



Introduction

The American West, land of opportunity, riches, lust, and greed. It was also a land that had very little law enforcement, forcing people to be self reliant or be eaten alive by those more imposing with their will. Some men, like Thomas Magruder, are more imposing and deadly than most, letting nothing stand in their way!

However, one man existed that could and would stand up to all sorts of evils, a man of conviction and a simple code; those who do wrong should have wrong done to them. Colton White is that man, whether he is quickdrawing his Pistols, shooting with his Rifle, or facing off in a knife fight, Colton always comes out on top!

In this GUN strategy guide, you'll find:

- **Weaponry** details and info.
- **Complete GUN Walkthrough** with strategy for every mission.
- **Sidequest** tips—complete everything GUN has to offer!
- **Also!**—IGN Insiders can download this guide and view it on PSP.



If getting Colton through his adventures is proving too tough, IGN has the answers. Whether it is the Story Missions, some Goldmine Locations, or Side Mission assistance, look no further than the best new western tome in town!

Guide by: Brian "Desperado" Sulpher

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Weaponry

Colt Navy Revolver 1851			Schoefield		
Damage: 3	Fire Rate: 4	Reload: 6	Damage: 4	Fire Rate: 5	Reload: 7
The starting Pistol, it has alright stats, but it will not hold up in gunfights as the game advances.			An upgrade over the Navy Revolver, save Jenny in Chapter 4 to get the weapon.		
Volcanic 10			Dual Peacemakers		
Damage: 6	Fire Rate: 7	Reload: 8	Damage: 6	Fire Rate: 9	Reload: 10
Webb carries this weapon until Colton takes it from him, upgrading the handgun weapon for Colton to new power, reload, and fire rate abilities.			After Hoodoo Brown gets his hash settled, Colton gains access to the double sweetness of these beauties. They are the tops in hand guns, making Colton a deadly quickshot no matter who is the foe.		
Rifles			Ferguson		
Damage: 6	Fire Rate: 2	Reload: 4	Damage: 9	Fire Rate: 8	Reload: 6
Dealing reasonable damage and boasting a zoom feature, the Winchester is a solid weapon for Colton, even if it has a slow firing rate.			Ned's trusty weapon, it will go missing with the destruction of the Steamer. However, it can be reclaimed, allowing Colton to make use of a very versatile weapon with great all round stats.		
Shotguns			Colt Double Barrel		
Damage: 8	Fire Rate: 5	Reload: 3	Damage: 10	Fire Rate: 6	Reload: 4
An incredibly slow weapon for firing and reloading, the power of this weapon is superb for taking down enemy positions in close quarters.			After killing Rudabaugh, Colton will get this high powered Shotgun, and with it his range is also extended.		
Sharps 1874			Remington		
Damage: 8	Fire Rate: 3	Reload: 6	Damage: 9	Fire Rate: 5	Reload: 6
A slow and early version of a sniper rifle, the zoom on these guns allows the shooter to be very accurate from great distances.			A decent upgrade in the Sharpshooter department, Colton should put it to work on blasting enemies far in the distance.		
Apache Bow			Blackfoot Fire Bow		
Damage: 3	Fire Rate: 6	Reload: 6	Damage: 5	Fire Rate: 6	Reload: 8
Although it is slow, lacks power, and has limited range, the bow is a perfect choice for silent kills.			Similar to the Apache Bow, it does more damage and reloads faster, also boasting the ability to light up a TNT Barrel from afar.		
Loco Dynamite Bow			Whiskey Bomb		
Damage: 10	Fire Rate: 6	Reload: 8	Damage: 6	Fire Rate: 9	Reload: N/A
These deadly missiles can be used to detonate TNT Barrels, enemy ranks, or even combustible gas vents.			These alcoholic drinks can become deadly Molotov cocktails when a lit wick is inserted before thrown, spreading flammable liquid upon buildings and humans alike.		
Dynamite			Bowie Knife		
Damage: 10	Fire Rate: 9	Reload: N/A	Damage: 5	Fire Rate: 10	Reload: N/A
Explosive and deadly, Dynamite is an ideal weapon for clearing a group of enemies away in a hurry.			The starting melee weapon for Colton, it lacks real power but it is still a solid way to kill enemies who get in too close.		
Quick Killer's Tomahawk			Cavalry Sword		
Damage: 6	Fire Rate: 10	Reload: N/A	Damage: 6	Fire Rate: 10	Reload: N/A
With more range and more power than the Bowie Knife, melee fighting becomes a more realistic idea for Colton.			Similar to the Tomahawk, the Cavalry Sword has more range and style to the deadly art of meleefighting.		

Walkthrough

The Hunt

Start off with basic training from Ned.



After going to and following Ned, watch him shoot the buck, followed by going to the carcass to see quail, requiring Colton to draw his weapon. When the quail shoot into the sky, shoot them down, then try to take down three quail from one group, and then quickdraw again to get all five quail in the next group.



After traversing a bit more of the trail, fire upon all wolves, killing them before climbing the path ahead to reach a cliff, where Colton should zoom in to shoot two Elk. After hopping down to the valley floor, quickly run along with Ned, firing away at the wolves as they attack, saving the Elk, but this is followed up by a Grizzly attack! Use Ned's rifle to pepper the bear with shots (aiming for the head and upper torso), side stepping as the bear charges, avoiding damage. Continue to fire away, defeating the creature!

Steamboat Massacre

On board the mighty vessel, an attack under command of the preacher must be fought off, so get going!



Start off by helping Ned with the current boarders, then start up the boat towards the wheel, taking down the enemy along the way. Once at the wheel, destroy the board to get the steamer moving, so now Colton should head for the Cannon, located just down the deck and to the left. Use the Cannon to fire upon the keel boats, taking them out before they can land their own shots upon the steamer (the large boats take two hits, the canoes one hit to destroy).



With the pilot taken out, the boat has run aground, so get to the top deck to join Ned by returning to the bow of the boat (where Colton started), fighting enemy along the way, making use of the stairs to find Ned. As soon as Ned is located, Colton should be ready to toggle Quickdraw on, allowing him to fire upon the enemy as they pour over the railing, so land quick and deadly shots, which will increase the Quickdraw time. Now continue to make use of the Quickdraw attacks, followed by Rifle shots and melee attacks, holding the enemy off long enough to complete the mission!

Honest Tom

After being dumped into the river and left with nothing more than his meager possessions and burning questions, Colton must try to make sense of it all.



After mounting the horse, follow Tom to start training in the art of horseback. Use the Spring Button to get acquainted with now to pace Colton's horse to avoid hurting it, then use the Jump Button to get the hang of leaping small obstacles, and then follow Tom to the starting point of the race. The course is a pathway around the clearing, boasting a couple fallen logs to hop, then a choice between going left to hop a small stream (the longer but easier way) or right to hop three logs (the shorter but potentially more hazardous path), followed by a small sprint to the starting point. Do this course over three laps, carefully spurring the horse occasionally while holding down the Sprint Button in between, passing Honest Tom some where on the second lap and never looking back.



Next up is learning how to use the Skid Attack (a trampling horse move) by destroying 5 Buffalo, which is soon followed by Tom challenging Colton to a bottle shooting contest. Oblige him by using the Quickdraw attack, allowing Colton to cycle through the bottle rows, destroying more than Tom with ease. Wolves will appear after this, so make use of the radar to assist in shooting/trampling the wolves, which will force Honest Tom to give up his ride.



Honest Tom will disprove his name quickly however, forcing Colton to take on not only the dishonest one, but two lackies as well. Start off by shooting the two lesser riders, making use of Quickdraw to land shots quickly. Tom will soon ride in to help, so draw the Rifle and start to pepper him with shots, noting that if his horse is destroyed, he will be easy pickings on the ground (use a trample attack to kill him off quickly).

The Red Hand Gang

Seek out Jenny, as she may hold some answers that Colton seeks.



After going through the mountain pass, board the ferry to cross into Dodge City. Once inside the city limits, seek out Jenny at the Alhambra Saloon, so head right upon entering, using the sign outside the Saloon to locate the doors. Enter to find Jenny, but after a brief conversation, Rude will take exception to his girl getting attention from another, and start a fight!

The Red Hand Gang is fairly well armed, so use Quickdraw to wipe out the members in the bar room area. Advance towards the stairs, taking out enemy above, passing through the balcony to enter the building again. The enemy will start using Whiskey Bombs around this area, so take them out quickly, remembering to get away from the fight when the bottles start flying (if they land on Colton, move out of the fire immediately). Once inside Jenny's room, use the zoom of the Rifle to shoot the outlaw while sparing Jenny, ending the firefight!



The reprieve is short lived though, as the Red Hand Gang will begin to burn the Alhambra to the ground! Colton should equip the pistol left by Ned, followed by descending the stairs to get into the bar area, shooting the enemy as they enter through the door. Aim for the torch bearers first, as they are the greatest threat (the building must not be torched), followed by shooting up the gun toting low lifes to keep Jenny from harm. Once the bar is cleared, head outside to sweep around the brothel, shooting every torch throwing scumbags as they approach. Return to the Alhambra once the enemy are gone, but Crude will call out Colton first, so get ready for a showdown!



Start out by Quickdrawing, landing as many shots on Crude as possible, which should be followed up by the Rifle being pulled out to be used upon thehenchmen that have taken up positions on the buildings on either side of the street. With these annoyances dispatched, return attention to Crude, using the Rifle to land as many upper body/head shots as possible, beating the outlaw.

Quick Killer On The Dodge Bridge

Colton now knows the name of Ned's killer, so he must now help the local Sheriff to get the bridge open so he can head for Empire City.

With a Shotgun in hand, send Colton across the bridge, killing Apache as they appear, remembering to melee attack when they get in too close. When the fire arrows start to fly, charge the shooter, using a zig-zag pattern to throw his aim, getting close enough to deliver some buckshot retribution. Also be on the lookout for both Shotgun and Whiskey refills, as Colton will run low on both after a few moments of a running firefight. After crossing over, go down the slope to Quickdraw the enemy Apache as they appear, allowing Pat to send over the carriage.



Ride the carriage to the central support posts, where Colton will need to shoot the Apache as they come up to light the TNT Barrels, followed by throwing the TNT far into the water below. The enemy will keep attacking, so listen for their war cries, signaling Colton to draw his weapon to dispatch them before he continues his throwing job.



Get back onto the carriage to start across the water again, taking on the enemy Apache as soon as the ride stops (use the Rifle while riding along to pick some off ahead of time), followed by heading up the path to speak to Denton. Now go onto the bridge, dealing more hurt upon the Apache, all the while, keeping both Denton and the workers safe. Once back on top of the bridge, it is time to use Quickdraw to shoot enemy flaming arrows from the sky, keeping them from setting off the TNT Barrels, followed by killing the charging foes before they can further light up the TNT Barrels the old fashioned way. After all the underlings are gone, Quick Killer himself will join the fight, charging right at Colton, so blast away with the Rifle/Shotgun before he gets too near, then switch to the Pistol to run backwards and in a circle, keeping the brave away while continuing to pump iron into him. If needed, stop for a moment to take a refill on the flask, but this also leaves Colton open to attack, so be aware of Quick Killer's position.

The Stage Coach Run

Jenny must be escorted to Empire City, so board a horse and ride along to keep her safe.

Ride out ahead of the stage coach, killing the four Apache to the right of the path, followed by sprinting ahead to quickdraw the Apache warriors in the valley below. Once the enemy is cleared away, Colton must climb through the blocked off path to find a TNT Barrel, which he should carry back to the blockade to blow up, but be warned that Colton will face heavy enemy resistance, so take out any threats before lugging the TNT Barrel to the rocky wall.



Find a ride outside the area Colton just infiltrated, then ride ahead of the stage coach again, firing upon any Apache that appear (the radar is perfect for locating the enemy), passing over a bridge near a cabin where four Apache need to be put down. This is followed up by a large group of Apache for Colton to shoot up that arrive from the river (try to get a couple before they land on shore) as well as some horsemen. After taking them down, a few more isolated warriors will attack, leading into a member of the stage coach crew taking an arrow in the neck, breaking the wheel when he falls!



Jenny and Colton must now protect the stage coach driver while he fixes the wheel, but Colton also has to keep Jenny healthy. Start off by taking down the flaming arrow shooting braves with the Rifle, then use quickdraw upon the braves attacking from behind. This will leave the horsemen as they charge into camp, so switch between Shotgun blasts for the up close battles and Rifle rounds for the far away enemies.



Colton will now board the coach to protect it from above, so use his position to pick off enemies with the Rifle zoom, followed by quickdrawing for any enemy that draw too near the coach. The wagons used by some of the Apache have TNT on board, so best to blow those up with some well placed shots, or they might detonate beside the coach. Reach Empire City, using the quickdraw to get rid of the last wagon, and then ride into the town past the waving militia to get a nice reward!

Law & Order

Resistance members have long been bugging Hoodoo, so Colton is to help take them out.



Follow the other two deputies to the Saloon, entering to shoot it out with the resistance members inside. The Shotgun is the best choice, as it is designed for close quarters killing, but a quickdraw set will also eliminate the enemy quickly as well.



Immediately get onto the nearby horse, and then spur the horse to catch up to the fleeing Chavez, who is heading for the resistance hideout. When the enemy sends out a greeting party, use a quickdraw attack to get them out of Colton's face quickly, followed by switching to the Rifle to pick off enemies from afar. Once the enemy draws near enough for their Pistols to shoot at Colton, use a quickdraw attack to finish off the enemy.



When the true colors emerge for the deputies, Colton will need to take them down. Use the barn as cover, letting Rudabaugh come to Colton, using the Rifle to land long range head shots while keeping him and his double barrel Shotgun far enough away he can not deliver deadly shots. After he is done for, it is time to take down Webb, so get out into the open and perform a quickdraw, which will allow Colton to cut the weaker deputy down before he ever has a chance to land a shot upon Colton.

Escape from Jail

Colton wants to speak to Hoodoo about his double dealings that he has heard about from the now departed deputies, so he should head back to Empire City.



Talk to Port, who wants Colton to grab the guard 9do so when he is taunting Soapy across the hall), grabbing his badge. Use the badge to pick the lock, allowing Colton to escape (grab the equipment off the desk, including an Apache Bow), heading outside to sneak up on the enemy soldiers, using the Apache Bow to get quiet kills so the enemy will not be alerted to Colton's escape.

After collecting three horses from the surrounding areas (being quiet the entire time), take a Whisky Bomb and throw it into the livery to distract everyone, allowing Colton to head for the powder shop, collecting a barrel of explosive to put behind the jail.



Place the barrel in the area marked on the map, shooting the TNT Barrel to blast the wall open, releasing Soapy! Now Colton will need to go down to the bridge, get onto a horse, and then ride it out of town with Port to follow him to his hideout to end the mission!

Ambush the Train

A Gatling Gun is coming in for Magruder, so the resistance is going to attempt to stop the train that is bringing it in.



Move out on horseback to follow your ally to the ambush spot, placing the four TNT Barrels in the spot indicated (do not throw them, but set them down carefully). However, it turns out that other members of the Resistance have been drawn into a trap, so follow Clay to the train, keeping up with him while he runs, arriving at the train outside of Dodge, where Colton has to shoot the enemy off the train bed (use the Rifle zoom for best results).

After killing off the enemy guarding the train, take off with Clay to get ahead of the train, using a shortcut to get to the ambush spot. Colton will still need to place one more TNT Barrel, so quickly do so, followed up by placing Colton on top of the train tunnel, waiting for Clay's queue on when to shoot the TNT Barrel, derailing the train!



After the crash, use the advantage of the ledge to snipe away with the Rifle zoomed in, headshotting enemies as soon as they peak out from cover. Be sure to replenish ammo as needed by raiding the supplies that Port generously spread out on the ledge where the Resistance has taken up residence for this ambush, with the eventual outcome being the Gatling Gun is now in the good guy's hands!

Defend the Base

Head back to the base for some back story on Magruder, but this is soon followed by an attack by Magruder's forces!



With the Sharps 1874, shoot enemies as they enter the canon, protecting Clay when the Gatling Gun jams. After defeating the encroaching foes, move to Clay, taking over the Gatling Gun to use against the enemy calvary when they charge into the battle.

Once the enemy charge is halted, Clay will request Colton go charge up the opposing slopes in the canyon, in an attempt to get a hold of the enemy Cannon. Advance forward, rushing to the edge of the rock groupings for cover, then work around the sloping path, using the Rifle to clear away enemy positions, zooming in to shoot the Cannon operator. Now take control of the Cannon, turning it to aim down the path that Colton just climbed, and proceed to blast the enemy as they come up, finishing off the ragtag attack.

Hoodoo Is Next

Take off for Empire, finally attempting to right the wrong done to poor Jenny.



Follow Port towards Empire City, arriving at the rendezvous point, where Port will move the Cannon while Colton and the two Resistance fighters cover him from attack. As the Cannon advances, be sure to detonate the TNT Barrels chucked down from the rooftops, as they are too dangerous to leave lying around, all the while looking at the map for indicators as to where new enemy attacks will come from. As the attack continues, look for a group of enemies on a hill near the riverbed (Shotgun them in one blast), followed by a wagon laden with TNT Barrels that must be destroyed before it blows up Port.



Work through the laundry to enter the casino, facing stiff opposition along the way (just do not shoot the ladies or the innocent men). After clearing the area of enemies, blow the door open where indicated with a stick of Dynamite, advancing onwards to untie Clay, finding out where Hoodoo has gone to.

Colton should continue forward, entering the Casino to shoot at the troops on the ground floor, staying put near the door while Hoodoo torches the place (wait to see where the fire starts up). After the lackies have been defeated, crouch down behind a gambling table, taking aim at the upper floor, shooting the enemy (including Hoodoo) as they jockey for a better position from which to fire, killing them, with the exception of Hoodoo, who will run off after losing half of his life meter, running off to his office. After a heart to heart conversation, it is time for Hoodoo to die, so immediately enter quickdraw mode, shooting Hoodoo to end his reign in Empire!

Saving Soapy

With Hoodoo's dual Peacemakers in hand, Colton will move out to recruit Soapy, but he has got himself into a bind that even he can not escape.

Move into Dodge, speaking to Denton to get the scoop that Soapy's cheating poker ways are about to get him hung. Head in back of the buildings with Denton, taking out the outlaws before hoofing it up the water tower ladders, where Denton will give Colton his Remington, a more powerful and faster reloading version of the Sharps, which is handy because it is what Colton needs to shoot Soapy's lynching rope, dropping him to the ground safely (shoot once the rope starts to go tight).



Next up is a shoot and protect attack for Colton, keeping the ruffians from delivering personal harm to Soapy as he escapes, so keep using the Remington, followed up by the Rifle on zoom, which will make short work of the enemy below. Once Denton warns Colton that riders are incoming, it is time for Colton to jump down onto the street, killing them off before tackling the remaining foes on a nearby balcony, allowing Soapy to head for the river.



Follow him on a horse (many are around now) to the Ferry Operator, getting on board to ride across the river. However, the mean men of Dodge City still want Soapy, so use the Rifle zoom to take out the targets on the dock and cliffs, getting Soapy safely across to the far side to end the shootout!

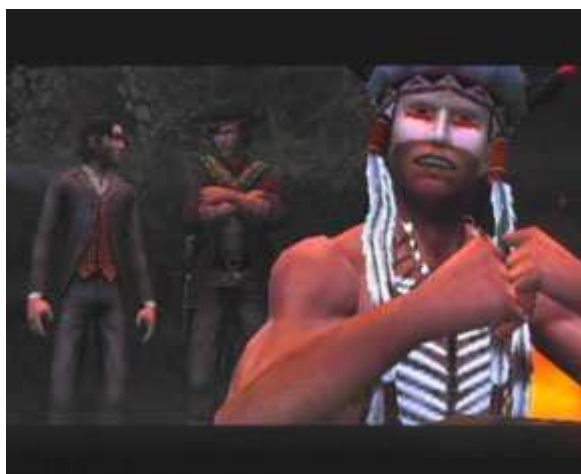
Hollister's Fort

The only way to the sunken steamer is to fight through the Blackfoot territory, but the Indians will quickly prove to not be the problem.

Ride along behind Soapy, arriving at the gate where they are quickly captured. Move forward to execute the soldier beating the Indian brave, followed by going under the ramp nearby to free another Indian Brave. This leaves one final Indian to get to, who is located along the same wall below the large group of soldiers, so free him to start the escape.



Wait for one guard to be left at the gate, sneaking up to kill him, followed up by moving out the gate to stop behind the baskets. Follow the cues of the Indian leader, killing when necessary, waiting when necessary, finally arriving at the garbage chute. Inside is a cave where Colton can follow the Indians to a downed brave where an Apache Bow can be found, so arm Colton with it to fire at the enemy guards once they separate, obtaining the nice new weaponry they got, which just so happens to be Colton's!



After this little ambush, it is time for Colton to put his Hunting side mission practice to good use, attacking one guard at a time, arriving at the horses to steal them and rejoin the Indians. Head down the trail, bust the gate down, and rush into the middle of the pasture (the same one Honest Tom tried to play Colton around) to use the Rifle and quickdraw combos to get rid of Hollister's men as they attack the village.

Down With Hollister's Fort

Lead the Indians on an attack on the fort.

Use the initial run in front of the fort to fire upon any nearby enemies, but the main goal for Colton is to get to the Canoes in one piece. Upon getting into the war canoe, Colton should pull out his Remington, using it to sniper away at enemy positions while the Indian on board paddles the vessel, reaching the cave. Run through the cave, arriving at a ladder, which leads inside of the fort itself.



Advance down the street, clearing each wave away with Rifle as needed, advancing upon the first enemy Cannon in an effort to capture it. Climb the ramp to clear the area of enemy soldiers, followed by using the Cannon to destroy the enemy bunkers below. This strike is followed up by a fierce firefight through a hallway to get to another Cannon, this one being used to destroy the enemy navy in the water below.



Next up for Colton and the Indians is to fight through the open area, killing each group as they attack, with the ultimate goal being the third Cannon, which should be turned upon the nearby ammo dump to destroy a large portion of the fort. With the new opening created, advance upon the final Cannon, killing the enemy along the way, allowing Colton to use Dynamite to blow up said Cannon. It takes around five hits to destroy the Cannon, so go back downstairs if needed for more Dynamite, but remember to keep moving from side to side to avoid eating hurtling metal ball, winning the mission!

Fight to Reach the Steamboat

Colton must advance towards the safe and the wreckage, but first he must deal with Hollister!

Hollister will begin by lobbing Dynamite, so loop around to the right with the Rifle in hand, ready to start blasting the second he comes through the rock cut. Continually pump shots into him while ducking behind rocks to take slugs of the Whiskey, knocking Hollister down to near death. This will prompt him to go hide, stuffing Dynamite into his person, which he will light once Colton goes into the area he is in. Move away at full speed (do not draw a gun, as it will just slow Colton down), letting the guy blow himself to bits, allowing Colton to regain Ned's old Ferguson Rifle!



Go towards the Steamer, fighting off the horsemen as they charge, using Ned's Ferguson as the weapon of choice. After the bout, collect the dropped Whiskey bottles, followed u by leading Soapy to the safe so he can crack it. When he gets it open, Reed will appear, forcing Colton to duel him in the nearby meadow. Colton should ride around the area, firing off shots occasionally, attempting to line up a headshot or two to quickly bring down Reed. Shooting out his horse is not really an option, so just work on landing head/torso shots while hiding Colton's horse if it gets hurt (to let it heal), blowing the "reverend" away to end the battle!

Back to Apache Territory

Colton knows where the other half of the golden cross resides, but he must convince the unfriendly fellow he needs it.

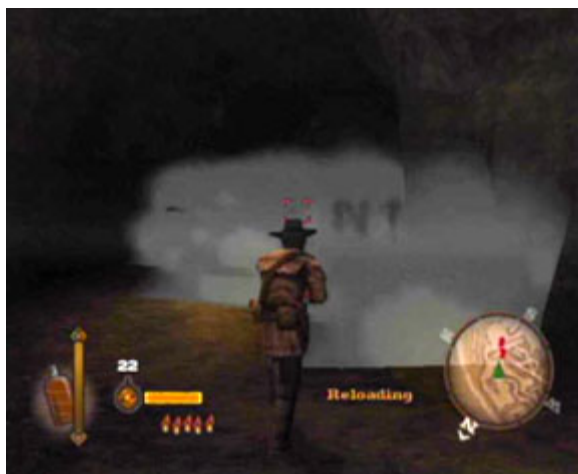
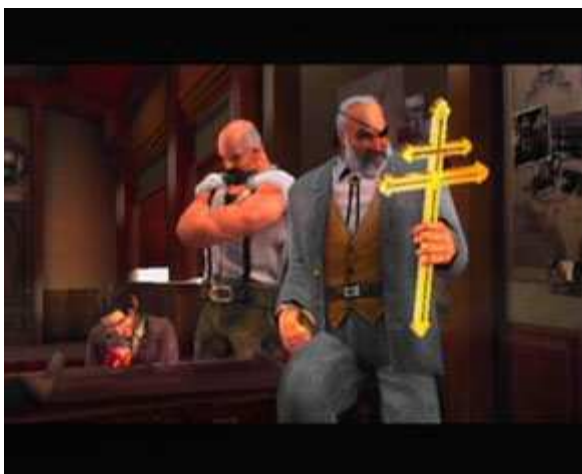


Start off by moving back across the river via the ferry, arriving in Dodge, where Colton should move out across the bridge. Now head towards the Apache Camp, located just inside Devil's Canyons, finding Soapy and trouble. Follow Many Wounds along the tracks, followed by moving into the badlands to face attack by Magruder's cavalry.

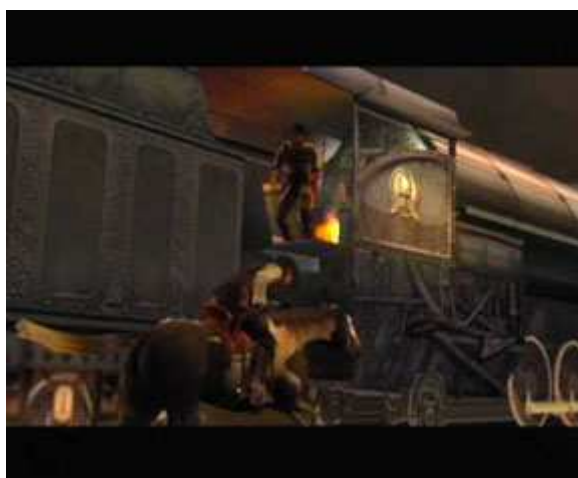
After the bout, Soapy will lead the way to Piper Lake, leading Colton up into the Northern Rockies, where Colton will need to shoot the two Cougars before they attack. Now just continue to hoof it up the path, finishing the mission by reaching the end of the path!

Get The Cross Back

Colton will have just figured out where the Lost City of Gold is located, but he now has to recover the cross and Soapy.



Start off by using a combination of quickdraw and Dynamite Arrows (detonate the TNT Barrels) to clear enemy obstacles as they come for Colton, getting off of the mountain. Soapy will have escaped on his own, so continue to fight free of the ambush, being extra careful to not enter the cave before detonating the TNT Barrels (wait for the enemy to get inside, followed up by detonating the whole lot of them).



When Colton exits the cave, go grab the horse to ride to Soapy, finding out about Magruder knowing the location, but this story is quickly interrupted by the appearance of Dutchie and the train! Start off the battle by riding along the train, quickdrawing all lesser enemy troops, leaving Dutchie on his own, though he will be reinforced by riders through out the fight (quickdraw them as well). With the train foes gone, turn Colton's attention to Dutchie, using Ferguson zoom or Remington shots to get accurate head shots, preferably from any cover Colton can find (look for a large rock to hide behind, leaning out briefly to shoot Dutchie once or twice, then lean back to avoid the incoming Cannonball). Repeat this tactic as necessary, finishing off Dutchie easily!

Magruder's Mine

Using the train as the entry mode, Colton will get the Resistance and Apache inside the walls, finishing the ugly mess, once and for all!

Start off by crouching and following Clay, following his plan to take control of the Cannon, blasting the two Gatling Gun positions in the wall. As soon as this is done, rush off the Cannon to switch the stick ahead, followed up by using the Cannon as the enemy come into view, obliterating them with well placed rounds.

After the initial Gatling Gun destruction, keep an eye out for more troops to fire upon, followed up by rounding another corner to blast an enemy Cannon above the mine doors. Now Colton should concentrate his fire upon the enemy on the ridge to his left, then any remaining Gatling Guns, and then turn the Cannon onto the doors, blowing them wide open! Flip the switch inside, using quickdraw to kill any enemy that attack Colton, then get back onto the Cannon to continue the ride forward, blasting more troops as they charge into combat.



As the mine cart climbs the hill ahead, blast away at TNT Barrels as they roll down the hill, followed up by blasting at TNT Barrels ahead when the enemy starts to fire with conventional weaponry, destroying the entire lot of them in one go. When the next junction is reached, use the Remington to shoot the Gatling Gun operators down the tunnel before switching the stick, also making sure to search for ammo refills that lie nearby.



After just raiding the supplies ahead in the depression, be ready to fire upon that area, as Magruder's troops have prepared an attack from that location, so blast the TNT Barrels to clobber them easily, dismounting the Cannon to finish off the enemy who survive the blast radius. Next up is an enemy blockade, so again aim for the TNT Barrels, which is followed up by a Gatling Gun trio, meaning that Colton should dismount the Cannon and use the Ferguson Rifle to shoot them dead.



When the Cannon reaches a point where the cave reaches a turntable, look for supplies first, then go hit the junction switch. Stay on the turntable with the Ferguson Rifle drawn, watching the radar to turn and fire upon the enemy as they begin to approach, killing them before they can get one shot off at Colton's allies that are spinning the turntable. Return to the Cannon to go onwards, blasting one final blockade, where Colton will decide that he must advance alone.



Colton should go out of the cave mouth ahead before retreating, allowing him to remain safe while letting the enemy come to him, so he can fire upon them with relative safety. After clearing the initial group, collect supplies and advance up the hill, using the rocky wall ahead as a guard against enemy fire while leaning out occasionally to pop the enemy (blow the TNT Barrels up first with a Dynamite stick first to avoid unnecessary danger). Once the enemy in this chokepoint have been cleared away, go up the path ahead, finding some Whiskey Bottles and Arrows to refill Colton's supplies, which is then followed by Colton climbing the stairs ahead to find Magruder!



Magruder uses an unreal Shotgun, with amazing punch and accuracy, which can quickly reduce Colton to zero health in no time! Colton must make use of the Dynamite Bow, firing off shots towards the methane gas clouds, which are highly combustible, timing the shot to make it blow up when Magruder occupies the same area. Continue with this circling pattern (keeping rocks between Colton and Magruder to avoid nasty fire), but note that Magruder will sometimes change his direction and course after a hit. Continue to whittle his life meter down, forcing him to change tactics.

With Magruder now up on his safe haven on the ledge, it is time to use the Ferguson Rifle (Ned's Rifle) to shoot at Magruder, angering him into throwing a large bunch of Dynamite. As soon as he lobs the bunch of Dynamite, quickdraw to shoot the Dynamite in the air, detonating it to cause some of the cave to crumble, which will help bury Magruder alive! Continue this pattern, listening for when reinforcements are called in by Magruder (kill them first, then turn back to Magruder), collapsing the pattern to end Mad Magruder's reign of terror forever!

Sidequests

Gold Mining	Poker	Bounty Hunting	Keep the Peace
Federal Marshall	Ranch Hand	Hunting	Pony Express

With a Pick Axe from the Shopkeeper in Dodge City, Colton is able to find himself some unclaimed Gold, each claim being worth \$10.

Goldmine #1	Head towards the ferry operator in Dodge City, turning west to follow the cliffs to the vein of the valuable mineral.
Goldmine #2	Go down the ramps and paths to the waters edge below the bridge in Dodge City, locating the gold on the west bank of the river.
Goldmine #3	Go north of the bridge area on the west bank of the river, looking for the Gold stashed along the raised path.
Goldmine #4	Still on the west bank of the river below the bridge, go northward to find a cave hiding a pile of the lovely yellow mineral.
Goldmine #5	In Empire City, head northwest along the riverbed to find a pile of gold in the open.
Goldmine #6	Leave Empire City, going across the bridge in the north, turning west to find some rock steppes leading up to a stash of gold in a small outcropping of rocks.
Goldmine #7	Leave Empire City, entering the dry riverbed to head west, looking at the northern cliffs for a cave holding a gold bonanza.
Goldmine #8	Leave Empire City, entering the dry riverbed to head west, looking at the northern cliffs for a cave holding a gold bonanza.
Goldmine #9	Leave Empire City, entering the dry riverbed to head west, looking at the northern cliffs for a cave holding a gold bonanza.
Goldmine #10	To the south of Piper lake is a rough trail leading up to some sparse trees, one of which hides gold with the scrubby branches.
Goldmine #11	Take the trail west of Piper Lake to find a near abandoned mine area, looking down the riverbed for the gold.
Goldmine #12	Continue through the canyon mentioned in Goldmine #11, climbing the rocky cliff trails to find the gold across from the large tree.
Goldmine #13	At the base of the waterfall in the River Canyon is where some more free money can be obtained.
Goldmine #14	In the miner's camp in the River Canyon, go fall down the hole with the waterfall, finding a mound of gold lying around.
Goldmine #15	Right along Lake Piper is a wet mound of shiny yellow money, just waiting for collection.
Goldmine #16	Near the Indian Trader is a waterfall, hiding the sparkling gold from view.
Goldmine #17	South of the Indian Trader and west of Piper Lake on a set of rocks is some gold hidden from view from below.
Goldmine #18	The pass between Empire City and Piper Lake holds a small cubby cave of gold, just waiting for mining.
Goldmine #19	The trestle bridge south of Empire City hides gold from almost all that go by, so look carefully.
Goldmine #20	East of Empire City is a small canyon, with gold lying right by the entrance to said canyon.

Goldmine #21	Deeper into the canyon east of Empire City is another lovely lump of the valuable mineral.
Goldmine #22	Follow the tracks east out of Empire City, watching the northern rockface for gold sitting out in the open.
Goldmine #23	Continue east from Empire City along the tracks, finding a junction in the distance where a train tunnel has an outcropping of gold sitting above.
Goldmine #24	East of Golmine#23 on the far side of the tracks is another easy to get mound of gold.
Goldmine #25	Just south of the bridge out of Dodge City, look along the escarpment for the nuggets.
Goldmine #26	Follow the barely visible path up the hilly area west of Dodge City to arrive at some available gold.
Goldmine #27	Head into Apache territory, right around the area the war canoe ambush occurred during the Whore Coach portion of the story mode to find a path winding up a hill to find gold.
Goldmine #28	Continue up the path in Goldmine#27, reaching a plateau above where Colton can look for a flat rock spire to jump to, followed by dropping to the ledge below to get the gold.
Goldmine #29	In the old mine area northwest of Dodge City is a mound of gold lying behind a large structure up on a ledge.
Goldmine #30	Look along the large rock face in the northern portion of the Badlands for some gold partially buried in the dirt.
Goldmine #31	Underneath the more western rock plateau in the badlands is a mine with gold inside.
Goldmine #32	Underneath the more western rock plateau in the badlands is a mine with gold inside.
Goldmine #33	In the old mine area is a mound with a gold pile on it.
Goldmine #34	Look outside Magruder's Mine near the gate to find the gold in a fairly open area.
Goldmine #35	Southwest of Magruder's Mine is a railway track passing though a tunnel, so take the trail up to the top of the entrance, finding the gold hidden behind some boulders.
Goldmine #36	Head into the Northern Rockies south of the Indian Hunter, finding a cave with gold inside.
Goldmine #37	Northwest of the Indian Hunter is a small hill with rocks hiding some gold.
Goldmine #38	North of Piper Lake is a hill with a tree and rocks hiding the gold.
Goldmine #39	At the end of the river in front of Hollister's Fort is gold (located near the cave entrance to the fort).
Goldmine #40	Inside the cave that leads into Hollister's Fort.
Goldmine #41	In the clearing where Colton met Honest Tom, looking near the water in the northeast portion of the area.
Goldmine #42	Along the walls of the valley where Colton met Honest Tom, look behind rocks above the racing track.
Goldmine #43	On the trail leading to the Blackfoot Camp, coming up from the ferry.
Goldmine #44	Between the Apache camp and the old mines, look for a shallow stream leading into a dead end where some Gold lies in wait of an inquisitive rider.

Gold Mining	Poker	Bounty Hunting	Keep the Peace
Federal Marshall	Ranch Hand	Hunting	Pony Express

Round	Location	Prize Money
1	Alhambra	\$10.00
2	Alhambra	\$20.00
3	Alhambra	\$30.00
4	Hoodoo's Casino	\$40.00
5	Hoodoo's Casino	\$50.00
6	Hoodoo's Casino	\$60.00



Texas Hold 'Em is the game, and Colton will need to be at his best to take home the top prize in this knockout tournament style of play. The game of Texas Hold 'Em consists of:

- The initial round of betting, with the small blind (5 chips) and big blind (10 chips) entering the pot, followed by the other players betting until all players still in have paid equally into the pot.
- The Flop (first three community cards, which are shared among all players) will appear next, followed by another round of betting.
- The Turn (one more community card) will occur if at least two people bet through the last round, leading into more betting.
- The River (the final community card) will appear, leading into one last round of betting.
- If a Call (matching of a bet) is made, the hand is over, with the pot going to the winner.

Note that at any time if all the other players fold, the lone remaining player takes the pot, regardless of how powerful their hand may have been. As for the power of a player's hand, the following order of hands is followed:

- High Card is the absolute lowest hand, with the Ace High being the best and the Seven High being the lowest.
- One Pair is the next level of strength, requiring two cards in the hand being the same.
- Two Pair is just like One Pair, but a second set of cards are the same.
- Three of a Kind is much like a Pair, but there are three cards that are the same in the hand.
- Straight is five consecutive cards that are of at least two different suits.
- Flush is a hand of five non-consecutive cards of the same suit, with the rank of the hand being determined by the highest card in the Flush (Ace High to Seven High).
- Full House occurs when a Pair and a Three of a Kind are in the same hand.
- Four of a Kind is just like a Three of a Kind, but four of the cards are the same as one another.
- Straight Flush is a consecutive set of five cards of the same suit.
- Royal Flush is much like a Straight Flush, but it is a 10, J, Q, K, A, making it the top hand in the game.

Poker is not a game that is dependent upon a strong hand to win, but often based on a strong bet or a seeming weakness. Bluffing is the best way to get huge pots when a hand is strong or to seem strong with a weak hand to force opponents to fold. By playing craftily, Colton will be able to eliminate competitors without them knowing that they have been had until it is too late.

Colton also has the option of cheating, but only when playing at the Alhambra in Dodge City. Colton can select a card from his hand at any time to conceal, which can be inserted into a hand at any time, tipping the scales in favor of Colton.

Gold Mining	Poker	Bounty Hunting	Keep the Peace
Federal Marshall	Ranch Hand	Hunting	Pony Express

Colton can bring criminals to justice, deciding if he wants them dead or alive. Although dead is typically easier to do, alive yields more money, so try to injure the varmint and grab them before they can recover.

Bounty#1

Reward: \$10 dead/\$15 alive

The wanted poster is located inside Dodge City, conveniently located just across the street from the Alhambra, which is where George can be found. Go into the saloon, slash him once with the melee weapon in hand, then grab with the Action Button before using the Melee Button again to subdue the adversary for the reward!



Bounty#2

Reward: \$10 dead/\$15 alive

The wanted poster is found on Hoodoo's Casino in Empire City, Butch Mainard is the target. Head out of Empire City through the pass north of the settlement, skirting Piper lake to pass the Indian Trader along the trail, soon after running into Butch. Taking him alive requires Colton to shoot the horse to death, followed by wounding the outlaw in the leg with a Pistol shot before Colton can rush in and subdue him.



Bounty#3

Reward: \$10 dead/\$15 alive

Look for this wanted poster just down the street from Hoodoo's Casino, wanting the capture/killing of Johnny Greed. He hangs out around Piper Lake, so head through the pass north of Empire City again, drawing Colton's Rifle to take out the henchmen first, then turn Colton into shooting the horse out from underneath Johnny. With this done, it is time for Colton to wound the outlaw, allowing him to draw near enough to subdue him for the maximum reward! However, if he is proving too tough to handle, then just blast him and his horse with the Shotgun to end this one quickly.



Bounty#4

Reward: \$15 for returning the stolen horse

The wanted poster is located just outside Dodge City, on a cabin near the bridge. Shifty Scholz can be found near Devil's Canyon, so ride off with the Shotgun in hand, ready to blast his outlaw buddies, followed by quickdrawing to shoot Shifty only (not the horse). Once the enemy outlaws are gone, get on the horse, riding it back to Dodge City to return it to the rightful owner, gathering the reward.



Bounty#5

Reward: \$10 dead/\$20 alive

The wanted poster is found south of Magruder's Mine, on a shack in the abandoned mine area. Lee Hop Dung is found in the River Canyon, west of Piper Lake, so move into the area slowly, using the Rifle on zoom to knock the enemy out, leaving Lee Hop Dong by himself, allowing Colton to approach, wound, and then subdue Lee for the extra money for getting him alive.



Bounty#6

Reward: \$15 dead

The wanted poster is found on the shores of Piper Lake on a cabin near the dilapidated dock. Start out from Piper Lake by heading north, moving east through the train track tunnel, then turn north on the far side, following the tracks toward Dodge, eventually running into Bloody Belle. Since taking her alive is not going to net any extra money, just load the double barrel Shotgun and charge right at her, blasting her in the chest/face to collect the reward!



Bounty#7

Reward: dead \$15/alive \$20

Look on the shack outside of Dodge (near the bridge) for the wanted poster, indicating that Colton should head into Dodge to look for the former mayor Toby The Torch. As his name indicates, he loves to burn things, so he will toss out Whiskey Bombs at every opportunity, and he is further backed up by regular enemies using Rifles and Pistols. The easiest way to go about this bounty is to shoot the henchmen while continually moving, followed up by slashing Toby once before subduing him.



Bounty#8

Reward: \$20 alive

Again look to the shack outside of Dodge for the wanted poster, followed up by moving northward to Magruder's Mine. Enter the battle by sharpshooting the lackies, followed up by charging after Mad Dog McGrady to shoot his horse to drop him onto foot. As soon as he is dismounted, shoot him once in the leg to get close enough to subdue him, fulfilling the requirements of the bounty.



Bounty#9

Reward: dead \$20/alive \$30

After looking for the wanted poster in Dodge City, head across the river via the ferry, advancing up the paths to find the clearing where Honest Tom lived. Advance towards the fire, using the Remington to pick off enemy positions, switching to the Rifle to advance into the camp. After clearing away the remaining lackies, chase him on his horse, shooting it out from underneath him before melee attacking to wound him, allowing a grab and subdue movement to take him in.

Bounty#10

Reward: James dead/Bob alive \$20

Dodge City holds the wanted poster, and it requires James Booth be killed while Bob Booth must be brought in alive. Head out west from Dodge City, entering Devil's Canyon to see the two taking off, so use the Rifle to blast James from his saddle, followed by shooting Bob's horse out from underneath him. Now it is a simple matter of a melee attack, followed by the clutch and subdue to end the mission!



Bounty#11

Reward: dead \$30

The shack outside of Dodge City has this wanted poster, requiring Colton to head west towards Empire City along the train tracks. The Blackbird Boys are found inside the small canyon south of the train tracks, so go to the entrance to Rifle zoom the bandits on foot, followed by turning to quickdraw the horse riding members of the gang, finishing off the mission!



Bounty#12

Reward: alive \$30

Found in Empire City, Colton should ride into Devil's Canyons, looking for Bob "The Blade", who has a posse that needs to be put in their place. After this bout, Bob will take on Colton in a knight fight, so hit him once to wound him, rushing in to quickly grab and subdue him, as he needs to be taken alive to succeed at the mission!



Gold Mining	Poker	Bounty Hunting	Keep the Peace
Federal Marshall	Ranch Hand	Hunting	Pony Express

Patrick Denton is a fairly inept Sheriff, requiring others to do his work for him. However, he does pay fairly well, so Colton should seek to work the lazy man every chance that he gets.

Keep The Peace#1

Reward: \$10

Head east of town to Quickdraw the three highwaymen, and then go bust up the poker brawl with more quickdraw fun. This will just leave the Opium Dealer to take care of, so head into the saloon to ask the bartender where the dealer is, so follow his advice to look by the old bar, shooting him and his bodyguards up to put a stop to him, finishing off the mission.



Keep The Peace#2

Reward: \$10

Start off by quickdrawing the lowlives in the Alhambra who are roughing up the whore, which is then followed by a jog around the back of the buildings, going after the scum holding the lady hostage (use the Rifle zoom feature to headshot the one holding the girl). This will leave a fellow being waylaid behind the saloon, so rush over there to quickdraw the three ruffians robbing him, finishing off the mission.



Keep The Peace#3

Reward: \$10

Start out by going to kill the campfire gang on the outskirts of town, sneaking up from behind the building, making use of a zoomed Rifle to start to land a couple headshots before switching to the Shotgun for up close killing. Next is a trip to the ferry by the river, grabbing the keg to carry up to Denton's office, but be sure to put it down and shoot the enemies that will try to waylay Colton, eventually delivering it to the spot on the radar. Following that up is a raid from the east, so rush over to the entrance to town, using the nearby crates/buildings for cover, starting out with a zoomed Rifle to hit the enemy, followed by switching to quickdraw to drop the remaining enemy. If any still survive, the Shotgun is a great way to hit man and beast, dropping both with equal ease, ending the mission.



Keep The Peace#4

Reward: \$10

Protect the wealthy lady en route to the bank, using the quickdraw to take down the group attacks, getting her inside the bank (watch out for the enemy ambush from inside the bank). After this is completed, load up the Shotgun and go to the Alhambra, moving upstairs to blast the two robbers inside, followed by moving into the streets to quickdraw the rival gangs, ending the unrest to complete the mission!



Keep The Peace#5

Reward: \$10

Go find the two black powder kegs (one located behind a fence in the east, the other located behind a building in the west) and return them to Denton's place, placing it on the ground whenever the enemy starts to attack. After taking back the TNT Barrels, hop a horse and ride out of town to the west, slowing down to Rifle zoom to pick off the five ruffians from afar, releasing the family. All that remains after that is to return to town, using the Rifle zoom to take out the enemy on the water tower, ending the mission!



Keep The Peace#6

Reward: \$20

Start out by moving around town, zooming in with the Ferguson Rifle/Remington Snipe to shoot the bandit while keeping the hostage safe, but be warned one set is really a trap where both are bandits (so be ready to blast the hostage). Next up for Colton is to meet the Snitch at the ferry, escorting him through town, but be warned that fellow criminals will seek to silent the snitch, often using buildings and ridges to shoot from the high ground. Once the Snitch has reached his wagon, he will be true to his title and rat out the leaders of the Red Hand Gang, who have taken up residence in the Alhambra. Colton should move in, dispatching Ferguson Rifle justice to all (though the quickdraw works well in addition to the aforementioned tactic), finishing off the mission!



Gold Mining	Poker	Bounty Hunting	Keep the Peace
Federal Marshall	Ranch Hand	Hunting	Pony Express

Help out the law in Empire City, usually dealing lethal punishment to wrongdoers.

Federal Marshall#1

Reward: \$10

Run to the ambush point, climbing the stairs to throw all the TNT Barrels into the street, followed by using the Rifle to snipe some enemies as they approach from the east. When the enemy draws near to the TNT Barrels, shoot them to detonate the trap, then leap off the roof to quickdraw any remaining survivors, ending the mission.



Federal Marshall#2

Reward: \$10

Set out on foot, reaching the rooftops the thieves have taken up residence on, use the Rifle zoomed into shoot them as Colton carefully circles through the area, killing every thief before he uses the crates to get onto the rooftop, allowing him to use the board bridges and ladders to reach the vaccine to end the mission!



Federal Marshall#3

Reward: \$10

Head east out of Empire City, following the train tracks, turning north to enter the Badlands to locate the western plateau rock. Circle the plateau, looking for the mine entrance, moving inside to shoot the two sentries, followed by equipping the Rifle. Head deeper inside, using the zoom to shoot the bandits holding the Chinamen hostage, ending the mission. Note that setting off the TNT Barrels would be a very bad idea.



Federal Marshall#4

Reward: \$10

Head out of Empire City, making tracks for Dodge City, stopping in 10 Fingers Canyon, where the stagecoach awaits. Speak to the "driver", who turns out to be one of the bandits, so shoot him right away. This is followed up by an attack by foot and mounted bandits, so quickdraw them, followed up by Shotgun blasts to end the attack. All that remains is to speak to the driver, go retrieve the TNT Barrels from the ledge above, and then place them by the boulder so Colton can blow the offending rock away to end the mission!



Federal Marshall#5

Reward: \$10

Ride east out of Empire City, following the tracks to the Badlands, where Colton should turn north to enter the plains to shoot it out with the enemy horsemen. Start off with the quickdraw, followed up by Shotgun/Rifle attacks, waiting to reuse quickdraw once it partially refills. Successfully protect at least 3 out of the five settlers to complete the mission!

Federal Marshall#6

Reward: \$20

Lead Wachowski from the stable towards the Deputy, but he will soon decide to turn tail and run. Shoot the enemies looking to kill Wachowski, then grab him, escorting him (more forcefully this time) into a cell. The other dealers will still be hot about the turncoat getting away. So get ready for numerous waves of enemies looking to get him out of the jail. Stay inside, using the Rifle zoom to shoot all the enemies as they approach, keeping the Deputy and Wachowski safe to end the mission!



Federal Marshal#7

Reward: \$20

Ride east towards Dodge City, finding the huddling family under duress from wolves. After shooting off the initial wave of wolves, use Whiskey Bombs to ignite the nearby bales of hay, permanently keeping the wolves away, ending the mission!



Gold Mining	Poker	Bounty Hunting	Keep the Peace
Federal Marshall	Ranch Hand	Hunting	Pony Express

The Hecht ranch has lots of work available for Colton, he just needs to be ready to perform it.

Ranch Hand#1

Reward: \$10

Herd the three calves into the pen, and then it is time for Colton to try the real thing. Remember that the cows move the opposite direction of the side Colton is on, so herd the cows towards the longhorn, one at a time to avoid confusion. All that remains is to get the herd into the pen on the ranch, but the odd cow will break away, so follow it till it stops, then use the same herding techniques to make it return to the longhorn, ending the job once the herd is penned up once again.



Ranch Hand#2

Reward: \$10

Head towards Empire City, passing under the bridge over the dry riverbed, following the dusty trail to the pen where the Mustang are kept. After busting them out with the Trample Button, follow them back towards the ranch, where Colton will have to carefully maneuver them up towards the barn, getting them inside to end the mission!



Ranch Hand#3

Reward: \$10

The cattle need protection from the pack of wolves that are in the Badlands, so use the quickdraw technique combined with Rifle rounds to finish off the pack, also completing the mission!



Ranch Hand#4

Reward: \$10

Head towards Empire City, watching for the narrow valley to the south of the tracks, where Colton needs to shoot the cattle rustlers. Once the bad guys are downed, trample the fence enclosing the cattle, followed up by driving them back to the Hecht Ranch to finish the mission!



Ranch Hand#5

Reward: \$10

While the rancher drives the herd, Colton will need to intercept a calf from the herd, driving it into a smaller pen. Perform this by using the cow control techniques, after cutting off the calf first, and then gently move them into the pen. Repeat this three times to finish the mission!



Ranch Hand#6

Reward: \$10

The rancher will now want Colton to help drive the herd to Dodge City, so move out into the pasture, where Colton will need to move each one to the Longhorn using the same herding techniques that should be second nature by now. When the cattle are finally on the move, get ready to quickdraw to take out the bandits as they come, followed by Ferguson justice to get rid of the threat presented by the lawless men. Once the reaches Dodge City, smash the crates, followed by moving across the bridge to finish the mission!



Ranch Hand#7

Reward: \$20

Time to escort the rancher up to Empire City, but when the train starts to appear, turn to face across the tracks, immediately quickdrawing once the train passes, killing the horemen that have moved into position during the train's passing. With these enemy gone, follow the rancher once more, talking to him one final time to finish off the mission!



Gold Mining	Poker	Bounty Hunting	Keep the Peace
Federal Marshall	Ranch Hand	Hunting	Pony Express

Learn to hunt with a bow and arrow, achieving new heights of abilities from the heroic actions of Colton. The trick to accomplishing these tasks are to move in close enough a slow pace to get the prompt from the game to fire (wait for the message, a red circle is not enough of an indicator).

Hunting#1

Reward: \$10

Head for Dodge City, looking near the bridge for the gray wolf, but note it may start off near the Hecht Ranch instead. Get off the horse, approaching on foot, carefully using the land to approach unseen, unleashing an arrow that hits the wolf in the head, completing the challenge!



Hunting#2

Reward: \$10

The White Buffalo must be taken down with a well placed arrow to the head, so head off towards the Badlands (just off of Hecht Ranch), getting off the horse to enter the valley on foot. Stealthily approach the White Buffalo, using the hills and bushes for cover, getting close enough to put an arrow into the thick skull of the beast, ending the mission!



Hunting#3

Reward: \$15

The White Wolf is the next target, so look on foot near Piper Lake first (near the Indian Trader), and then move into Devil's Canyon if she is not around the aforementioned area. To get in close enough, use the same careful and methodical techniques, drawing near enough to hit the White Wolf in the head to end the mission!



Hunting#4

Reward: \$15

The Northern Rockies holds the Mountain Lion, so go on foot from the Indian Trader on a southeast vector, looking to the two rocky plateaus south of Magruder's Mine. Once the Mountain Lion is located, carefully approach, looking for a good shot (it will sometimes pose on the rocks above, making it an ideal time to shoot), but remember that if Colton misses, he should immediately notch another arrow in case the Mountain Lion charges.



Hunting#5

Reward: \$20

The Black Wolf can be found in the Badlands, in the same location as the White Buffalo, or in the ravine east of Empire City. The now familiar approach of crouching and creeping up on the animal will work, but anything faster than a light touch on the stick will send the Black Wolf running off into the wild. After getting close enough, and an arrow in the head of the beast to end the mission!

Hunting#6

Reward: \$20

From the Indian hunter, go around Piper lake, finding the train tracks to go through the tunnel, turning towards Empire upon exiting. As soon as the Grizzly appears, dismount Colton's horse, equip the bow, and then dodge every charge made by the beast (use the roll to get away from the attack), followed up by shooting multiple arrows into the face of the creature when it stands on the rear legs. When it turns tail and runs, mount the horse, giving chase while firing off arrows to hit it in the rear, damaging it to the point that it will fall over, finishing off the mission!



Gold Mining	Poker	Bounty Hunting	Keep the Peace
Federal Marshall	Ranch Hand	Hunting	Pony Express

By using the horse as a means of delivering goods in a certain amount of time, Colton can earn money and stat increases. These jobs will be found in both cities, so keep a keen look out.

Pony Express#1

Location: Dodge City
Reward: \$10

Speak to Earl in Dodge City to start it off, then go talk to Tiny Tubbs on the far side of town, where he requests Colton go to the Shopkeep, so use the sprint button to get there, followed by returning to Tiny Tubbs with the vittles to finish the run off.



Pony Express#2

Location: Empire City
Reward: \$10

Get onto the horse, spurring it on to jump into the riverbed below (taking slight damage), followed up by sprinting up the nearby ramp to hop into the farrier's yard, jumping off to speak to him to finish off the mission!



Pony Express#3

Location: Empire City
Reward: \$10

Go to the hardware store to speak to Stumpy, who sends Colton with supplies for the rail workers. Head out of town by moving east, following the tracks to the tunnel, where Colton should go through it. Along the way are enemy Apache, but ignore their attacks while pushing the horse to reach the Foreman, speaking to him to end the mission.



Pony Express#4

Location: Dodge City
Reward: \$10

Start out by getting ammo from the gunsmith, heading out of town to follow the tracks toward Hecht Ranch. Deliver the ammo to the rancher, but he will then request Colton go north to Piper Lake, so head down the tracks toward Empire City, but turn to go through the tunnel to exit near Piper Lake, where Colton should continue forward over a wooden bridge before turning left to find the doctor. All that remains is for Colton to backtrack back to the Rancher, once again ignoring the Apache as they are poor shots, giving the goods to the desperate man to finish off the mission!



Pony Express#5

Location: Dodge City

Reward: \$10

Ride to Empire City to meet Cletus, who sends Colton out to the Northern Rockies to meet with a worker who has the tools, picking them up to continue onwards through the old mines area to Barton. Ride a fast and efficient course through the winding area, ignoring the Apache as they attack, reaching Barton to end the mission!



Pony Express#6

Location: Dodge City

Reward: \$10

Go speak to Marcus Billings in Dodge City, who will send Colton to Empire City, but since time is of the essence, the run will require a stop off at Hecht Ranch along the way, switching rides. Ride out across the bridge, following the railroad tracks until the Hecht Ranch fence appears, where Colton should hop the fence, go straight to the Rancher to speak to him, getting the new horse. Now Colton will continue along to Empire, all the while pushing his horse nearly to death, entering town to head for the town square to find Edgar Meriwether to end the mission!



Pony Express#7

Location: Dodge City

Reward: \$10

A missing rider is being held in the badlands mine, so ride west from Dodge City along the tracks, turning into the Badlands to enter the mine on foot. After speaking to the Pony Express rider, take the package and his horse, exiting the mine to turn 180 degrees to take the narrow path through the ridge to turn right, running straight ahead to go down off of a roof to a stop. Jump off the horse to talk to Gordon to end the mission!



Pony Express#8

Location: Empire City

Reward: \$15

Race Speedy Pete from Empire City to Dodge City, beating him there to show him he is full of hit air. Start out by moving out of Empire City towards the tracks, following them until the split into the tunnel (go through), arriving at Piper Lake. Continue along the train tracks, passing through another train tunnel, spotting a Pony Express rider with a fresh horse, so speak to him to get the new horse. Use the new horse to continue along the train tracks to arrive at Dodge City ahead of Speedy Pete's time, winning the challenge!



Pony Express#9

Location: Dodge City

Reward: \$20

Ride out from Dodge City, going into the Devil's Canyons, looking for the second horse. However, the Apache have taken the horse, so advance across the bridge with the Ferguson drawn, blasting the four Apache there to scare out the Apache with the horse, who should be quickdrawed to avoid damaging the horse. Rush out to grab the horse, and then continue along the trail towards the old mine area, delivering the medicine to the Gordon family to complete the mission!

Pony Express#10

Location: Empire City

Reward: \$20

Ride out from Empire City, following the tracks to the tunnel, where the first worker waits. After speaking to him, get onto the fresh horse and continue through the tunnel towards Piper Lake, crossing the bridge and through the next tunnel to meet the second worker in front of Magruder's Mine. With a fresh mount, Colton should move along the tracks, visiting with the third and fourth foremen, followed by busting into Dodge across the bridge to meet the fifth and final foreman. However, he wants Colton to go to the Alhambra to collect a nice reward... for helping to make the Pony Express obsolete!