen tree just above. Aim your whip toward its midsection and look for the icon to appear, indicating you can latch on. Once it does, use the whip to latch onto the tree and swing across the chasm to a walkway below and continue on to another gap.



This larger gap is a bit more difficult. Make sure to latch onto the furthest branch of the tree (otherwise you won't be able to swing far enough), then swing over to the lower part of the ledge ahead, on the left. Continue to one more gap, cross via the tree, then work your way down the ledges and ramps to the house in the valley.



Find Ammo for your Gun

At the house, you'll come across an old man who's very protective of his belongings. But it just so happens that he has some ammo inside of which you need, but he'll prevent you from entering if he spots you. Hide in the bushes and wait for him to meander a few meters away from his house. Once he turns away, walk inside (don't run, otherwise he'll hear you), enter the room on the right, and grab the ammo off of the locked chest in front of the window.



Card: Pawel Marchewka

Inside the main room, check the top-right drawer of the chester drawers near the window for the Pawel card.



As soon as you grab the ammo, the old man will point his shotgun at you. Don't bother fighting him; just dart out the window and down the mountain. Now follow the left path up to the deadend.



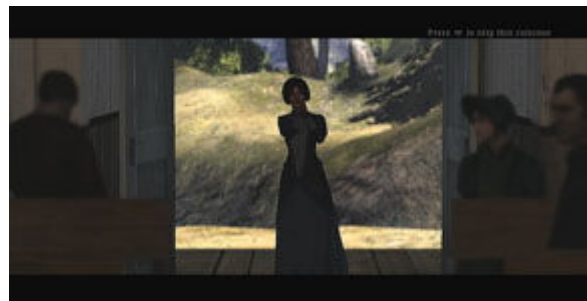
Once there, swing from the tree to the ledge on the other side, then simply follow the dot on your radar to your ma's and pa's house to complete the level.



Call of Juarez Walkthrough

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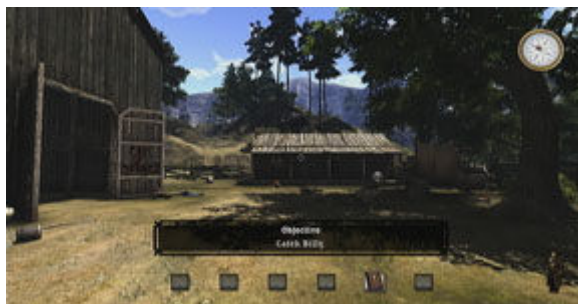
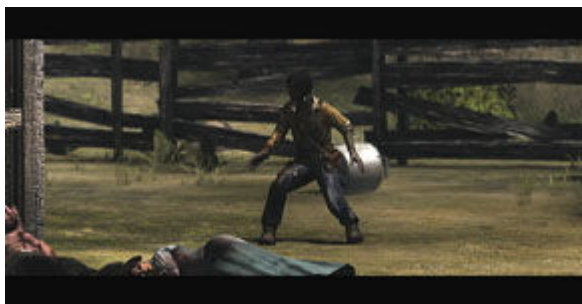
As the local reverend, it's up to you to begin the mass. Walk up to the alter and grab the bible to begin this morning's ceremony. A short ways in, a poor woman will burst through the door and alert you to something happening at the farm.



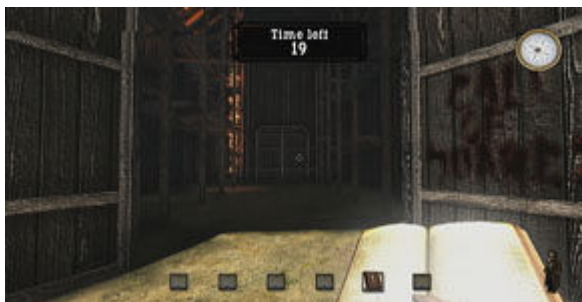
You have 90 seconds to haul ass to the farm. Dash through the door, follow the right path, stick left at the fork, then cross the bridge to the farm.



Once there, you'll spot Billy amongst some corpses. He'll take off running and it's up to you to track him down, but move fast, you only have 30 seconds.



- Kick open the door ahead and enter the house
- Open the door just to the right of where you entered and push the fallen bookshelf aside, then proceed through the door to exit the house.
- After spotting Billy again, dart around the fence and enter the barn within 30 seconds.
- Inside the barn, climb the ladder on the left (from the far side), then continue up another ladder right next to it.
- When at the top of the barn, grab a pail of water and carry it to the flaming floorboards ahead. Splash some water to put the fire out, then head outside.
- Outside the barn, follow the path to catch another glimpse of Billy on a short bridge overhead.
- Continue down the trail, remove the boulders blocking the way, then witness Billy destroying the long bridge.



With all hope of catching Billy gone, you must return to town and alert the sheriff of what happened. But first, turn around and follow the dot on your compass back to the farm to take on some looters. You'll have to battle them all three fist-to-fist. Focus on one at a time, and link up your left and right punches to perform uppercuts to take them down with ease.



Call of Juarez Walkthrough

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Before heading out to battle, you've got to get equipped. Open the chest in the room on the left for dual revolvers and some ammo. Now that you're packing heat, it's time to roll out.



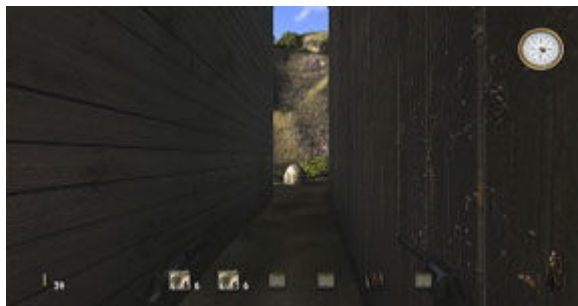
As you exit the church, you'll be approached by the local sheriff, who'll demand you turn over your firearms. After refusing, a vigilante villager will shoot the sheriff, causing riots in Hope. The only way to bring piece is to take down anyone holding a weapon in town.



Dash in to town to watch a cutscene of the local ruffians emerging onto the main drag. As soon as it's over, back up and take cover behind the wagon. Holster both your weapons, peek around the corner, then activate concentration mode to target the 5 or 6 baddies on ground level (you may have to return to cover and pop back out several times).



Once the nearby thugs are down, run up the street a short ways to hear the sheriff's wife call out for help. Immediately after, prepare for an enemy to appear behind you (near the wagon), then follow either one of the alleyways to get behind the building where the sheriff's wife is being held.



Once behind the building, take down the enemy at the top of the rear staircase. Now grab a nearby wooden box, position it near the others by the Outhouse, then use them to climb up to wooden planks, leading to the stairwell.



Tip!

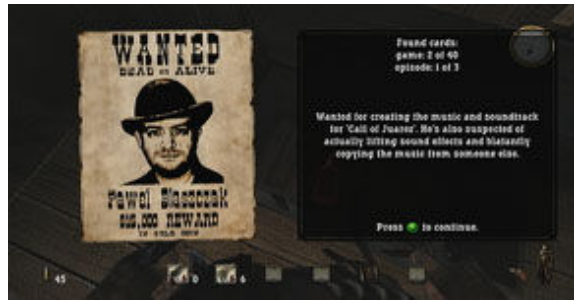
It can be tricky leaping to the Outhouse's roof from the wooden boxes. Try jumping up to the lowest portion of the slanted roof (i.e. the side closest to the fence) to help clear it.

Enter the door at the top of the staircase, then kick down the rotting door ahead. Pass through the room and kick open the door to exit onto the balcony.



Card: Pawel Blaszcak

Open the chest on the right side of the room, near the window, to find this card.



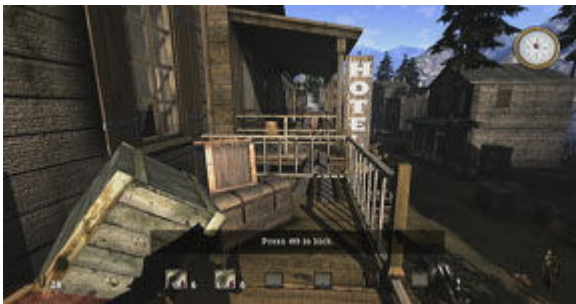
After the game saves, a couple of enemies will emerge:

- One on the Hotel's balcony (left of where you exited)
- The other on the ground below.

Duck back into the room you just came from for cover, then pop back out and use Concentration to take down both foes.



Once they're down, move the luggage out of the way and then kick down the handrail to walk across the planks to the hotel's balcony. Continue along the balconies, kicking the wooden handrails when necessary until you reach the window leading into the room where the sheriff's wife is being held.



Holster your weapons, then activate concentration mode as soon as you enter. You should be able to easily down both foes keeping the wife captive before your Concentration expires. Afterward, walk up to the wife to be awarded with the **Jail Key**.



With the wife freed, several more baddies will appear further up the street. We suggest staying in this room for protection, then peek out the window and take down the foes in concentration mode. If you find yourself unable to target the far foes, dash out to catch their attention, then run back into the room for cover. This should make it easier to target them.

After most of the foes are dead, exit through the window onto the awning, and continue heading along the balconies jumping when necessary, and take down the remaining foes.



Note:

If you happen to fall while jumping from one balcony to the next, don't sweat it. Just take cover behind the broken carriage and peek around it to take down any remaining foes.



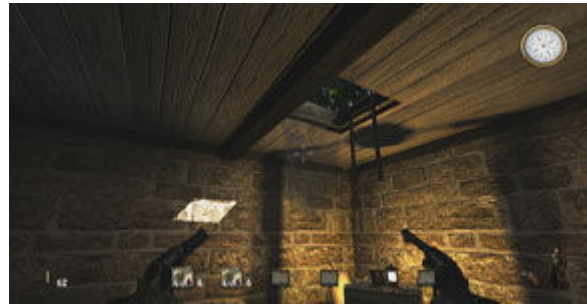
As you close in on the jail, you'll spot some locals blow open the front door. Don't run in just yet - hang back at the corner building you're near now (regardless of whether you're on the top or bottom floors) and peek around to take down the foes outside, and those visible through the windows inside. If you begin taking heavy fire, back up around the corner to shield yourself.



Once the coast is clear, work your way up to the jailhouse entrance. Now keep in mind, there are probably 2 or 3 foes inside. We suggest activating concentration mode just as you step into the doorway to take them down. Subsequently, take cover on either side of the staircase and take down another baddie who rambles on down.



Once they're all dead, some crooks will lock you in and light the entire place on fire! Dash upstairs, open the door, then look for a ladder on the left, which leads to the roof. Look up and jump high to reach it (you can grab hold of it without using boxes for additional height).



Once on the roof, follow the wooden planks into the barn's top floor. Now drop to ground level, and look for a large, wooden lever on the same side you just dropped from - you're going to have make clever use of this to leap up to the ledge on the right side.



Step onto the far side of the lever to weigh it down. Now look behind you: the opposite end of the level has raised, allowing it to act as a walkway to the ledge opposite of your current location. However, if you try to run toward it, the lever will drop as you run across, preventing you from reaching it. Instead, continue to stand where you are, but grab the nearby boxes along the wall and drop them on the end of the lever that you're currently standing on. After stacking two or three, the added weight should hold the lever down long enough allowing you to dash across, and leap for the opposite ledge.

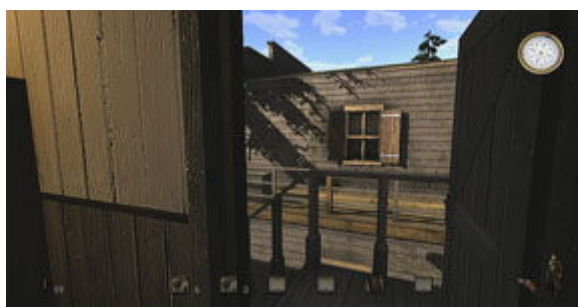
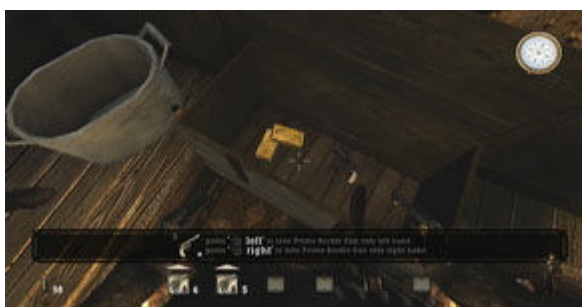


Once across the lever, climb the ladder, then follow the walkway until you reach the opening looking outside. There will be a few enemies below, but you can ignore them completely if you move fast. Shoot the hanging weight by the water

tower to lower a drainage pipe you can cross over to the other side. Run around the water tower to the rooftop just after and drop into the hole



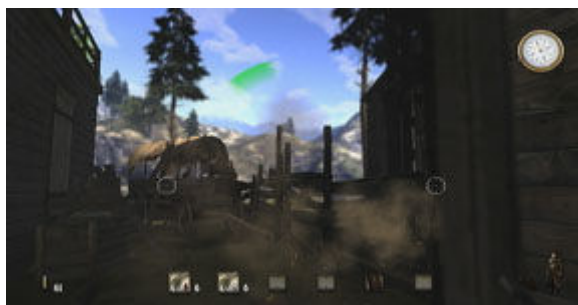
After dropping into the room, open the chest on the right side for some guns and ammo. Now open the door, but hang back and use this room for cover to tackle the next four foes, two in the windows across the way, and another pair on the left balcony. As usual, use your concentration to take down all four with ease - although it may be difficult to see the foes through the windows, wait for your crosshair to turn red to know when an enemy is targeted.



Card: Rafal Zerych

On the bottom floor of the barn, this card can be found inside a chest behind some boxes on the side you entered from.

Once the four foes are down, take the staircase down to the ground below and immediately seek cover behind the boxes on the right, as there's an enemy camping out in the wagon ahead. Peek out to take him down, then continue on around the building.



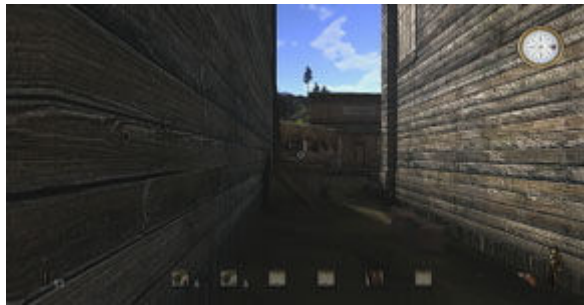
After passing the wagon, open the door on the left and immediately open fire to take down two enemies in the hallway. After turning the corner, the floor will catch fire -- ignore it for now and just focus on taking down the third enemy at the far end. Once he's disposed of, grab the bucket of water off of the chester drawers by the front door and splash it on the flames to put them out.



Leap through the window at the end of the hall to emerge back outside. Just as you head right, a message will appear onscreen demonstrating how to use your 'quick-fire' mode, and the game isn't kidding. As soon as you enter said mode, a lunatic will dash at you. Back up and shoot him as fast as you can.



Once the loon is down, peek around the left corner and target the rooftop enemy. Now follow the wooden boxes around, back to the building. As you peek around the next corner, activate concentration to safely target a pair of foes in the wagon ahead.



Around the corner awaits an ass ton of enemies, both high and low. Many of them are too far away to target, but we'll get to them later. Use the corner near the wagon for cover and take down any nearby foes in concentration mode. After the immediate threats are taken care of, dash to the alley directly across from your current location. Take down the two enemies there, collect the ammo off the box, then proceed up the furthest alley.



From this alley, you should be close enough to target several of the foes ahead. After you take down a few, the Saloon's owner, Clyde, will invite you to take on his 'Temple of Satan,' or in other words, his enemy-infested tavern.



Standing out in the open is a sure-fire way of getting killed. Ironically, the best place to take cover is right underneath the overhang of the saloon itself - from here, the enemies on the upper floor and rooftop can't target you. As soon as your concentration mode is ready to go, back up just far enough from the overhang to expose an enemy or two and target them while concentrating. Once your bullet-time runs out, retreat back to the overhang and wait for your concentration to become available once again.

Ammo

If you need additional ammo, look for some on a bench in front of the J.S. Wernes store (left if you're facing the saloon). More ammo can be found behind the concrete wall near the water tower, just across from the saloon.



Once the saloon's foes are defeated, a few more criminals will begin shooting you from across the courtyard, directly opposite the saloon. Use the concrete wall near the water tower for cover, then lean around it to target the foes.



With the town mostly clear, it's time to burn down the saloon. Look for a wagon just right of its entrance full of explosive barrels - shoot them from afar to set the joint ablaze. As the saloon catches fire, the remaining patrons will be forced to run outside. Get ready to take them down by keeping your aim on the front door, while staying near the concrete wall for continued cover.



With all the foes disposed of, Clyde will challenge you to your first gunfight. There's a five second countdown before either you can open fire, but that doesn't mean you can't pull your gun out early in anticipation. After five seconds elapses, open fire on Clyde; aiming can be tough, so don't worry too much about targeting specific body parts. Also, make sure to lean around with the left control to avoid being hit by Clyde's bullets.



Call of Juarez Walkthrough

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While your core objective is to catch a ride on the train, you're going to have to deal with navigating through a dark and dangerous forest first. It's easy to get lost, and even your compass can sometimes lead you astray. We suggest starting off by following the left cliff edge, even as it curves inland. Stop when you reach the portion shown below, with a tree branch overhanging a ledge. Use your whip to swing via the tree to the ledge.



Tip!

Swinging from the branch to the ledge can actually be a bit difficult. Instead, try jumping from the cliff (a few feet prior to the tree) to the ground below. You'll take some damage, but you'll survive.

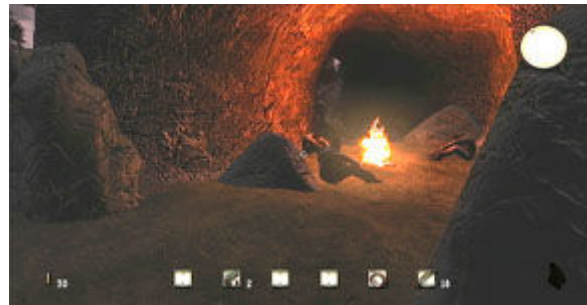
After landing, follow the pathway a few meters up to a log being held up by a boulder on the right ledge. Push the boulder aside (either by running into it, or using your whip) to free the log, causing it to fall forward, creating a bridge you can use to cross the gulf. Now follow the thin path toward the dot on your radar.



When you reach the cliff edge, Billy will take notice of a small group of thugs down below, which you'll have to pass shortly. For now, drop to the catwalk below and follow it left. Use your whip on the tree to cross the gap, then use the next fallen tree to cross the span. Further up the trail, climb up the rocky ledge and into the dark cave.



After exiting the cavern, you'll spot a foe in a cutscene who seems to think that he heard something; if only he knew how true that were. After the cinema ends, walk slowly down the path until you reach the campfire. There's a small gang of bandits here, so it's best to pass by unnoticed. We suggest crouching, to minimize your noise, and walking right by them after the lightning strikes, that way you don't risk being lit up like a Christmas Tree as you're walking by. Furthermore, stick as close to the cliff edge as you can, otherwise the light emitted from their campfire might light you up as well.



Once past, continue to crouch and proceed cautiously. Just up ahead is a roaming bandit, and he won't think twice about alerting the others to your presence. Thankfully, there's a bush you can hide in just prior to where he's stationed. Wait here until his back is turned, then whip him in the head as soon as you hear thunder, which will conceal the sound of your whip, preventing the other nearby bandits from hearing.



With the guard down, continue following the path downward. Before the next campfire, drop to the ground below so you can proceed through the archway. Walk, while crouching, up to the rock just past the archway. Keep in mind there are

several bandits surrounding the nearby campfire. Now quietly move into the bushes on the right, and work your way around the campfire, behind the boulder and trees, into some more bushes. Now there's a short gap between these bushes and the next rock, with a resting bandit in between. Wait until after the lightning flashes, then walk over to the boulder to avoid the bandit's notice. Continue through this bush to get behind the next rock, right next to the campfire. Now while their backs are turned, make your way into the cave on the right and don't look back.



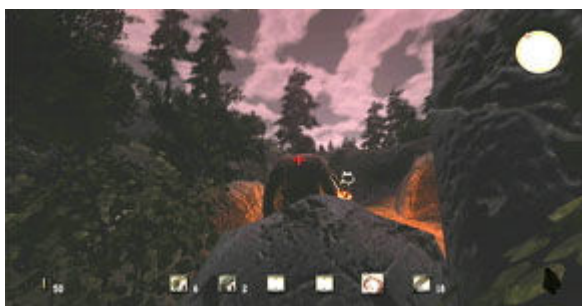
Great, another campfire up ahead. Stick to the right wall and enter the small trench on the right. Crouch down and wait inside the first bush, facing toward the opposite wall. Shortly, one of the local bandits will walk by; whip him in the head to take him out, then continue to hide in the bush for a few moments to avoid garnering unwanted attention. Once the 'caution' music dies down, begin walking along the primary path (where the bandit was walking) and enter the bushes on the left.



Card: Adrian Ciszewski

This card can be found inside a wooden container, near a tree, by the second campfire.

Follow the left wall slowly until you're right behind another bandit. Stand up and whip him in the back of the head as soon as the thunder sounds. Now crouch back down and walk to the nearby ledge. Drop off and hide in the nearby bush.



From here, you want to travel from bush-to-bush, following the dot on your radar straight ahead. At various times, you will be mere inches from some bandits, but so long as you move when it's dark, you shouldn't have any problems.



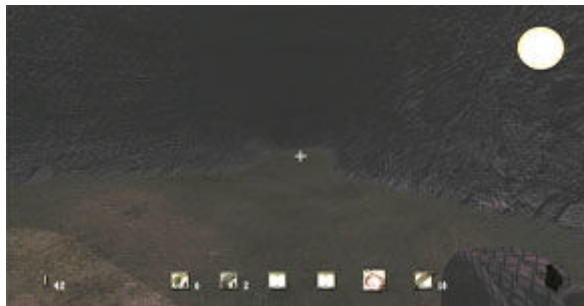
Just after the third set of bushes, you'll find a tent you can enter on the right. Proceed through it. Before exiting the second tent, you'll spot another row of tents across the way. Use the bush to walk to it safely, then continue to the end of that line of tents.



Card: Grzegorz Swistowski

After passing through the first two tents, look for a box on their left side containing this card.

At the exit, you'll spot two horses on the right. Sit tight for a few moments and wait for a roaming bandit to pass. Once he does, follow the wall directly in front of you to the left to find a cave entrance in the wall.

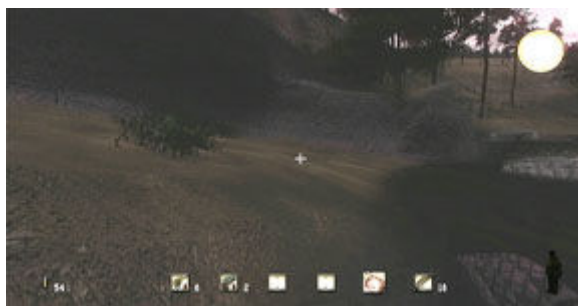


At the cave's exit, sneak into the bush on the right and wait here for several of the bandits to walk past. Once they're gone, there will be two left; you can dispose of one easily enough when he walks close to the bush, then sneak up on the other immediately after.

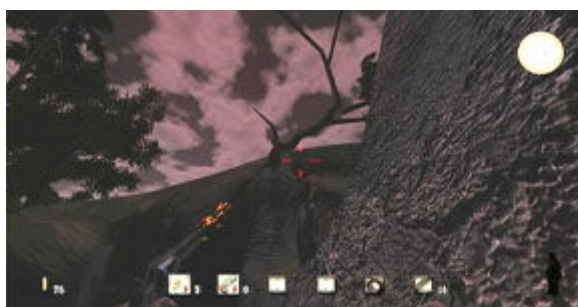
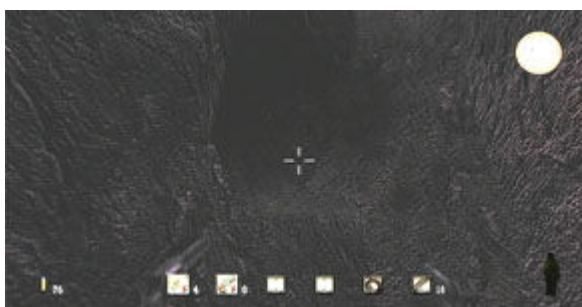


Continue down the path, drop to the ground below (past the fire), to the bridge ahead. However, just as you step foot on

the bridge, the damn thing will cave, throwing you into the cold waters below. Try to swim to an upcoming shore on the left, or at the least, wash up on the several rocks midway in the river. If you fail to, you'll be washed away to certain death.



From the shore, follow the canyon wall on the right and look for a small alcove with a tunnel you can leap into. Continue following this path until you reach a bandit on the right. Take it slow and get off a head shot. Once he's down, climb up to where he was and follow the path dead-ahead.



Carefully leap over the first two gaps in the path, but pause at the third. Look for a boulder on the left you can shoot that will dislodge a log, which you can use you cross the gap. Continue across the bridge and to the right.



When you drop off the ledge at the end, you'll be on a small ledge that borders the railroad track below. You'll have to hold down your position from some opposition that appears on the other side of the tracks until the train shows up. For the most part, you should always take cover behind the stacked boxes, only exposing yourself to fire off a shot or two at a time. Then quickly retreat back behind the box, reload your weapons, and repeat until all the enemies are defeated. Also, there are some explosive barrels near the shack on the left you can shoot to take down any nearby enemies.



Card: Sebastian Helios

On the ledge bordering the traintrack, look for this card inside a small box.

Once all the bandits are destroyed, Billy will automatically catch a ride on the train.

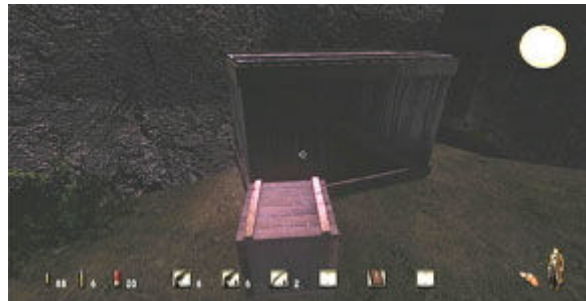
Call of Juarez Walkthrough

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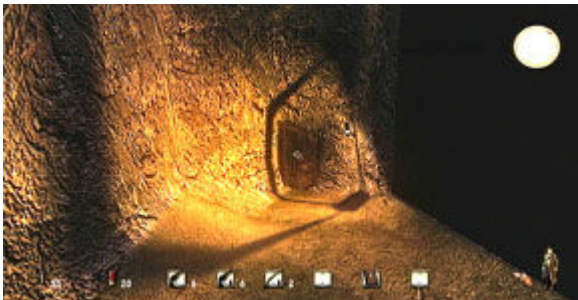
Follow the trail, alongside the river until you reach the large body of water. There's an enemy just across the way; target him as soon as you can, as you can't sneak up on him.



Once on the other side, reposition one of the small, wooden boxes (or the basket), next to the large box, just below the ledge. Now use the boxes as stepping stones to climb up to the ledge.

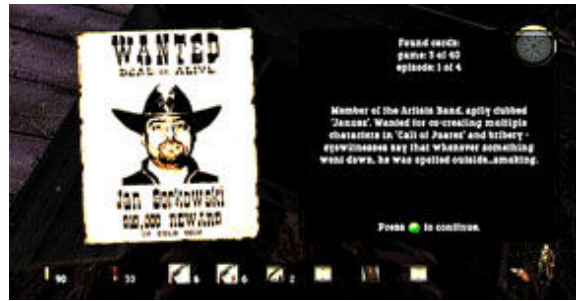


Continue along the canyon catwalk to and venture into the thin tunnel at the end, next to the lantern. Proceed through the cavern slowly, as there are several small gangs of bandits throughout. Coming up on the left is a small alcove containing the first two; use Concentration to deal with them quickly.



Card: Jan Borkowski

At the first bandit installment, look for a chest along the left wall containing this card.



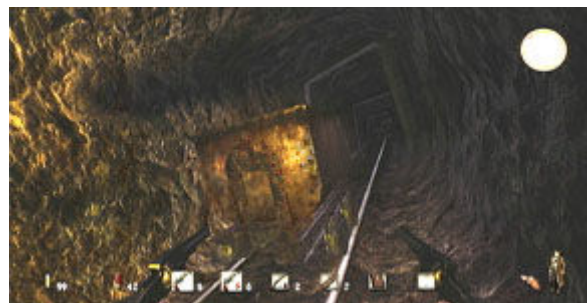
Further up the tunnel, you'll encounter an area with several mine carts. Coincidentally, there are several bandits nearby as well. Hang back in the tunnel and peer out slowly to target any nearby bandits (remember to use concentration).



Once the immediate threats are removed, move into the tunnel and position yourself behind a mine cart. There are several more bandits further up the tunnel, so you'll want to push the mine cart from behind and use it as a shield the entire way. Whenever you come across an enemy, use concentration to take them down. Repeat this until the end of the tunnel - just watch out for the flames about halfway.



At the end, some debris prevents your mine cart from moving onward. No matter, head on up the tunnel yourself. But be careful; as soon as you hear the words "Catch this you son of a...", step to the side of the track and up against the wall to avoid being run over by a runaway mine cart; prepare for a second one soon after. Carefully work your way to the top and kill the enemy responsible for this safety hazard.



Note:

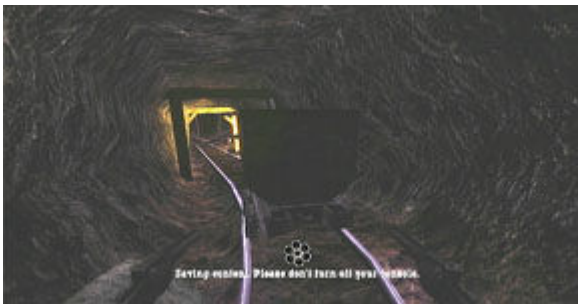
You can actually catch a ride inside these mine carts if you live, but many of them lead to death if you don't switch the

track! Make sure to shoot the track switch any time you come across one to save yourself from a grizzly demise; or just walk along the track like any sane person would.

Just after, you'll come across a resting mine cart. Give it a good push (but don't hop inside) to take down another enemy, then continue to the fork in the road.



Once there, use concentration to take down both enemies, then take the left path (the right one leads you off a cliff). Follow it past the mine cart and then take the right path at the next fork.



Card: Adam Jasirzebski

Instead of making a right at the second fork, go left to find this card along the rock wall.

Look for some ammo on the boxes to the left, then use concentration to take down any enemies in the tunnel ahead.



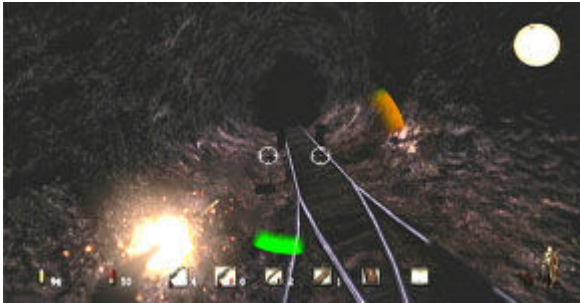
Warning!

Watch out for falling rocks as you proceed through the tunnel. You don't have a hard hat, so they can do significant damage.

After the loading screen, continue through the tunnel up to the mine cart. Hop in for a quick method of getting through the next section. Feel free to ignore the enemy's along the way, and don't bother switching the tracks, as they both lead to the same destination.



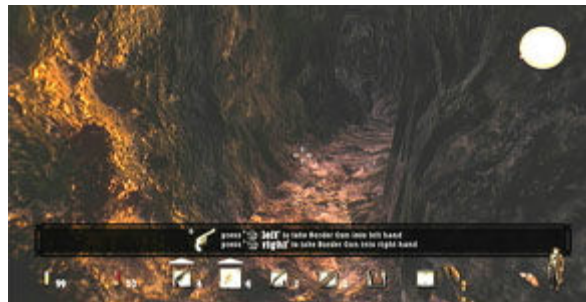
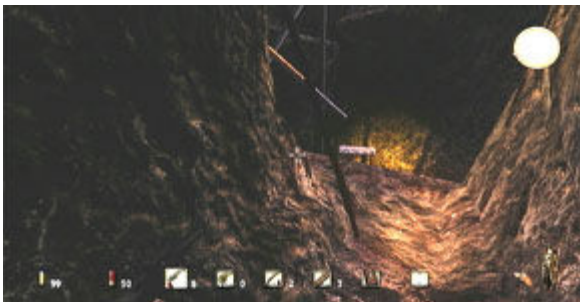
Just after the two tracks merge back into one, hop out of the mine cart to avoid being launched off a cliff. Instead, venture into the cavern right, take cover behind the boxes, and kill the enemies there.



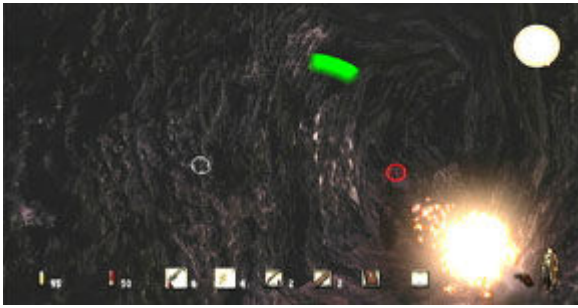
Now climb up the structure ahead, via series of ladders, up to a rocky ledge. Enter a tunnel on the right, located just before a ladder that leads to a dead end.



Inside the tunnel, shoot a pair of bandits, then climb the ladder immediately to the left of the exit and continue to follow the path, climbing up when necessary (ignore a small cave you come across, as it's a dead end). Head into the large tunnel at the end.



As you venture through the tunnel, kill an enemy in a small cavern on the left to find some ammo on a barrel.

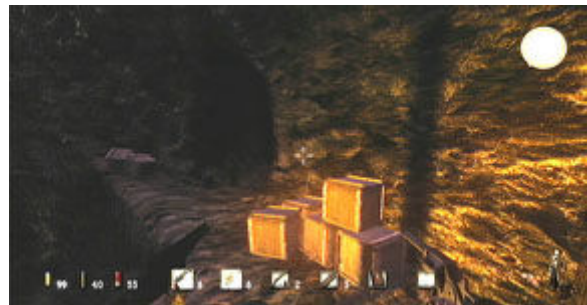
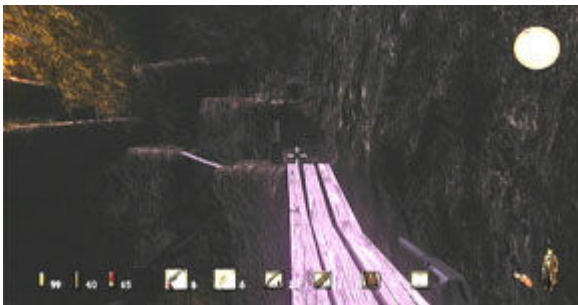


Card: Pawel Kopinski

Inside this cavern, open the chest located behind the rocky column for this card.

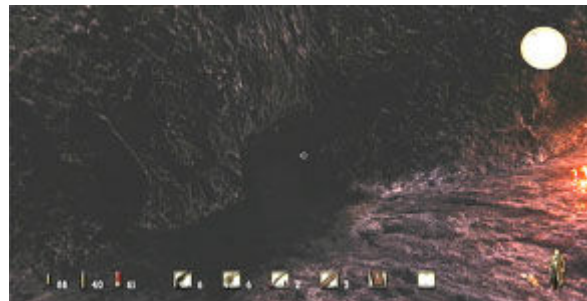


At the tunnel's exit, turn right and cross the two sets of planks to reach a ladder. Climb it up to a second ladder, which will take you to a small pathway. Climb down the ladder on the opposite side, then up another just ahead. Now follow the path up to another tunnel, or a ladder you can climb.

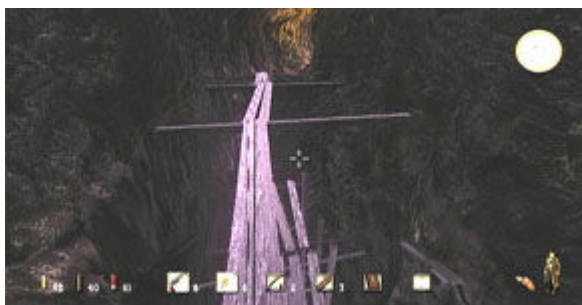


Alright, so now there are two routes you can take. The tunnel leads to a four-way intersection, with two of the routes leading back into the cavern, only further up. Alternatively, you can climb the nearby ladder and follow the path past the first tunnel (which is simply the exit of the aforementioned four-way intersection), up to a large cavern at the end. Turn left inside to reach the next section of this level.

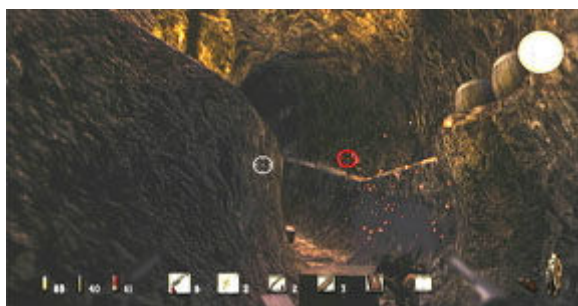
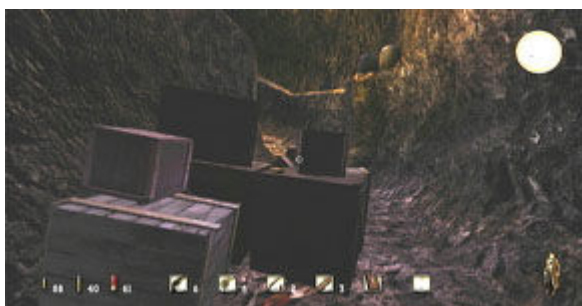
After the loading screen, proceed up the path to witness a falling tree catch fire. Since that path is blocked, look for a small, hard to see tunnel, in the wall left of the flames.



Take down the bandits ahead, turn left at the fork in the road (the right path simply leads back to the burning tree). Start crossing the wooden planks, even though they'll give out, causing you to fall to ground level.



Upon landing, turn right and use the stack of boxes for cover, then target the foes just beyond (look for one on the ledge above too). Continue up the path and prepare for more enemies just beyond the baskets (and on the ledge above).



When you reach the tall shaft at the end, prepare to battle several more enemies on a platform above you, in a high alcove on the left, and another foe on a ledge behind you. Use concentration to take them down, then begin your ascent up the structure on the right side of the room (and not the one ahead).

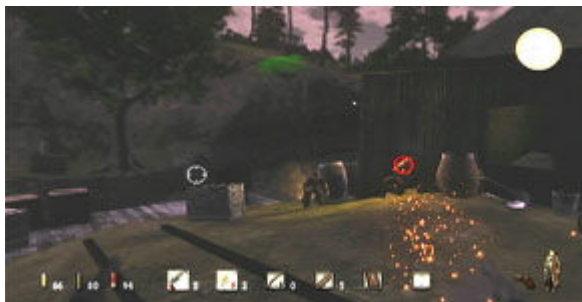


At the top, follow the wooden planks through the tunnel to find another mine cart track. Ignore the tunnel on the opposite side, as it just leads to the entrance of this cave, and instead turn right and follow the tracks outside.



Use the scattered mine carts and other objects for cover, and use concentration to tackle the few enemies. Once they're down, you'll spot Billy catch a ride on the train. Once you regain control, leap to the tracks below and chase down the train. But you'll be interrupted by some old man who wants to duel. Like before, pull out your gun just before the

countdown expires and open fire.



Card: Maciej Jamrozik

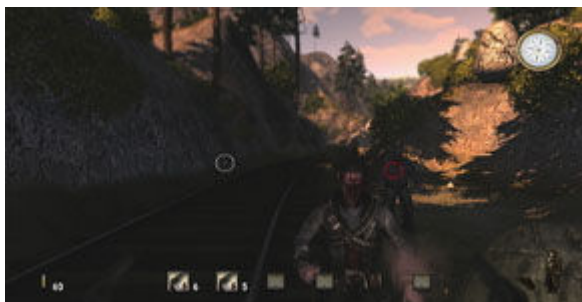
Before following the train, open a chest inside the hut on the right side to find this card.



Call of Juarez Walkthrough

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Stick to the train tracks for the first part of the level. After following them for a short ways, you'll come across two bandits on the right. Activate concentrate as soon as you see them to take them down with ease. Now stick to the left side of the tracks and take cover behind the large boulder, near the left path containing numerous bandits.



After taking them down, follow the path up to the next corner - use this for cover as you tackle the enemies lying just beyond it, near the train, and even on top of the train. Once most of them are down, check inside both train cars to take down any remaining enemies, as well as collect the various guns and ammo from the chests within.



Card: Slawek Laios

Look inside the first train car for a chest in the far right corner, containing this card.

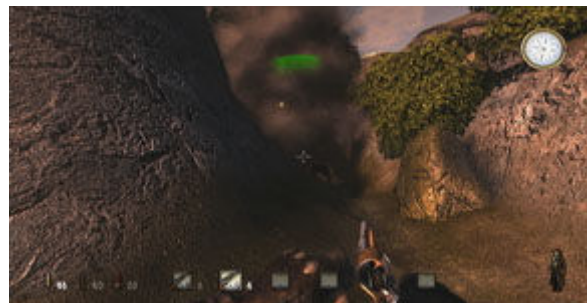


Card: Lukasz Muszynaki

Inside the second train car, look for a chest in the far left corner containing this card.



Once the trains are clear, it's time to make your way down a trail to the left of the second train car. But before proceeding, hang back at the corner and peer around it to target the foes first. Be especially careful as they'll chuck dynamite as well. Once the way is clear, proceed down the path, but take cover behind the rocks as soon as you spot additional enemies.



You'll soon come across a hill with four round boulders at the top. Once you get near, some bandits will push them toward you. Quickly retreat backwards and take cover behind a boulder on the right. Wait for the rolling rocks to pass by, then lean out and target the two foes at the top.



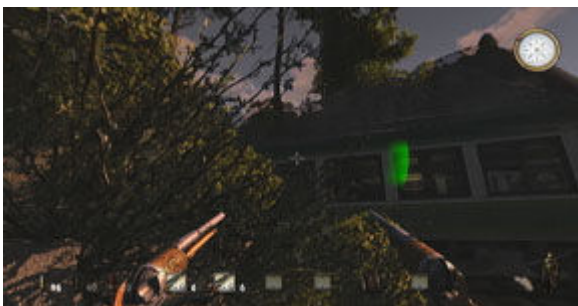
Once they're down, drop off the ledge afterward and follow the cliff edge. After the loading point, follow the path through some bushes and prepare to take on a turret after the save point. Take cover behind one of the large boulders as close as you can to the turret. Then peek out as soon as the turret stops to reload and shoot him in the head (we actually don't suggest using concentration; instead, just zoom in and target him manually for increased accuracy).



With the turret down, take a path on the right side and continue to use the rocks for cover as you fire upon a few more enemies ahead.



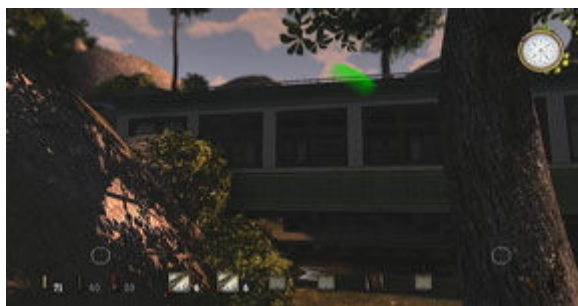
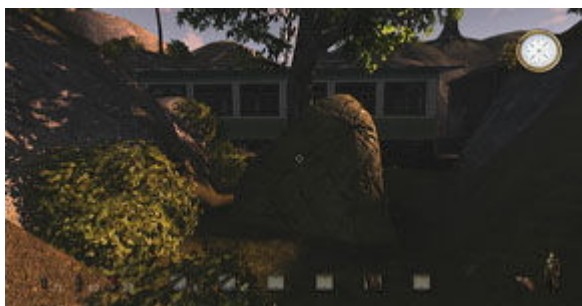
After the second large boulder, you'll spot a few more train cars on the left, containing a few foes. Hang back at the second rock for cover, and lean around it while concentrating to target them easily - since they can be tough to spot, rely on your crosshairs turning red to know when the enemy's being targeted. Subsequently, look out for a high enemy on the water tower. Once he's down, watch out for one more foe in the second train car, then continue down the path ahead.



Card: Marek Pszczolkowski

Inside the 4th traincar, near the water tower, look behind the first seat on the right side for this card.

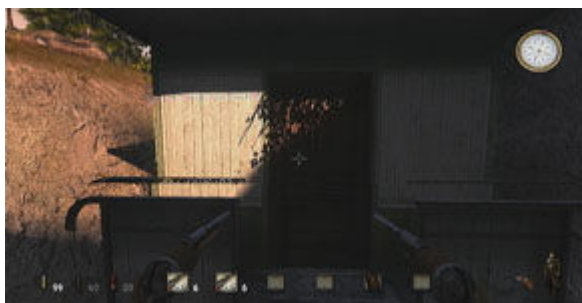
As you turn the corner, you'll find one more train car, also containing enemies. Like before, use the large boulder for cover, then use concentrate while peaking around the corner to kill the enemies within. Once it's clear, open the door on the right side.



As you travel down the train car hall, keep your aim focused on the door ahead, as an enemy's about to bust through. Once you put him to sleep, leap over to the next train car and open the door. Quickly hide to either side, then peek out and open fire upon the two enemies within.



Once clear, head out the backdoor and get ready to fire upon a single enemy outside. Once he's down, open the door to the next train car and be prepared to take down another single foe. Head out the back of this one too, but take cover to either side as soon as you open the door leading into the final train car, as there are three baddies waiting for you. This may be a good time to use concentration.



Get ready to take cover to the left side as soon as you open the rear door? Why? Because there's a turret out back focused right on you, in addition to a secondary bandit standing guard. After taking cover, you should be able to peek out just far enough to kill the lone soldier, without exposing yourself to the turret. Once he's down, wait for the turret to reload, then pop out and target his head - we strongly recommend against using concentration, as it can actually make him more difficult to hit.



Once the turret bandit is down, it'll be yours for the taking. Grab control and let loose on the hordes of bandits storming the area. Like in the very first mission, shift your priority to any enemy you're taking damage from. Aside from that, it's a free for all.



Once the area's secure, dart off the drain and leap onto the rear of the next train car. Open the door to meet with some friendly soldiers. The commander will instruct you to use his powder kegs to destroy the enemy's barricade. Grab one and carry it up the hill a short ways, and plant it right next to the wooden boxes where the enemies are stationed. Once you drop it near them, shoot it quickly to destroy everything nearby.



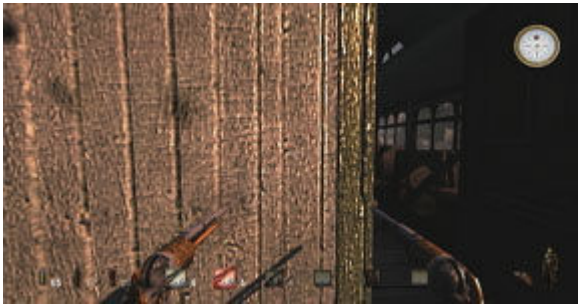
With the barricade destroyed, run on through. Around the next corner are a whole bunch of enemies hiding amongst the rocks. We suggest seeking cover behind the first boulder on the left, then leaning out and using concentration to target them all.



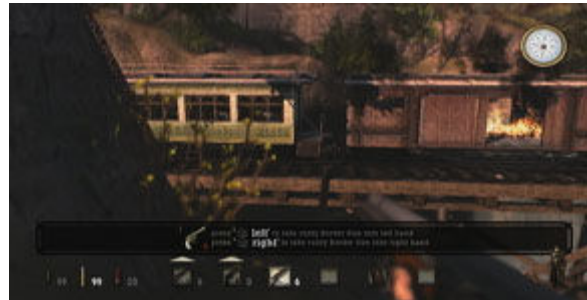
Once the areas clear (after the game saves), head back to the train to find its being taken over by more bandits. Shoot the ones visible outside, then open the door leading into the train car where you obtained the power keg and take cover to either side immediately thereafter. Peer out while concentrating to target the bandits.



Once clear, run to the back and open the door. Hop over to the next train car and open the door leading inside. There, you'll spot a local citizen has been taken hostage. Once she's pulled aside, take cover to either side of the doorway, then lean out while concentrating to target each of the soldiers effectively.



It seems the train car's rear door has been blocked with a metal bar from the outside. Exit the train the way you entered, then look for a path just behind the turret's location. Follow it, taking down any enemies along the way. When you reach the cliff, overlooking the train, zoom in on the locked door to spot a metal pole preventing it from opening. Shoot it out of the way, then return to the train.



Card: Maciej Jikowski

Open the box bordering the cliff edge, overlooking the train, for this card.



Back on the train, open the locked door, and climb the ladder ahead. A thug will push a woman off the train, but thankfully, she's able to grab hold of the ledge. Quickly take him down, then kneel down and rescue the girl before she falls to her demise. After she's saved, leap down to the engine to speak with the conductor. During the conversation, you will be approached by some gun slinging loony who wants to challenge you to a duel.



During the final gun fight, you can't fire until after the train whistle blows. Draw your weapon and shoot him as fast as you can.



Call of Juarez Walkthrough

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Your ultimate destination is Mollie's ranch, but it's too far to traverse on foot, so you'll want to grab a horse first. For now, follow the red dot on your compass up to a chasm. Along the way, you'll be attacked by several hungry wolves. As long as you stay on the move, they won't harm you.

Eventually, you'll reach an impassable chasm, where Billy will remark that he really should find a horse. At this point, a green dot will appear on your compass; follow it to a house and a barn.



As you close in on the residence, you'll be approached by an old man who warns you about staying off his property. Ignore his verbiage; your purpose is far more important: finding a horse. But finding the horse is the easy part (it's in the barn, left of the entrance), you have to find a saddle first.

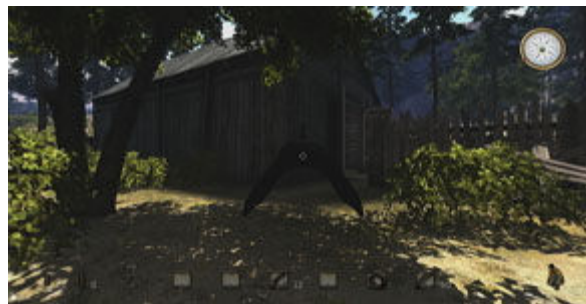
The saddle is located inside a small room on the bottom floor of the man's house, but you'll have to sneak in to get it. Use the bushes for cover and walk while crouching to sneak into the house while the old man's back is turned (if he's currently inside the house, use the boxes right of the entrance to hide until he emerges.)



Rifle Climb into the wagon just inside the entrance to pickup a shotgun.



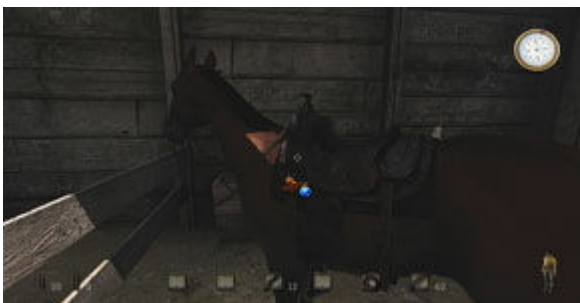
Once inside, enter the first room on the right to find the saddle. Pick it up and carefully sneak back outside the house, to the barn. You might have to be patient and wait for the old man to pass by to ensure he doesn't see you.



Card: Premek Marmul

Inside the old man's house, open the chester drawers inside the first room at the top of the stairwell for this card.

When you approach the horse with the saddle, Billy will automatically put it on. Now hop aboard. As you exit the barn, the old man will open fire. Seeing as Billy is unwilling to return fire, you'll have to escape the area without opening fire. Leap over the broken fence ahead into the large pen, then follow the right wall up to another broken portion to escape.



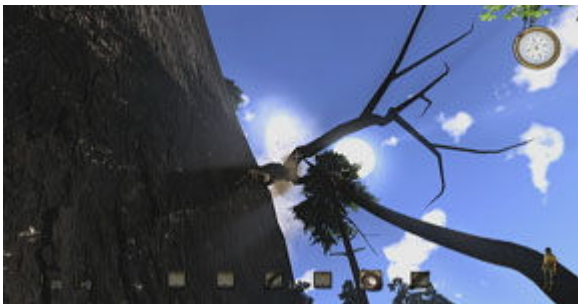
Back in the wilderness, follow the dot on your compass up to the ledge overlooking the chasm. Charge toward it at full speed to clear the gap - don't worry about jumping; your horse will sail right over so long as you're going fast enough.



Continue to follow the dot on your radar up to a cliff edge, where Billy will automatically hop off from his horse. Now drop to a small ledge below, then use your whip on the overhanging tree to cross the span.



Now you may be wondering how the hell you get off this rock to the ledge above. Simple: Look straight up and latch onto the lowest part of branch just above, then pull yourself up with the left-bumper and swing over to solid ground.



After turning the corner, you'll come across a camp fire surround by several bad guys. If you picked up the rifle earlier, use it now to pick all three off before they notice you. If not, try to sneak up on them via the bushes and ambush them.



Card: Maleusz Manes

Look for an unlocked chest, between two large rocks near the burning wagon for this card.



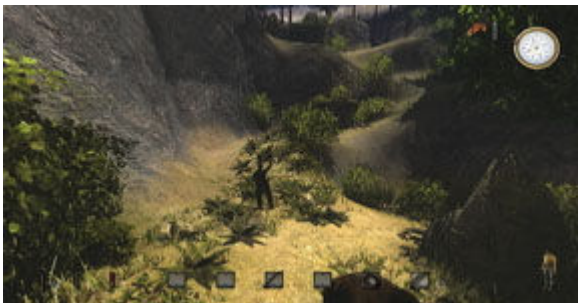
Once they're down, hop aboard one of the horses just past the burning wagon and follow the path. As you venture along the Cliffside, you'll come across three natives walking in a group. Instead of battling them, just dart past them at full speed up the path. They won't have enough time to react to cause any significant damage.



Coming up, Billy will spot another group of natives along with their horse. Like before, we suggest riding past them at full speed across the land bridge. Once you reach the other side, pause briefly as a rockslide will occur to your right. As soon as it's over, head right at full speed, past more natives, and dash over the overhang to cross the gap to the other side.



Further up the path, Billy will spot even more natives. Now this part is a bit trickier, due to the winding path. Although it may appear that your horse can't climb this portion, there's a thin path that starts on the left that switchbacks 3 or 4 times that leads to the top. Once there, haul ass down the trail, past the natives, through a rock slide.



Unfortunately, a large boulder will roll down the mountain and block the path. Before continuing, we suggest shooting the natives on the ledge above, to the right of the blocked path. Now ditch your horse and start climbing the ridges on the right. Once you can't climb any higher, use your whip to latch onto a tree branch overhead and pull yourself up to higher ground.



As soon as you touchdown, kill any remaining natives, then resume following the path you were before. Keep on the move to prevent the dogs from catching up with you, then cross the land bridge and shoot the native on the other side and carry on up the path.



Up the hill is a campfire with 3 or 4 natives nearby. Instead of going up via the main path, there's some rocky ledges on the right you can climb up to sneak up on the enemies. Once at the top, take cover behind one of the boulders, then peer out and target the natives one at a time with either your rifle or bow & arrow. Watch out for one more native further up the path, then continue up to the fork in the road.



At the split pathway, you have the choice of two paths, although they converge a few hundred meters up the path. We suggest taking the lower one, as explained below:

- **The Low Road:** The lower route on the right will let you skate by this section completely unscathed. As long as you don't make any loud noises (like jumping, or cracking your whip), the Indians above won't even notice your presence.
- **The High Road:** The high road contains nothing of interest aside from four enemies. For this reason, we suggest taking the lower road, but if you insist on the higher one, follow our strategy: Hug the left wall and sneak into the bushes, where you can pick most of them off with ease. If they notice your presence, they'll back away to give themselves more space. If they do this, use the overturned wagon for cover as you target the remainder.



When the two paths converge, continue on up the tall mountain. As you approach the large arch, watch out for three natives in the general vicinity. Take cover behind one of the large boulders near the top and target the Indians from around the side.



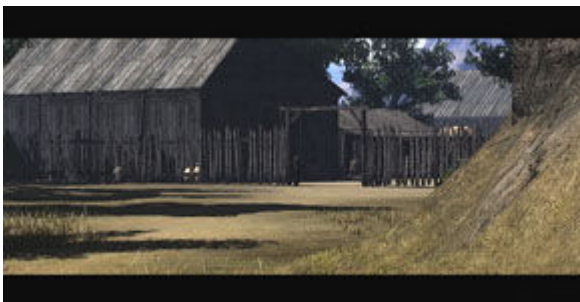
Card: Haris Orkin

Underneath the large rocky arch, this card is next to a bottle.

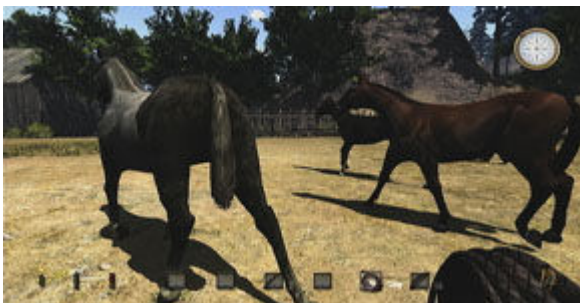
Take the path right of the archway, down the mountain. Near the base are two more natives. Since they can be hard to spot and there's little cover, hang back as far as you can to avoid their fire, while pinpointing their location. Once they're down, proceed to the base of this hill and drop onto the ledges on the left side.



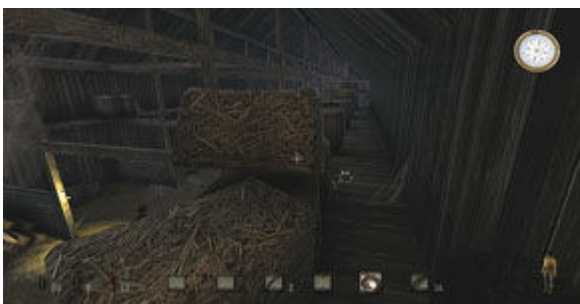
After the loading screen, head toward the dot on your compass to find the ranch. However, as Billy will mention, you have to sneak in without being spotted, otherwise you'll fail the mission. Start things off by following the path, left of the short mountain to the furthest corner of the ranch. There you should find a busted portion of fence, just short enough for you to leap over. Before you do though, wait for the two guards to finish talking and go their separate ways.



Your target is to climb through the barn window, directly opposite of the broken fence, but getting there can be damn tricky. As the two guards begin walking away, quickly walk while crouching up to the horses and slap them on the rear to get them moving - these will act as mobile cover to shield you from the guard's gaze. Keep up with the pack and work your way to the stack of hay in the center, near the tree. Quickly move up to the bush, then to the boxes and work your way up to the barn in the back with the open window. Once there, climb the objects swiftly up to the window.



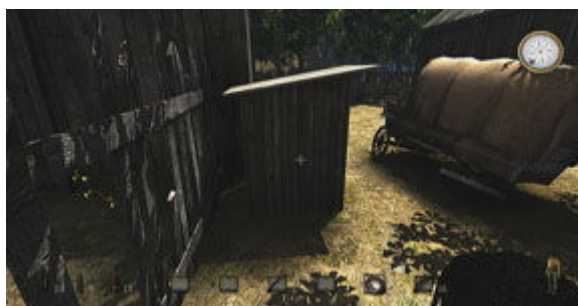
Inside the barn, quickly follow the right catwalk (while crouch walking) to a series of wooden planks that you can use to cross the remainder of the room. However, as soon as you step off the final plank and set foot on the wooden structure, the floor will cave, dropping Billy into a horse pen. Immediately seek cover either behind the boxes or hay stacks and wait for the two guards to dismiss the loud noise as the horse's fault and walk away (this may take upwards of two minutes, so be patient.).



Alternate Path!

If you're careful after stepping off the plank and onto the wooden structure, you can avoid falling into the horse pen. Since the floor won't actually cave until you step forward a foot or two, you can follow the very edge of the platform to the far window. After you drop down, sit tight for the two guards to vacate the area.

Once the two guards are gone, use the boxes to leap on top of the outhouse, then over the fence.

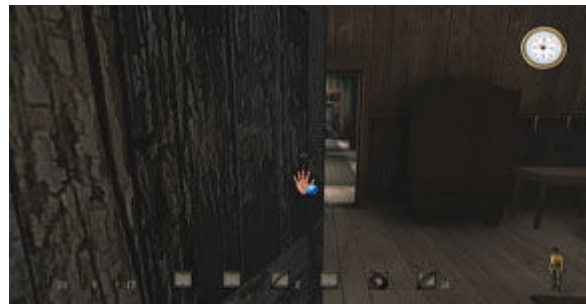


Card: Michal Nowak

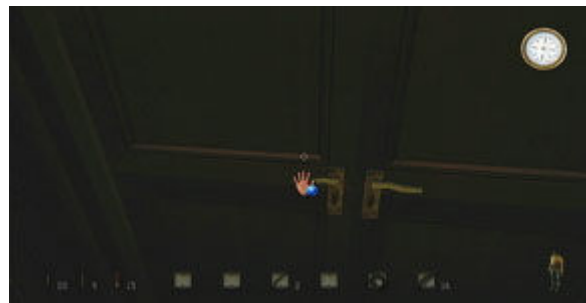
After hopping over the fence, enter the house ahead through the rear window, go through the door into the main room and open the chest for this card.



Head straight, along the back of the house and turn right to face an outhouse. Dart behind it, then crouch through the bushes. Now that you're near the large house, follow the fence around to the backside and open the unlocked door.



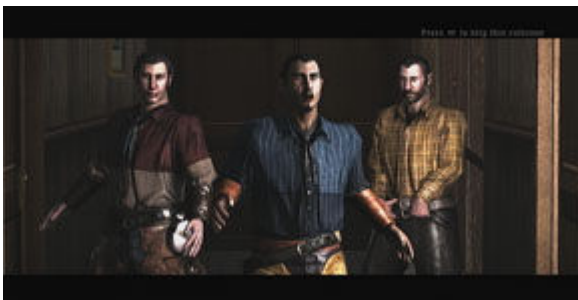
Watch out for the guard patrolling the hall, and sneak up the staircase near the far end. Turn left at the top and open the furthest door on the right side. As you do, you'll be intercepted by Chai, who wants to battle you for the privilege, fist to fist. Thankfully, Chai is a complete pushover.



Card: Marcin Zyga

Look for this card in the office's drawers.

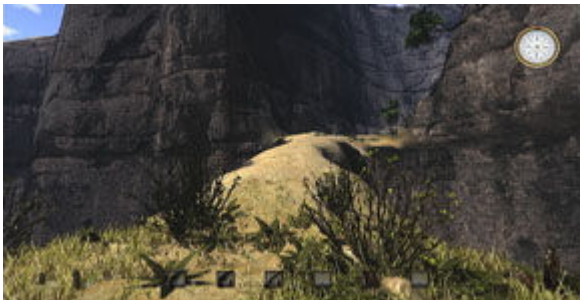
If you're in a hurry, your best bet is to link together your punches, with a left punch first, followed by a right punch, then an uppercut. However, you can also just punch him once at a time, backing up immediately after to avoid his counterattack. If you start to sustain damage, simply stay out of his way by running past him as he approaches to regain health - he's not fast enough to hit you as you dash past. After a few minutes of pummeling, he'll go down for the count.



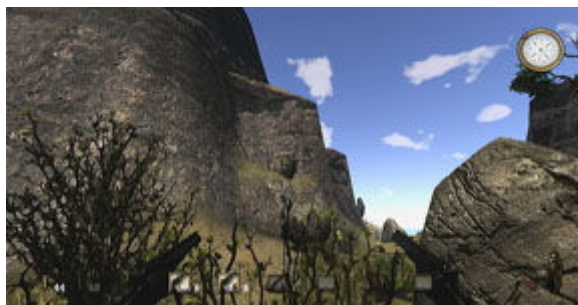
Call of Juarez Walkthrough

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Get going by heading up the path, across the land bridge, toward the dot on your radar. Just after you spot Billy, a few natives will fire at you from the ledge ahead. Take cover behind the boulder and use concentration to them take down.



Continue up the hill, but watch out for a rolling boulder as you turn the corner, and a native on the left ledge. Proceed through the canyon, using the boulders for cover, and watch out for Indians on the right side cliff.



At the fork in the road, although both paths lead to the same destination, we suggest taking the higher one, as there's much more cover. Shortly after the paths converge, three axe-wielding Indians will charge at you. Back away from them to keep your distance and pump them full of lead.



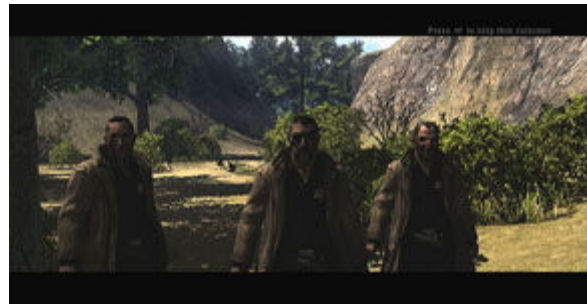
Climbing the mountain, take cover behind the first boulder to avoid a rock slide, then target the foe responsible on the right cliff. Keep pushing up the hill, using the rocks for cover and turn right at the giant arch to descend down a hill.



As you head downhill, take cover at the first rock on the left and fire upon the two nearby foes. Drop off the left ledge at the base and follow the path past a loading point.



Charge along the path ignoring the dogs to come across the Texas rangers, who'll aid you in your quest for Billy.



As you enter the ranch, immediately seek cover behind the wagon near the entrance. Lean out from the right to target the two foes near the house, then peer out from the left to nail one near the wagon.



If you run low on ammo, look for refills on the barrels left of the wagon, on the boxes near the entrance.

At this point, two enemies on horseback will gallop in through the entrance. Turn around and use concentration to deal with them quickly. Once they're down, refocus your efforts on additional dogs near the house. Once the gunfire ceases, run around to the back of the house, killing any additional enemies along the way, and kick open the rear door.



Climb the staircase and enter the open room at the far end. Climb out the open window to spot Billy charge into the barn. Drop off the roof and follow him.

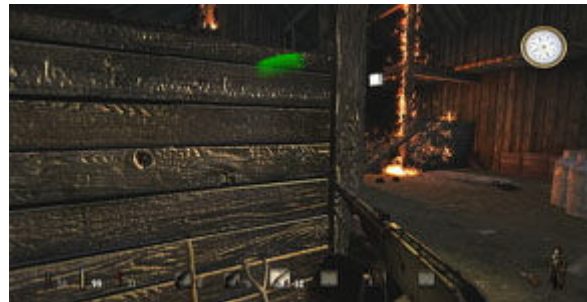
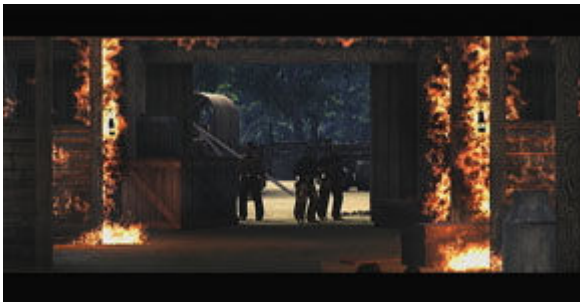


Card: Marcin Piaskiewicz

Before exiting the room, open the chester drawers near the window for this card.



Inside the barn, three enemies will approach. Shield yourself in one of the stalls, then use concentration to take down the trio with ease.



Exit the barn and follow Billy through the gated section into the corn field. Charge toward the dot on your radar across the field.



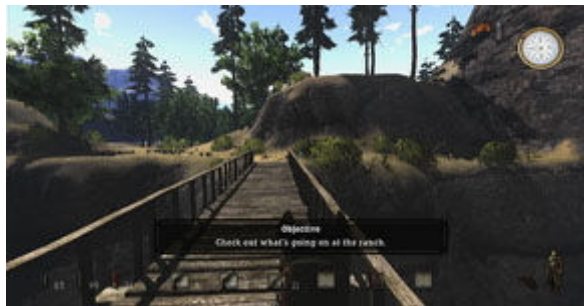
As soon as you emerge from the field, get ready to take down two bandits, then hop aboard their horse and run at full speed along the trail ahead, toward the dot on your compass. Slow down during the second countdown when you reach the ridge overlooking the river, to prevent falling off.



Card: Piotr Prokop

Just past the corn field, this card can be found on the ground, next to the horse and two guards.

When you reach the bridge, shoot the enemy on the cliff just above it. You should then hear a girl scream, coming from the ranch. Proceed across the bridge, continuing to follow the dot on your radar.

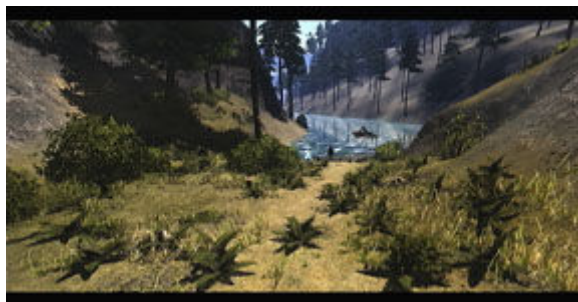


Once at the ranch, dash inside the house to discover the rangers are actually bandits in disguise! Take both of them down in a quick draw.



After winning (you did win, right?), you'll have 120 seconds to track down Molly. Exit the house through the back door and hop aboard a horse just left of the pen's exit. Follow the path dead-ahead, across the bridge and along the cliff. Ride

past any enemies that may stand in your way up to the body of water to complete the level.



Call of Juarez Walkthrough

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Billy, having been rescued by Calm Water from the reverend, must now catch him three rabbits using his bow and arrow to repay his debt.

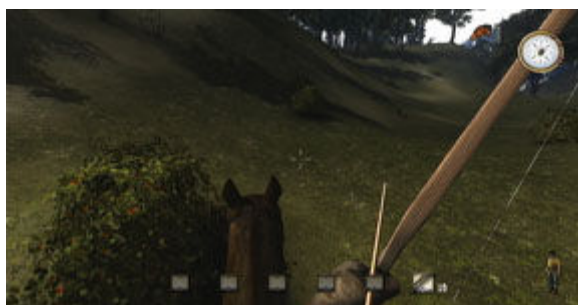
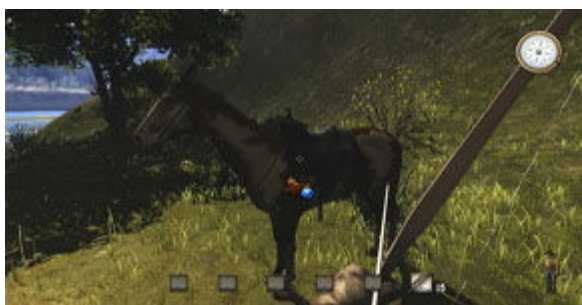


Card: Przemek Kawecki

Open the chest inside the Calm Water's tent for this card.



There are several locations to find rabbits; unfortunately, all but one are quite a ways away. Hop aboard your horse and make haste toward one of the destinations marked on your compass (head left to find the closest location first).



As you close in on a rabbit's location, the music will change tempo letting you know it's nearby.

Catching those Wascally Wabbit

When at a rabbit location hop off your horse and keep a careful eye out for the rabbit. It will dart from one bush to the next every ten seconds or so. But don't kid yourself, these rabbits are fast and tough to hit! If you have trouble spotting one, try backing away to give yourself a good vantage point, then wait. As soon as you see that little furry creature dart around, chase after it!

Although you can try to shoot the rabbits from a distance, that's a fast way to lose arrows. Instead, we suggest following a rabbit closely from behind, launching arrows at it as you go. The great thing about this is you will automatically recollect the arrows that missed, as you'll trample over them while following the rabbit.



The only tricky bit is when a rabbit enters a bush; although it will run as soon as you enter the same bush, you have to look around quickly to find out what direction its moving in. Thankfully, the rabbits run in a set pattern, so after a circuit or two, you can easily predict where he'll run to next.

After killing the rabbit, make sure to collect its corpse, then follow the compass to your next victim. After all three rabbits are collected, bring them back to Calm Water.



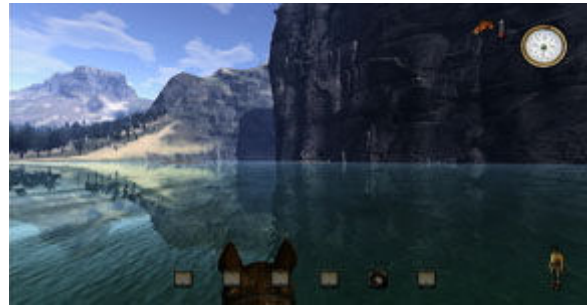
Where's Smokey the Bear when you need him?

Uh-oh, those flames around Calm Water's tent don't look too promising, and you only have two minutes to put them out. Quickly grab the bucket from in front of the tent, then fill it with water from the lake. Now dash back and splash it on the flames - you can usually put out two bushes at a time by throwing the water between them. Repeat this until the fire is extinguished.



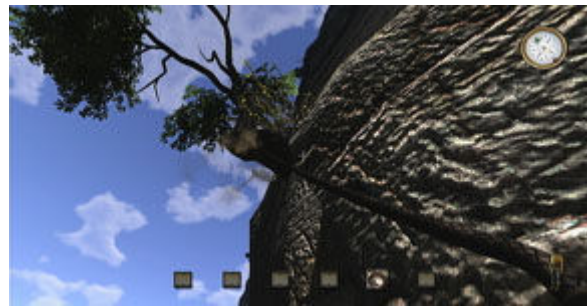
The Eagle Feather

Afterward, Calm Water will task you with tracking down an Eagle feather. Hop back on your horse and ride it toward the destination shown on your compass, across the water, to a small patch of land below a tall mountain.



Once you reach the land patch, you'll begin your trek up this long mountain. It's pretty straight forward for the most part, but there are a few confusing portions:

On the same ledge as the first rattle snake, look straight up and latch onto the tree above to pull yourself to the higher ledge.



After the second rattle snake, you'll reach another dead-end. Like before, look straight up for another tree you can use to pull yourself up. Now head right a few feet and drop to a ledge just below. After climbing up two more ledges, turn around to spot another ledge you can leap to. Continue climbing until another dead-end, where you'll find yet another tree directly overhead to pull yourself up.

Card: Pawel Zawodny

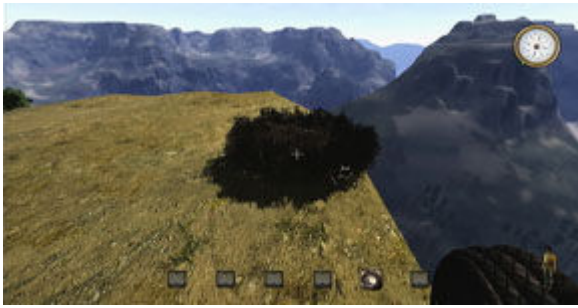
After pulling yourself up the tree, after the second snake, follow the wall to the right, drop to the ledge below, and continue to follow the path into a cave, where you'll find the card laying near a skull.



Card: Jakub Sikora

While climbing the mountain, look for this card on the cliff-edge, just before the second tunnel.

Now work your way up to a plateau, where you'll find the Eagle's nest. Quickly grab a single feather from the eagle's nest, then hightail it out of there down the ledge past the nest. Now it's just a matter of following the ledges and using the trees to lower yourself further down the ledges.



Once back at your horse, take the feather back to Calm Water to complete the level.



Call of Juarez Walkthrough

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Ride down the path a short ways until the Reverend spots some bandits in the ranch below. While you could continue to follow the path, to the entrance of the ranch, the enemies will spot you coming and likely turn you into Swiss cheese.

Instead, carefully trot down the mountainside, using the ramps for an easy descent. At the base, sneak up on the two soldiers in the field to the right and take them down with Concentration. After killing them, turn around and dart up to the right side of the house. Use these for cover as you peek around the corner just enough to target a single bandit at a time, including the one manning the turret.



Card: Marcin Sobanski

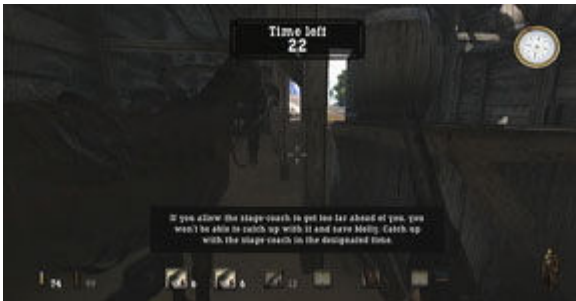
Inside the house's main room, open the drawers near the table for this card.



Once it's clear, make haste to the turret to target some additional baddies that come from the dock. When the field's clear, enter the nearby barn.



As you enter the barn, a stagecoach will take off in a hurry. Immediately take cover and target an enemy that appears, then hop aboard the horse on the left and catch up to the stagecoach within the next 30 seconds.



Notes:

Although you don't have to stay right behind the stage coach, if you get too far, a countdown will appear giving you 30 seconds to catch backup. If you see the timer, kick it into high gear.

If you lose your horse at any point, shoot one of the bandits and steal their's instead.

To keep up with the stagecoach, make sure to gallop at full speed. On occasion, other horse riding bandits will try to take you down. Get behind them for easier targeting, then pump them full of lead.



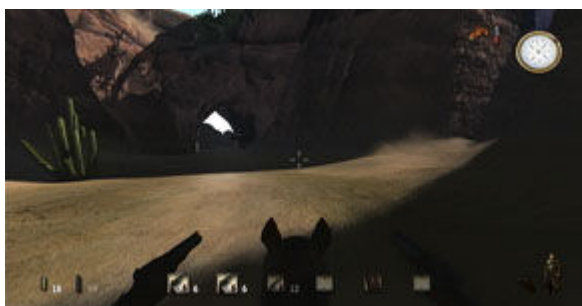
After you pass underneath the train, get ready to ride beneath the next bridge on the right side, as the center will collapse blocking the path.



When your horse has to trot across the river, focus all your efforts on killing the bad guys across the way.



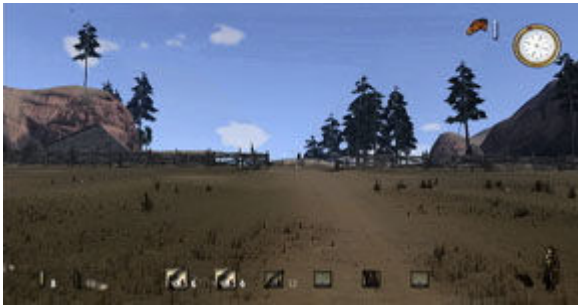
After the lake, the bandits will ride through a tunnel, which they will destroy with some dynamite; take the path to the right instead.



At the cliff, descend it slowly, while riding your horse, by holding back on the control stick.



Continue to follow the path until you pass through a gate and hit a saving screen. Just up this hill is a load of bandits and one mean son-of-a-gun manning a turret. Take cover behind one of the boulders to the right, then lean out and pop off a few shots to take the foes down one at a time. Once it's relatively clear, claim the turret and use it to clean up the rest of the field.



Pass through the house at the top of the hill, out to the back to take on an enemy in a quick draw event.



Card: Raial Skasiak

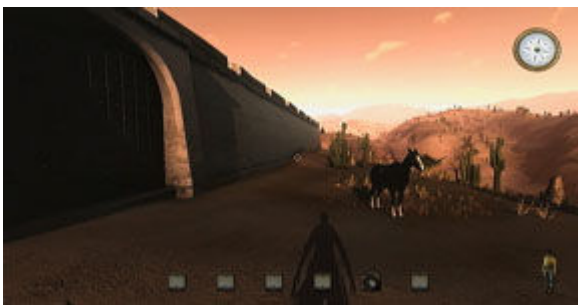
Inside the house at the top of the hill, look for the scroll inside the cabinet on the left.



Call of Juarez Walkthrough

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

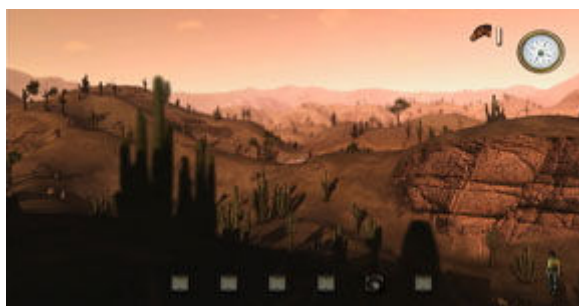
After being tortured, your capturers will let you go, but on one condition: you must find the gold, otherwise they'll kill the girl if you don't return before sundown. Thankfully, it's an empty threat since time doesn't pass in this stage, so feel free to take as long as you like.



I'm free! But now what?

Now that you're on your own, you've got some gold to find! Because this area is so huge, and the objectives vague, it can be difficult to figure out what to do.

Saddle up, then turn around and follow the fortress wall up to the corner. Once there, turn about 45 degrees to the left and use your zoom to spot a graveyard in the valley ahead (it will look like a bunch of little white stones). With it in sight, ride on over to it.

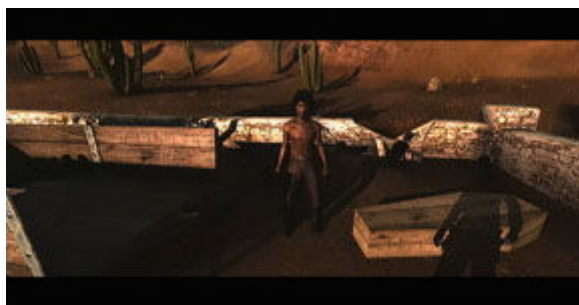
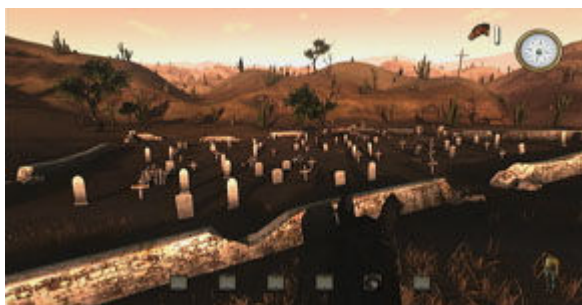


Note:

If you get lost, there are several signs that will direct you toward the cemetery.

Cemetery

Once at the cemetery, look for a little boy in the far-right corner. Speak with him and agree to bury his father, in exchange for 100 pesos.



Card: Maciej Stelmaszczyk

At the graveyard, check in the far left corner for this card.

After the burial, the boy was admit he has no pesos, and was lying merely to get his father buried, But thankfully, he saves himself from being completely useless by giving you a key to a small church. Ride your horse over to the dot on your radar to find it. Once there, enter the church and exit through the backdoor.



Card: Slawek Strumecki

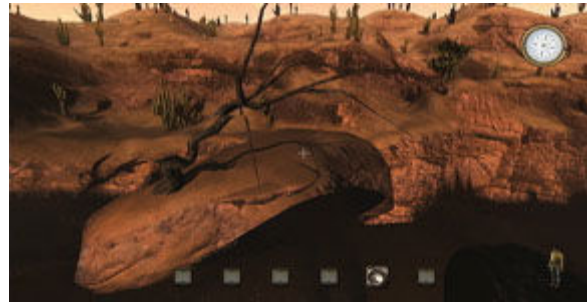
Inside the church, look inside a chest on the left side of the largest room.

At the three tombstones, check out the rightmost one, then peer through the hole in the gravestone to discover the

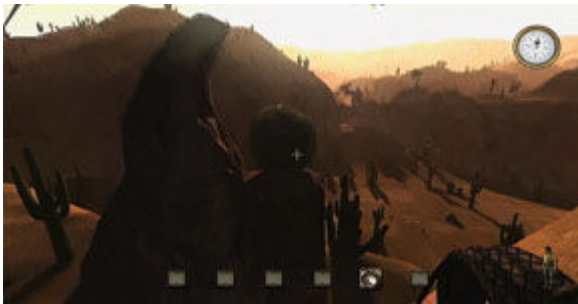
entrance, but it's being covered by a large boulder! Walk up to it and interact with it - damn, it's too heavy to be moved by Billy alone. As you walk back to the church, the game will draw your attention to a large boulder behind the immovable stone, then it will focus on a path that starts at the church and winds through the canyon.



Climb the stones left of the church, then over the roof to the canyon path. Follow the trail, but stay as much to the inside of the canyon as you can. You'll soon reach a thin land bridge with a gap in the center. Swing from the tree to cross the gap, then continue following the trail to the right, swinging from trees and climbing ledges when necessary, to find the stone.



After taking the path behind the stone, use the tree to swing over to the platform its resting on, then push it down the mountain. It'll push the large rock aside, revealing a hole beneath. Now slide down the mountain and approach the hole to complete the mission.



Call of Juarez Walkthrough

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

How Billy survived the drop into this cave, we'll never know. But what we do know is that you need to work your way through this cavern to find the gold.

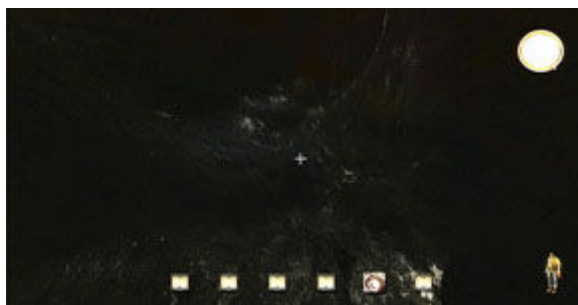
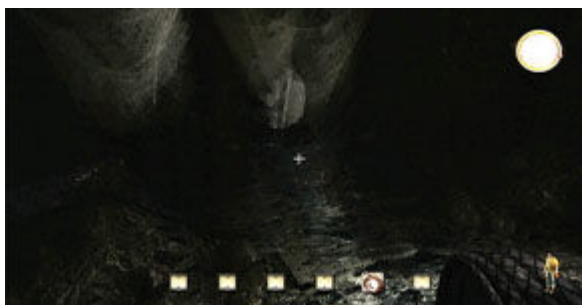
The Rule of Right

We call this the "Rule of Right" for two reasons:

- 1) We're always right.
- 2) You should stick to the right wall for the entire course.

Although the maze can be confusing, by using the "Rule of Right," you can make it through with relative ease. Just

follow the right wall closely for pretty much the entire level. Whenever you come across a gap, check for a second path to the right first. If not, you can always either leap over, or use a stalactite hanging from the ceiling to swing over.



"I hate Spiders, Jock. I hate 'em."

As you traverse the cavern, you'll be attacked by hordes of spiders. While you can use your whip to take them down, it's a waste of time, and is an easy way of being overpowered by the eight-legged beasts.

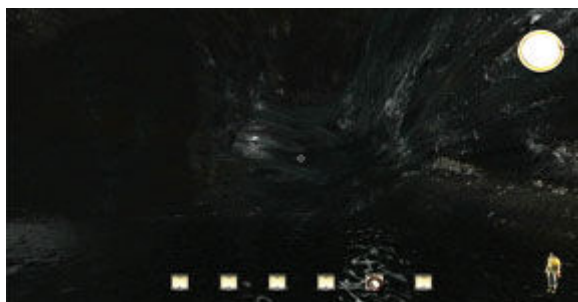
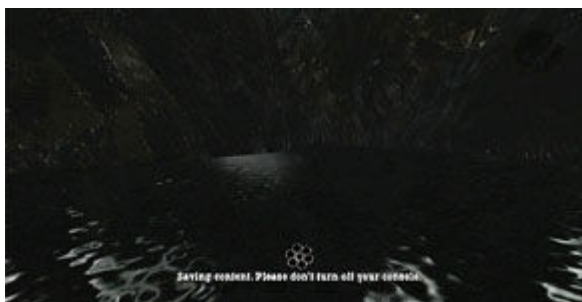
It's much more effective to simply stand in one spot and jump up and down repeatedly. The spiders will mindlessly run beneath you as they attack, allowing you to stomp them with your feet. This works with any amount of eight-legged freaks.

Card: Piotr Sztepiuk

When you reach the ledge with the talking bandits, drop down to the left to find the card amongst a pile of bones.

Water Room

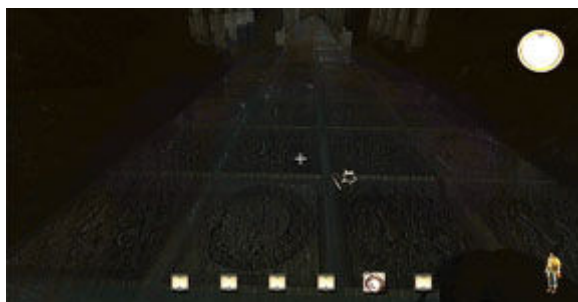
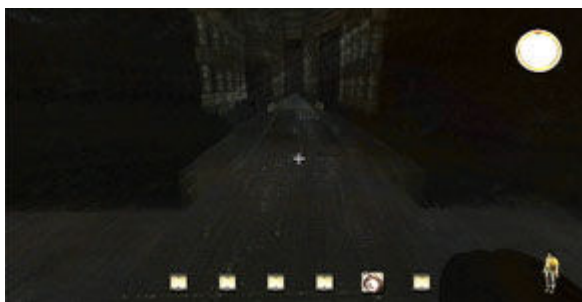
When you arrive in the water-filled room, leap into the waterway and look for a river on the right side. As you follow it through the tunnel, keep to the right (like our rule states) and exit onto the ramp as soon as you see it -- if you don't, you'll fall to your death off a waterfall. Continue up the path, avoiding the holes on either side, and climb the ledges up to a room with a bridge.



Card: Pawel Selinger

Look for a chest on a small island that contains this card.

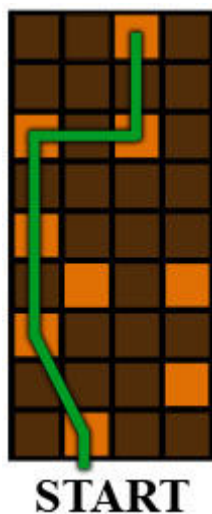
Booby Trapped Bridge But wait! Don't run across the bridge yet! Take a close look at the ground tiles covering the bridge. See the dark ones? If you step on one of those (which unfortunately is most of them), you'll activate a trap that will likely kill you in the process.



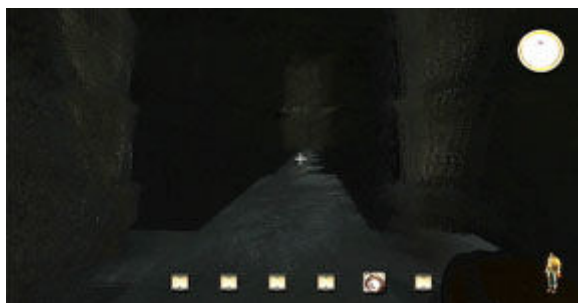
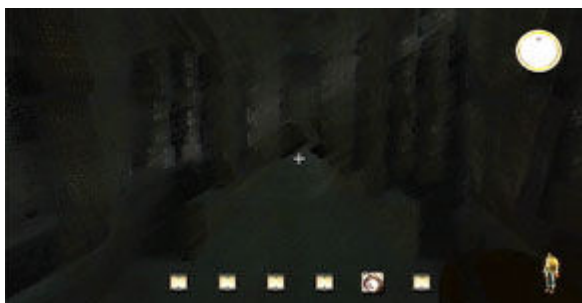
To cross safely, you'll have to use the lighter colored panels (with the circular emblems) as stepping stones to get to the other side. Here's some tips to get across:

- Line yourself up with the stone you're going to jump to next.
- Look almost straight down to watch your footing
- Now run toward the next tile, while still looking down, and leap right stepping off your current tile.

Check out the map below to see the best route across this room.



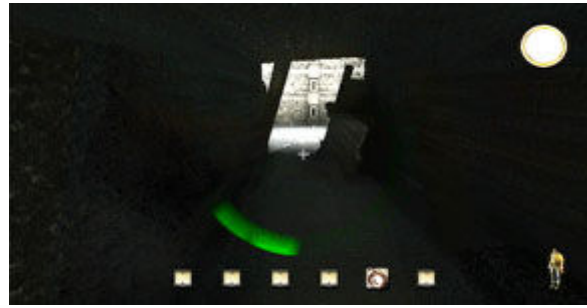
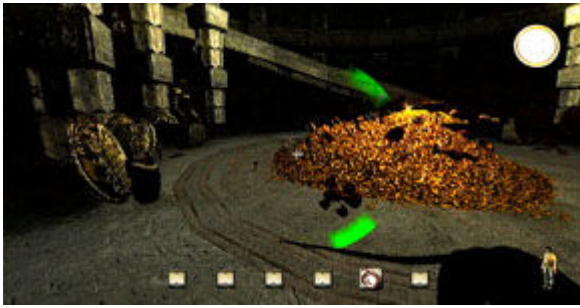
Immediately after crossing, you'll have to cross a thin walkway that has five or six trigger points which will drop a large boulder from above. The first trigger is located on the second set of tiles, while the rest are between each set of columns. While you can cross slowly, pausing between boulders, we suggest running across the entire thing, and not stopping until you reach the very end. As long as you don't slow down, you can evade all of the boulders.



Now carefully jump across the remaining few platforms to reach the room containing treasure.



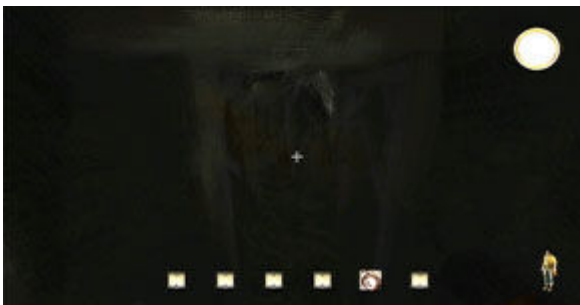
Unfortunately, it seems you've been followed. When the bandits open fire, don't bother fighting back - instead, immediately exit out of a hallway to your left. The roof will collapse as you run through, preventing the bandits from reaching you...for now.



Activate the lever on the wall, right next to the tunnel, to reveal a platform. Jump on top, then activate a second switch to reveal a second platform. Continue climbing the room in this fashion to a hallway at the top. However, about 2/3 up, the bandits will use explosives to break-in. Don't worry about them, just focus on getting to the top.



Quickly dash through the tunnel and into the mine - don't slow down, otherwise the bandits will catch up. Keep on running until you reach the dead-end containing barrels. Although it may appear like you've reached the end of your rope, Reverend Ray will come to the rescue.



Call of Juarez Walkthrough

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

This level is pretty short and sweet, except for the final fight, which can prove to be a challenge.

Running through the mines is about as straight-forward as it gets, but here's a few things to keep in mind:

- Turn around at the very beginning and grab the ammo off of the barrel
- Use the corners for cover. If you see a group of enemies, take one down at a time, then quickly retreat back around the corner for cover.
- Fire two shots at a time (one from each gun) to ensure each kill.
- Although there's no water to put out the fires, you can step around any blazing portions by sticking to one side.

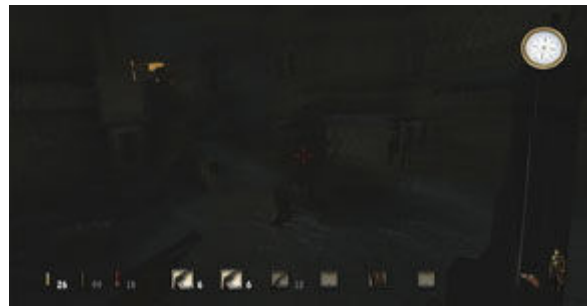


Card: Adam Yuiai

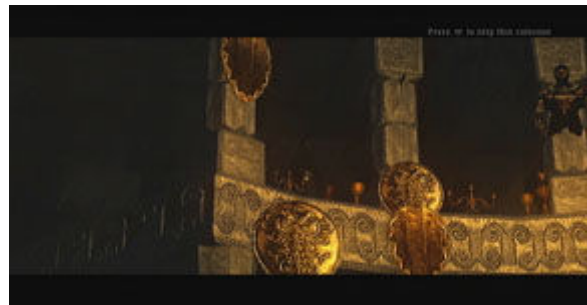
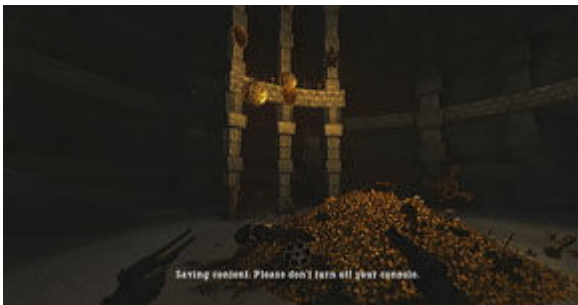
After exiting into the mine for the hallway, turn right to grab this card off of a barrel.



After exiting the mine, turn left, then use the platforms to carefully descend to ground level, then proceed through the hall.



As you enter the room with the treasure, the main bandit will reveal himself on a ledge above. Even worse, he's being guarded by his henchmen. And to top things off, you'll be denied access to Concentration mode. In short, if you hang around anywhere near the treasure, they'll tear you to shreds.



As soon as the cutscene ends, retreat back to the hallway you just came from and fire at the low-level bandits from here (ignore the main bandit for now). The hallway will shield you from most gunfire and TNT, while allowing you to selectively target the foes ahead.



If you begin to take heavy damage, retreat to the recessed portion of the hallway and use the corner for cover. The two main areas you should look for enemies at are on the high ledge ahead, and on the ramp to the left.

Once the visible bandits are down, you'll want to relocate to target a few more on the ledge directly above you (across from the main bandit). To target them, dart to a doorway on the right side of the treasure room. Once there, push up against the right wall (to shield yourself from the main bandit) and target the few soldiers on the opposite ledge.



Once they're down, run across the room, up the ramp, and use the platform where the bandits were to target their leaders across the way. Swap weapons for one of the rifles lying around, then use the pillars for cover while targeting the leaders. Once he's down to about a 1/4 health, he'll admit defeat.



Call of Juarez Walkthrough

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Now this seems familiar, doesn't it? This portion plays out almost exactly as it did in the prologue, only there are more enemies this time, and the wagon your turret is on may catch fire.



As you probably guessed, just aim your firepower toward the soldiers that appear around the house. Keep an eye out for them on the 1st and 2nd floors, the rooftop, and to the sides. It's important to shoot fast, as the enemy can quickly overpower you. As such, we suggest keeping an eye on where you're taking damage from, then immediately open fire on that location.



Continue shooting until your cart catches fire. Once it does, take cover behind the nearby wheel barrel and target the remaining bandits from here. Be aware that an enemy may appear on the ledge behind you as well.



Card: Wlfek Kaminski

Look in the last room along the right wall (facing the house) to find this card in a chest.

Once the area is clear work your way into the rooms along the far left wall. Use the objects along the way for cover (such as the wagon and boxes), then hurry inside.



Shoot through the room's windows at the bandits beyond and duck down for cover if you begin taking return fire. Once

you've killed all the enemies from your current vantage point, exit the room, and continue to follow the left wall and work your way from room to room, killing the enemies along the way.

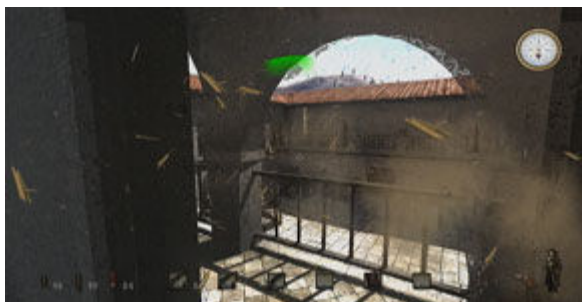
With the area clear, continue to the rear of the house and look for a ladder along the perimeter wall. Climb it, then run along the perimeter all the way to the front of the house. Take cover at the boxes along the way, and look for ammo packs on the ground, if necessary.



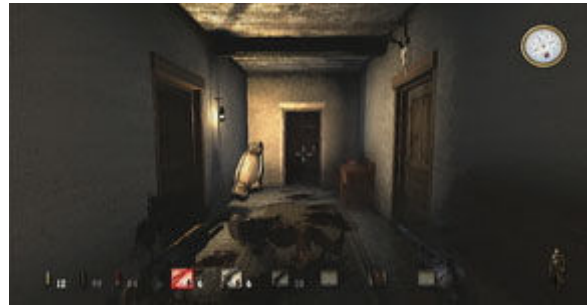
Once at the cannon, use it to shoot any nearby threats first, then blow open the front door of the house. Drop down and enter the house.



Inside, climb the staircase and open the door. From the doorway, shoot as many bandits as you can, then drop to the courtyard in the center. Unfortunately, all the doors are locked for now, so you're going to have to battle off the top floor bandits for a few minutes. Stick to the perimeter wall and keep on the move at all times. Use concentration whenever you can to ensure every shot counts.



After several minutes, a pair of bandits will burst through the ground floor double door. Take them down, head inside, and open the door on the left.



Head downstairs into the cellar to find several bandits ready to take you down. Use concentration to take them out, then retreat back into the hallway and wait for concentration to become available again. Repeat this as necessary until the room is clear. If you run low on ammo, you can find more packs in the rooms on the left.



Card: WlfeK Pazczolkowski

Look inside the last room in the cellar to find this card inside a chest.



Card: Konrad Zagorowicz

Look for the card in the last room of the cellar.

Proceed down the staircase in the back to meet up with Mason.

Battleing Mason

Don't bother trying to chase Mason down, as he can easily outpace you. Instead, you can shoot at from anywhere along the wall where you entered. We suggest using your rifle to target him accurately. Since he'll switch sides, be ready to move to the opposite side of the room to counter him. Once he's down, collect the keys from his corpse, then open the near where you entered.



Card: Konrad Zagorowicz

Look for a chest containing this card in a hallway left of where you entered.

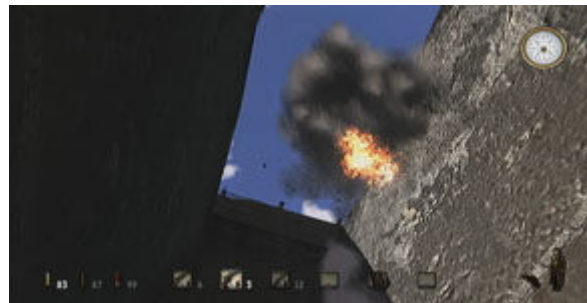
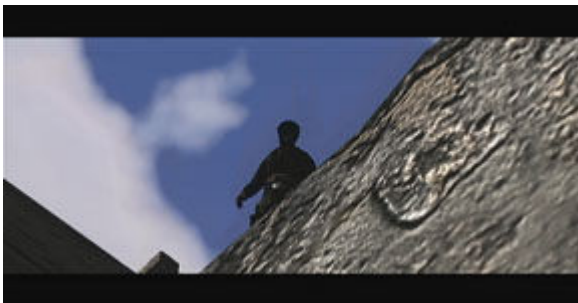


Save Mollie

Open the door beyond to find the girl. Unfortunately, it's not yet all roses. The roof will open up revealing some bandits. Move around and use concentration to target the three.

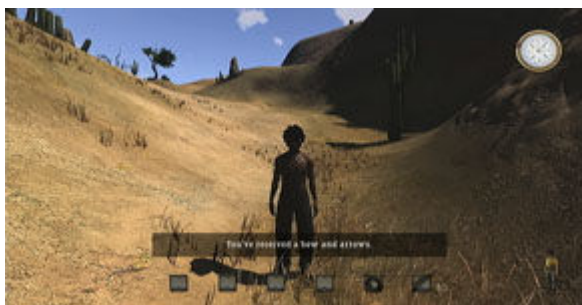


As soon as they're down, the leader will begin tossing sticks of dynamite from the right side. You have to shoot them before they touch ground, otherwise they'll kill Mollie. You must make use of concentration mode to destroy all of them -- thankfully, there's enough of a lull between each one to allow your concentration to recharge.



Call of Juarez Walkthrough

After the boy from the cemetery provides you with a bow and 80 arrows, make haste toward the dot on your compass.



At the fortress, check the left wall for a large broken crack in the wall you can climb up. It looks like the girl is being burned alive, so you have to move fast (200 seconds or less). Unfortunately, the crane is blocking access to the water tower, so you'll have to run around the wall's entire perimeter to get to the other side.



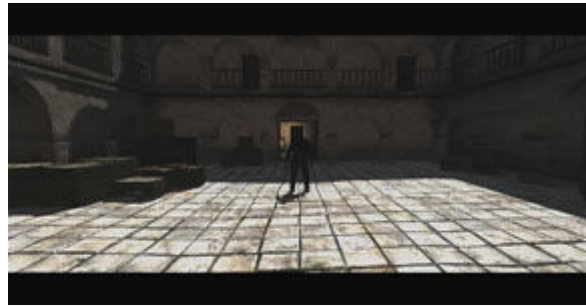
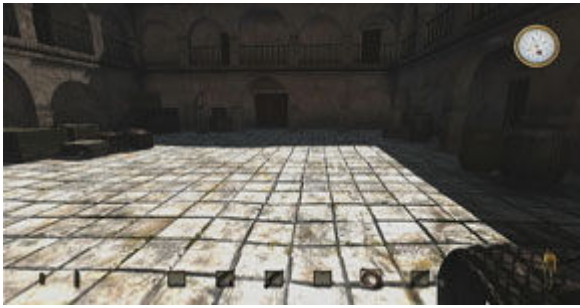
Card: Andrzej Zacharewicz

Inside the fortress, look in one of the rooms to the right (from the entrance) to find this card in a chest.

Once you reach the crane, use your whip to latch onto the far end of the extended pipe, then swing yourself toward the water barrel atop the tower to knock it off, which will unleash a flood of water and put out the flames.



With the girl saved (sort of), enter the house through the front door, then head through another door ahead into the courtyard. Here you'll duel Juarez in a gunfight. This one functions just like the others, except you only have three bullets, so aim carefully.

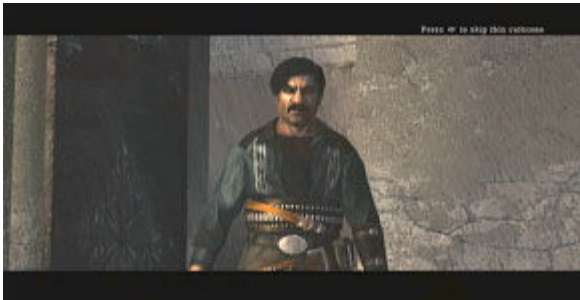


After Juarez is dead, head through the open double door, then through the left door and enter the cellar. Kill the foes here, then continue down the back wall stairwell. Enter the first door on the right, remove the metal bar blocking the door, then head on in.



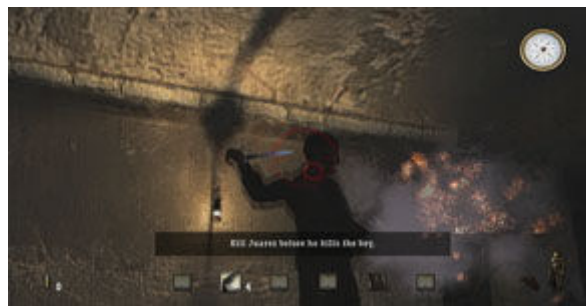
Juarez

For being the game's final boss, Juarez sure doesn't put up much of a challenge. It's another fist-to-fist battle, but Juarez seems quite apt at dodging your right hooks. Instead, simply run up, perform a left jab, then backup to evade his counter-attack, and repeat.



If you take heavy damage, just backup and circle the room to regain health.

After Juarez is down, the view will return to Reverend Ray. Only don't let the cutscene fool you, you're going to have to take action fast! As soon as the viewpoint returns to full screen (the black bars go away), pull out your gun, just like during quick draw events, and shoot Juarez to put him to sleep for good and complete the game.



After the battle with Juarez, head to the cellar to find this card in the last room on the left.

Cards

Located throughout the world of Call of Juarez, you'll come across "Wanted" cards. They are usually hidden inside drawers or chests, but can sometimes be found out in the open.

Check below for a general overview of each card's location, but please consult the walkthrough for more detailed information.

Episode 1

- **Adroam Sikora:**
Just after entering the ranch, check inside the house to the right for a card inside the chest.
- **Jacub Jiarowicz:**
Just after entering hope, this card can be found on the small ridge on the driver's side of the wagon.
- **Lukasz Adzinsk:**
This card can be found inside Suzy's chest, near the hallway door.
- **Pawel Marchewka:**
After neaking into the old man's house, check the top-right drawer of the chester drawers near the window for the Pawel card.

Episode 2

Episode 3

- **Kacper Michalski :**
As you enter Hope from the church, turn right past the first building to find a mostly empty field. Look for an outhouse hidden in the far right corner to find this card inside.
- **Pawel Blaszcak:**
Inside the bottom floor of the barn, this card can be found inside a chest behind some boxes on the side you entered from.
- **Rafal Zerych:**
After using the outhouse to climb into the building, open the chest on the right side of the room, near the window, to find this card.

Episode 4

- **Adrian Ciszewski:**
This card can be found inside a wooden container, near a tree, by the second campfire.
- **Grzegorz Swistowski:**
In the large camp section, this card can be found in a box on the left side of the first set of tents you pass through.
- **Sebastian Helios:**
On the ledge bordering the traintrack, look for this card inside a small box.

Episode 5

- **Jan Borkowski:**
Shortly after entering the first cave, look for a chest along the left wall.

- **Adam Jasirzebski:**
After climbing the minecart track hill (where the bandit pushes a minecart toward you), keep left at the second fork in the road to find this poster along the rock wall.
- **Pawel Kopinski:**
After the minecart ride, look inside a cavern, at the top of the climbable structure, to find a chest behind the rocky column containing this card.
- **Maciej Jamrozik:**
Before following Billy along the train tracks near the end of the level, check for this card inside the shack on the right.

Episode 6

- **Slawek Laios:**
Inside the first train car, look in the far-right corner for a chest.
- **Lukasz Muszynaki:**
Inside the second train car, look in the far-left corner for a chest.
- **Marek Pszczolkowski:**
Inside the 4th traincar, near the water tower, look behind the first seat on the right side for this card.
- **Maciej Jiokowski:**
When at the cliff where you shoot the metal rod holding the train door shut, look for a chest nearby that contains this card.

Episode 7

- **Premek Marmul:**
After sneaking into the old man's house, head up the staircase into the first room to find this card inside the chester drawers.
- **Maleusz Manes:**
Right before hopping on your first horse, look for an unlocked chest, between two large rocks near the burning wagon.
- **Haris Orkin:**
Underneath the large rocky arch, this card is next to a bottle.
- **Michal Nowak:**
After falling into the horse-pen, hop over the fence and enter the nearby house dead-ahead to find a chest inside the main room.
- **Marcin Zygadlo:**
Inside the last house, look for this card in the office's chester drawers.

Episode 8

- **Marcin Piaskiewicz:**
From the room where you see Billy dart into the barn, open the drawers near the window for this card.
- **Piotr Prokop:**
Just past the corn field, this card can be found on the ground, next to the horse and two guards.

Episode 9

- **Przemek Kawecki:**
Open the chest inside Calm Water's tent for this card.

- **Pawel Zawodny:**
This card is hidden in a cave within the mountain you must climb for the eagle's feather. After pulling yourself up the tree, past the second snake, follow the wall to the right, drop to the ledge below, and continue to follow the path into a cave, where you'll find the card laying near a skull.
- **Jakub Sikora:**
While climbing the mountain, look for this card on the cliff-edge, just before the second tunnel.

Episode 10

- **Marcin Sobanski**
Inside the first house's main room, open the drawers near the table for this card.
- **Raial Skasiak**
Near the end of the level, look for this card inside the cabinet of the house on top of the hill.

Episode 11

- **Maciej Stelmaszczyk**
At the graveyard, check in the far left corner for this card.
- **Slawek Strumecki**
Inside the church, look inside a chest on the left side of the largest room.

Episode 12

- **Piotr Sztepiuk**
When you reach the ledge with the talking bandits, drop down to the left to find the card amongst a pile of bones.
- **Pawel Selinger**
In the water room, look for a chest on a small island.

Episode 13

- **Adam Yuiai**
After exiting the mine and into the hallway, turn right to grab this card off of a barrel.

Episode 14

- **Wifek Kaminski**
Look in the last room along the right wall (facing the house) to find this card in a chest.
- **Wifek Pazczolkowski**
Look inside the last room in the cellar to find this card inside a chest.
- **Konrad Zagorowicz**
Look for the card in the last room of the cellar.

Episode 15

- **Andrzej Zacharewicz**
Inside the fortress, look in one of the rooms to the right (from the entrance) to find this card in a chest.
- **Piotr Wojtas**
After the battle with Juarez, head to the cellar to find this card in the last room on the left.