



Introduction

Tying your shoelace with one hand is *tough*. Scoring a date with the hot chick on campus is *tough*. And blasting through your average shooter is *tough*. But there's nothing *tough* about Gears of War. This \$#!@ is *hardcore*.

Gear up for one of the most challenging battles you've yet faced. In our *hardcore* Gears of War guide, we'll turn any green soldier into a killing machine, both online and off. Read up and take notes before hitting the battlefield, or be just another dead grub on the pavement.

In this Gears of War strategy guide, you'll find:

- **BASICS** // General strategies for all level of players, plus details on the best weapons in the game.
- **WALKTHROUGH** // Complete Gears of War walkthrough to guide you through every stage on *hardcore* difficulty, plus screenshots and info for hidden Cog Tags and weapons.
- **MULTIPLAYER** // Multiplayer-specific playing tips and map info with weapon locations.
- **SECRETS** // Collect all thirty Cog Tags and unlock every achievement.

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Basics

General Strategy

Weapons

Using the Cover System

Before braving the demanding battles of Gears of War, take time to familiarize yourself with the subtly deep cover system. Press the cover button to "slide" towards cover; swat turn to quickly change position; press into a corner and push the cover button to "cover slip" away from the wall and quickly move into a sprint; press into a short wall and tap the cover button to quickly hop over the ledge. Though it's very simple on the surface, there are some uses for cover that may not be obvious. Once you've mastered the controls, you should be able to implement these advanced tactics.



Cover for Stealth

This idea is most important during multi-player matches of Gears of War, though it'll work for you during the single-player campaign, as well. Think of cover as more than just a shield—yes, taking cover will protect you from bullets, but it will also protect you from being seen. Go the idea? Now put it to work.



If you're good at transitioning between pieces of cover, you can effectively make yourself invisible to the opponent. Use swat turns to move between cover quickly, and use the clover slip to duck out from cover and move right into a full-on sprint. Effectively using cover will let you sneak up on watchful enemies, letting you press the tactical advantage in battle.

Super Speed

Apart from making you difficult to see, taking cover can actually make you move more quickly. Try this out: Stand about two character lengths from a wall and simply run to it, then from the same distance press the cover button to charge towards the wall and take cover. Notice the difference in speed? You should. And while it may seem slight, the increase in speed you get when "sliding" into cover is very useful.



Use this speed advantage to quickly run to popular hot spots in multi-player maps, letting you reach powerful weapons before anyone else. You can also use this extra quickness to make yourself a harder target. If you're being sniped, dash between cover to escape the bullets.



Battle Tactics

Though combat in *Gears of War* does depend on your skill, sound tactics will actually decide your fate in battle. No matter how sweet you are with the headshot, you won't last long without a solid plan of attack and at least a *hint* of strategy.

Flanking

You'll hear your squadmates screaming throughout the campaign, "Flank right!" And while the AI bots may come off a bit daft most of the time, this advice is actually good. By flanking opponents, you're effectively opening up a new weak spot in their defense.

Imagine a square battlefield with your squad on one end and the enemy on the other. If the enemy is behind cover, he's pretty much sealed up any holes in his defense. However, if you push forward and flank in from the left or right, you'll open up his defense. That lone piece of cover that protected him from an attack from the front is no good when you come in from the side. Furthermore, you've closed up an escape route, limiting the enemy's mobility.



When flanking an opponent, keep in mind a few things. First of all, work with your team. If your team leaves you hanging you just might be biting off more than you can chew. Also be sure to know the enemy's position. With some planning and spacing, an enemy force can anticipate and counter your flank. Don't be reckless.

Suppressive Fire

Blind firing over the top of cover usually won't score you any kills, but it is an effective way to keep the enemy at bay. Throw up some suppressive fire to stop a charging opponent and force him back into cover. You can also provide cover for your squadmates so that they can run up and heal any downed team members.

Retreat

If you get yourself into a dangerous situation, don't be afraid to retreat. Duck for cover and regain your health, or simply run away to put yourself in a more advantageous position. Even if you're outnumbered, you can one-by-one eliminate your opponents by fighting them on *your* terms. Don't get sucked into a firefight you can't win.



The Bum Rush

Though methodical gun fights will make up the majority of your Gears of War battles, there's the occasional time and place for a quick bum rush. Be overly aggressive when the opponent thinks he has you figured out.

It's easy to get caught up in back-and-forth firefights with both sides in cover, a fact that's true for both your team and your opponents. Catch the opposition by surprise by rushing in with a Gnasher shotgun or frag grenade. You can make this tactic even more effective by covering the area with smoke before charging in. If your opponent isn't ready with a close-range arsenal, they'll be overwhelmed by the advantage of your guns (a frag grenade melee is almost impossible to avoid).

Active Reload

Hit the reload button and watch the upper-right corner of the screen. Notice that meter that slowly trails right? Wait for the meter's needle to match up with the white area near the center of the meter. Press the reload button a second time at this point and you'll execute an active reload and speed up the usual reload time.



Now here's how to do the active reload even better. If you time the second button press just as the needle hits the solid-white part of the meter, you'll perform a *perfect* reload. All of the new bullets you load into your gun will be powered-up, as indicated by the flashing bullets in your clip count at the top-right corner of the screen. These powered-up bullet deal extra damage that make taking down enemies a much quicker affair. In some instances, it's even worth blowing a clip

just so you can perform a perfect reload and fill your gun with powered-up bullets.

Emergence Holes

Though the Locust enemies are your most obvious threat in the single-player campaign, emergence holes are *actually* the most dangerous. When emergence holes appear, they continually spawn new enemies for a set period of time. Even as you kill the enemies that appear, fresh Locust will climb up through the emergence holes to further drain your ammo supply.

Fortunately, you can put an early stop to most emergence holes if you've got a frag grenade at the ready. When an emergence hole appears (usually highlighted by a point-of-interest trigger), quickly target it with a frag grenade and let loose. If you land the grenade in or near the hole, it'll close up, preventing more enemies from emerging. On the harder difficulties, it is *imperative* that you make an effort to close up these emergence holes. They're the absolute best use for your otherwise ho-hum grenades.



General Strategy

Weapons

Snub Pistol

In most situations, you'll want to ignore this little pistol. Its power is lacking and it needs constant reloading. However, there are situations where the Snub comes into its own. While aiming, click the right analog stick in to zoom your view and shrink your aiming reticule, giving you a much more accurate shot. You can use this zoom to get head shots which actually deal decent damage.

Boltok Pistol

While the Boltok requires even *more* reloading than the already unreliable Snub, this pistol does benefit from added firepower making it more possible to get quick headshot kills. It's dangerous to try and use the Boltok in big firefights, but in one-on-one showdowns there's a use for the weapon. Just watch your ammo.



Hammerburst

Though it may not be as obviously menacing as the chainsaw-armed Lancer, this machinegun is arguably the better weapon. The Hammerburst features a higher damage rating than the Lancer, and during the single-player campaign you're likely to find lots more ammo for the Hammerburst than for any other weapon. The biggest downside here is that the Hammerburst fires in burst shots, making it less effective as suppressive fire and more demanding of precision aiming.

Lancer

Everyone's favorite machinegun-plus-chainsaw will be your primary weapon in both single- and multi-player events. The Lancer packs solid firepower and gives you an instant kill that's only a button press away. Be careful not to rely on the chainsaw, though—if you get shot even just once, you'll have to re-rev the engine before making a kill. Use the chainsaw *only* as a surprise attack.



Gnasher

The effectiveness of this shotgun depends entirely on the distance away from the enemy. Far away, the Gnasher is pretty much useless, and even in mid-range gun fights you'll have difficulty putting anyone down for the count. However, in close-up battles the Gnasher is king. A point-blank shot to the chest or head will result in an instant kill, making it a great surprise kill and chainsaw counter.

Longshot

Aim for anywhere but the head and the Longshot is useless, but center an enemy's skull in the sights of this sniper rifle and you've got a single-shot kill ready to unleash. While aiming, click the right analog stick to zoom in close for a long-range shot. Best of all, you'll remain zoomed even while taking enemy fire. Be patient, and this gun will reward you with exciting kills. Just be sure to nail the active reload, or you'll spend more time loading your weapon than firing.



Hammer of Dawn

The Hammer of Dawn is no ordinary weapon, and as such you shouldn't treat it like one. Do not use the Hammer while under direct fire—you'll likely die before the Hammer actually acquires a target. However, if you know the general area of your opponents, bring out the Hammer and sweep the beam across the stage. It's possible to kill multiple enemies at once (and deal massive damage to more powerful Locust) with this not-so-ordinary tool.

Boomshot

There's a good weapon hiding in the Boomshot, but it'll take a surprising amount of skill to find it. Despite what you may expect, the Boomshot does *not* have much of a blast radius. You'll need to be pretty pinpoint with your shots to deal the massive damage the weapon can deliver. Luckily, the Boomshot makes for a great melee weapon, and it'll scare the snot out of your enemies. Just don't rely on it in a pinch.



Torque Bow

Your average bow and arrow this is not—the Torque Bow packs an explosive punch that's capable of killing enemies in a single shot. Unfortunately, firing the Torque Bow is a slow process that requires you to hold the trigger for a couple of seconds before the shot becomes very effective. As well, you'll want to reserve it for stationary targets. Hitting enemies while they run is a very, very difficult endeavor.

Frag Grenade

Forget everything you've learned about frag grenades before—frags in Gears of War require very accurate aiming to make them effective. The blast radius from a frag is surprisingly small, requiring your tosses to be on point if you're looking for an instant kill. Perhaps the best use of a frag is with a melee attack. You'll stick a grenade to an enemy and a second later he'll explode. Be sure to dive away and avoid the blast from your grenade as it incinerates your target.



Smoke Grenade

We've been trying to find a really good use for smoke grenades, but haven't really discovered one. Smoke grenades *can* be used to confuse your opponents, but slick opponents will take advantage of the cover as much as you will. Perhaps the best use of the smoke grenades is as a diversion. Toss one out and watch as enemies run far, far away. If you've got teammates flanking the opponents, smoke grenades are a good way to scare out the other team.

14 Years After E-Day

As you break out of your cell, follow your savior to the doorway. He'll give you a choice of which way to go, left into battle or right through some tutorial stuff. If take the path to the right you don't need our help—we'll guide you through the path on the left. After moving through the next doorway, examine the back of the room for the first of thirty hidden **Cog Tags**.



After a bit of down time, follow Dom through a doorway to the left. Immediately take cover behind a pillar and engage the enemy Locust at the far end of the wide walkway. You can charge forward a bit to get a better shot, but don't get ahead of Dom. A point-of-interest trigger will highlight a few Locust on an elevated walkway to the right. Ignore them and conserve your ammo.



Bust through the next doorway and again take cover immediately. There are some enemies straight ahead. Play it patiently and use your new grenades if you'd like. When the first batch of enemies is downed, don't get too calm. A new set of Locust is starting to cut through the doorway to the left.



Quickly find some cover to the right and ready a grenade. As the door falls down, toss the grenade at the enemies to thin out the crowd. Inevitably, Dom will succumb to the enemy attacks. Quickly revive him following the on-screen commands—you're going to need his help.



Watch as the Locust try to flank you on either side. If you hug the left or right walls, you can prevent getting surrounded. When the enemies are cleared, turn around and examine the back room to find a **Cog Tag**.



Leave the room through the door the Locust cut out to exit to an outdoor battlefield. Quickly take cover behind the short wall to the left and pick off the enemies in front of you. They should stay back well enough, letting you patiently take out the forces.



When all enemies are dead, an invisible countdown begins during which time you must quickly find the third set of hidden Cog Tags before a cutscene takes over. Examine the area directly left of the doorway you entered through. You'll head up a short set of stairs and turn left to find the **Cog Tags** against a short wall.



As the cutscene takes over, you'll be whisked away to the next stage in the chapter.

Trial By Fire

A few enemies will appear at the far end of the courtyard, but the chopper overhead will take care of them for you. Just march towards the stairway ahead and be sure to grab the Lancer weapon that was dropped at the base of the stairs. This Cog machinegun has a nasty chainsaw at the end that'll kill enemies instantly.



Continue up the stairs and into the structure, then turn left to reach an outdoor yard. A few Locust will storm the yard as you enter, so quickly take cover and keep them from pushing towards you. When the enemies are downed, look for some **Cog Tags** at the far end of the yard.



Follow your squad around the next corner and lead 'em up the long stairway to the right. The way opens up to a very wide yard with—you guessed it—Locust at the far end. This first part of the battle is pretty straight-forward. Just push forward while hugging the right side of the field until all enemies are dead.



The path turns left ahead, and you can bet there are more enemies yet to fight. This time you'll need to watch either side of the yard as the Locust will try to flank your squad. Don't let them. Stick to the far sides of the passage and intercept any Locust you see that try to sneak in.



Further ahead, you'll cross a bridge before heading into a large building. Locust come in just a couple at a time, making them pretty easy to handle. It's best to stick along the wall to the left to keep the enemies on one side of you. When you hear some rumbling, press the point-of-interest button to look in the direction of a new emergence hole. Push towards it, then fire away. When the room is clear of enemies, inspect the far corner to the right (hop over a short wall) to find some grenades.



As you march towards the far side of the room, another emergence hole opens up and more enemies pour out. Take cover in the nearby archway and try to keep the Locust at bay. If they push you out of the archway, you'll have to retreat further to avoid getting pressured. When the enemies are dead, look for a set of **Cog Tags** in the corner, behind the emergence hole.



As you leave the building through the door to the left, hop over a wall to your *right* to find some grenades. Head down the stairway outside to reach the street level, then continue forward to trigger the next part of the chapter.



Fish in a Barrel

The mission kicks off with a bang as two enemy Locust attack from the left. One of the Locust is manning a turret that's nearly impossible to take out from the front. Time to plan an attack from the side.



Take cover and make your way to the right. Peek around the corner and you might find one of the Locust charging towards you. Blast him, then move along the wall to the right to converge on the turret gunner. You can peek out with fire from around the corner to take him out, but we suggest rushing him with your chainsaw revved.



When you've killed the turret gunner, immediately take hold of the turret controls and intercept the enemies coming from behind. Push your way through the narrow path until it opens to a large area with an empty fountain in the center. Hop into the fountain and take cover.



Emergence holes will start popping up around you. When you see the screen shake, press the point-of-interest button to scope out the location of the emergence hole. Toss a grenade onto the hole as the enemies pop out to stop the flow early and more quickly seal up the holes. Luckily, there's a supply of grenades in the bed of this empty fountain.



From within the fountain you should be able to take cover against fire from all angles. If you happen to get surrounded, retreat and try to take cover with a wall to your back. When the area is clear, look for the **Cog Tags** in one of the corners, behind the empty fountain.



When you're ready, follow your squad across the empty battleground to reach the next stage in the act.



Fork in the Road

Right off the bat, you're given a choice to go left or right. We'll choose the path to the left. After turning a corner to the left, take cover on one side of the doorway ahead. There are Locust waiting at the top of the stairway on the other side of the empty door frame, so stay here and pick 'em off. A well-placed grenade will help here, too, but be careful not to leave yourself exposed for too long.



When you've cleared the stairway, head upstairs and take cover behind the concrete block to the right. If you charge into the next room you'll be overwhelmed by enemies, so stay put and thin out the pack from safety. When the room seems clear, carefully peek inside and then make your way through the bathroom up ahead.



After opening a doorway (activate the green-lit panel) you'll reunite with your other two squadmates and engage another pack of Locust to the left. One of the enemies is raining bullets your way from a mounted turret gun that has to be stopped. For now, avoid the turret and run straight across the room, into a darkened hall directly in front of you.



Take cover just inside the empty door frame to the right. Peek out and look for an enemy Locust perched inside a small building straight ahead. Pick him off from here, then exit through the doorway and take cover behind the large cylinder. From here you can safely run to the front of the building on the right and break down the door to move inside.



Go up the stairs inside and you can see the turret gunner below (along with any remaining enemies). Toss a grenade onto the turret gunner—if you're out of grenades, look on the floor inside the building to find some. When the turret gunner is taken out, you shouldn't have much trouble clearing the rest of the room. But even when all of the enemies in the room are killed, don't take time to rest.



Quickly run downstairs and take control of the turret you just cleared. Straight ahead, through the room you and your crew first entered, a flood of Locust will come charging in. Mow them down with the turret and then pick off any stragglers that are hiding out. When all's settled down, move through the door behind the turret.



Knock Knock

Lead the squad outdoors to an open area with an empty fountain in front of a large building. As you near the fountain, take cover and watch for enemies that attack from the building. Most notable is a turret to the left (avoid it for now) and a grenadier to the right. Focus on taking out the grenadier quickly (you can press the point-of-interest button to see his location), then hang back behind the fountain to pick off the rest of the baddies.



Watch both your left and right directions to make sure no enemies flank you. When you've successfully cleared the area of all enemies but the turret gunner, move right under cover and duck into one of the building entrances. More Locust will crop up inside the building, so immediately take cover and press through the baddies, making your way towards the turret gunner. When you reach the turret gunner, take him out from behind.



Once the turret is taken out, there's a bit of role reversal as a swarm of Locust attack from beyond the fountain as you and your crew defend the building. Keep close to the building and don't put yourself too close to the enemies. Many of them are rockin' shotguns that'll take you out quick. While hanging back, be sure to check your left and right peripherals to ensure that no enemies flank you.



When the street has been cleared, your posse heads indoors to take on a few more enemies. As they do, it's a good time to examine the area at the base of the stairs outside to find a set of Cog Tags. Look for a destroyed van and, just to the right of that, the next set of **Cog Tags**.



When you've got the Cog Tags, head inside the building through the doorway to the left, then lead your squad upstairs to continue the mission.



Hammer

At the top of the stairs, the path leads to an open room where the Alpha Squad is in trouble. Take cover against the railing that overlooks the area below and clear out the Locust you can spot. When you're ready, head down the stairs to the right to finish clearing the area and revive the fallen Alpha Squad member.



Return to the stairway after the brief cutscene and head up the other side. You'll reach a hall with a doorway that needs to be ripped down. As the small bot welds through the door, pick up the shotgun to the right and ready your machinegun. You'll soon be introduced to a new type of enemy.



A pack of wretches busts onto the scene from the left, down at the far end of the hall. For the time being, focus on taking them out with machinegun fire, but don't get too distracted. Before long, you'll want to equip your shotgun and watch the large hole that's behind you. Wretches will climb out of the hole and attack without giving you time to fire. Just throw melee attacks and they should go down with one hit a piece. Watch the hole until all enemies stop coming.



When the coast is clear, check out the far end of the hall where the wretches first arrived. You'll find another set of **Cog Tags** to add to your collection. When you've got 'em, head into the next room and pick up the weapon near one of the windows. It's the Hammer of Dawn, a mighty weapon that you can put to use only outdoors.





One of your squadmates will open up a large door that leads outside. Look for a Locust seeder, a large spider-looking enemy to the right, and bring out the Hammer. Stand still and pull the trigger, focusing the beam on the seeder. It'll take a couple of shots before the seeder retreats into the ground, at which point you should start worrying about the Locust soldiers to your left.



Follow your squad across the short bridge and along the walkway that borders the perimeter of this outdoor area. You'll head into another part of the previous building and continue through another door (a squadmate will open it) before engaging more enemies. There's another Locust seeder in the center of the room—you know what to do!



In between taking shots with the Hammer of Dawn, watch your sides for small groups of wretches that attack. As before, you'll want to rely on melee attacks to take 'em out. When you've killed the seeder and all of the wretches, push towards the other side of the room to take care of the rest of the enemies.



Look for a small foyer in which your squadmates gather and wait for the door to open. Once through, turn left down a flight of stairs and be ready to melee a pair of wretches that come from around the corner to the left. The hall further down opens up to a church room that gets invaded by more wretches. Use melee attacks exclusively, then look for any normal Locust enemies at the far side of the room.



Cross into the next room and look for a set of **Cog Tags** near the dead soldier's body (they're stashed away in a corner). When you've got 'em in hand, move through the next set of halls to continue on the next section of the act.



Wrath

Just ahead is another outdoor area with a Locust seeder. Give him your first shot from the Hammer right away, then take cover and pick off the enemy soldiers that appear on the surrounding balconies. When you've got a clear shot, peek out for a second shot at the seeder with your Hammer.



When the seeder is dead, head back inside and wait for the cloaked bot to tear down another door. Enter the hall and follow your squad over some rubble. Around a corner a bit further, the hall leads into a room with just a couple of Locust. Take 'em out from cover by the door frame, then continue through.



There are yet more enemies in the narrow hall ahead. Try to keep the Locust at bay, as they'll want to charge up close into dangerous territory. Clear the hall and move to the next doorway. Around the corner and to the left is another hall that's guarded by an enemy turret. Run into the hall in front of the turret and look for an opening to the right. This opening leads to a hall that runs parallel to the hall the turret gunner is guarding.



Push through the hall and be ready to melee a few wretches. There's also a soldier or two to take care of before reaching the end of the hall where you can converge on the turret gunner from behind for a gruesome chainsaw kill.



Take control of the turret and be ready to mow down the stream of wretches that comes from straight ahead. Alternatively (and arguably more entertainingly), you can simply stand your ground and meet the wretches with melee attacks from the butt of your non-Lancer gun.



Move down the hall to the right of the turret and continue until it leads down a set of stairs, opening to a room with Locust. Charge down the stairs and take cover behind the turned over table to systematically pick off the enemies. When the room's clear, gather some ammo before continuing through the next set of halls, eventually leading you to a room where your squad breaks for conversation.



When you receive the order, charge up the stairway at the far end of the room to reach a balcony overlooking a bunch of Locust soldiers. Kill the turret gunner in front of you and take over the controls to rain down bullets on the enemies below. When all enemies are killed, a cutscene takes over.



China Shop

There's a berserker Locust on your tail and you've got to start by luring her outdoors where the Hammer of Dawn will be effective. A couple of things to keep in mind: 1) The berserker is blind and cannot see you, but it can smell you and will eventually sniff you out; 2) The berserker has excellent hearing—if you walk she won't hear, but she will be drawn to you if you run or fire your gun. For now, you're safe. Look for a set of **Cog Tags** from the body of the soldier that just died, then follow the halls until a cutscene shows the berserker charge into the same hall you're in.



Wait for the berserker to charge past you, then quickly run forward and through the doorway to the right. Charge to the end of the room and look for a large, closed door in the center of the far wall. Wait in front of the door and fire your gun a bit to get the attention of the berserker. She'll rush towards you, but hold your ground. At the last second, dive to the side and you'll avoid the attack, causing the berserker to bust through the doorway.



Continue through the door to reach another area with a door that needs to be busted through. The process here is the same, though you'll need to fire your weapon a few times before the berserker finds you (if she takes too long, you'll run out of time to use the Hammer). After luring her through a second door, you'll move into a third area with a third door that needs to be destroyed. Before luring the berserker towards you, grab the **Cog Tags** in the corner, just left of the soon to be destroyed door.





Once you've got the berserker through the third door, you'll exit outside where the Hammer of Dawn can work its magic. Put some distance between you and the berserker so you can lure her into smashing one of the large concrete blocks in the yard. If you see that she gets stunned, bring out the Hammer of Dawn and drop a shot on her.



It'll take two shots from the Hammer to fully kill her, but before you do that you'll want to grab the **Cog Tags** that're located at the far end of the yard (if you've just entered the courtyard, they're along the wall to the left). When you've got 'em, repeat the process of luring the berserker into something hard so that she gets stunned, letting you drop the Hammer and end the act.



ACT 1	ACT 2	ACT 3	ACT 4	ACT 5
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Tick Tick Boom

Follow the linear path around the side of a building until you're stopped and asked which way to go. If you've been following this walkthrough from the start, you know we like the left—so go left. Follow your squadmate into a building where you pause for a second. A while later, a cutscene takes over that shows a pair of boomers—two heavily armed Locust enemies—blast into the room you're in.



The boomers will kill you in a heartbeat, so play this fight safe. Take cover behind the nearest block and blind throw a grenade into the open doorway. One of the boomers will charge into the room and he'll take you out quick if you try to stand with him. Instead, blind fire over the top of the block you're crouched behind and you should be able to drop him.



Move through the hall past the dead boomers and you'll enter a room with some cover scattered on the ground. Look for a single Locust to come through the hall on the opposite end of the room. Take him out, then continue through the following halls until you reach an outdoor alley.



To the left is a field with some cover and a few Locust enemies. Look out especially for the sniper to the right. Further ahead is an opening in the building to your right. There's a mounted turret inside, but he doesn't have a very clear shot at you. Peek in with fire or toss in a grenade to flush out the baddies and clear the insides of the building.



Enter the building and you'll regroup with your squad. Move through the halls until you reach a room with a door you've got to break down. Before passing through the door, look for a couch at the bottom of a stairway inside the same room. Destroy the couch to find a set of **Cog Tags**.



Grist

Bust through the doorway at the top of the stairs and take cover behind the first concrete block you see. Locust will come from both the left and the right, ushering in another of the large boomer enemies from straight ahead. Focus on taking out the boomer first—if you've got the grenade launcher from the boomers you encountered previously, use it.



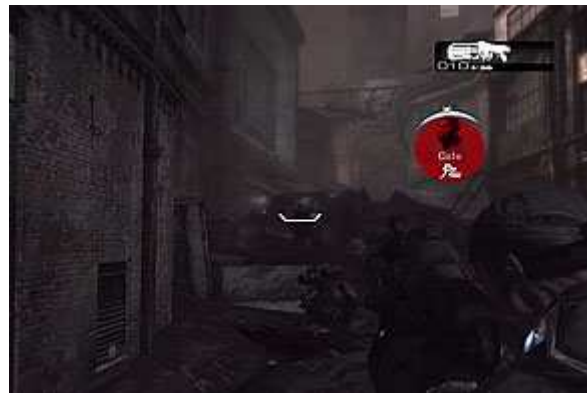
When you've cleared all of the enemies you can see, move forward towards the stairs where the boomer came from and follow the path to the right. There are likely more Locust holed up in the building, so push forward with caution. Enter the building and follow the narrow walkway as it falls around you.



Be ready with a quick melee attack to counter the wretches that appear as you reach the next doorway. When you make it back outside, go down a set of stairs and look at the back alley to the right for a set of **Cog Tags** under the stairway.



As you continue around a couple corners ahead, watch for a ruckus ahead and take cover. Luckily, you won't have to deal with the large Locust that digs back underground, but you do have to watch for another boomer and some henchmen. Take 'em out from afar, then move around the next corner.



As you approach the next battlefield, a point-of-interest marker will show you a car that you can push. Get behind it and take cover so that you can slowly inch it forwards, closer and closer to the enemy turret on the right side of the road. As long as you're behind the car you should be safe from fire, though be warned that if you push the car too close to the turret it'll no longer be available as cover—you'll have to seek refuge elsewhere.



A well-placed grenade should take out the turret, leaving you to worry about the Locust enemies further down the road. Be ready to pick off some wretches from afar to avoid a melee fight while the other Locust are firing at you. Clear the area, then continue through the streets.



You'll come across a stranded gatekeeper just ahead. When you find him, examine the road to the left to find a set of **Cog Tags**, then wait by the gatekeeper until he opens a gate. Walk into the makeshift village and continue through until a cutscene leaves you back outdoors.



Outpost

Walk forward with Dom and bust through a doorway on the left. As you make your way through the building, the brief chapter comes to an end.



Lethal Dusk

Further in the building, you'll bust through a door and continue outside. Quickly take cover and watch for a few Locust ahead, including one sniper that's holed up in the small shack on the left. Clear the enemies, then grab the Longshot sniper rifle. It'll come in handy soon.



Just ahead is a stairway on the left that leads down to a barge. Stay at the top of the stairs at first and snipe out the enemies you can find, then run down to the barge and grab hold of the controls. You should be able to push the barge across the water without stopping to return fire at the enemies attacking you. If you do get near death, stop the barge in an area where the enemies can't hit you and rest for a second before continuing across.



Once across the water, you'll need to be on the lookout for a new enemy type. The kryll, swarming airborne baddies, will attack and kill you the moment you step into darkness. However, as long as you stay in the light you'll be completely safe from the flying creatures. For the time being, collect the ammo near Checkpoint 1 and then continue into the building ahead.



Bust through a building and you'll come out on the other side to a quick firefight with a few Locust to the left. Take cover and pick 'em off—do *not* rush into the dark. If you're lucky, they'll be lured out into the dark where the kryll will consume even them. When the coast is clear, shoot out the surrounding propane tanks to light up the path and make it safe to traverse.



Look for a small shack to the left with a propane tank inside. Blast the tank and then move inside the shack to find a set of **Cog Tags**. Continue straight ahead until you start taking fire from a turret far down the street. Before you even think about pushing close to the turret for a grenade attack, be sure the path is well-lit. Just behind a busted stove in the middle of the street is a hidden propane tank along the left wall. Use it.



With the path lit up, you can safely rush towards cover behind the rusted car almost directly in front of the turret. From there you can safely toss a grenade at the turret to take out the gunner. Finish off any remaining enemies, then make your way into the building on the left side of the street. As you approach a closed doorway in the next room, be ready with a melee attack to intercept an incoming wretch.



You'll break through another door before reaching a cramped area with enemies to the right. You can't get a straight shot on them, and you definitely can't nail the emergence hole from here. Look to the left for a passage that'll let you flank the enemies. As you move through the passage to the left, be ready with melee attacks to intercept a few more wretches.



When you've pushed through the wretches, you can peek around the corner ahead to nail the emergence hole with a grenade. This is also a pretty good spot to do some killing, though retreat if you see the Locust get too aggressive. There are some extra grenades through the doorway on the left (if you're facing the emergence hole).



Further ahead you'll reach another street with a turret gunner at the far end. Take cover behind the pushable car nearby and inch your way closer and closer to the enemies. Watch for a sniper in a building to the right, and take out any enemies inside the turret nest before moving in to chainsaw the gunner from behind.



Look in the hallway behind the turret nest and you can see a propane tank in the alley outside. Blast it from here, then leave the building and look for that alley to the right. You'll enter a building and come out through the other side, directly into a battle.



Quickly rush to cover and take out the two nearest enemies. As they go down, an emergence hole opens up on the far *left* side of the courtyard. Before doing anything else, look for a propane tank you can destroy for light, then charge across the gated area to the other side. Dom will do his part on the left side of the courtyard while you hold back enemies on the right. A well-placed grenade from within the gated area can shut up the emergence hole, letting you focus on the few enemies that've come out.



Before crossing the cleared courtyard, look for hidden propane tanks, then make your way to the next street. As you move down the street, look out for two more hidden propane tanks. Just ahead, you'll split up with Dom as you leave him behind. Enter the building to the right and make your way upstairs to a large spotlight.



Take the controls of the spotlight and follow Dom as he pushes across the street. Keep the light on him at all times and he'll eventually reach the building at the far end of the road. He'll turn out some street lights so you can pass, but before you head downstairs you should point the spotlight at a small nook at the left end of the street.



As you head downstairs, ready a melee weapon to take out a pair of wretches. When you've returned outside, go to the nook you lit up and grab the **Cog Tags** on the ground. Continue across the newly lit street and follow it as it turns left. Just ahead, an emergence hole opens up. Frag it from behind a ruined car.



To move forward without stepping into the dark, enter a building to the left and look for a propane tank on the other side of the building's corner. You can hop out of the building through a window and continue down the street to reach Checkpoint 2.



Dark Labyrinth

As you make your way through the first halls, look to the left for an open room you can enter (if you stay straight, the hall opens up to kryll). Bust down the door in the room and be ready with some quick melee attacks as a few wretches come at you from the right.



Further in the hall, use your chainsaw to take down the armoire in front of the doorway, then move straight through the hall and into the well-lit room on the other side. Move through the room and into the hall at the other end, ready to melee some wretches. Just a bit further ahead, the halls open up to an outdoor area. Step outside and grab the **Cog Tags** that are just right of the doorway.



Look for a "pushable car" just ahead, but don't run to it yet. Target the explosive canister in the center of the vehicle and it'll explode before rolling down the hill *on its own*. Chase after the vehicle, following it down to the bottom of the hill. If you get left behind the kryll will surely get you.



Powder Keg

Move towards the gas station to the left and you'll meet up with the keeper. He'll tell you to pump your own gas, so look for the pump in front of the building and twist the wheel until the gas starts flowing. The keeper will then invite you into the building to stock up on ammo. Move in, even if your ammo is full. Throughout the following battle, be sure you don't needlessly shoot up the gas pumps in front of the station. They'll be constantly filling the junker with gas.



A swarm of Locust will surround the building from the front and the left. Take cover near a window and shoot through it to pick off the enemies. There's a load of ammo for your Longshot sniper rifle, giving you plenty of stuff to throw at the Locust. While most enemies you fight at first will come from the left, be sure to watch the front of the gas station, as well. Locust will occasionally brave an up-close battle—be ready to intercept any enemy that dares enter your stronghold.



Eventually, Locust will focus on coming from the front of the gas station, behind the pumps in the main lot. You can still get to most enemies with Longshot bullets fired from inside the station, so hold your ground and be patient. A Locust boomer will storm the scene, but luckily he's vulnerable to headshots like the rest of the enemy bunch.



Burnt Rubber

You'll be behind the controls of the junker vehicle, and there are a couple of things to keep in mind before you go forward. First of all, you've got a UV ray gun that'll take care of any kryll that attack—just sweep the ray over them and the enemies will burn up. Second, you need to know that you cannot drive while shooting. Luckily, the kryll come in sets, so you won't have to constantly be on the lookout for enemies. The white meter at the top of the screen represents your vehicle's health.



Pay attention to audio cues from the gas station keeper. He'll scream "Kryll!" when there are enemies to fry, as well as give you so directional hints while you're behind the turret ("Six o'clock!" means to look behind you). When the keeper says "Clear!" it's time to switch the driver's seat and keep going down the road. When the keeper tells you that you suck, hold your head in shame.



A bit further ahead, the keeper will direct you off the freeway and onto the roads. Luckily, the road is a linear path throughout this drive. As long as you keep listening to the audio cues from the gas station keeper, you should have little problem making it through the streets.



Last Stand

As the junker comes to a stop, you'll hop off and jump right into a battle with the Locust. Go left at first, following the path to a bridge and an open building. An emergence hole opens up in the clearing below—from the building, drop a grenade into the hole to seal it up.



Two more emergence holes will open up in the yard, but you won't be able to reach them from the building. Leave the building and take cover on the bridge with the rest of your squad. If you need more grenades to seal up the holes, look at the far right end of the upper walkway you're on.



Be sure to use your Longshot sniper rifle to take out the enemies in the buildings to the right. The shots coming from the buildings to the left are mostly from non-existent enemies—they just sort of pour out from the windows without any real enemies. However, there will be a set of snipers to the left that you should deal with. A point-of-interest marker will highlight a loose concrete block that's hanging over their heads. Shoot the block to drop it onto the Locust snipers.



When you've cleared the enemies in the yard to the left, a huge emergence hole will open on the *other* side of the bridge walkway. There are four boomers that appear, so quickly take cover. You can pretty easily deal with the boomers if you've still got sniper ammo. When all four of the boomers are dead, the act comes to a close.



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Downpour

You'll walk through the dark for a while before ever seeing an enemy, and even when you first see the glowing wretches you don't have to worry about fighting them right away. Continue pressing forward with your squad until you split up and head right with Dom. Keep walking through the rain and, after a brief cutscene, you'll come face to face with the wretches.



These glowing wretches will explode shortly after dying, making it dangerous to attack with melee strikes. Try to kill them from afar and stay away from their corpses after you've shot 'em down. If you must use melee attacks, retreat quickly after striking!



When the wretches seem gone, cross the yard to move towards what looks like an open hall. As you approach the hall, a few more wretches will rush out, so be ready to drop 'em quick. The hall turns out to be just a passage onto a wooden dock. Follow the dock and explore behind the buildings on the right for a long pier that leads to a set of **Cog Tags**.

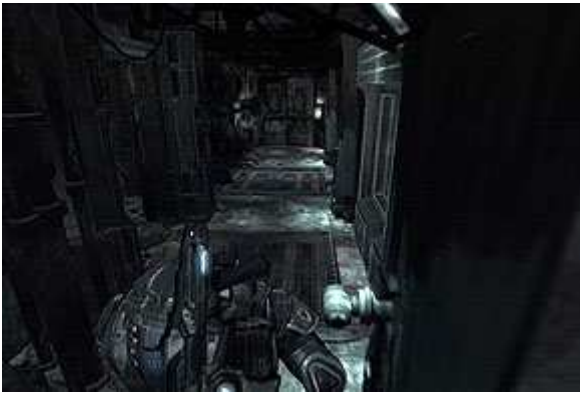


Return to the main path and look for a building to the right which you can enter (there are two). Inside one of the buildings is a computer panel you can access to open up an elevator in the second building. Hit the switch, then move into the adjacent building (watch for the lone wretch) to ride the elevator to the roof. From there you can cross a platform towards an open window where you can jump into the factory building.



Evolution

The path branches left and right, and at one end is a locked door (for us it was the path to the left—this may randomize). If the path you take is locked, simply backtrack and head the opposite direction. Continue through the building until you enter a room with a brief flashback cutscene.



A doorway to the right is locked, so for now bust down the door to the left. Just beyond the door is a man that'll help you unlock the door on the other side of the previous room. You'll move through a series of halls while following the stranded man before heading downstairs to hear his gruesome fate.



The floor ahead is very unstable and you'll join the stranded in the pit below if you don't move forward with caution. Pay close attention to the noises of the boards under your feet. If you step onto a board that'll fall, you'll hear a distinct crack (and feel a slight controller rumble) that should warn you to immediately back up. The boards that fall are randomized. Make sure to stop by the far-right corner of the room for the **Cog Tags**.



After hitting the next checkpoint, you'll enter a large, cluttered room at the far end of which is a pack of wretches, waiting to ambush you. As soon as you see them appear, start backpedaling with your shotgun at the ready. Remember to back away from killed wretches (they still explode!), and watch your back for any creatures that try to come at you from behind. When the room's clear, continue to the other side to enter another narrow hall.



Just around the corner is a room with a valve you'll have to turn in order to open the heavy metal doors. Watch for a lone wretch as you make your way forward, finally meeting back up with the other two members of the squad. Continue forward and be ready for the act's first real firefight.



Locust will come from the right, accompanied by wretches that swarm you from the front and back. Hang tight with your squad to fend off the enemies before making your way any further through the large room. At the far end of the room is a doorway you can try to open. You'll fail, at which point a small lift to the left drops, releasing a boomer.



Stand back and lob grenades into the elevator enclosure while it drops to soften up the enemies inside. You should be able to escape scot-free as long as you keep your distance. When the brief firefight is over, go through the doorway that's just been torched open.



Coalition Cargo

Before activating the controls to the right, look at the base of the short set of stairs to find some **Cog Tags**. When you've got 'em, hit the switch to the right to activate the mine carts and then hop in. Ready your Lancer assault rifle.



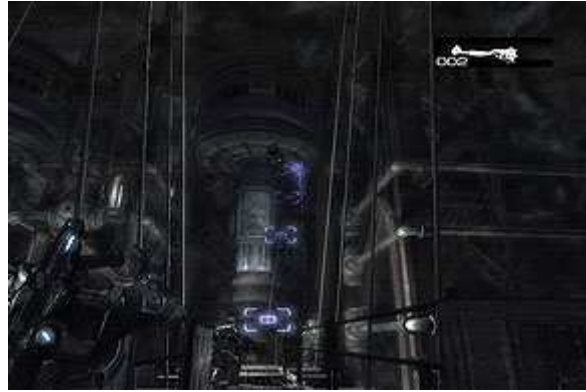
Oddly enough, there's not a whole lot to be worried about on the mine cart ride. Watch the ceiling along the path in front of you for the occasional wretch you'll need to kill, but completely ignore any Locust soldiers that fire on your cart. As long as you're ducked you'll avoid their fire. The wretches *can* hurt you if you let them drop into your cart, so be sure to kill them from a distance. And don't let the Locust soldiers distract you.



Once off the cart, you'll move through some linear halls between locked doorways. After each doorway expect to run into a very small pack of wretches—usually one or two at a time—before you can open the next door to continue. Eventually, you'll make your way to the core room.



Wait back near the entrance to the core room as platforms at the far end rise to your level. Each platform—one to the left, one to your right—is carrying a boomer that's ready to fire the moment he emerges. Be ready with a grenade and drop it straight onto the enemy to soften him up, then continue with fire from safety (be sure to crouch if you see the boomer fire) to finish off the enemy. You'll likely need to help your squadmates on the left take care of the second boomer before stepping on the platforms and riding them down.



Darkest Before Dawn

Though the area looks a bit confusing, the path is pretty straight-forward. Just follow the linear path until you reach a branch, one path leading left and down a hill, the other leading right. Follow the path to the right and look near the small tent-like structure to find a set of **Cog Tags**. Nice.



Backtrack to the path that leads downhill and be prepared to intercept a large group of exploding wretches that march up towards you. After splitting up with half of your crew, continue down the hill and watch for more wretches at the base. Blast through 'em from afar, then continue ahead to brief cutscene.



It's not long before you run into a small squad of Locust soldiers. Take cover quickly and fight them from across the small flowing creek. When the enemies are dead, inspect the area to the right, at the base of the small building, to find another set of **Cog Tags**. If you're low on ammo, you can also bust into the building through a door at the top of the stairway to grab some gear.



As you continue down the path, watch for an enemy that appears on an elevated level to the right. There's a weak column right next to him that you can shoot out for a quick kill. Just a bit further ahead, watch for more wretches that crawl from between the rocks. A boomer greets you at the bottom of the downhill slope. Take out the wretches first, then move up close to the boomer and hang out on the *right* side of the column in front of the enemy. He shouldn't be able to hit you, but you can hit him!



With the boomer downed, head to the left until a cutscene shows another fall. When you're back on your feet, go wait in the corner with a box of ammo (to the right). A bunch of wretches will drop into the cavern, and from this position you can ensure that you don't get surrounded. Clear out the pack, then move forward to a branch in the path.



If you've been with us since the beginning, you know we like the left. Take the path to the left and take cover as a few Locust enter the scene from up ahead. Take out the wretches first, then recover before drilling the soldiers to death. Up ahead, the path leads under the road Dom's on. Just around the corner are more enemies to fight, so take cover and be prepared for a bum rush. These Locust like to move in close. Greet 'em with a shotgun.



Keep your eye out for wretches on the ceilings as you regroup with Dom just ahead. Look for a hidden path to the right that leads to some ammo and grenades before pressing forward into the tighter quarters just ahead. A group of Locust—including soldiers and wretches—is ready with an ambush, so hang back and clear 'em out with grenades before moving in to clean up.



As you come out the other end of the tunnel, you'll notice a large corpser rumbling in the distance. Just around the corner to the right is a set of **Cog Tags** to find. Grab them and the nearby ammo before continuing through the open cavern and to the next part of the mission.





Angry Titan

Longing for a challenging boss fight? Unfortunately, there's not one here. As the chapter begins, the Locust corpser appears to prevent you and Dom from moving forward. And while the enemy is an imposing beast, a bit of tactical know-how is all you need to bring it down.



Equip an assault rifle and target the very bottom of the corpser's belly. You should be able to get a bead on the soft tissue by attacking from the side. After dumping just a few bullets into the belly, stand back and watch as the corpser rears up, revealing its real weak spot. Target the enemy's chin and unload just a few bullets, forcing the corpser to retreat backwards.



After the corpser has backed up a bit, you'll have to repeat the pattern of attacking its under belly and then following up with a shot to its chin. Before long, you'll have pushed the corpser onto an unstable part of the terrain, where two large, "smashable" clamps are the only thing keeping the corpser alive.



It's at about this time that you'll want to start watching out for wretches. If you're quick throughout the fight, it's possible to avoid them entirely, but more than likely you're going to need to fend them off while waiting for the corpse to smash the clamps. You can expedite the smashing by luring the creature's attacks towards the clamps (stand *behind* them). When both clamps are destroyed, so too will be the corpse.



With the enemy dead, continue forward a bit to regroup with Baird and Cole.

Tip of the Iceberg

Walk forward with the squad until a point-of-interest trigger shows you the location of the Torque Bow. It's probably worth picking up. The path splits at the top of the hill and you're urged to follow the left branch. Before long, you'll be introduced to a new enemy type. Take cover.



These new Locust soldiers are tougher than usual, and many of them are armed with the same Torque Bow you've got equipped. Be *very* careful against these guys, as one shot from the bow is enough to kill you. If you see an enemy readying the Torque Bow—you'll know it by the glowing dot that appears in front of them—stay crouched and wait for the shot to fire before peeking out to shoot back.



You'll want to start the battle from the area below the pump station, taking cover and taking shots when you can. When you've run out of targets, approach the ramp that leads up to the pump station but don't actually run up it. Instead, get close and then retreat to take cover—usually, enemy Locust will spawn and charge after you. If you plan for them, you can lure them to an area that's advantageous for you. Also keep in mind that the Torque Bow enemies don't have a quick shot to fire. They're a perfect victim for your chainsaw.



When enemies stop coming down the ramp, make your way up to the pump station and slowly push towards the far end. Once you've cleared the station and regrouped with your squad, follow the point-of-interest trigger to activate an elevator and move on to the next act.



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Campus Grinder

You'll march forward and into a firefight just ahead, in the wide open courtyard of the campus. Take cover behind the first object you see and watch for enemy fire coming from all angles. We recommend staying in place for a while, thinning out the Locust army. If you can, keep your squad nearby to prevent them from running off on their own to certain doom.



There are enemies in every corner of the courtyard, so don't let your guard down until you're sure everything is clear. Watch for sniper fire from the far side of the courtyard, as well as Torque Bow shots coming from guards across the way. If you can safely push towards the opening along the wall to the left, you'll find a sniper rifle that might help in the clearing process.



The last salvo from the enemy comes in the form of two boomers that storm onto the scene from the far end of the courtyard. The Torque Bow is capable of killing each with a single shot (nail 'em in the head), and the Longshot sniper rifle will similarly makes the fight with the boomers easy to finish. When the area is clear, look along the wall to the right to find a set of **Cog Tags**.



The squad splits up again just ahead, and as always we favor the path on the left. Head into the building and move upstairs. As you approach the doorway at the top of the stairs, be ready to intercept a Locust with a Torque Bow. Show him your chainsaw and then continue through the halls to an area overlooking a battle between the Locust and your separated squadmates. Show 'em some love by firing on the Locust with a Torque Bow or the nearby Longshot rifle.



When the courtyard below is clear, continue through the building and watch as a seeder appears in the outdoor area below. There's a Hammer of Dawn weapon to your left, but don't rush for it right away. There's a pair of Locust soldiers down the hall, plus some wretches you'll have to watch out for. Luckily, the wretches aren't of the exploding kind so you can use melee attacks to take 'em out. Grab the Hammer of Dawn when you've cleared out the building and use it to destroy the seeder outside.



Move through the building halls and you'll soon reach a large crank you need to turn to open a gate for your squadmates outside. Just through the next doorway, watch out for some wretches and grab the sniper rifle on the floor. The courtyard outside is packed with Locust, including enemy snipers in the building across the street. Clear 'em out, then find the stairs at the end of the hall that lead to street level.



Watch for a few wretches that crawl up from the chasm to the right, then move into the building across the street and out the other side. Finish clearing the area, then look for a propane canister to the right that you can blow up to take down a fence. Just through the gate, you'll meet back up with the other half of your squad.



Bad to Worse

As the chapter begins, look for a set of **Cog Tags** straight ahead, behind a blown-out car. When you've got 'em, continue to the left through a small covered area to reach a courtyard with a locked door at the far end.



As soon as the small bot starts torching the door open, backtrack towards the area where you found the set of Cog Tags. An emergence hole appears almost right where you found the tags, so drop a grenade on it before too many enemies can emerge. You'll still have to deal with a few wretches that charge you, plus a Locust soldier or two. Your main concern, however, won't appear until the emergence hole is officially closed.



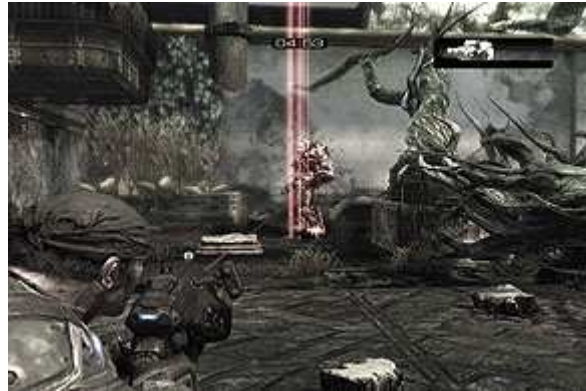
When the emergence hole is closed, two boomers blast through the doorway to the left (directly across the courtyard from the door the bot is opening). Take cover from them and look for the nearby Hammer of Dawn. You can use it to take out the boomers, or just rely on grenades and machinegun fire from afar.



The door behind you should be opened after the boomers are taken care of. Head inside and follow the twisting halls of the building. As you move through the academy, you'll likely come across a few Hammers of Dawn—be sure to grab on the way. You'll eventually walk out to a sort of greenhouse where a berserker greets you through the door at the far end of the room.



Remember your last encounter with the berserker? We hope so, 'cause the same rules of engagement apply. She can smell you, and she can hear you, but she can't see you. Walk quietly through the doorway she came through and through the hall beyond. It leads out to another area much like the first greenhouse, but this area's got a clear ceiling. Wait for your chance and bring out the Hammer of Dawn to zap the berserker to death (as before, it takes two shots).



Once the berserker is dealt with, locate a wheel crank nearby to squelch the flames blocking your way out. Bust through the door ahead and continue to the next chapter.



Hazing

Move across the courtyard and into the building to the left. We recommend grabbing the shotgun that's on the dead body nearby as it'll be a big help in the difficult firefight you're about to walk into. Just ahead is a doorway that leads to a courtyard with a troika gun turret.



Run outside and quickly take cover behind the small block to the left. From here you'll be safe from fire and in position to take out the rush of wretches that comes from an emergence hole across the yard. If you've got the skills, stay in cover and simply blind fire around the block you're hiding behind as the wretches charge up. Your shotgun should do the trick.



When the flood of wretches has stopped, it's time to push towards the turret gunner and his henchman. Attacking them from the front is suicide, so don't even bother. Just push forward, moving between cover items, until you can safely run to the right to flank 'em. Stay at the bottom of the stairs and toss in grenades if you've got 'em. Better yet, if you've still got time on the Hammer of Dawn you can try to drop it here. When the turret gunner and his buddy are dead, move up and take control of the turret.



A host of enemies will come out from across the yard, exactly where you came from. With control of the turret, you should have no trouble laying waste to the enemies. Clear the yard, then enter the building to your left. A doorway at the far end of the hall leads out to another open courtyard.



Quickly take cover as a Theron guard fires at you from the rooftop ahead. The guard will retreat, but not before a pack of Locust soldiers comes at you from the left. Hold your ground behind the bench and try to keep Dom from running into the thick of battle. Let the enemies come to you to avoid getting caught in too many lines of fire.



When the Locust on the ground are dead, a few more will drop down through a hole in the wall to your right (near the doorway you used to enter the courtyard). Be ready to take cover from them as they'll attack quickly with more Locust coming through the same doorway we just described. When these guys are dead, watch for a boomer that appears at the far end of the courtyard, to the left. Try to bait him into shooting a wall so you can move out and attack while he reloads.



Once you've dropped the boomer, cross the courtyard and enter the building he came from. You'll have a bit of downtime as you make your way through the buildings, but once you see a glimpse of a Theron guard you'll need to keep your eyes peeled. The path branches left and right, but both directions lead to the same narrow alley.



Take cover near the convergence point of the two paths as a bunch of Locust flood the alley with fire. There's a boomer at the far, far end of the road. Take cover and peek out with fire from your pistol to take him out without having to move in closer. When the alley is clear, move forward to another branch in the path. Again, both the left and right paths lead to the same place. Just make your way through the streets (look out for ammo and grenades) to hit the next checkpoint.



Close to Home

As you come out from a narrow alley, take cover against the short wall to the left and watch for a batch of Locust soldiers—and Theron guards—in the covered area below. This shootout is pretty easy to deal with if you hold your position on the upper landing. Rain down with Lancer and pistol fire to take out the enemies below. Just watch out for the glowing tips of the Torque Bows the enemies have at the ready.



Just beyond the covered area below, the path branches left and right. Head left and stop at the corner before walking into the graveyard just around the bend. A few Locust soldiers will storm the graveyard, so hold your position and spray with fire to keep them at bay. Clear the yard, then cross it to another firefight.



Once through the next doorway, take cover and watch for fire from the left. There are *two* gun turrets, one on the upper bridge and one down below it. If you've got the Torque Bow you've got a good weapon to use against them. While in cover, pull back the trigger to ready the bow, then quickly pop out of cover to let the explosive arrow fly. Hit the turret square and it should kill the gunner.



There are, of course, more Locust to worry about. Watch the passage on your left, where a small opening in your defense *can* make you vulnerable to enemy invasion. Guard that weakness in your defense and you should be a-okay. When the crevices ahead are cleared of enemies, continue forward, eventually busting through a metal gate to reach the next chapter.



Imaginary Place

You'll soon reach the bottom of a long set of stairs that leads up to the mansion. As you approach the stairs, three Locust—including one Theron guard—appear above you. Push forward and up the stairs slowly and methodically, making sure you don't make yourself too vulnerable to the enemy. If you nail your active reloads, you can load your gun with powerful bullets that will quickly take out the enemies that've got a better position than you.



While pushing through the first set of enemies, listen for audio cues that let you know a boomer has arrived. He'll appear on the right side of the stairs and march down. We prescribe a direct dose of Torque Bow to the skull to snuff out the problem quickly.



There's a brief cutscene once you reach the top of the stairs. Bust into the mansion ahead and arm yourself with a grenade. After moving through the first hall, watch your left as an emergence hole opens up. Bomb it, then take cover to finish off the enemies that come out (be ready for wretches).



When you've cleared the downstairs lobby, head up the first flight of stairs and take cover to the left. Across the open area, a few Locust will come through a doorway. The upstairs area is formed like a ring, so you'll have to watch your peripherals to make sure no enemies flank you.



When the upstairs is clear, go back downstairs and watch a door to the left. A lone Locust will bust through. Take him out, then move through the door he opened. Just around the corner to the right, an emergence hole opens up at the far end of a room. Toss a grenade as far back as you can, then take cover in the doorway just in front of the couch. If enemies try to take cover behind the couch, drill it into oblivion, then carefully pick them off one by one.



When you've cleared the room, move towards the emergence hole and follow the hall to the left. You'll enter a study with books along the walls and a desk in the center of the room. Use your chainsaw to break the desk and grab the **Cog Tags** underneath.





Further ahead, you'll have to spin a wheel crank to open a door that leads down to the basement. At the bottom of the stairway is a pair of Locust to watch for. Take 'em out from the stairs, then move through the complex basement halls to reach the next chapter.



Entrenched

The basement halls dead-end at a large room with a few wine racks on the wall. One of the wine racks is loose and you can kick it down. The door inside is locked, and the little bot Jack moves in to cut it down.



While Jack is busy with the door, you'll need to protect him from the attacks that come from the basement halls you just cleared. Take cover in front of the short wall behind Jack and wait for Locust to come through the halls ahead. Be careful not to let them flank you—they'll try to catch you by surprise if you're not careful.



Move into the secret lab when Jack's got the door open. A brief cutscene takes over, after which you'll need to backtrack through the basement to return to the mansion. Be ready with a quick melee attack to intercept a few wretches you'll encounter before running into a lone Locust soldier.



After going upstairs to the main mansion floor, listen carefully to hear a pack of approaching wretches. Stay back and nail 'em with melee attacks before moving through the mansion halls to clear out any Locust. When you return to the main foyer, head upstairs to find Baird and Cole. They'll head off on their own, leaving you and Dom to defend the house.



Try to pick off as many Locust as you can before they break into the mansion. We recommend using grenades and Torque Bow shots if you've got them to keep the enemies at bay. Inevitably, they'll push into the mansion, attacking from downstairs and running upstairs to try and surround you. Keep them downstairs as much as possible, and do your best to keep Dom alive. It'll be a big help to have another target to distract the enemies.



A boomer will eventually march onto the scene and enter the mansion if you don't get him while he's outside. If you've got a Torque Bow shot in reserve, use it now and aim for the boomer's skull. When you've successfully defended the mansion from the front, you'll be told that enemies are coming from the back. Start heading down the stairs cautiously. A lone Locust will bust through a door as you reach the bottom of the stairs.



Follow the hall under the stairs and take note of a locked doorway on your left. As you make your way up some stairs and around the next corner, take cover by a window and engage the Locust soldiers below. Notice across the courtyard below that there's a blocked doorway on the far wall. Shoot out the boards in front of the door and finish clearing the enemies.



Backtrack through the hall (you can destroy the crates for ammo) and down the stairs to return to the doorway that was previously blocked. You can smash it down to enter the courtyard you just shot up, but watch for a last remaining Locust that attacks from the far end of the yard. After crossing the yard, you'll head outside.



A pair of boomers immediately appear across the yard. If you've got Torque Bow ammo, take 'em out. More Locust will inevitably spawn (including another boomer), but they shouldn't be your main concern. A countdown timer ticks off, and you need to make your way across the yard to reach the APC *behind* the boomers. If you're quick, you can simply sprint across the yard, ignoring the enemies, to trigger the cutscene and end the act.



ACT 1	ACT 2	ACT 3	ACT 4	ACT 5
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Special Delivery

You walk right into a massive firefight that thankfully starts off pretty slow. There are a few snipers on the platform overhead. Take them out, then watch for wretches and rumbling that signals the opening of an emergence hole to the left. Nail it with a grenade to stop the flow of Locusts, then wait for more rumbling and a second emergence hole.



The second emergence hole opens up on the far *right* side of the train yard. Again, if you've got a grenade it's good to close up the hole as soon as it opens. A few more wretches will appear along with a lot more Locust soldiers from the right. Hold your ground in the center of the train yard for the best defense, and also watch for enemies firing from inside the parked trains.



When the coast is clear, stock up on ammo and cross in front of the parked train to reach the empty train platform. A cutscene takes over that brings you to the next chapter.



Train Wreck

You have to push forward on the train while fighting through a bunch of Locust—no surprise, right? Take cover and don't get too aggressive. As long as you're patient and wait for the enemies to make themselves vulnerable, you should be able to guard your health without problem.



Watch out for Theron guards and their ever-ready Torque Bows. By now you should know to take cover when you see the tip of their bows glowing before popping out to fire back. When you make it to far end of the train car, you'll need Jack to open up a door for you. And as before, you've got to defend him while he does it.



This time, however, you've got to defend against a berserker. She approaches you from the direction you just came, and without a Hammer of Dawn you'll have to figure out a different way to deal with her. Luckily, there's a coupler that connects two of the train cars. You can lure the berserker onto one of the rear cars and disconnect the coupler to send her packing.



Immediately charge towards the back of the train and past the berserker. A point-of-interest trigger should highlight the coupler, giving you a goal to run to. Once you reach the coupler, make noise to lure the berserker and dodge her. She should run onto the rear car, at which point you can disconnect the coupler and finish her off.



Return to Dom and Jack near the door and look for the set of **Cog Tags** just inside the new entrance Jack made. After going through a couple of doorways, you'll exit out to another open car. More Locust battles ensue.





Again, be on the lookout for Theron guards with Torque Bows—there are a couple of them to watch for. There's an enclosure ahead that's packed with Locust soldiers. You can hurt 'em good by tossing in a grenade before moving in to finish the job. When you're inside, look along the right wall for a set of **Cog Tags**.



At the next connection between train cars, you'll need to climb a nearby ladder to reach the top of the train. There you'll find a pair of turrets—one on the left, one on the right—that you need to use to take care of the reavers giving chase to the train. We recommend manning the turret on the *right*.



As the reavers fly towards you, take them out in order. You can get a more accurate shot by zooming in to aim, but you can move the turret a lot more quickly if you keep the camera pulled back, without zooming. There's no reason to let off the trigger of the turret, so keep that barrel spinning and firing constantly. When the flow of reavers has stopped, return to Dom at the base of the ladder.



Move forward through the train and be ready to intercept some exploding wretches. Tear your way through them to reach the next car, at which point you'll need to hit a switch to the right to drop some canisters and clear your path. At the same time, reavers will appear on your right. Equip the Torque Bow and aim for the meat of the flying beasts for a quick takedown.



After dropping the reavers, you'll move into an indoor car. A bunch of wretches will flood the car, coming from the windows and from the ceiling. There's a shotgun you can pick up, but we actually recommend sticking to quick melee attacks. Peg a wretch with a melee from the Torque Bow, then dive away to avoid the explosion.



A countdown timer begins when you exit the enclosure. Run as fast as you can up the train car, using melee strikes to take out the wretches along the way. When you and Dom have successfully made it to the next car, the previous car will automatically disengage.

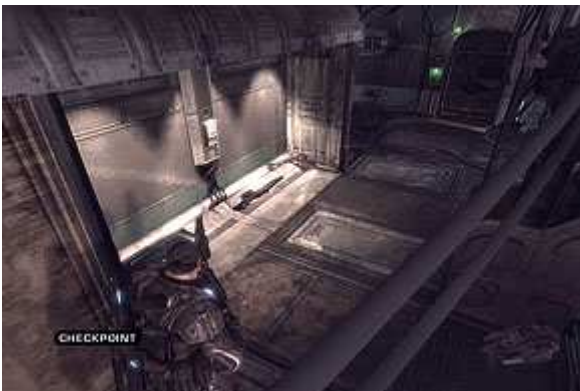


You'll hit a switch just ahead to drop some large canisters out of your way. As you move to the next car connection, turn left to look for a narrow hall that leads to the last set of **Cog Tags**. Grab 'em, then turn around and keep moving forward on the train.



Pale Horse

You have a chance to stock up on ammo and switch weapons before heading through the next door. We recommend having a healthy supply of Lancer ammo plus a Torque Bow and lots of grenades. When you're stocked up, head through the next door and be ready for the final boss battle with Raam.



As the battle starts, take cover behind the block directly at your feet. If you didn't notice, it's now nightfall and Raam has brought with him a swarm of kryll. Best to stay in the light. From behind cover, ready the Torque Bow, then peek out to peg Raam (body, head, doesn't matter). The explosion will scatter the swarm of kryll that form a shield around the boss enemy, making Raam vulnerable.



Time to unload! Whip out your Lancer and aim for Raam's dirty skull. Try to time your active reloads to earn the more powerful bullets that'll help you tear through Raam's skin faster. Try to ignore everything else around you—the chopper, the reavers, Dom—because it's basically just noise. Focus your Lancer bullets on Raam until he regains his blanket of kryll. Bring out the Torque Bow again, scatter his minions, rinse, repeat. You can also use frag grenades to break down the shield of kryll if you run out of Torque Bow shots.



While all of this is happening, Raam will slowly be marching forward, getting ever closer to you and your safe spot. If Raam gets too close for comfort, you'll have to jet, running around the block you're hiding behind and straight down the center of the train car to remain in the light. Straight ahead is another block identical to the first—hop over it and take cover in the light to repeat the process.



That's it! There's nothing more to this boss fight. Be patient, watch your health, and focus everything you've got to bring down Raam. Before long, he'll die and the game will end.

Multiplayer

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Team Work

The absolute most important aspect of Gears of War multi-player is team work. You live and you die by your ability to work effectively with your team, so get used to using your headset and thinking about the battle as more than just one-on-one encounters. Here are some general strategies you can put to work with your teammate. Be sure to communicate them well and you'll have a huge advantage over a team that only occasionally rocs the mic.



Distract and Flank

This particular strategy is a favorite among the editors here at IGN. If you're engaged in a long-range firefight with the enemy, let your teammates know where the enemy is standing. If you've got teammates in remote locations, you can usually keep the target enemy distracted with fire while your own guys move in from behind. Even simply blind firing around a corner is usually enough distraction to keep the enemy focused on you.

There are other ways to distract enemies, and other reasons why you might want to. If you want to keep an opponent away from an area—as you might if defending a powerful weapon or trying to keep a downed teammate alive—you can usually scare away enemies with smoke grenades and loud stuff. If you've got the Boomshot, fire a warning shot at the enemy or in the area you'd like to protect. You'd be surprised how much you can control the enemy's actions with distractions such as this.

Corner Battles

In tight levels and cramped quarters, you'll engage in a different sort of firefight than what you'll see in the open. When you spot an enemy in a confined area, assume that he's also seen you—it's generally the case. Usually in this situation, the enemy will switch to a shotgun or grenade and look for a quick corner kill—either he'll wait for you to come around the corner or he'll pop out from behind a corner in front of you for a quick one-hit kill. If you simply try to match his arsenal with a shotgun of your own, you're sort of rolling dice for the outcome of the battle. What you should do is stack the odds in your favor.



You can usually see what sort of weapon the opponent has by peeking around corners while he creeps around. If you see him readying a shotgun, suit yourself with a weapon with more range (like the Lancer assault rifle). Instead of meeting the enemy at the corner, back away and let him creep up. While he expects to nail you with a single shot for the kill, you'll meet him with a long-range battle he wasn't expecting.

Active Reload

If you're not familiar with the active reload system in Gears of War, consult the [Basics](#) section of this guide. The most basic result of the active reload is that you load a new clip into your gun a lot faster than you would with a normal reload. Easy enough, right?



A side effect of nailing a *perfect* active reload is that the new bullets you put into your gun become more powerful. Because of this effect, it's definitely worth aiming for the perfect reload. We even recommend starting a match firing off a clip of bullets into a wall just so you can reload and get those powerful bullets. When you reach your next encounter, you'll have more power than an opponent using the same weapon, which is a nice surprise for the fool that thought he was your equal.

Weapon Match Ups

Even at the beginning of a match, you've got instant access to a pretty varied arsenal of weapons. Your Lancer assault rifle, chainsaw bayonet, Gnasher shotgun, and Snub pistol all work well in different situations, so be sure to switch between weapons depending on the flow of battle. Head-to-head, some weapons have advantages versus others.

Chainsaw vs. Everything

The chainsaw loses, always! In virtually every weapon match up, head-to-head the chainsaw loses. If you're going for a chainsaw kill and get hit with a single shot you'll have to re-rev the chainsaw to get it going again. The result is that you won't get a chainsaw kill unless you catch the opponent by surprise. Don't even try.



Assault Rifle vs. Shotgun

This match up is directly affected by the distance between the combatants. At any range but close-up, the assault rifle has an obvious advantage, but in cramped areas the shotgun can kill most quickly.

Shotgun vs. Melee Frag Grenade

In this match up, the win goes to the gun that pulls the trigger fastest. Both weapons are capable of a one-hit kill, though the frag grenade melee has a bit of a delay. The frag grenade *does* have a slight advantage in range, if you can believe it—it's possible to tag an opponent with the one-hit kill from about ten feet away, a range at which the shotgun will take two or three shots to kill.



Sniper Rifle vs. Assault Rifle

A match up between a sniper and an assault rifle is largely dependent on the players' skill levels. Obviously, the sniper can get the surprise kill, but if both you and your opponent are aware of each other you'll have to press the advantage of your weapon. The assault rifle gunner should move in closer and be sure to bob and weave. The sniper, on the other hand, should focus on getting a head shot. A sniper can stay zoomed even while under fire, and if you're quick you can get the instant kill before your opponent can unload enough bullets to kill you.

Torque Bow vs. Everything

Generally, you don't want to use the Torque Bow in back-and-forth skirmishes. It's just too slow to reload and too slow to aim. The Torque Bow's strength lies in surprise, so stick to using it in surprise situations. The one back-and-forth battle where the Torque Bow has a use is against a sniper rifle. The sniper has to get you in the head for a one-shot kill, but your Torque Bow can hit anywhere on the enemy's body for the same effect.

Hammer of Dawn vs. Everything

Hammer of Dawn loses. The strength in the Hammer is not in one-on-one fights but rather in killing opponents that don't know where you are. Try to use the Hammer against an opponent with an assault rifle and you'll be killed before the Hammer acquires a target.

Strategy	Ten Tips	Weapons	Maps
#1 — Curb the Chainsaw	As awesome as chainsaw kills can be, you absolutely need to limit your use of the weapon. New players will eagerly go for chainsaw kills only to be stopped by a constant stream of fire (or a shotgun blast to the face). Use the chainsaw <i>only</i> as a surprise attack. If the opponent knows you're there, you're not getting him with the saw.		
#2 — Stick Together!	More than in any other multiplayer game, you <i>need</i> to stay with your squad in Gears of War. If you work cooperatively with your squad while the other roams the stage aimlessly, you're almost guaranteed the win.		
#3 — Communicate, Communicate, Communicate	Keeping with the theme we've started, we can't stress enough how important teamwork is. Not only should you stick with your team but you should also make good use of your headset communication. Keep up a constant dialog letting your teammates know where the enemy is and what the enemy is doing. Also be sure to let your teammates know what <i>you're</i> doing—let them know when you run for the sniper rifle or plan to flank the opposing team. If they know what you're doing, they can help out in their own way, even if it may not seem obvious to you.		
#4 — The Bum Rush	Generally you'll want to stick to cover in Gears of War online battles, but there's a time and a place for a good bum rush. When you've convinced an enemy that you're just there for shootout, you can catch them by surprise by towards them with a shotgun or frag grenade. This tactic works especially well when your opponent is using a weapon like the sniper rifle—while they reload or try to switch weapons, you can fluster them with a quick bum rush. Just be sure you only bum rush one guy at a time. Most of the time, rushing up to two or more enemies will end with your certain death.		

#5 — Melee Grenade Attack Think frag grenades are useless because it's too hard to throw them accurately? You're only half right. As a projectile, frag grenades pretty much *are* useless. However, equip a frag grenade and attack with a melee strike to stick the grenade into an opponent. Once they're stuck they can't do anything to avoid getting killed. You can even hit enemies with the melee strike from beyond arm reach, making it a very effective tool for the bum rush.

#6 — Grenade Counter It's very hard to avoid getting stuck with a grenade if the opponent has it out for you, but there's luckily a decent counter to the melee attack. If you get stuck with a grenade, be sure you dive after the enemy. As you explode you'll take him down with you, and while you won't earn any points for the counter this is an effective way to even the odds...and make the enemy think twice about sticking you.

#7 — Watch the Hot Spots Every map has its hot spots. Whether everyone's running for the same sniper rifle or simply coming to battle at a common center point of the map, there are spots on the map you should always have in the back of your mind. Keep an eye on these spots, hit 'em with grenades, and drop fire from the Hammer of Dawn to sweep the hot spots.

#8 — Dr. Montalban says: "Use Your Peripherals" Awareness is *key*. Even while you're executing a plan of attack, you need to constantly be aware of your surroundings. Swing the camera around to watch behind you and make sure no enemies try to out-flank you. Also be sure that you don't get distracted—just because you're engaged in a fight from the front doesn't mean the enemy doesn't have someone coming up from the left or right. Be constantly thinking about the entire battlefield, not just your one-on-one encounters.

#9 — Invincible Animations There are certain animations that you or your opponents can trigger that make the performer temporarily invincible (for the most part). During a chainsaw kill, the killer is almost entirely impervious to attacks—however, you can return the favor and chainsaw the killer from behind. Similarly, players are invulnerable during the curb stomp animations. If you see an enemy going for a curb stomp, don't bother shooting until he's finished the animation. We also believe that there's a brief invincibility when a player goes to revive a downed teammate, making it relatively safe to run into the open to help a brotha out.

#10 — If All Else Fails, Retreat When you're under fire and don't think you can effectively counter attack, don't be afraid to retreat. If you step into an ambush, dive around and seek cover immediately. In many cases it's very possible to get behind cover and regain all of your health before the enemy can catch up with you, negating their ambush attempt. Random diving can make you a very hard target to hit, so don't hesitate to go crazy on the dive button if you've got nothing better to do.

Strategy	Ten Tips	Weapons	Maps
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Snub Pistol In most situations, you'll want to ignore this little pistol. Its power is lacking and it needs constant reloading. However, there are situations where the Snub comes into its own. While aiming, click the right analog stick in to zoom your view and shrink your aiming reticule, giving you a much more accurate shot. You can use this zoom to get head shots which actually deal decent damage. At some ranges, the Snub will beat an assault rifle head-to-head.

Boltok Pistol While the Boltok requires even *more* reloading than the already unreliable Snub, this pistol does benefit from added firepower making it more possible to get quick headshot kills. It's dangerous to try and use the Boltok in big firefights, but in one-on-one showdowns there's a use for the weapon. Just watch your ammo.



Hammerburst

Though it may not be as obviously menacing as the chainsaw-armed Lancer, this machinegun is arguably the better weapon. The Hammerburst features a higher damage rating than the Lancer, and during the single-player campaign you're likely to find lots more ammo for the Hammerburst than for any other weapon. The biggest downside here is that the Hammerburst fires in burst shots, making it less effective as suppressive fire and more demanding of precision aiming.

Lancer

Everyone's favorite machinegun-plus-chainsaw will be your primary weapon in both single- and multi-player events. The Lancer packs solid firepower and gives you an instant kill that's only a button press away. Be careful not to rely on the chainsaw, though—if you get shot even just once, you'll have to re-rev the engine before making a kill. Use the chainsaw *only* as a surprise attack. Overuse of the chainsaw is one of the biggest problems new players have.



Gnasher

The effectiveness of this shotgun depends entirely on the distance away from the enemy. Far away, the Gnasher is pretty much useless, and even in mid-range gun fights you'll have difficulty putting anyone down for the count. However, in close-up battles the Gnasher is king. A point-blank shot to the chest or head will result in an instant kill, making it a great surprise kill and chainsaw counter.

Longshot

Aim for anywhere but the head and the Longshot is useless, but center an enemy's skull in the sights of this sniper rifle and you've got a single-shot kill ready to unleash. While aiming, click the right analog stick to zoom in close for a long-range shot. Best of all, you'll remain zoomed even while taking enemy fire. Be patient, and this gun will reward you with exciting kills. Just be sure to nail the active reload, or you'll spend more time loading your weapon than firing.



Hammer of Dawn

The Hammer of Dawn is no ordinary weapon, and as such you shouldn't treat it like one. Do not use the Hammer while under direct fire—you'll likely die before the Hammer actually acquires a target. However, if you know the general area of your opponents, bring out the Hammer and sweep the beam across the stage. It's possible to kill multiple enemies at once with this not-so-ordinary tool.

Boomshot

There's a good weapon hiding in the Boomshot, but it'll take a surprising amount of skill to find it. Despite what you may expect, the Boomshot does *not* have much of a blast radius. You'll need to be pretty pinpoint with your shots to deal the massive damage the weapon can deliver. Luckily, the Boomshot makes for a great melee weapon, and it'll scare the snot out of your enemies. Just don't rely on it in a pinch.



Torque Bow

Your average bow and arrow this is not—the Torque Bow packs an explosive punch that's capable of killing enemies in a single shot. Unfortunately, firing the Torque Bow is a slow process that requires you to hold the trigger for a couple of seconds before the shot becomes very effective. As well, you'll want to reserve it for stationary targets. Hitting enemies while they run is a very, very difficult endeavor.

Frag Grenade

Forget everything you've learned about frag grenades before—frags in Gears of War require very accurate aiming to make them effective. The blast radius from a frag is surprisingly small, requiring your tosses to be on point if you're looking for an instant kill. Perhaps the best use of a frag is with a melee attack. You'll stick a grenade to an enemy and a second later he'll explode. Best yet (or worst), you don't even have to be especially close to the enemy—you can tag 'em from well beyond arm reach. Be sure to dive away and avoid the blast from your grenade as it incinerates your target.

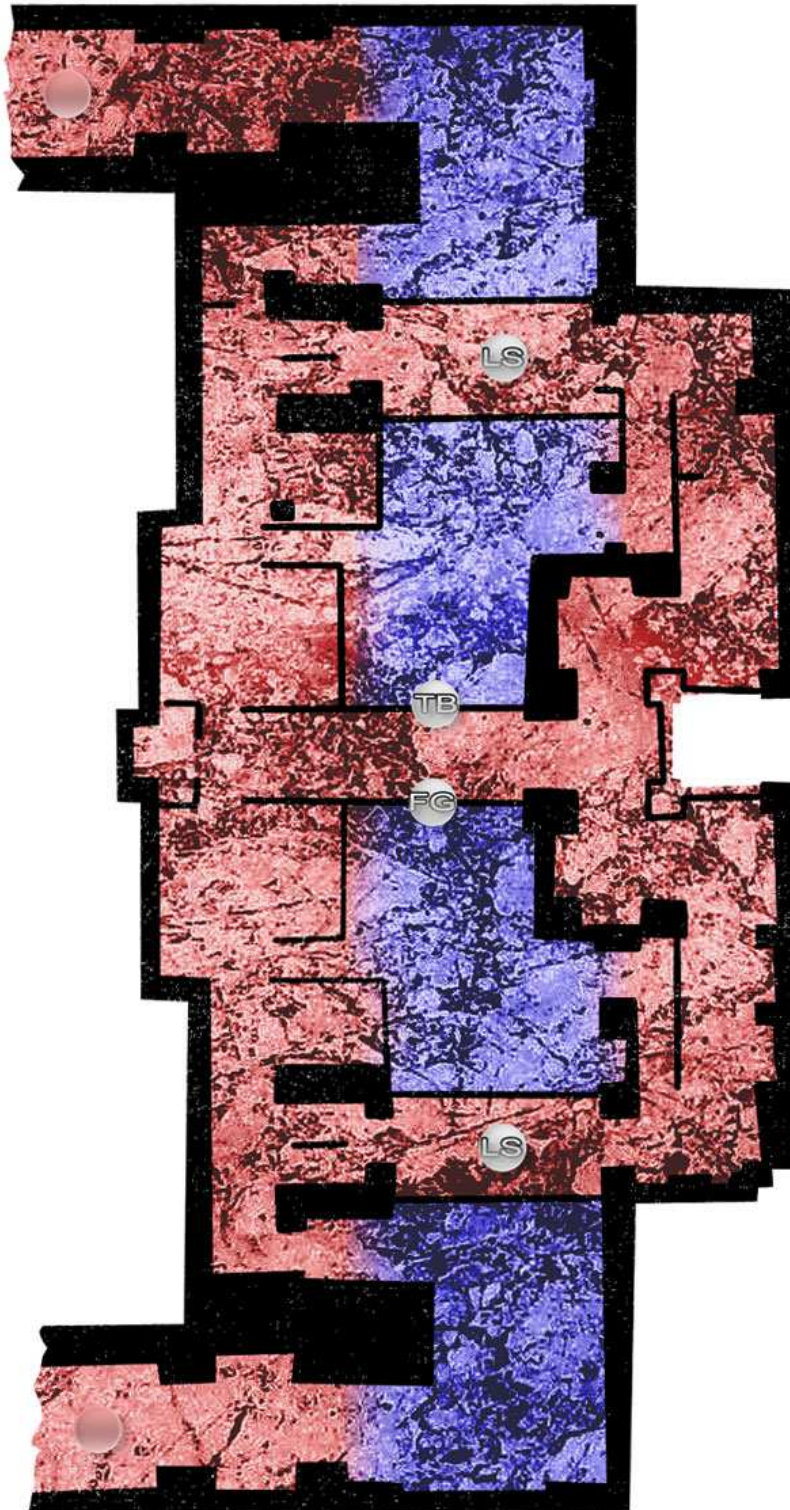


Smoke Grenade

We've been trying to find a really good use for smoke grenades, but haven't really discovered one. Smoke grenades *can* be used to confuse your opponents, but slick opponents will take advantage of the cover as much as you will. Perhaps the best use of the smoke grenades is as a diversion. Toss one out and watch as enemies run far, far away. If you've got teammates flanking the opponents, smoke grenades are a good way to scare out the other team.

Strategy		Ten Tips			Weapons			Maps		
MAP 01	MAP 02	MAP 03	MAP 04	MAP 05	MAP 06	MAP 07	MAP 08	MAP 09	MAP 10	

Canals



FG = Frag Grenade :: LS = Longshot :: BS = Boomshot :: TB = Torque Bow :: HOD = Hammer of Dawn

Flank the Waters

Most teams rush straight down the canals in a dash for the Longshot and Torque Bow weapons. However, we've had great success exploring the halls to the east. Instead of running to meet the enemies in the canals, take to the upper halls alongside the water. You can often catch the enemy by surprise.

Rock the Longshot

On your way to the eastern halls, you may want to consider picking up the Longshot sniper rifle. The weapon works great on the map, especially if you can catch opponents hanging down in the waters below.

Strategy

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Maps

MAP 01

MAP 02

MAP 03

MAP 04

MAP 05

MAP 06

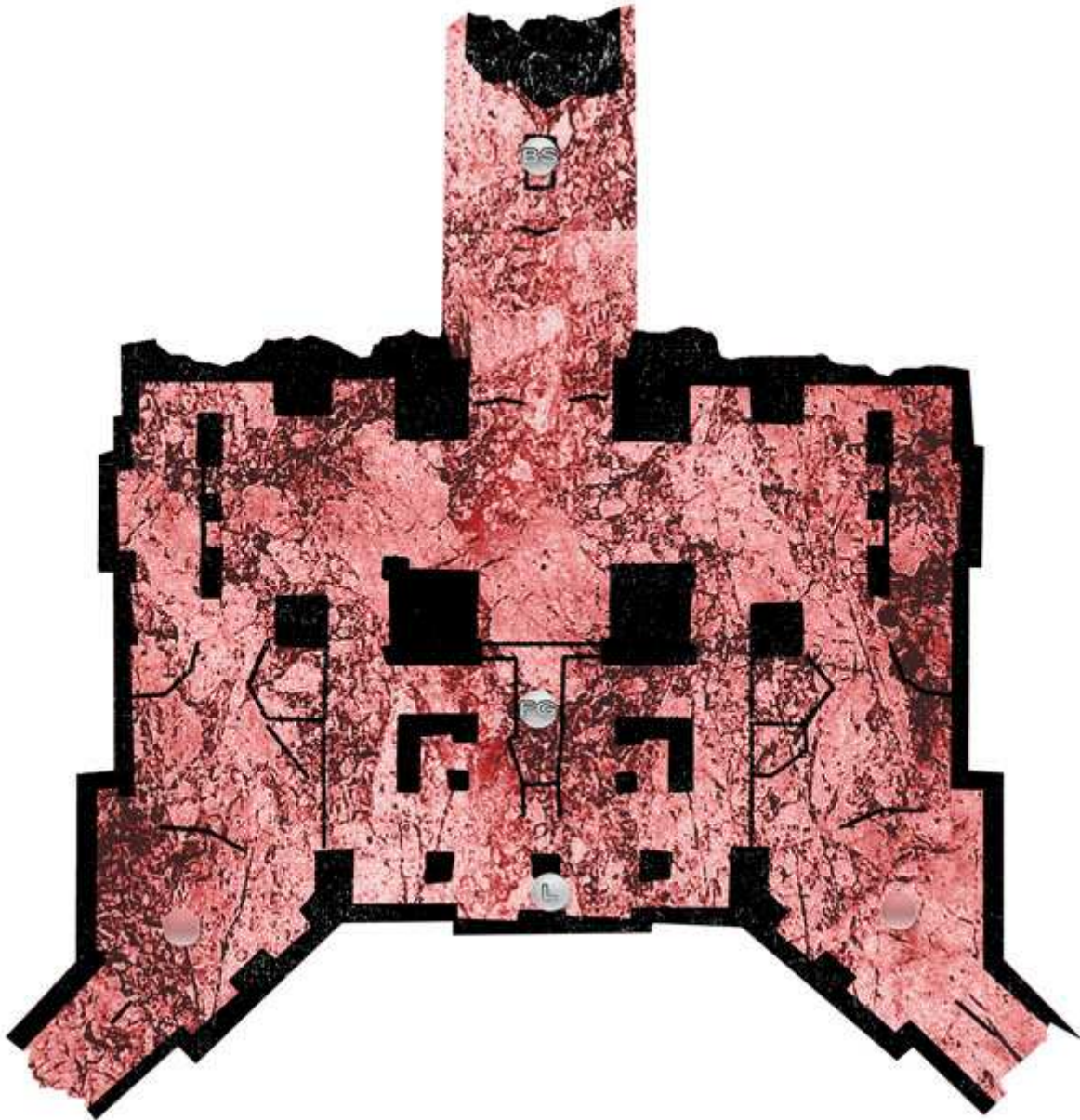
MAP 07

MAP 08

MAP 09

MAP 10

Clocktower



FG = Frag Grenade :: LS = Longshot :: BS = Boomshot :: TB = Torque Bow :: HOD = Hammer of Dawn

My Way is the Highway

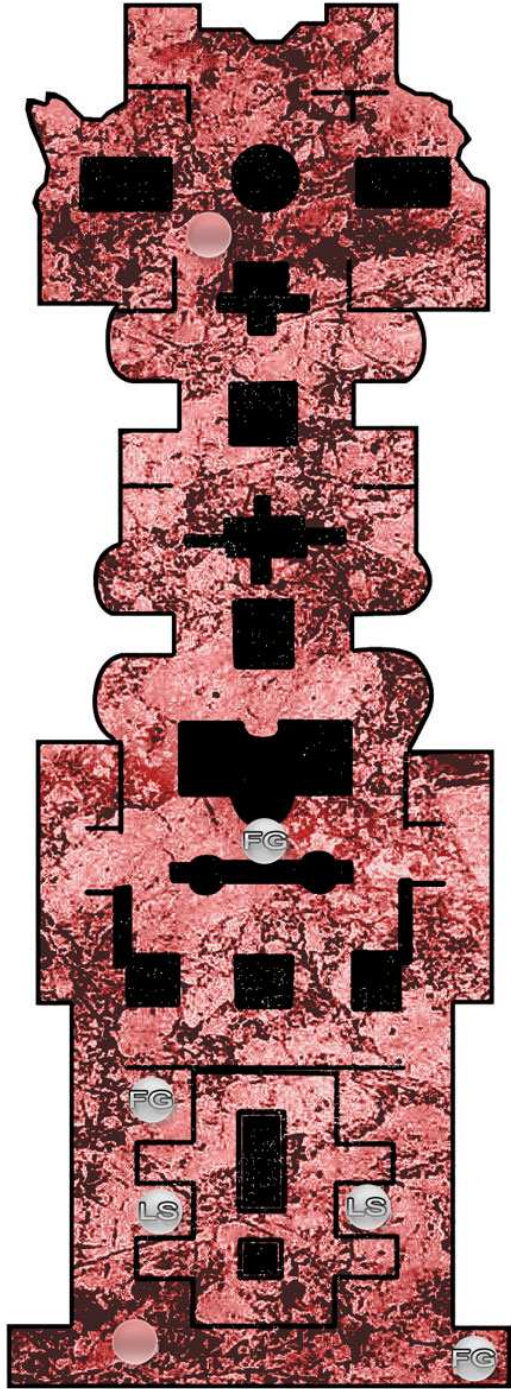
From the point where you spawn, you can go in two basic directions. You can head straight into the thick of battle in the center of the map, fighting around the broke-down cars, or you can veer left or right to take the high road. The high road to the south will take longer for you to get into battle, but it's a good way to go to catch enemies off guard. It's also where you'll find the Longshot sniper rifle.

Under the Bridge

In the lower area of the map, tucked away behind the cars is a quasi-hidden area that's under the high ground to the south. This hidden area is a great place to avoid detection as hardly anyone ever explores it. If you're outnumbered, hang out under the bridge and hope for a draw.

Strategy		Ten Tips			Weapons			Maps		
MAP 01	MAP 02	MAP 03	MAP 04	MAP 05	MAP 06	MAP 07	MAP 08	MAP 09	MAP 10	

Escalation



FG = Frag Grenade :: LS = Longshot :: BS = Boomshot :: TB = Torque Bow :: HOD = Hammer of Dawn

Advantages	The team that spawns at the top of the stairs has a sort of inherent advantage, having the higher ground. It's easier to spot enemies below and keep track of their movements. However, the team that spawns in the lower part of the map has the advantage in weapons. They spawn near Longshot sniper rifles and frag grenades. No matter which side you're on, be sure to utilize your side's distinct advantage.
Distraction	More so than most maps, Escalation makes great opportunities for team distraction. Because of the elongated design of the map, enemies rarely check their flanks. Coordinate with your teammates to hold the attention of an enemy—even just with lazy blindfire—and you can pretty safely rush down the opposite side of the map to come at the enemy from the side.

Strategy		Ten Tips		Weapons			Maps		
MAP 01	MAP 02	MAP 03	MAP 04	MAP 05	MAP 06	MAP 07	MAP 08	MAP 09	MAP 10

Fuel Depot



FG = Frag Grenade :: LS = Longshot :: BS = Boomshot :: TB = Torque Bow :: HOD = Hammer of Dawn

The Frags

Most people tend to rush for the Longshot and Hammer of Dawn weapons as the stage begins, but we feel the frag grenades are actually more useful. Run for them right as the stage begins and you'll have a good surprise for anyone that thinks they can match you in a corner battle.

Warehouse Distraction

It seems pretty common that teams get caught in wars in the warehouse while completely ignoring their flanks. If you see that too much focus is being spent on the warehouse, exit the warehouse and move behind the enemy team. You can often catch them by surprise with frag grenades or shotgun blasts for quick kills, especially if you coordinate with your teammates to keep the enemy distracted.

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MAP 02

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MAP 10

Gridlock



FG = Frag Grenade :: LS = Longshot :: BS = Boomshot :: TB = Torque Bow :: HOD = Hammer of Dawn

Everyone Loves a Longshot

The Longshot sniper rifle is a very effective weapon on this map, but it's also the most hotly contested. Many matches begin with both teams rushing to the Longshot. Just by the Longshot, however, you'll find a set of frag grenades. If your team keeps the enemy busy in the war for the sniper rifle, you can swoop by to grab the frags and then use 'em against the enemy from behind.

High Ground

The walled areas along the eastern edge of the map provide a bit of high ground that's usually pretty safe. You can see enemies below and fire on them when they're in the open. It's very hard for an enemy to take you out while you're in this elevated area...unless they sneak up from behind through the entrance you're not watching.

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MAP 01

MAP 02

MAP 03

MAP 04

MAP 05

MAP 06

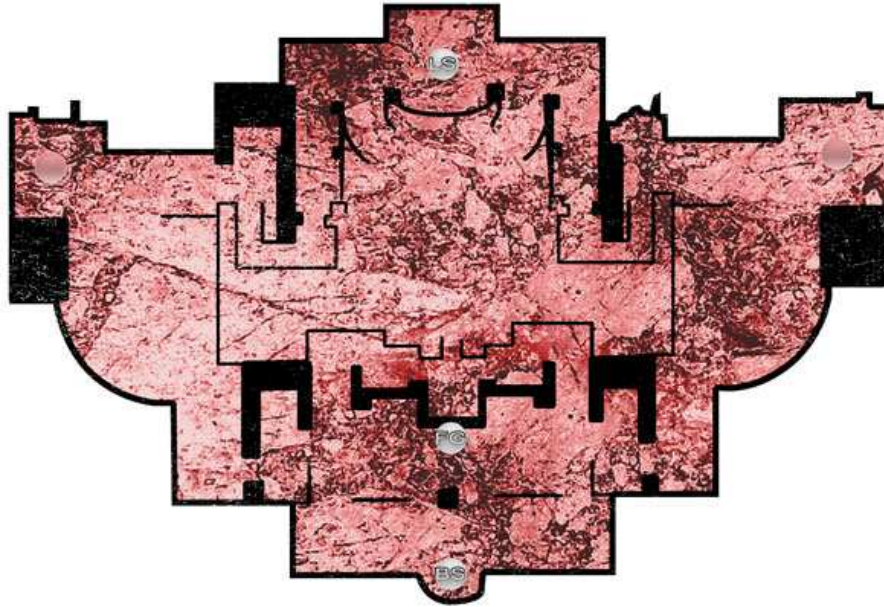
MAP 07

MAP 08

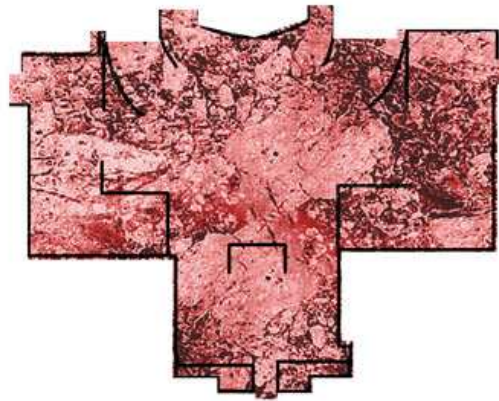
MAP 09

MAP 10

Mansion



MAIN FLOOR



LOWER FLOOR

FG = Frag Grenade :: LS = Longshot :: BS = Boomshot :: TB = Torque Bow :: HOD = Hammer of Dawn

Stick Together, Son

As the match starts, you can either head indoors to battle in the mansion or roam the outdoor areas. Whatever you do, *stick with your team!* Roaming the outdoor areas can be very effective, letting you flank the enemies that rush to an indoor battle, but you won't be effective alone.

Couches Crumble

The Longshot sniper rifle sits between a pair of couches that can be used for cover. In fact, it's pretty common that one team will rush to the sniper rifle while the other attempts to gun 'em down trying. Remember that the couches are completely destructible, so if the enemy takes cover behind them you shouldn't stop shooting. Unload on the couches to drive 'em out.

Strategy

Ten Tips

Weapons

Maps

MAP 01

MAP 02

MAP 03

MAP 04

MAP 05

MAP 06

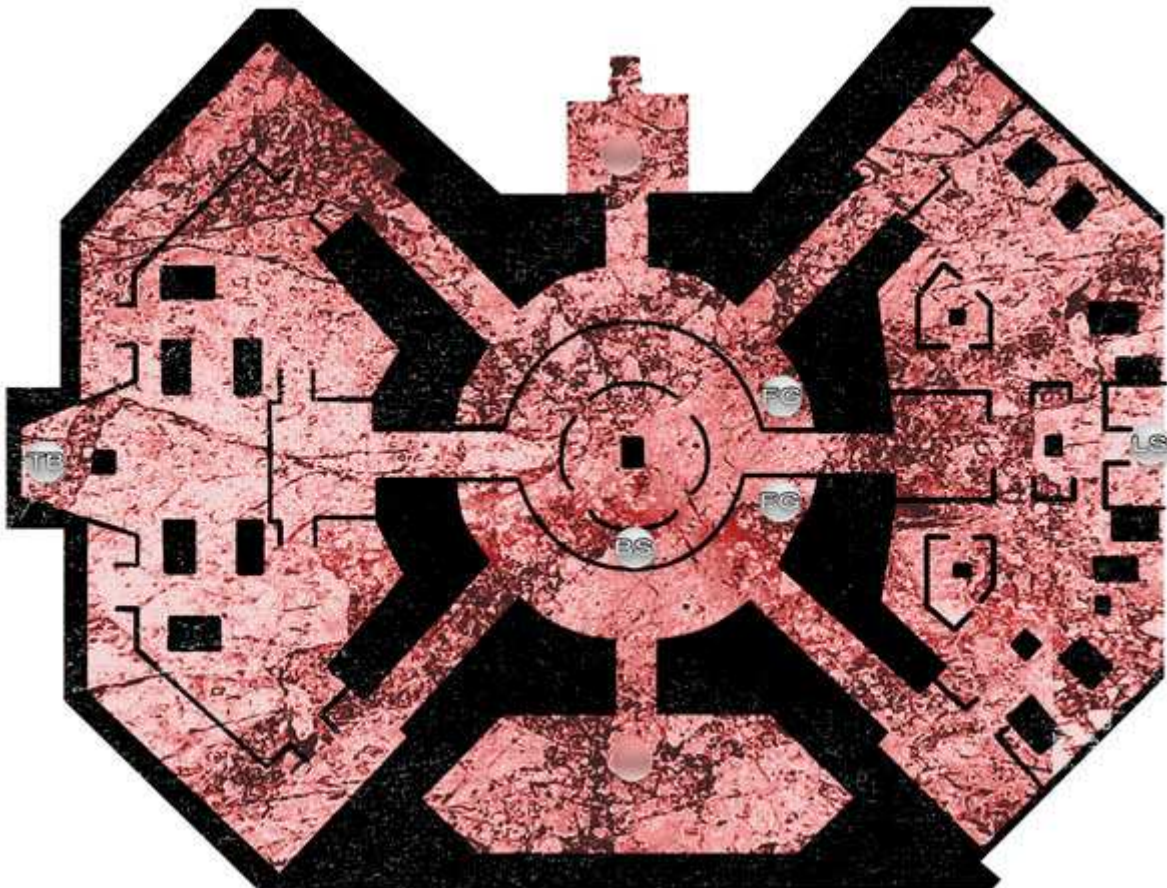
MAP 07

MAP 08

MAP 09

MAP 10

Mausoleum



FG = Frag Grenade :: LS = Longshot :: BS = Boomshot :: TB = Torque Bow :: HOD = Hammer of Dawn

Two by Two

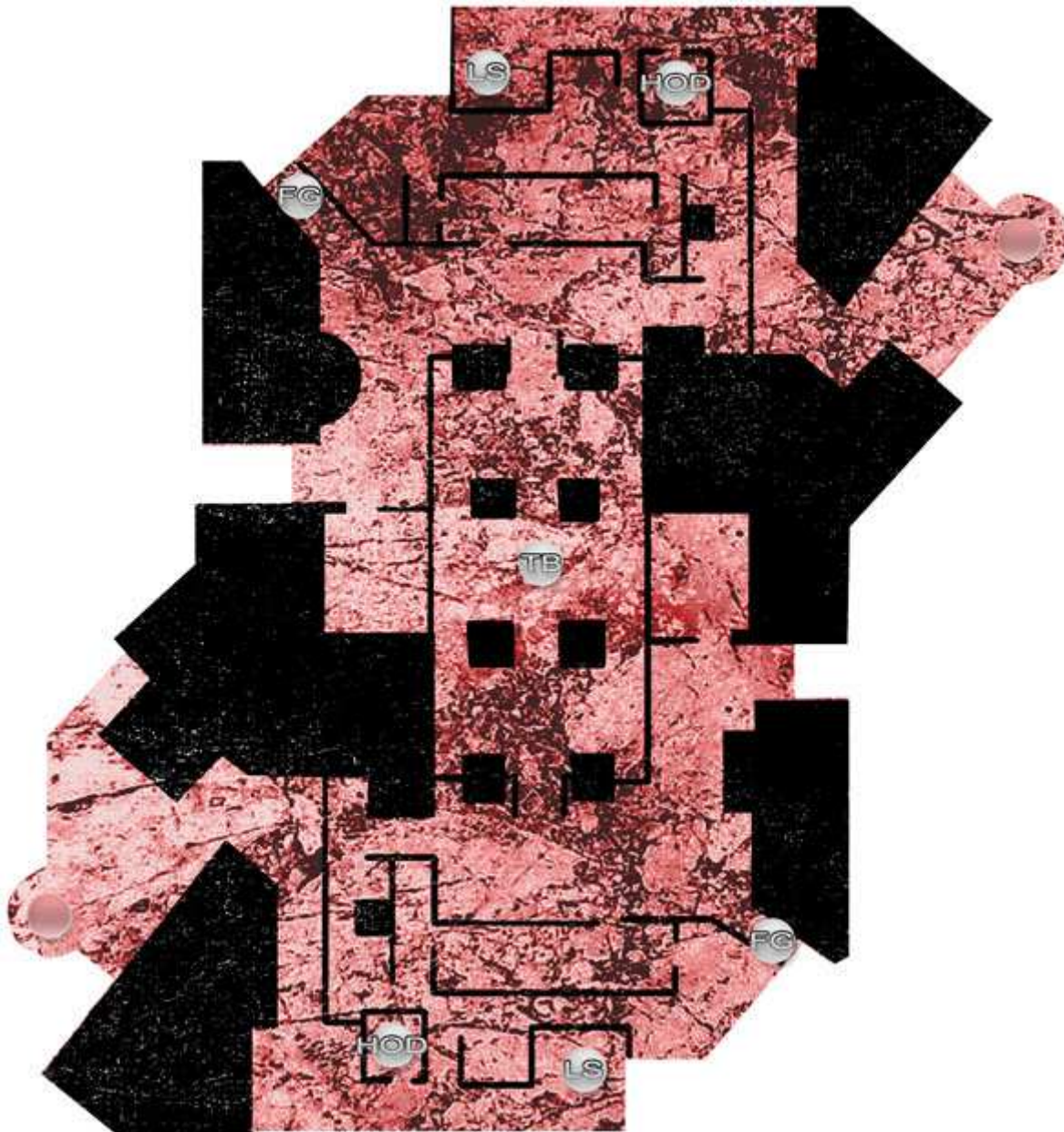
This map offers a great opportunity to split up your team for a convergence on a single battlefield. Send two of your teammates into the central hub-like area and send two teammates through the graveyard to sweep in from the sides. One pair of teammates is likely to find the enemy—communicate with the other pair to surround your foes.

Ditch the Longshot

Because of the headstones and other cover everywhere, we find the Longshot sniper rifle pretty hard to use on this map—we might go so far as to say that it's useless. Unlike in other maps, we don't recommend the Longshot. You're better off with the Gnasher shotgun.

Strategy		Ten Tips			Weapons			Maps		
MAP 01	MAP 02	MAP 03	MAP 04	MAP 05	MAP 06	MAP 07	MAP 08	MAP 09	MAP 10	

Rooftops



FG = Frag Grenade :: LS = Longshot :: BS = Boomshot :: TB = Torque Bow :: HOD = Hammer of Dawn

Hammer Time

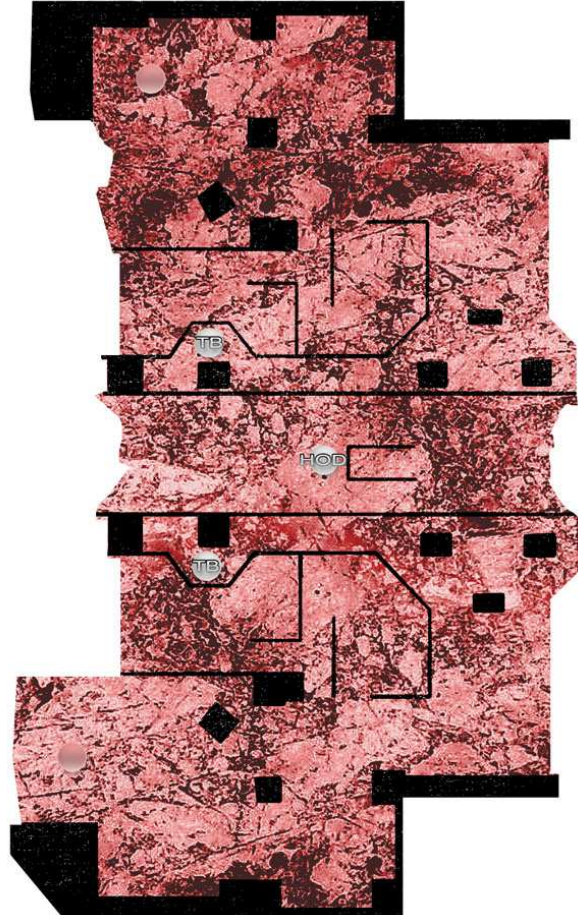
This is one of the Hammer of Dawn's best maps. The central corridor is largely uncovered, and since it's the only way to get from one side of the map to the other it's also highly populated. Sweep over the corridor with fire from the Hammer of Dawn. If you're trying to avoid the Hammer, look for short protrudings overhead that provide just enough cover.

Frag the Dugout

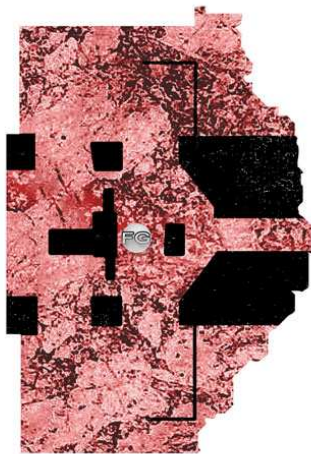
Each side of the map provides access to one of two dugout areas, small rooms with openings just large enough to let through gunfire. Enemies often camp in these dugouts while firing with the Hammer of Dawn and Torque Bow weapons. And while the dugout inhabitant may think himself clever, he's very vulnerable to frag grenades. Toss in a frag for a quick and easy kill.

Strategy		Ten Tips			Weapons			Maps		
MAP 01	MAP 02	MAP 03	MAP 04	MAP 05	MAP 06	MAP 07	MAP 08	MAP 09	MAP 10	

Tyro Station



MAIN FLOOR



LOWER FLOOR

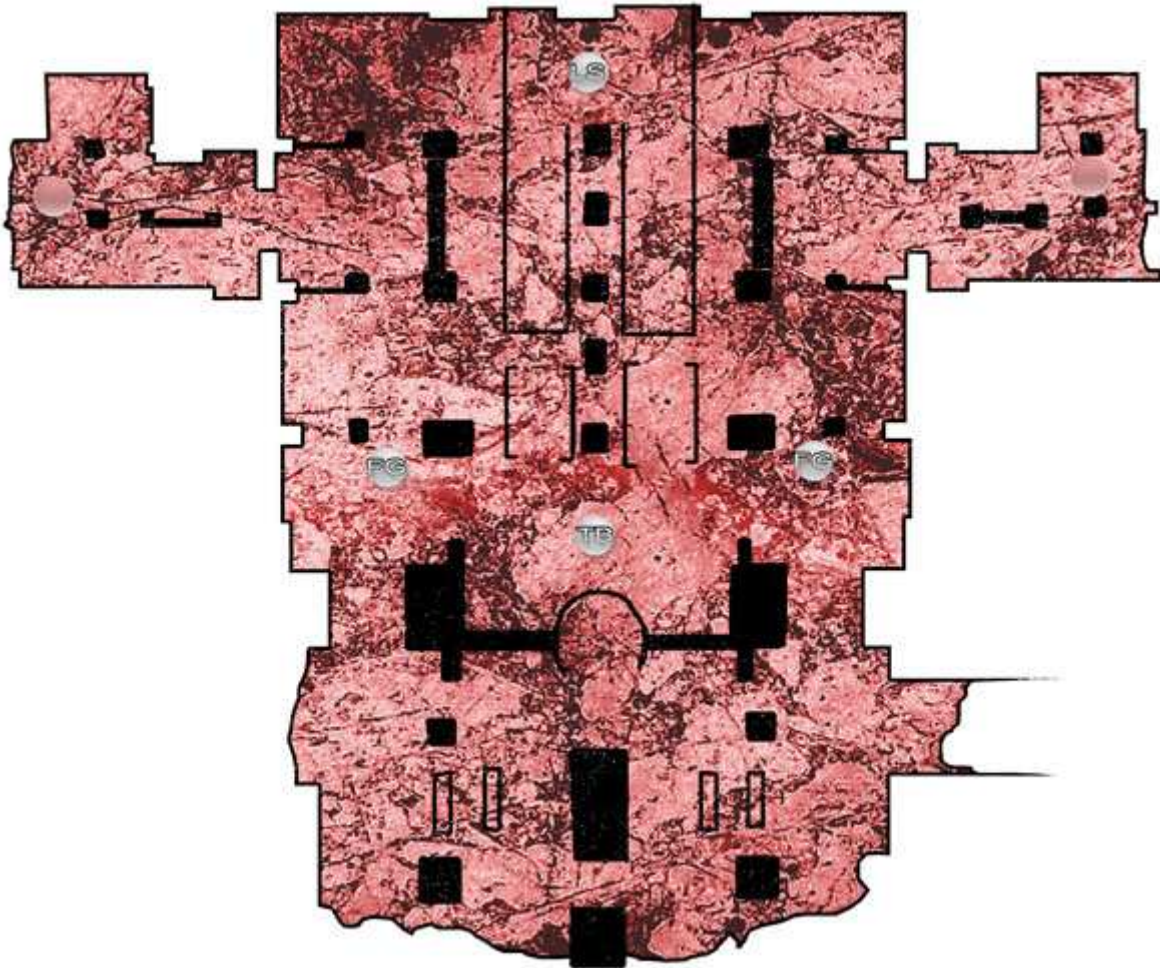
FG = Frag Grenade :: LS = Longshot :: BS = Boomshot :: TB = Torque Bow :: HOD = Hammer of Dawn

Bridge on the Tracks Because of the deadliness of the train, people tend to shy away from the train tracks. Instead, most battles converge underground. However, you hop onto the train tracks for just a bit, you can make your way to a set of stairs that leads down to the underground war scene. You'll come in from the side, very often catching the enemy by surprise as they try to engage your teammates from the front.

Torquin' It The Torque Bow can be a very effective weapon on this map, especially if you maintain the higher ground. As we said earlier, most battles seem to take place in the underground area. However, if you grab the Torque Bow and wait for the enemy to come up from below, you'll have a good vantage point from which to fire the weapon for some instant kills.

Strategy		Ten Tips			Weapons			Maps	
MAP 01	MAP 02	MAP 03	MAP 04	MAP 05	MAP 06	MAP 07	MAP 08	MAP 09	MAP 10

War Machine



FG = Frag Grenade :: LS = Longshot :: BS = Boomshot :: TB = Torque Bow :: HOD = Hammer of Dawn

Warring Sides Though the map is pretty large, both teams spawn in *very* close proximity. You might not know it at first, but if you run straight out of your spawn and keep moving forward, you'll soon run right into the enemy's camp. Most teams seems to branch left or right to move towards the frag grenades and turret to the south. And while we don't recommend deviating from this plan *all of the time*, we do suggest occasionally rushing the enemy straight-on. They're usually focused on moving south, letting you (and your squad) attack them from behind.

Element of Surprise

There are lots of places to hide and no obvious point of interest—unlike in other maps, where teams start at opposite ends and meet at the center, it's common for teams to break up, with stragglers wandering on their own. This makes a good opportunity to set up ambushes. Because there's no obvious direction and flow to the map, it's hard to predict where enemies will be. Use this to your advantage.

Secrets

Cog Tags

Achievements

Here's a brief rundown on the number of Cog Tags you'll find in each ACT of Gears of War. There are thirty Cog Tags in all—collect more to earn special achievements.

When looking for Cog Tags, try to spot the red Gears of War logos plastered on the walls. This icon lets you know you're in a room that has a set of Cog Tags. For more details on the specific locations of the Cog Tags, consult the [Walkthrough](#) portion of this guide and look for the icon pictured right.



Chapter	# of Cog Tags
ACT 1	12
ACT 2	6
ACT 3	6
ACT 4	3
ACT 5	3

Cog Tags

Achievements

Name	Description
Prison Breakout	Complete tutorial level on any skill level
Completed Act 1 on Casual	Complete Act 1 on Casual Difficulty
Completed Act 2 on Casual	Complete Act 2 on Casual Difficulty
Completed Act 3 on Casual	Complete Act 3 on Casual Difficulty
Completed Act 4 on Casual	Complete Act 4 on Casual Difficulty
Completed Act 5 on Casual	Complete Act 5 on Casual Difficulty
Mercenary	Complete all acts on Casual Difficulty
Completed Act 1 on Hardcore	Complete Act 1 on Hardcore Difficulty
Completed Act 2 on Hardcore	Complete Act 2 on Hardcore Difficulty
Completed Act 3 on Hardcore	Complete Act 3 on Hardcore Difficulty
Completed Act 4 on Hardcore	Complete Act 4 on Hardcore Difficulty
Completed Act 5 on Hardcore	Complete Act 5 on Hardcore Difficulty
Soldier	Complete all acts on Hardcore Difficulty
Completed Act 1 on Insane	Complete Act 1 on Insane Difficulty
Completed Act 2 on Insane	Complete Act 2 on Insane Difficulty
Completed Act 3 on Insane	Complete Act 3 on Insane Difficulty
Completed Act 4 on Insane	Complete Act 4 on Insane Difficulty
Completed Act 5 on Insane	Complete Act 5 on Insane Difficulty
Commando	Complete all acts on Insane Difficulty
Time to Remember	Recover one-third (10) of the COG tags
Honor-Bound	Recover two-thirds (20) of the COG tags
For the Fallen	Recover all (30) of the COG tags

My Love for You Is Like a Truck	Defeat a Berserker on Hardcore Difficulty
Broken Fingers	Defeat a Corpser on Hardcore Difficulty
A Dish Best Served Cold	Defeat General RAAM on Hardcore Difficulty
Zen and the Art of Reloading	Perform 25 perfect active reloads
Zen and the Art Part 2	Perform 5 perfect active reloads in a row
Clusterluck	Kill 3 enemies at once 10 different times
A Series of Tubes	Host and complete 50 ranked matches
Dom-curious	Complete 1 co-op chapter as Dominic Santiago
Domination	Complete 10 different co-op chapters as Dominic Santiago
I Can't Quit You Dom	Complete all acts in co-op as Dominic Santiago
Don't You Die On Me	Revive 100 teammates in ranked matches
Fall Down Go Boom	Kill 100 enemies in ranked matches with the Boomshot
Pistolero	Kill 100 enemies in ranked matches with a pistol
The Nuge	Kill 100 enemies in ranked matches with the Torque Bow
I Spy with My Little Eye	Kill 100 enemies in ranked matches with the Longshot
Don't Hurt 'Em	Kill 100 enemies in ranked matches with the Hammer of Dawn
It's a Massacre	Kill 100 enemies in ranked matches with the Chainsaw
Curb Appeal	Kill 100 enemies in ranked matches with the curb stomp
Capital Punishment	Kill 100 enemies in ranked matches with an execution
Is It a Spider	Kill 100 enemies in ranked matches with a grenade tag
The Money Shot	Kill 100 enemies in ranked matches with a headshot
Always Remember Your First	Finish playing a versus ranked match
Don't Hate the Player	Finish with the highest points in a ranked match
Mix It Up	Win a ranked match in every versus game type
Around the World	Win a ranked match on every versus map
Can't Touch Me	Win 10 ranked matches without losing a round
Seriously ...	Kill 10,000 people in versus ranked match total