



Call of Juarez: Bound in Blood Guide

The fabled Gold of Juarez calls once again in this exciting prequel to the original Western FPS. Out on the unforgiving frontier, only sharp reflexes and sharper wits count, and just because a man is your brother doesn't necessarily mean he is your friend. Feeling like an out-of-luck desperado caught in the outhouse without his gunbelt? No problem; ride out the battles with the help of the IGN Guide.

In this Call of Juarez: Bound in Blood strategy guide, you'll find:

- **BASICS** // Valuable tips for nailing the revamped dueling mode.
- **WEAPONS** // Details on the game's myriad weapons.
- **WALKTHROUGH** // A walkthrough for the story mode's 15 chapters, plus the locations of all 89 secret items.
- **SECRETS** // A list of the game's Achievements and Trophies with tips for earning them.



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Call of Juarez: Bound in Blood Basics

«	Overview & Characters	Important Game Changes	»
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Game Overview

Techland's Call of Juarez: Bound in Blood is a first person shooter like the original game. In Story Mode, you play as two different characters again: Ray (before his psycho preacher days) and his fellow gunslinger brother, Thomas. However, there are significant gameplay differences. The specifics are covered in detail throughout this guide.

What is the Call of Juarez? It's the curse supposedly placed by the Aztec Sun God, Huitzilopochtli, upon the gold used as the ransom for Montezuma when he was held captive in Tenochtitlan. Juarez is the name of the border town where this lost gold is rumored to be hidden, and that's how the curse came to be currently called. (Juarez is also the nickname of one of the main characters.)

Characters - Meet the Super McCall Bros.

Ray

Abilities	has more defensive power; can dual-wield handguns; can use lots of dynamite
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Favorite Food	whiskey
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Weakness	dysentery; fluffy buttermilk biscuits
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The oldest, angriest, and grouchiest of the brothers. Ray's traits reflect his greater brute strength, emphasis on sheer reflexes, and total disregard for subtlety. He can suck up more pain before going down. He can dual-wield handguns, and he can spontaneously light fuses somehow, allowing him to use sticks of dynamite without any matches. He can force open certain doors (with context-sensitive actions), and he can also lug around detached gatling guns to deliver extra death.

Note that 1860s Ray remains merely a fraction of the killing machine we all later come to love as 1880s Ray. In this prequel, he has neither manual kicking attacks nor punching attacks. He doesn't have the hand-over-hand firing style yet. His dual-wielding is limited to handguns, and he can throw dynamite with only his left hand. His still-developing super draw (concentration mode) requires him to manually sweep the reticle over enemies, his total shots being equal to the combined capacity of both guns.

Thomas

Abilities	can climb to higher spots; has zooming bonus with rifles; can use knives and bow
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Hobbies	helping children build character; dreaming about getting killed 17 years in the future
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Mustache	yes
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The one with the romantic gentleman appeal that makes him more popular with the ladies than his bigger, fatter, incessantly drunk, violently vulgar, STD-plagued brother. Ironically, Thomas corresponds to Billy Candle from the original game. His climber's agility allows him to mantle ledges and to use the lasso to reach high spots. He can also wield the bow.

There are big differences between him and Billy, however. Thomas normally can't dual-wield (haw haw haw), but he has a zooming bonus with rifles, and he can throw knives (a new weapon type). His lasso is merely a climbing tool; it has zero offensive capability. His super draw (concentration mode) requires him to manually shoot (by holding the Right Fire Trigger while repeatedly pressing the Aiming Stick down) at automatically acquired targets, his total shots being equal to the capacity of his right-slot handgun.

William

The youngest of the three. William is saintlier, whinier, and man-prettier than his elder siblings. He's strictly a non-playable character who spends most of his time cowering in fear, but as veterans of the original game already know, he figures into a very significant part of the story.



Overview & Characters

Important Game Changes



Important Features and Changes for This Prequel

Super Draw (Concentration Mode)

The super draw has drastically changed since the original game. In this prequel, the heroes must keep shooting enemies to build up the energy in the meter at the top right corner of the screen. Once this meter tops off, the heroes have a limited amount of time to use the super draw. Note that the super draw here doesn't require the heroes to reload beforehand, and they can use it even if they have zero handgun ammunition remaining. We ain't kidding.

Ray's version involves manual aiming with automatic firing. Sweep the reticle over enemies to "lock on" to them.

Thomas' version involves manual firing with automatic aiming. Hold the Right Fire Trigger and repeatedly press the Aiming Stick down to make each shot.

Objective Marker

The old compass is gone; in its place are HUD navigation markers that clearly indicate the next point to reach. (There's no longer any way to tell north from south, though.) Press the Objectives Button to see what to do or where to go next, if any objective is currently provided.

Joint Actions (Chou Aniki Moves)

Most of the time, Ray and Thomas will move and fight through areas together. They need to perform joint actions in order to help each other overcome obstacles.

Ray can set bombs on marked spots and "kick" open certain doors as context-sensitive actions. (Note that 1860s Ray can't manually kick enemies to death yet.)

Thomas can climb onto higher spots and then pull up Ray. However, sometimes there are alternate paths that Ray can take to catch up, without needing to be pulled up.

Tandem super draws (joint concentration mode) function just like the classic super draw from the original game, but they occur only at certain doorways. Press the Left and Right Fire Triggers to shoot the corresponding guns. This applies to both Ray and Thomas, even though Thomas normally doesn't dual-wield handguns.

Dueling Mode (Boss Encounters)

The duels are different, too, this time being a bizarre mini-game that requires the juggling of two factors. First, press the Movement Stick (left analog stick by default) to sidestep, keeping the opponent clearly focused in view, or lined up roughly within the center-to-middle-right portion of the screen. Second, press the Aiming Stick to move the hand as close to the gun handle as possible, without actually touching it yet. When the bell sounds, jerk the Aiming Stick to grab the gun handle, and press the Fire Trigger as soon as the reticle moves over the opponent and turns red.

Dynamic Cover System (Leaning Around Cover)

One of the major new features is the ability to lean around cover. Upon pressing against a wall corner or behind a crate, carefully press the Aiming Stick to lean out, minimizing exposure while pointing the weapon. (After the cover system tutorial is finished, this feature can be turned off via the options menu if desired.)

Having trouble at dueling? Here are a few tips to keep in mind. The bell sounds out after the same period of time, so remember the pacing of the music in retries to estimate how much time is remaining. The hand will keep automatically moving away, so constantly compensate for that. The hands will have the "itchy fingers" look when they are very close to the gun; maintain the itchy fingers for the optimum position.

Unlike in the original game, there is no room for error here. The evasive leaning is removed, and all the characters (including Ray) now die with a single hit. To save precious time, try to crotch the opponent by blasting him as soon as the reticle passes between his legs. Beware; the opponent cheats by always having 100-percent accuracy.

All Combat Action

This prequel drops the stealth scenes and other non-combat segments, so don't worry about sneaking around or doing any pure platforming challenges. Yeah, and you can stop calling Billy a Garrett-wannabe.

Money

A standard medium of exchange, vulnerable to daily inflation or deflation. In this prequel, money is primarily meant for Multiplayer Mode, where it can be used to acquire new character classes and better weapons. In Story Mode, money can also be used to purchase weapons and ammo at stores, but it isn't as important, because the heroes can look for better guns dropped by dead enemies.

Money takes the form of loose change occasionally left by bad guys, large money bags that have to be manually taken, and instant wire transfers upon the completion of side missions. Money is shared between both Ray and Thomas in Story Mode, and it's carried over upon choosing to begin on a different chapter.

Weapons and Stores

The guns no longer wear out. Instead, the condition descriptions now refer to the power level of a weapon: Rusty (no stars), "Normal" (1 star, black finish), Prime (2 stars, silver finish), and Superb (3 stars, blinged-out gold finish). Upon finding a higher-level version of a favorite weapon, be sure to keep it.

This prequel features weapon stores, which appear in many of the chapters. Various weapons and ammo are displayed, and the heroes can buy them (swapping out their old weapons) if they have enough cash.

The heroes' weapons at the beginning of a chapter depends partly on what they have kept upon finishing the previous chapter. Keep this in mind when jumping back and forth among chapters.

Side Missions

In the two open-ended chapters, the weapon stores also have wanted posters that the heroes can use to undertake optional side missions. Completing them isn't necessary, but doing so will earn the heroes some extra cash.

Secret Items

The secret items (called cards, but actually look like rolled-up parchments) are more than just silly descriptions of the Techland gang members in this prequel; they now consist of historical images and extra filthy dialogue among the McCall Bros., some of which doesn't appear within the chapters themselves.

Most of the secret items are found inside dark chests, but some are inside other types of containers, and some lie on exposed surfaces. Except for the scenes where a specific character must be played, the secret items are hidden at locations that can be reached by either Ray or Thomas, on any difficulty setting. Furthermore, the secret items are recorded independently of the rest of the heroes' progress; those that have been obtained are permanently saved and won't appear again.

Call of Juarez: Bound in Blood Weapons

«	Firearms	Other Weapons	»
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Firearms

Single- and Dual-Wielding System

Despite the changes in the controls and in the HUD, the wielding system remains fairly unchanged. The characters carry two handguns (left-slot and right-slot) and one long arm (rifle or shotgun).

Some of the equipment slots on the weapon menu differ depending on the specific hero. For Ray, there are the dual-wield option and the dynamite options (dynamite with either the left-slot gun or the right-slot gun). For Thomas, there are the bow, the knives, and the lasso.

Handguns

Among the greatest symbols of the violent Western frontier. Ray can dual-wield any handguns. Thomas also carries two handguns, but he doesn't dual-wield them except during tandem super draws (joint concentration mode) or when he is computer-controlled. Like before, the handguns affect the heroes' number of shots during super draws.

There are three types of handguns worth noting. The hybrid guns have a capacity of 9 rounds, while the volcano guns have a capacity of 12 rounds (fifty percent more than in the original game). The quickshooters hold the usual 6 rounds, but they can be fully reloaded in a single motion, which is a powerful advantage.

Rifles

Deadly across all ranges with careful aiming. New to this game are the heavy bolt-action rifles, which deal more damage per shot but require frequent reloading. Some rifles are fitted with perfectly calibrated scopes that make distant targets easier to see. Thomas also has a zooming bonus when he fine-aims with rifles while staying still (with and without scopes).

Shotguns

Most effective up close. As in the original game, the shotguns come in standard and sawn-off double-barreled types. Note that 1860s Ray can't dual-wield with sawn-off shotguns yet.

Gatling Guns

Can shoot lots of bullets without overheating. In this prequel, a small number of enemies carry detached gatling guns, which Ray can pick up and use, too.

Other Weapons

Dynamite

Ray only. A tool meant to displace large quantities of material, as for operations such as tunneling and mining. For the purposes of murder, dynamite is used to turn people into blood-gushing feces. That's on fire. Note that the dynamite sticks used as weapons are treated separately from the free bombs used at marked spots to accomplish certain objectives.

Throwing Knives

Thomas only. Sharp pointy blades that cause intense pain when jammed into some guy's face. These knives are the only weapons that Thomas can normally dual-wield, and they come with a high auto-aiming bonus. Knives that aren't broken can be picked up and reused.

Bow

Thomas only. A traditional hunting weapon. Like Billy, Thomas gets a free slow-motion effect whenever he fine-aims with this weapon, but the arrows seem to deal less damage than in the original game. Finding new arrows isn't always easy, but Thomas can go cheap by reusing old, still-intact arrows.

Wooden Chair

The hand axes are gone, but some chairs can still be held and swung like a club. Again, there are some differences in this prequel. Chairs now require the use of both hands, and they immediately break after a successful killing hit.

Lamp

Functioning more consistently than in the original game, lamps will instantly ignite when they are thrown at a surface. This time, enemies who are being damaged by flames will stop attacking in order to cover their faces, leaving them open to good murdering.

Water Bucket

Not really a weapon, but can come in handy for transporting liquids and loose materials. To put out fires, grab a water-filled bucket, stand in front of the flames, and then "attack" with the bucket. In this prequel, buckets are automatically discarded when they're out of water.

Call of Juarez: Bound in Blood Walkthrough

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Chapter 01: Battlefield

The story begins a few years before the McCalls have even thought about hunting for treasure. Desperate to protect their home territory, Ray and Thomas participate as Confederate soldiers in Georgia during the American Civil War.

Only Ray can be played in this scene. Giggle at how funny he looks in his uniform, but keep in mind that he isn't wearing his trademark chest plate at this time.

The game is quite straightforward. Following the objective markers and listening to the orders issued by the commanding officers, move through the trenches and shoot down the Union troopers.

One of this prequel's additions is the dashing move; hold the Dash/Run Button to move forward a little faster, but doing

so prevents the heroes from reloading.

Ray's super draw (concentration mode) works nothing like the one in the original game. When using it, sweep the reticle over enemies to lock on to them. For the super draw tutorial, be sure to target all the enemies on the ridge.

Ray will need to use dynamite to blow apart certain barricades. Light up those red sticks, throw them at the obstruction, and hang back.

The dynamic cover system is another addition to this prequel. The heroes can lean around wall corners and over short barriers to reduce their own exposure. (After the cover system tutorial is finished, this feature can be turned off via the options menu if desired. After all, this ain't a Tom Clancy FPS with cowboys.)

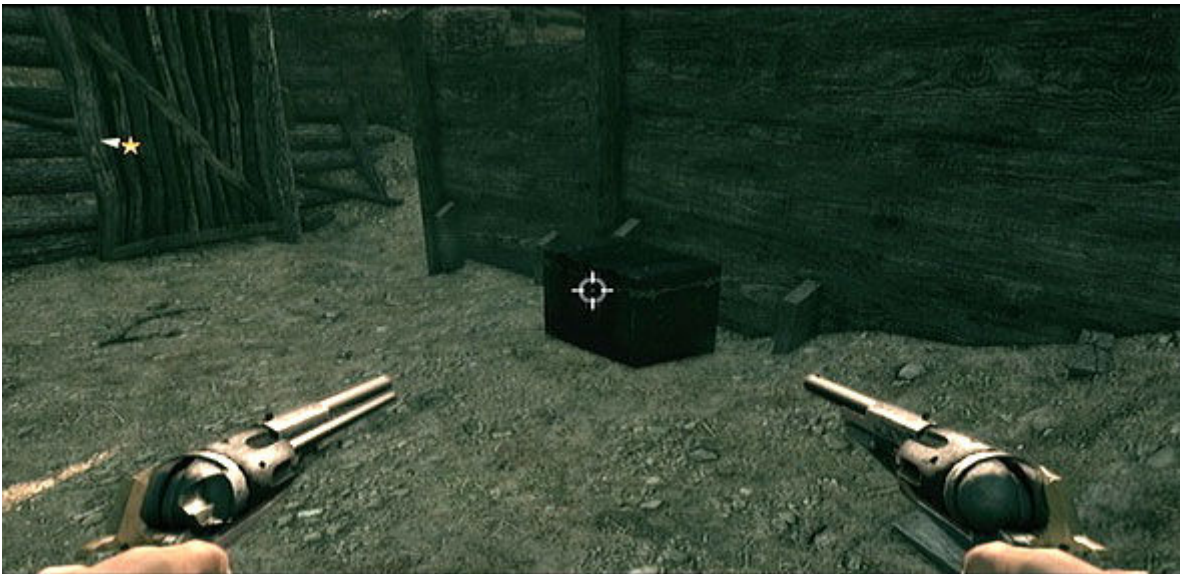
The gatling guns work similarly to the ones in the original game. They don't overheat, but whenever their ammo is automatically reloaded, the Fire Trigger must be released and held again to continue firing.

The cannons are noticeably slower and smokier than before. At the scene where the cannons must be used to stop enemies from rafting across a river, look at where the shots splash, and adjust the aim accordingly to knock out as many rafts as possible. (A brownish cloud indicates a direct hit; also look for flying dead bodies amidst the splashes.) Wrecking every raft isn't necessary, but letting too many reach the shore will result in failure.

Below the bridge, set bombs at the four marked spots on the support beams. Then, follow the objective markers to the detonator, and use it to blow up the bridge. Of course, this isn't the only game that rips off the bridge destruction scene in that famous Western film.

Secrets: 5 total

After kicking open the first door, turn left and follow the wall. Open the dark chest.



At the camp, near a bed in the open with a dead soldier on it, outside one of the tents. (This is not far from the small tent that has a lone enemy inside.) Open the dark chest.



After reporting to the officers' tent, before the beginning of the side trail toward the sneak attack, follow the stream, and search along the right side. Open the dark chest.



After the dynamic cover tutorials, near the large pile of explosives that will eventually blow up, search for a long, straight, dead-end trench. (This is before meeting Thomas at the gatling gun spot.) Open the dark chest.



Below the bridge, on the rock platform near one of the bomb spots. Look on the ground on this rock platform, next to a soldier's corpse.



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Chapter 02: Plantation

Making the right call, Ray and Thomas ditch their army and hurry back toward their plantation home.

Only Thomas can be played in this scene. He can't dual-wield handguns like Ray, but he has a zooming bonus with rifles while staying still, among other traits that will soon be covered.

Thomas' super draw (concentration mode) is automatically aimed, but it requires manual firing. Hold the Right Fire Trigger while repeatedly pressing the Aiming Stick down. For this super draw tutorial, kill all the vultures feeding on the corpses on the road.

Early on, the heroes will need to save their neighbor, Mr. Jackson. Use the water-filled buckets near the well to put out the fires.

As the heroes investigate the barn, they will use their tandem super draw (joint concentration mode). This works like the classic super draw in the original game; press the Left and Right Fire Triggers to shoot the corresponding guns. The barn noise turns out to be caused by a cow, however. The heroes can hold their fire to spare it. Silly walking hamburger.

In another joint Chou Aniki move, Thomas can mantle onto a high spot and then pull up Ray, allowing both to proceed.

At the cornfield, sweep the reticle around and see if it turns red to locate the bad guys. By crouching and by using throwing knives, Thomas can kill all the enemies here without alerting them. If he runs out of knives, he must resort to big, noisy guns. (Using firearms is also a good way to draw enemies away from Ray. By default, the bad guys will slowly gather straight toward Ray's position.)

For the lasso tutorial, take the lasso by the base of the lone tree. Look for a grappling point on the branches, hold the Fire Trigger, spin the Aiming Stick in circles to latch on with the lasso, and then "step" forward to climb up. On the tree, look for the marked enemy, and brain him with the rifle.

While fighting toward the plantation house, don't forget to use the super draw. It can come in very handy against the cannon soldier and other enemies in front of the house.

To get into the locked bedroom, Thomas will need to go through an adjacent room and then lasso across to the balconies at the other side.

After William joins the party, go out to the backyard of the house, via the windows to the rear balconies. Use any of the cannons to hit the ferry until it becomes wrecked, and kill the remaining enemies who climb out from the water.

Secrets: 5 total

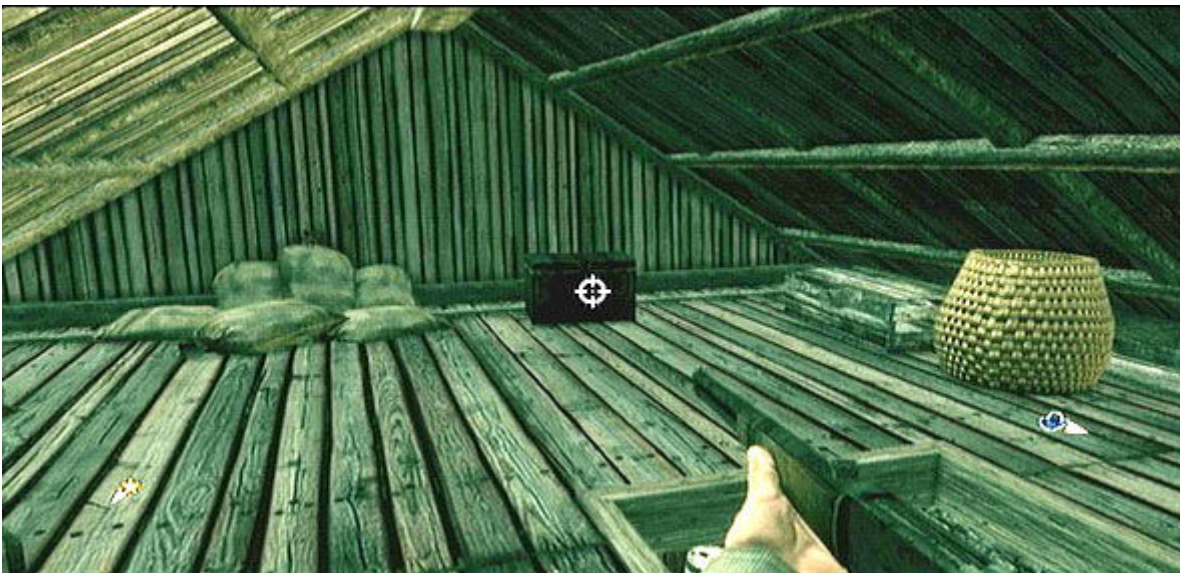
In the barn with the cow, look in a corner stall. Open the dark chest.



Along the row of houses after the barn, inside the second house that can be entered, look near the 1F ladder. Open the dark chest.



Along the same row of houses, in the house just after the one with the locked door, climb up to the 2F attic. Open the dark chest.



In the McCall house, on the 2F main walkway, behind a cabinet. Open the dark chest.



At the McCall house, go out through the window onto the 2F rear balcony (on the same side as the previous spot). Open the dark chest.



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Chapter 03: Rainy Town

About a year later, in 1865, the McCalls find themselves at Fort Smith, Arkansas. The marshal in charge of the place doesn't take the diddling of his daughter Betsy very well, so now the whole town is out to get our heroes. At this point, Ray has acquired the chest armor that makes his man boobs impervious to bullets. (Keep in mind that the bad guys can still aim for his face and groin.)

The action begins with a duel, against the marshal in this scene. First, press the Movement Stick (left analog stick by default) to sidestep, keeping the opponent clearly focused in view, or lined up roughly within the center-to-middle-right portion of the screen. Second, press the Aiming Stick to move the hand as close to the gun handle as possible, without actually touching it yet. When the bell sounds, jerk the Aiming Stick to grab the gun handle, and press the Fire Trigger as soon as the reticle moves over the opponent and turns red.

Having trouble at dueling? Here are a few tips to keep in mind. The bell sounds out after the same period of time, so remember the pacing of the music in retries to estimate how much time is remaining. The hand will keep automatically moving away, so constantly compensate for that. The hands will have the "itchy fingers" look when they are very close to the gun; maintain the itchy fingers for the optimum position. All the characters die with one hit, so to save precious time, try to crotch the opponent by blasting him as soon as the reticle passes between his legs.

After escaping through the back of the saloon, in the rear alleys, there is a weapon store at a corner. Keep in mind that better weapons will be available later in future stores.

The remaining bulk of this chapter involves stealing and then riding a stagecoach. Thomas will have to "use" the stagecoach to get it moving. The heroes can kill off all the surrounding enemies first to make the transition to the stagecoach easier (especially for Thomas). Your character will sit on the front passenger seat as it charges through the town. Mow down enemies as they approach. At certain points, the heroes will perform tandem super draws (joint concentration mode). Later, your character will have to move inside the stagecoach. Shoot out through the windows at the bad guys, and duck for cover if necessary. Hey, this ain't no time crisis.

Secrets: 5 total

In the saloon, in the 2F corridor. (This is before the room where Ray must kick open a door.) Look in the shelf.



Under the shelter in front of the weapon store. Open the large chest.



In the frightened woman's 2F bedroom, at the corner near her bed. (This is the part where Ray says, "Don't you move, [expletive deleted].") Open the large chest.



During the attempt to push aside the wagon blocking the stagecoach's path, search under a shelter to the left of the stagecoach. Open the large chest. Take this before getting back onto the stagecoach.



During the attempt to push aside the wagon blocking the stagecoach's path, in the barn from which the wagon has emerged. Look on the ground near the ladder, under the metal tub, the hanging saddle, and a lamp. Take this before getting back onto the stagecoach.



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Chapter 04: Border Town

Another year has passed, and now the scene is a San Lorenzo cantina in 1866. A drunk and itchy Ray gets the hots for a mystery woman who enters the joint. One thing leads to another, and now Ray and Thomas have to slaughter the entire townsfolk.

Begin by mowing down the bad guys in the cantina, including the ones on the second floor. Then, bring the fight out onto the streets. Follow the objective markers to find the way onward.

At the part where three snipers show up atop a large building, Ray is supposed to duck behind some crates and draw

their fire, while Thomas is supposed to climb over a wall to a side street and then lasso up onto that building. Either hero can actually kill these snipers from the ground, if he wants to take the risk of getting brained.

Upon catching up to him, duel against the Rattler, who claims the Jerico Kid and an El Paso Texas Ranger among his victims. Whatever. The rules are the same. Sidestep to line up the opponent so he's clearly focused in view, and keep the hand in itchy fingers proximity to the gun for the optimal position. Good luck on crotching him.

The rest of this chapter should be a breeze. Some time after the Rattler, before the wagon with a lone horse, there is a weapon store. The last part takes place in a church. Waste the final wave of enemies who approach outside the front doors. Going near the arch will result in instant death, so sit back until some sudden explosions mark the end.

Secrets: 5 total

A while after the first climb-and-pull-up joint action, in the very small space between a house and a white arch that is near a windmill. Open the dark chest.



Behind the area where Ray is supposed to take cover from the snipers (while Thomas is supposed to take a side path), in an alcove. Open the dark chest.



Under the shelter in front of the weapon store, near the water pump. (This is before the wagon with a lone horse.)
Open the dark chest.



Past the wagon with a lone horse, enter a yard with a goat. (This is before the fountain courtyard, where Marisa runs away into the church.) Look on the bench with a black sombrero.



In the church, in the side chamber near where Marisa is standing. Open the light chest.



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Chapter 05: Mines

Juan Mendoza, nicknamed Juarez, immediately makes a deal with our heroes. Ray and Thomas' new job is to take out Devlin, a rival treasure hunter, at a mining area not far away.

Following the objective markers, battle down across the slopes and stairs, and follow the trails. There is a weapon store at the corner of the shacks area, but remember that better weapons lie ahead in later stores. After first meeting Devlin, who will run away, slay the enemies at the front of his house, and then go through it.

In the middle of this chapter, the heroes will need to split up due to a collapsed tower blocking a gate. Thomas should continue on his own through a canyon, while Ray should find the door that leads to some mine shafts. For Ray, use dynamite to destroy the barricades inside the mine shafts. At the point where enemies shout about lighting a fuse, keep

running forward to avoid getting killed by the cave-in.

After the heroes regroup, they should continue up through more mining areas and stairs. Devlin's final bodyguard will insult William's sexuality, so demand satisfaction and duel against him. Like before, keep the opponent focused in view, maintain an itchy finger proximity, and aim to crotch him.

Secrets: 5 total

At the bottom of the slopes shortly after the starting point, near one of the wagons. Open the dark chest.



At the shacks area, along the side with the weapon store and the horses, at one of the shed ruins that has many large crates. Open the dark chest.



In Devlin's house, in the 2F bedroom. Open the dark chest.



After the part where the heroes say Devlin has left his horses to continue on foot, go up several stairs, and search for a long dead-end walkway. Open the dark chest.



After crossing the long high bridge, search under a staircase. (This is before the duel at the end.) Open the dark chest.



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Chapter 06: Desert (Side Missions Set A)

This is the first open-ended chapter. (Okay, so it isn't exactly Gun, but here goes.) At any time, your character can talk to his brothers, who are standing in front of the weapon store, to proceed to the next chapter. To get extra money or just to have some fun, use the wanted posters hanging in front of the store to begin the optional side missions. Despite what the wanted posters say, they are all completed by killing enemies.

Side Mission: Stolen Cattle

Follow the objective markers to approach a secluded valley region that forms a vast section of the entire area. Upon seeing this deep valley via the main entrance (with a vulture that flies off), turn right to find a narrow sloped path along the canyon sides. Follow it down to the enemy camp, and prepare for a blood bath. The rustler leader, Florez, is a sniper hiding along the high ridges of a natural cul-de-sac. Getting brained by his shots? For better cover, hide between the rock walls and the large cactus closer to the entrance of this natural cul-de-sac. After hitting Florez enough times, duel against him. Once he's dead, the mission will be completed. No need to worry about the cattle.

Side Mission: Julian Ramos

Follow the objective markers, and charge into Ramos' ranch. For Ray, set a bomb at the marked spot on the front gate to blow it open. Kick open the 1F door under a staircase to get inside the house. For Thomas, grapple up onto the large water tower to climb over the walls. One of the doors on the upper level of the house is unlocked.

Clear out the house's 2F rooms, and discover that Ramos is fleeing to another hideout. Back out in the yard, find a horse, and pursue Ramos across the desert to his small hideout hut. Attack through the windows to kill the enemies who have locked themselves within the hut. At the end, duel against Ramos, who will come out. Feel free to comb through his hut afterward.

Side Mission: Stolen Goods

Again, follow the objective markers. Ride into the series of defiles and caves while kicking ass. The thief leader is in the dark cave at the very back. Hit him enough times, and then duel against him. Is this getting familiar, or what? As usual, the mission is completed once the enemy leader here is dead; there's no need to touch the

Landmarks

- The weapon store.
- Ramos' ranch.
- The mine shaft behind Ramos' ranch.
- The graveyard.
- The burnt shack ruins. (This is near Ramos' hideout hut.)
- The large brick house with a side building.
- The large natural cul-de-sac with a shrine.
- The main entrance to the stolen cattle section.
- The large adobe building with a wagon.
- The alternate entrance to the stolen cattle section.
- The lone tent with a dead body behind a

goods, except to loot the money bags.

Back to the Main Plot:

Once done screwing around, talk to the brothers in front of the store to end the chapter.

Perimeter Landmark Orientation:

Beginning from the first listed location, travel clockwise along the perimeter of the entire area to find the landmarks listed (see right column).

- rock.
- The one-way slope exit from the stolen cattle section.
- The small brick house with the walled yard.
- The large mountain-side scaffolding.
- The entrance to the stolen goods section.
- The collapsed mine shaft with some scaffolding.
- The small adobe house.
- (Return to the weapon store.)

Secrets: 12 total

Near the very small building across the road from the weapon store. Open the dark chest.



Behind the weapon store, search for a drunk guy sitting against the large tree. Look on the ground near this drunk guy. (He will attack when this secret item is taken.)



On Ramos' ranch, near the double-sized bed in the 2F bedroom. Open the safe.



Directly between the weapon store and Ramos' ranch, at the wagon remains near a large and very steep hill. (There are several vultures flying over this spot.) Open the dark chest.



At the graveyard, behind and to the left of the wagon. Look inside the open coffin.



At the main entrance to the stolen cattle section, beside the narrow sloped path along the canyon sides. Near the trees with leaves, search for an even narrower projection. Look on the ground at the end of this projection.



Directly between the weapon store and the main entrance to the stolen cattle section, under the hangman's noose. Look on the ground near the travel pack and the crate.



At the small brick house, in the walled yard. Look on the ground next to the open oval basket.



At the large mountain-side scaffolding, on the highest level of the scaffolding. For Ray, climb the ladders (beginning with the one near the dark crate), and set a bomb on the boulder on the high rock ledge. For Thomas, lasso up onto the end of the scaffolding, on the same side past the high rock ledge. Look inside the bucket that is attached to a post.



In the stolen goods chamber (where the large piles of material are kept if the stolen goods mission is active). Open the light chest that is near the supplies crate and facing the dark cave.



At the collapsed mine shaft with some scaffolding. Look inside the mine cart, which is near a crate and a shovel.



At the small adobe house (which is near the weapon store), climb the ladder up to the roof. Open the dark chest.



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Chapter 07: Large Town

Running River, a warmongering Apache chief, sends his son Seeing Farther to handle a trade with Juarez. Unfortunately for Juarez, his arms dealer has just been locked up by the Pinkertons (the so-called forerunners to the FBI) at a town. Time for a prison break.

Ride down the trail to the town. After climbing over a shack (or going around the buildings via a different street), there will be an enemy ambush. Take out the enemies on the roofs. Upon finding the front door of the sheriff's office locked, the heroes will need to use a horse to pull out the rusted bars of a side window.

The locked cell is in the 1F back corridor. Go up to the 2F office, and take the keys on the desk. Return to the locked cell and open it.

Okay, so the cell turns out to be empty. Head back out to the streets. Drawing up a new plan, Thomas says he should take a look from the water tower. Fight toward it. At the explosives shed, a blast will cause half of the shed to slide down the cliff where it's positioned. Move through the surviving wreckage afterward.

After surveying the town from the tower, Thomas guesses that the arms dealer has been moved to a saloon. On the way there, the heroes will pass through an undertaker's large house. For Ray, kick open the 1F door to get onto the streets. For Thomas, go up to the 2F rooms and through the windows. Watch out for a gatling gun. Use it to mow down more people who approach. There is a weapon store one building next to the undertaker's large house.

In front of the saloon, kill more gunmen on the roofs. The saloon doors will eventually open, so get in there and kick ass. Go up the stairs along the back wall. The arms dealer is the masked man sitting down in the 2F bedroom.

Shortly after freeing the arms dealer, duel against a lone agent outside the saloon. Then, follow the arms dealer across the rooftop path, past the final gatling gun, and into the barn where his wagon of weapons is stored.

Secrets: 5 total

In the sheriff's office, in the 1F room where the heroes do a tandem super draw. Open the dark chest.



Behind the barn with the snipers, after the explosives shed, but before the open doorway (with a tandem super draw) to the water tower. Open the dark chest.



In the saloon, behind the 1F counters. Open the dark chest.



At the end of the rooftop path, after dropping back to the ground with the arms dealer, look under the awning, next to the fence. (This is before the final gatling gun.) Open the light chest.



After the rooftop path, on the back lot of the house that is next to the one where the heroes drop back to the ground with the arms dealer. (There are horses in this back lot, and this is also before the final gatling gun.) Open the dark chest.



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Chapter 08: Valley (Side Missions Set B)

This is the second open-ended chapter. A few superb-condition weapons are available here at the weapon store. Check them out, especially the superb quickshooters. As before, use the wanted posters at the store to begin the optional side missions. To skip them, meet up with the brothers at the gathering spot, at the bottom end of the valley.

Side Mission: Jim Peters

Following the objective markers down the switchback (zigzagging trail), go to Peters' ranch. For Ray, set a bomb at the marked spot on the front gate to gain entry. For Thomas, facing the outside of the front gate, turn left to find a tall tree, and lasso onto it to get over the walls. After clearing out the barn, try to exit it, and duel against Peters.

Side Mission: Railroad

Travel to the first gathering point along the tracks. To complete this job, help the railroad workers beat off the native warriors who will attack them. For the first gathering point, the enemies approach from the bordered-off area with the trees and the barn. For the second gathering point, across the completed railroad bridge, the enemies also approach from the side with more trees. Good thing there's no duel to worry about here.

Side Mission: Freeman Versus Snipes

Freeman, the rancher who has posted the hastily written request, needs help at fending off a pack of murderous thugs. The 2F room of his house has spare ammo. Use the balcony there to shoot down at the enemies when they come. After slaying them, the bandit leader, Randy Snipes, will reveal that he has kidnapped Freeman's daughter, Rebecca. Freeman is short on cash, but what the hell. Head over to the bad guys' place. Rebecca and Snipes are in the 2F room of the boss' house (the marked building). The enemies outside can be avoided, so to save time and ammo, just charge up to Snipes to duel against him.

Landmarks

- The weapon store.
- The switchback (zigzagging trail).
- The cliff-side smoking campfire remains.
- Peters' ranch.
- The cliff-side shack ruins.
- (Going back up the switchback.)
- The two-barn ranch.
- The dead end with wagon ruins and fallen trees.
- The collapsed mine shaft with a ruined shack.
- Freeman's ranch.
- Snipes' ranch.

[Back to the Main Plot:](#)

Done messing around yet? Meet up with the brothers at the gathering spot, which is at the bottom end of the valley. (Follow the cowboy hat icons, which will show up if no side missions are active.) Then, proceed on foot to the abandoned cliff-side mines which the arms dealer is using as his hideout.

- The burnt shack ruins with the smoking campfire remains.
- The path to the brothers' gathering spot (multiple entrances).
- The railroad section.
- The forest shack ruins.
- The forest cabin.
- (Return to the weapon store.)

Perimeter Landmark Orientation:

Beginning from the first listed location, travel clockwise along the perimeter of the entire area to find the following landmarks (see right column).

Secrets: 12 total

Outside the weapon store. Look on the groceries table, next to the groceries.



On a high ledge overlooking the wooden railings at the top of the switchback (zigzagging trail). Look on the ground near a travel pack that is leaning against a rock.



At the cliff-side smoking campfire remains, on the ledge below the campfire remains. Look on the ground near the corpse.



On Peters' ranch, in the barn at the end, in a back corner. Open the dark chest.



At the two-barn ranch. Look on the crate behind one of the barns.



On the high wide ledges directly between the two-barn ranch and Freeman's ranch, search for campfire remains. Look on the ground near the travel packs. (This spot offers a clear line of sight to the completed railroad bridge in the distance.)



On Freeman's ranch, next to the very small shack at one corner of the entire ranch. Open the dark chest.



On Snipe's ranch, in the henchmen's house, in the 2F room. Open the dark chest.



At the burnt shack ruins with the smoking campfire remains. Look on the crate in front of the tent.



At the railroad's first gathering point, in the barn. Look on a supplies crate.



At the railroad's second gathering point (across the completed bridge), under the shelter near the campfire. Open the dark chest.



At the forest cabin. Look on the bin next to the door.



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Chapter 09: Cliffs

Whoops, looks like the heroes have unwittingly helped the very man who wants to hunt them down. Now they need to escape from Barnsby and his rebel soldiers.

William will free himself and then untie Ray and Thomas. Grab the chair in the shed, and use it to bash out the brains of the guard who comes to open the door. (The door will swing outward, toward the guard.) The heroes will recover their weapons when they step over his corpse. Go down the stairs and walkways along the sides of the cliffs, as Ray suffers from acrophobia (haw haw haw).

To lower the drawbridge, Thomas needs to go back up one level from the drawbridge, swing across a pit, and then use a lever.

To lower the elevator lift, Thomas needs to go down to a lower walkway, lasso up across two grapple points, climb some ledges, and then use the lever in the cruddy-looking lift. (For Ray, while waiting, he gets to talk to William some more about Juarez's secret sham deal.)

While riding the lift, shoot upward at the bomb barrels to detonate them before they smash into the lift. The lift can survive one direct hit, but any more and it's Game Over. The going should get easier as the lift continues downward, due to the increasing distance that the barrels have to fall.

After the elevator ride and some more walkways, the heroes will reach the bottom. Around the time when the heroes find the horses, a few snipers back up on the walkways will attack. Don't bother shooting back; just get on the horses and flee down the mountain trail to safety.

Secrets: 5 total

Not long after the starting point, after crossing the first set of long planks. Open the unmarked supply chest.



Before crossing the drawbridge (on the level where Ray and William should be waiting), go to the dead end of the walkway. Look on the floor between the barrels.



In front of the doorway to the second tunnel (with the second tandem super draw). Look inside the mine cart.



After leaving the second tunnel, at the part where Ray says he doesn't like the elevator idea, search behind the large supplies crate by the cliff edge. Look on the ground behind this crate.



After the elevator lift ride, in front of where the lift stops. Open the large chest.



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Chapter 10: Forests

The heroes rejoin Juarez's party in the forests of northern Arizona, but Seeing Farther ditches the group just as they enter a hostile region. Looks like more fun is about to ensue.

There is a weapon store just behind the wagons. The heroes can check it out if they want. There are no enemies yet, so Ray and Thomas should just climb to a higher part of the nearby mountain ledges to get a look ahead. Hmm, so that's the "weeping rock." Return to the group. Your character will need to get on a horse, while his brothers ride on the wagons.

When Juarez's wagon gets stuck at the waterfall stream and the heroes help to push it out, the native warriors will begin their ambush. They will approach from the rocks opposite the waterfalls. Eventually, the heroes need to go around the back of these rocks to sneak up on the snipers on a high ledge.

Next, the group will discover that William and Marisa's wagon has moved on ahead. Follow them, until seeing the two deciding to abandon their wagon and split up like geniuses. Ray must take the left route downhill after William, while Thomas must take the right route uphill after Marisa. For Ray, after finding William near the dead-end cliff edge and hauling his butt back up to the main trail, he will find that the natives have stolen the wagon, so he makes a new plan to catch up after Thomas. Eventually, the brothers and Marisa will regroup. Return to the main trail once more, slaying enemy reinforcements in the way.

The main characters are back together, but they need to recover the stolen wagon. Fight forward across a wide river crossing and up along a mountain trail. After finding the second wagon, your character will use the gatling gun in Juarez's wagon for the rest of the way.

Secrets: 5 total

After the arch where the native spotter flees, but before the waterfall stream, search for wagon remains along the left side of the trail. Open the dark chest, which is partially buried in the ground.



At the waterfall stream (where Juarez's wagon gets stuck), during the native warriors' ambush, on the high ledge where the snipers are. Facing the waterfalls and Juarez's wagon from up there, turn left and search for a basket at the grassy end of the ledge. Look on this basket.



Just past the waterfall stream, search for a tent next to the waterfalls. Open the dark chest.



At the wide river crossing, while cutting forward across the water, search for a canoe along the left. Look on the basket in this canoe.



After the wide river crossing, in the dark defile, move forward and search along the right wall for a dead man and a dead horse, past the shafts of light. Look on the ground near the man's corpse.



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Chapter 11: Navajo Village

Seeing Farther sheds more light on the history of the medallion, along with his tribe's side of the dirty trade. He's willing to help the heroes find the medallion, which is currently located in the waters near a hostile Navajo village. Nuts.

Your character begins on the back of the boat. After Ray makes his hydrophobia apparent (haw haw haw), prepare to kill all the enemy native warriors along the shores, so none of them can warn their village. After scoping out the village from a high point, the heroes will soon blow their cover.

Don't bother going into the village; just proceed up the mountain trail. Ray must set a bomb at the marked spot on some very large boulders to cause a rock fall, cutting off the pursuing enemies. A bridge toward the top will be cut down, so follow the objective markers back down the trail. Push over a tree to form a makeshift bridge.

The medallion lies underwater at a flooded burial area, so the heroes decide to drain out the water first. Follow the riverside path to some shack ruins, and drop down to the log dam. Ray must set bombs at the three marked spots on the dam's logs.

Now, return upstream, to the newly drained burial area. While Seeing Farther climbs up to a high spot to obtain the medallion, hold off against approaching warriors. When Seeing Farther returns, follow the objective markers down a side path, toward some boats on a shore.

While rowing away, shoot the pursuing warriors on other boats, and kill the enemies on the rocks in the defile.

Secrets: 5 total

At the part where the enemy guard high up on the mountain spots the heroes as they try sneaking past the village, search for a wicker basket behind the small partition-like frame nearby. Look on this basket.



Before the bridge that will be broken, climb the ladder leaning against a burial frame. Look on the top of this burial frame.



After pushing down the tree to form a makeshift bridge, while crossing the stream, look left for a boat and a dead body. Look on the ground next to this corpse.



At the shack ruins, before dropping down to the dam, in one of the ruins. Open the dark chest.



At the same shack ruins, in another of the ruins. Open the dark chest.



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Chapter 12: Apache Village

"Hey you. Let's fight."

"Them's fightin' words."

While Seeing Farther gives William the medallion and its secret lore, Ray and Thomas duke it out to work off their manly frustrations and to provide a distraction for Marisa's escape. You can just see the lightning tension between their eyes.

Too bad Barnsby ruins the fun by catching up with his troopers and his heavy guns, preparing to nuke the village. Ray and Thomas should kill the soldiers approaching from the overlooking ridge and the nearby slopes until they stop a gatling gun soldier. Use the gatling gun or not to kill more soldiers. Eventually, a sudden series of explosions will give your character a concussion. Good thing he didn't brain his damage.

When the artillery comes, the heroes will need to flee higher up into the mountains at the rear side of the village, occasionally firing back at pursuing enemies. After scaling about two levels, meet up with the other brother to make quick plans about causing a rock fall. Follow the objective markers up a mountain trail. Ray must set bombs at the three marked spots on the rock pile (one on the backside, two on the underside), and then the heroes need to run like hell. (Note that for the computer-controlled version of Ray, he will set all three bombs on the underside instead, and he takes longer to do so.)

Secrets: 5 total

Not far to the front of the starting point, search for the tent near one of the village's outermost totem poles. Look inside the open rectangular basket outside this tent.



From the starting point, turn roughly 90 degrees right and search for a small frame with a skull and a circular plate. Look inside one of the open circular baskets near this skull-and-plate frame.



From the previous secret item's spot, facing the skull-and-plate frame, go two tents over toward the left, to another skull-and-plate frame. Look inside the open rectangular basket.



Before going up the mountain trail to bomb the rocks, search for the burial frame beside the ledge. Look inside the open oval basket under this burial frame.



Before going up the mountain trail to bomb the rocks, facing the start of the trail, follow the mountain walls to the right, and search for a lone tent. Look inside the open rectangular basket behind this tent. (Reaching this secret item may trigger the "Don't leave your bro" warning message; quickly take this before it's Game Over.)



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Chapter 13: Ghost Town

Barnsby wants the medallion in exchange for Seeing Farther. Given the situation, Ray and Thomas decide to forget about the medallion and just head straight over to the bad guys' base at an abandoned settlement for a violent rescue mission.

There is a weapon store just outside the entrance to the ghost town. Check it out or not, and then walk right into the town.

From the streets, the heroes will hear O'Donnell calling out from somewhere. Enter and clear out the two marked houses of enemies. (The first is actually a shoe store. For Ray, kick open the 1F doors. For Thomas, lasso up to its second floor.)

After the two houses, continue to a saloon, where Barnsby will show up to give the bad news and to send out more men. Find cover as necessary and kill the bad guys, especially the ones on the roof, balconies, and 2F middle windows of the saloon. For Thomas, lasso up into the window of the hotel across from the saloon, and shoot the dynamite soldiers on the saloon rooftops.

Eventually, a gatling gun soldier will tear apart the 1F front walls from within the saloon. Hopping into the building through the unobstructed windows toward the sides, kill the enemies inside, and approach the stairs along the back wall. O'Donnell finally reveals himself outside the saloon, so duel against him.

With O'Donnell crotched, return into the saloon. Go up the stairs to the 2F rooms, where Seeing Farther is located.

Now to go after Barnsby. Resume the fight across the streets, and battle through the cemetery to the ruined church. Watch out for a gatling gun soldier at the front doors of the church. Use it against the remaining enemies if desired.

Barnsby is hiding at the back of the church, throwing out more bullets and dynamite. There's no way to enter the place, due to the junk in the way. To beat the boss, shoot and break the exposed frame holding the bell, so it'll fall and squish him.

Secrets: 5 total

At the bank, on the front porch. (Facing the first house that must be cleared, turn right and go one building over to

find the bank.) Look inside the broken safe on this front porch.



Outside the second house that must be cleared, behind the wooden shed. (This is near the enemies' horses and a water tower.) Open the large chest.



In the saloon, at a side corner of the 1F room. Open the large chest.



After leaving the saloon, between a barn and a small shack. (This is before the entrance to the cemetery.) Open the large chest.



In the cemetery, outside the church. Facing the church's main entrance (where the gatling gun is), turn right and search near a gravestone. Open the large chest.



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Chapter 14: Alcazar

Seeing Farther tells of what Juarez has done. In a narrative twist, Running River also reveals his own past and establishes an important connection to the original game. (For all his dealings with Juarez, his final fate sure is ironic.) While Running River punishes Barnsby with excruciating nipple twisters, the heroes mount an assault on Juarez's base in order to rescue William. As they say, bros before hos. Ray will locate and bust out William, while Thomas will secure a means of escape in the yard that rings around the main house.

In this chapter, both heroes' sides will be played one after the other, starting with Thomas'. Veterans of the original game should be very familiar with this area, although its specific layout isn't the exact same.

Thomas' part

There is a weapon store outside in front of the main gate. Thomas can walk over to it and check it out before entering the base.

To get into the bloody place, lasso onto the crane sticking over the walls not far from the starting point. Beware of a guard who is standing behind the battlements below this crane. (Thomas can silently kill him with the bow first.)

As soon as Thomas gets on the walls, Ray's bomb will blow open the main gate, alerting an infinite trickle of guards in the yard. Thomas' next task is to go into the marked shed, which lies near the main gate. Unlike in the original game, there are a lot more objects cluttering the place, and some of the in-wall corridors are changed.

Enter and check out the shed. Now, follow the objective markers to three horses, and bring them one by one back to the shed.

When Thomas has gathered all three horses, the enemies will attack the shed. While the doors are still shut, use the water-filled buckets to put out the fires. Then, kill the enemies outside the doors. (Thomas can shoot through the crack between the closed doors to hit some of them.) Duel against the last bandit.

Ray's part

Like the exterior, the interior sections should be familiar to veterans of the original game, except the rearrangement of locked doors will force Ray to detour through newly revealed passageways.

Ray and William begin in the holding pit and the floor grating room (the same place at the end of the original game). They need to work backward up through the building, going through the bottom level storage rooms (including the Tom Manson area). Cut across the central courtyard to the small lobby.

When Ray opens the front doors, he should back away behind a solid wall immediately, because tons of enemies are waiting outside with serious firepower. William will automatically close the doors and then suggest escaping through the floor grating back at the bottom level.

Return across the central courtyard, and go through the newly opened doorway. (This is the identical path 1880s Ray will take again in the future.) In the corridor with four side doors, watch out for new enemies who approach from the back. In the floor grating room, use dynamite to blow open the grating, and then drop down into the shaft.

Okay, now here's something totally tacked on. Work through the flooded corridors and the tunnels. Check out that cool echo effect. The tunnels may seem maze-like at first, but there is really only one path out; just follow the objective markers.

In the final large flooded chamber, attack the enemies who are on the high walkway. Either stay in the water and aim up, or find the rock ledges at the other end of the chamber leading to a higher level opposite the walkway. Hit Juarez enough times, and then duel against him (haw haw haw).

With Juarez out of the picture (until the original game, at least), climb up out of the water with William, and go to the end of the caves. Boy, is Ray sure angry.

Secrets: 10 total

Thomas' part. On the wall in front of the shed for gathering the horses. Open the light chest.



Thomas' part. In the shed for gathering the horses, at a corner. Open the light chest.



Thomas' part. With the back to the main gate, search inside the left-side wall for a long series of connected rooms. (These rooms are empty.) Open the light chest.



Thomas' part. With the back to the main gate, search inside the right-side wall for a long series of connected rooms, in the middle section. (These rooms contain a wheel at one end.) Open the light chest.



Thomas' part. With the back to the main gate, search near the rear right corner of the yard, near one of the horses. Open the light chest.



Ray's part. In one of the square storage rooms outside the floor grating room. Open the light chest.



Ray's part. In the last, very large storage chamber, near a locked gate. (This is before the short wide stairs leading up toward the courtyard.) Open the light chest.



Ray's part. In the 1F central courtyard, at a corner (on the side with the door to the lobby). Open the light chest.



Ray's part. In the 1F lobby, at a back corner. Open the light chest.



Ray's part. After dropping down through the floor grating shaft, in the flooded cellar, atop a partially submerged crate, in front of the landing spot. Open the light chest.



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Chapter 15: Crypt of Death

As veterans of the original game already know, William takes a heavy one in the kidneys, but there's much, much more to the story. Somehow mending all his broken bones and ruptured organs after that awful church bell incident, the psychotic racist Barnsby catches up to the heroes to steal the gold and to nab Marisa, just because he's that evil.

This chapter skips right into a new, deeper chamber in the crypt, so there's no need to sweat about the Hall of Ten Thousand Deaths outside. (Sucks to Billy Candle.) However, Barnsby has brought along the last of his men, and shortly after the battle begins, sand flood traps will be activated.

This entire area is essentially a circular chamber that contains two large spiral stairs, which connect to a high stone bridge spanning the diameter of the upper level. At first, just focus on wasting the enemies on the bottom level. Don't worry about the sand itself, because it won't kill anybody; just wait for it to build up a bit, and use it to climb onto the spiral stairs that aren't broken. Until then, try to stay near the spiral stairs to avoid the falling rubble and to minimize exposure to the snipers higher up on the stairs.

The sand actually stops at a certain point, but the heroes will still need to climb to the top. The middle of the high stone bridge will break, so the heroes can't cross over to the side where Marisa is tied up. The final enemies will emerge from behind her. For cover, use the large pillar, or duck on the stairs directly beside the stone bridge. Hit Barnsby enough times, but watch out for his lethal sniper shots. For Ray, he can also throw dynamite behind Barnsby's pillar to hit the boss. At the end, duel against Barnsby.

For Thomas, there is an alternate (semi-glitch) method to beating Barnsby that requires a volcano gun of (probably) at least prime condition. After wearing down Barnsby enough, if Thomas uses a super draw (concentration mode) and pumps all twelve shots straight into the boss, there is a chance that Barnsby will instantly die. If this happens, the game will skip the final duel and go straight to the ending movie.

However they do it, once the heroes crotch Barnsby, congratulations on finishing the game (and earning the very hard difficulty setting). Sure, we still don't know what Ray was up to in the Blackriver Mine, and we still don't know what exactly happened during the 1867 storm, but hey, that's where the next installment comes in. For those who are interested, please also refer to the guide for the original Call of Juarez. As the legend goes, there are three graves but one candle, and the gold is only for the brave....

Secrets

here are no secret items in this chapter.)

Call of Juarez: Bound in Blood Secrets

Achievements / Trophies

Act 1, Act 2, Act 3, Act 4, Crowbait, Between Hay and Grass, Curly Wolf, Old West Legend

Finish all the chapters. Finishing the game on a higher difficulty setting will also yield the awards that correspond to the lower difficulty settings.

Boy Scout, Shield of Hope

Finish all six side missions.

Ray's Story, Thomas' Story

Except for the scenes where a certain character must be chosen, play through all the chapters with only Ray or only Thomas, respectively.

D-Day

In Chapter 1 (the battlefield), during the enemy rafts scene, destroy all the rafts before any of them successfully cross the river and land. If a raft makes it, just restart from the checkpoint and try again.

Yankee Cow

In Chapter 2 (the plantation), during the barn investigation scene with the first tandem super draw (joint concentration mode), don't kill the cow as it comes out of the barn.

Catcher in the Rye

In Chapter 2 (the plantation), during the cornfield scene, kill all the enemies there without alerting them, i.e. use only knives and always remain crouching. (By default, the bad guys will slowly gather straight toward Ray's position, so plan out an attack pattern accordingly.)

Mayhem

In Chapter 3 (the rainy town), kill at least 30 enemies while riding the stagecoach, whether charging through the town in the earlier parts or escaping via the mountain trail in the later parts. Ray might have an easier time doing this thanks to his dual-wielding skills.

Sharpshooter Distraction

In Chapter 4 (the border town), during the scene with the three snipers on the roof, Ray has to kill all the snipers before Thomas gets to them. Simply aim up and brain them from the ground, perhaps with a rifle.

Sharpshooter Destruction

In Chapter 4 (the border town), during the scene with the three snipers on the roof, Thomas has to kill all the snipers within 10 seconds. One way to do this is to take the same path as Ray and then rapidly brain the snipers from the ground.

Quite a Ride

In Chapter 9 (the cliffs), destroy all the bomb barrels before they hit the elevator lift. Ray should have an easier time doing this, because of his dual-wielding skills. If a barrel slips through, just restart from the checkpoint and try again (before passing the next checkpoint).

Rowing-Race Cheater

In Chapter 11 (the Navajo village), during the canoe escape scene toward the end, kill all the enemies in the pursuing canoes. Use a rifle for an easier time.

Man of the Hood

In Chapter 12 (the Apache village), Thomas has to switch to a bow as soon as the chapter begins, and he must stick with it for the rest of the chapter, without using any other weapon (or using the super draw). Arrows can be found scattered around the village, but be sure to conserve them.

Untouchable

Finish any chapter except 6 or 8 (the open-ended chapters) without getting the near-death excessive blurring and grunting, and of course without getting killed. However, getting wasted during a duel and then retrying is okay. For less pain, just try something like Chapter 4 on the easy setting with Ray.

Frag Steal

During a tandem super draw (joint concentration mode), kill all the enemies immediately present. One easy place to do this is Chapter 2, at the McCall house.

Quick Hands

During any solo or tandem super draw (single or joint concentration mode), kill at least 7 enemies. Ray should find multiple opportunities for this throughout some of the later scenes.

Pistol Expert, Rifle Expert, Shotgun Expert, Vindicator, Arkansas Fried Rooster, Mad Carpenter, Drive-By, 99 Scalps, Forgiveth Me Lord, None Shall Hide, Fireworks

Kill the required amounts of enemies with the indicated types of weapons or under the other specified conditions.

The Multiplayer Mode Awards

Play the different maps and fulfill the other simple conditions.

Gotta Catch'em All

Obtain all 89 secret items. Refer to this guide to find every single one of them, before Pikachu gets to them first.