



Red Dead Redemption Guide

by [Colin Moriarty](#) (with help from M.R. Sallee and Kristine Steimer)

In the late 18th century, the reach of the infant United States went about as far westward as the Mississippi River, with the vast expanse sitting beyond it an unknown quantity. After foreign empires essentially abandoned their claims to North America, one after another, during the course of the 19th century, the United States ventured ever westward, until it touched the Pacific Ocean in the west, the Rio Grande in the south, and the 49th parallel in the north. During the course of such expansion, one notion of the westward traveler replaced another, from the hardened explorers like Lewis and Clark to the 49ers that ventured to the Sierra Nevada Mountains in search of gold.

But then, there was the southwest. The land of deserts, cacti, cowboys and lawlessness. And just like the lives of explorers and miners in those years past, the lives of those brave souls that pressed into the southwest in the last half of the 19th century and into the early 20th century were fraught with danger. And it's that environment that Red Dead Redemption places you into, as the mysterious character named John Marston. The year? 1910. The location? The Western Border States.

Red Dead Redemption is, in many ways, a Grand Theft Auto game. And that means missions, side quests and collectibles galore. Our expansive guide covers everything for you, from the game's main storyline to the most obscure, out of the way collectibles and encounters. Our goal? To net you a 100% completion rating.

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Introduction to Red Dead Redemption Basics

Red Dead Redemption truly is the Grand Theft Auto of the west. Built on identical architecture as Grand Theft Auto IV, Red Dead Redemption is going to feel very familiar to veterans of Rockstar's most popular series. The controls are basically the same, from shooting to driving (or in this case, riding), making Red Dead Redemption a welcome, easy-to-comprehend experience for millions of gamers. If the game is anything, it's accessible.



But whether or not you're comfortable or not with game's overarching control scheme, there's still a lot to learn with Red Dead Redemption. The game's a sandbox title with myriad options, minigames, side quests, choices, and ancillary encounters. Seeing and doing everything there is in Red Dead Redemption will take dozens upon dozens of hours, a little patience, and a whole lot of knowhow. And naturally, the latter is where we come in.

The Premise of Red Dead Redemption

In Red Dead Redemption, you play as a shadowy, mysterious character named John Marston. As the game begins, you'll find Marston feverishly chasing after a man from his past known as Bill Williamson. Seemingly-mortally wounded at the outset of your adventure, Marston recovers quickly from his wound and goes about solving the mystery of the whereabouts of Williamson, as well as the men who are helping him, both north and south of the United States-Mexican border. On the way, Marston will meet a great many characters, many of them unique, and some of them hostile. As he helps these random persons with tasks important only to them, Marston hopes to inch closer and closer to capturing his mark, and putting a period on the end of this chapter in his life. In other words, Marston is doing a lot of people favors in hopes that they in turn help him.



Of course, Marston's adventure quickly turns into a misadventure of the first magnitude. After all, Red Dead Redemption isn't only about completing missions and quests to progress through the story. It's also about exploring every nook and cranny of the wild, wild west. There are horses to capture and ride. There are herbs and flowers to collect, and animals to kill and skin. There are challenges to complete, and plenty of gambling to be done. And then, there are duels, bounties, gangs and other dangers to deal with. In other words, Red Dead Redemption is rife with activity. This basics section will attempt to answer some of your more *basic* questions (naturally), keeping a keen eye on not getting into too much detail. After all, there are specific sections of this guide covering every aspect of the game in-depth.

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How to Duel in Red Dead Redemption

Dueling in Red Dead Redemption is a complicated, but necessary, skill to master. When engaged in a duel with your opponent, there are three possible outcomes: 1) You disarm the opponent, 2) You kill the opponent, or 3) The opponent kills you.

We'll teach you about the first two situations. Our guess is you won't have any problem with the third.

Step 1: The Draw

A duel starts with a quick staredown as the camera slowly moves into the action. At this moment, you don't need to do anything, though you can hold DOWN on the Right Analog Stick to ready your hand by the gun for a quicker draw. When the screen flashes "DRAW!" push UP on the Right Analog Stick to pull out your gun. (Side note: You can actually be quick on the draw and pull out the gun well before the screen flashes the "DRAW!" message. But doing this prevents the camera from zooming in fully, and could decrease the accuracy of your shots.)

Step 2: Targeting

Move the reticule over a part of the opponent's body and pull the Right Trigger / R2 button to set a target point. Each successful target will fill up your blue meter in the lower-right corner of the screen. Fill your meter before the opponent fills his and you'll win the duel. If you want to disarm the opponent instead of killing him, make sure you only target his hand. However, if you unload too many shots, even into the opponent's arm, you'll still kill him.

Step 3: Winning

Notice that your aiming reticule flashes red and white. If you pull the Right Trigger / R2 button to set a target just as the reticule turns white, you'll fill up a larger portion of your blue meter. In fact, usually one or two perfect shots are enough to fill the meter entirely and win the duel. If you want a successful disarm without going overboard and killing the opponent, you need these perfect targets to end the fight in a single shot.

Combat Primer

Critics of Grand Theft Auto IV's combat system rejoice; Red Dead Redemption's combat is unequivocally tighter, more usable and more effective than its cousin's. There's no questioning that. So you won't feel as frustrated with Red Dead Redemption as you were with Grand Theft Auto IV's seemingly-random and inconsistent combat. There are still a few important fundamentals to keep in mind, however. Doing so will make your life a whole lot easier, since Red Dead Redemption arguably relies more on straight-forward combat than its modern-day, city-dwelling cousin did. And you'll be fighting far more often, too.



John Marston has a lot of weapons at his disposal, and there are several important categories to keep in mind. You can have a single sniper rifle, standard rifle, shotgun, pistol, blade and more equipped at one time, and they can be called up and equipped at-will with the weapons wheel. Keep in mind that the weapons wheel exists in realtime, so action around you won't be frozen around you while you choose your firearm. You have to be quick! You can add and remove weapons to certain types on the active weapon wheel from your main menu. And that's all well and good. But what about actually fighting? What should you keep in mind during the heat of battle that will help you survive the fray?

The first thing you're going to want to keep in mind is that you can use the Dead Eye combat option in most situations, which will make your life easier. Dead Eye is activated with the R1/Right Bumper, and effectively slows down time during combat... at least for your enemies. While your enemies are struggling to move (or apparently so -- time really is just frozen), you can react in near-realtime, marking your enemies with shots and getting off quick-fire rounds before your mark knows what hit him. The best part of Dead Eye, though? It has to be the fact that you can hit multiple targets if you're quick enough. Seal a few headshots at once, and suddenly, the enemy lines are much thinner than they were. Keep a keen eye on your Dead Eye meter, however, as you won't be able to spam it endlessly. You'll need to give the meter time to regenerate as it's used.



Of course, you can easily get through the game without using Dead Eye at all, except in situations where the game forces you to use it. Believe it or not, we got through the game in just such a way. That's because there's a semi-automatic targeting system that can be utilized, and it's of a fairly forgiving nature. To activate it, have your gun's reticule somewhere around your target. Click the button on your specific controller to aim, click off, and then quickly click back on. Doing so should have the reticule automatically point at the nearest target, and the target will then stick, allowing you to shoot, kill, and quickly move on to your next mark. This is an especially helpful, efficient tip that you should shamelessly spam throughout your lengthy adventure.

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In 1910, cars exist, but they are new inventions that are ridiculously expensive, and out of reach of just about all Americans, especially those struggling on the western frontier. Thus, virtually everyone in the wild west relies instead on horses, as Americans have done since colonial days. Whether saddled up for independent use, or strapped to a cart, wagon or carriage, horses are an important part of everyday life. And naturally, you're going to have to learn how to use them if you stand any chance of surviving. Not only is traveling through the sand-ridden deserts and unexplored wilderness of the southern border impractical without a horse; it's also impossible. You *need* to master how to ride horses, and you need to do so quickly.



Riding isn't very hard. In fact, horses are pretty straight-forward beasts to tame, and early in-game tutorials help you learn everything you need to know. The important stuff to keep in mind is in regard to spurring your horse, and making sure you never push it too far. When you're on a horse, a meter will appear in the bottom right hand corner. As you spur the horse to go faster, the meter will dissipate. If the meter disappears, the horse will buck you off (or simply stop moving, if you're in a wagon or cart). So, you need to balance your want for speed with the ability of your specific horse to withstand the punishment. As you resist spurring the horse, the meter will grow, and you'll be able to speed up and go about your business once more. In other words, treat your horse well, and it will serve you well.

There are over twenty varieties of horse in the game, and you'll be able to ride them all. Most of the horses are available via deed, which can be purchased at general stores both in the United States and Mexico. When you purchase a deed and then use the in-game control to whistle for your horse, that horse will become available for you to use. Whistling will allow your most recent horse to find you almost everywhere, so if you're clever, you'll select the horse you need most in a particular situation with your deeds. After all, varying types of horses have specific stamina, speed and damage resistance restrictions, benefits and limitations. So a horse that's good for a race might not be good if you're chasing a bunch of bad guys. Also keep in mind that horses can often be hitched to static posts for retrieval later, but you can only have a single horse hitched at a time, regardless of where you are in the game.



For the few deeds that aren't available for purchase initially, you'll be able to unlock them by capturing the horses in the wild. Indeed, any variety of horse can be captured in the wild, but you'll absolutely need to do so in order to unlock the best horses in the game. Otherwise, they'll never become available to you. Thankfully, there's an in-game mission that teaches you how to capture horses with your lasso, and then break them so that they listen to you. So little talk is needed on that issue. Just keep in mind that you have a variety of outlets, whether in the wild or at a general store, to garner the horse you need for any given situation. And the more horses that are at your disposal, the better off you'll ultimately be as you work your way through the game.

Decisions, Honor, Fame, and Lasting Impact

Like Grand Theft Auto IV, Red Dead Redemption's main story progression focuses on completing missions as they are presented to you. And just like in GTAIV, Red Dead Redemption's missions are undertaken by speaking to specific people you meet throughout the game. The order in which you undertake these missions is, in a word (or two) semi-linear. That is to say, the mission structure isn't outwardly non-linear, but it's certainly not linear either. At times, you'll have two or three different people you meet itching to give you missions, and you can speak with them and undertake their missions in any order, moving back and forth between characters. But on the other hand, each character you meet will present their own missions in a very specific order. So even if you have options between Person A and Person B, both Persons A and B will present their missions in a set order, even if you move back and forth between them at will.



On your HUD and in-game map, available characters prepared to give you missions will be marked. Simply look for black, circular logos with white letters laying over them. The letter will represent the name of the character at that location, and you can hover over the icon on your map for the full name. Remember -- other types of non-story missions can be undertaken throughout the game, from random encounters to bounties to gang hideout assaults to many other types of quests. But to progress the story, you must do all of the missions presented to you during your primary adventure, and this is exclusively what we spoke about above. For all other types of missions (such as Bounties, et al), see the corresponding section of the guide. Oh, and your map and HUD will be covered with other icons as well. These icons will point you towards all sorts of interesting features of the game, from minigames to houses to purchase to other people to meet. Be sure to be thorough in your explorations.

Undertaking Missions

Red Dead Redemption is unlike Grand Theft Auto IV in that it relies a lot more on decisions you make. Sure -- GTAIV also had you make the odd decision here and there. But Red Dead Redemption relies far more on this particular ever-popular, en vogue trait of sandbox games. You'll encounter a few overt decisions during the course of the game, but many choices you make are much more subtle. However, most of them have lasting statistical impacts, as well as permanent alterations on your honor and fame. You'll learn this in-game almost immediately upon going through the game's main events.



Fame and Honor are the two important in-game statistics to keep an eye on. Fame is the easier of the two statistical types to understand, since you earn Fame in fairly obvious ways. Fame is earned by completing tasks that will earn you higher and higher notoriety amongst the population of the wild west. So, if you complete a main game mission, help a stranger, win a duel or a gambling game, or complete a bunch of other tasks, you'll earn little bits of Fame. As you earn more and more Fame, your Fame level will increase. And the more your Fame increases (as in, the more famous you become), the more people know of your exploits, which unlocks more options for you. Increasing Fame to a certain degree is fairly unavoidable, but you'll need to partake in all the game has to offer to ultimately raise your Fame to untold levels.

Honor, on the other hand, is based more on specific actions than simply completing parts of the game. Honor is, indeed, more associated with choices than actions (though choices often come within the wider context of an action you're taking in the game). While you can't necessarily lose Fame, you can actually lose Honor, making it a two-way meter contingent entirely on how you conduct your business in-game. For instance, if you take a wanted prisoner alive, you'll earn positive Honor, but if you decide to coldly kill the prisoner instead, you'll earn negative Honor. Either choice has the same Fame-earning potential, but it's the Honor that's in question here.



As you make decisions, earning or losing Honor and Fame, and go through all the game has to offer you, you'll realize that these choices have lasting impacts on the overall experience. Not only will you earn new titles for higher Fame and Honor (or lower Honor, for that matter), but characters in-game will begin to treat you a certain way. Maybe you'll even be able to earn special items, get discounts at stores, or the overall trust of the citizenry of the wild west by conducting yourself in a certain way. So make no mistake about it -- your actions should never be wanton. People won't forget what they've seen (or not seen) in-game, and they'll always act accordingly.

The Law (or Lawlessness)

The wild west is technically a fairly lawless, self-governing place, especially in 1910. But there's still a level of law enforcement in the wild west that you should be familiar with as you go through the game. In the wild west, you'll have to deal with organized law enforcement in the form of sheriffs and deputies, but you'll also have to deal with having bounties on your head, where just about anyone at anytime can try to kill or capture you and take you in. As you've no doubt expected, getting on the wrong side of the law usually involves killing someone in front of someone else, stealing a horse, or partaking in any number of nefarious activities. It's how you deal with the repercussions of your actions that's important.



Just like in Grand Theft Auto IV, Red Dead Redemption's police system involves getting out of a specific area where the crime was committed, so that you can stray far enough from the scene of the crime and the pursuing deputies that they won't capture or kill you. But in Red Dead Redemption, you'll still have to deal with bounties over your head, which of course requires agile movement and the ability to nullify stray bounty hunters. You can also use Pardon Letters to rid yourself of your bounty entirely. Of course, the easiest way to stay away from law enforcement and all of the trouble they tend to bring along with them is to try and commit as few crimes as possible. And in a gaming environment as sparsely populated as Red Dead Redemption's is, doing so is actually easier than you might think.

And of course, this doesn't even touch on other random encounters you have with random persons, not law enforcements, which will almost immediately turn hostile. These hostile interactions tend to have nothing to do with something you did (though they certainly can), but rather with the temperament of the random encounters you're having at the given time. Those have nothing to do with the law, but we thought we'd bring them up anyway, as you may be confused as to why you're riding down a road and being shot at when you did nothing wrong.



Other Tasks

In addition to the game's main missions, which makes up roughly three-fifths of the experience (according to the in-game completion percentage), there's a whole lot more to see. There's so much to see, in fact, that it's easy to become overwhelmed by it all. You may even be tempted to skip over a lot of the ancillary tasks in the game just so that you can see the end of Red Dead Redemption, and move on from there. But we implore you to resist these temptations. After all, such urges won't serve you well. A lot of the side quests, Challenges, and other optional missions and tasks in the game are a lot of fun to partake in. And more importantly, they expand the entire experience for you, giving you dozens of hours of new gameplay, and new ways to enjoy the Red Dead Redemption experience.



So, explore the entire map (or what's available to you at any given time in the game). Shoot animals, collect herbs and flowers, help strangers, catch wanted men with bounties over their heads, and sack the compounds of notorious gangs. That's only *some* of what you can do in the game other than main missions, and that's certainly not all of it. Not by any stretch of the imagination. The "other tasks" in a game like this expand the experience for you, and that's a good thing. And do you want to know another good thing? All of these other tasks are covered in-depth in this very guide. So if you need help with bounties, or Challenges, or anything else, you needn't look any further than right here.

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1.) **Make Decisions Carefully** - Like many modern sandbox games, decisions you make have a level of permanence in Red Dead Redemption. Some outcomes of the decisions you make can ultimately be nixed or overturned (such as killing someone, having a bounty on your head, and losing the bounty). Others, especially within a mission, are more permanent. Regardless of the decision you are currently making in the game, make sure it's a calculated one. Honor and Fame are important meters to grow in the game, and you can mess things up by making bad decisions. So be careful when making decisions, no matter what they might entail. As you'll find out as you play through the game, Red Dead Redemption is outright littered with them.

2.) **Explore!** - The Western Border States, along with northern Mexico, represent a vast swath of land. And to fully enjoy all the game has to offer you, you'll want to make sure you're thorough in exploring the entire map. Indeed, much of the map won't be available for you to explore immediately. But as you press through the game, more and more of it will open up for you. By the time you're two-thirds through the main adventure, you'll find that the entire map is opened up for you to see at will. And that's certainly when you're going to want to do just that.

3.) **Get Equipped** - No, this isn't a subtle Mega Man reference (or is it?). Instead, this is a call-to-arms, an important notice to let you know that you'll want to have the best weapons available for your use at all times. Remember that you can only have one of each type of weapon actively equipped on you at all times. As you collect more and more weapons, especially of a more powerful variety, you'll want to switch in weapons that are more powerful, robust and useful, which will only make your life easier. In other words, don't rely on the same few weapons you start the game out with. Your first revolver may be a lot of fun to use, but it's also incredibly weak. Be sure to seek out new weapons, equip them, and use them accordingly. Your life will be made a whole lot easier if you do.

4.) **Treat Your Horse Well** - In Red Dead Redemption, your horse is everything. It's your vehicle, your conduit to get around to all sorts of areas in the game. Without it, you'll be stranded, alone, and unable to complete even the most menial of in-game tasks. There are over twenty varieties of horses to capture, buy deeds for, and ride in the game. And you'll be circulating through horses like crazy, whether by stealing them, purchasing and using deeds, or finding them in the wild. But no matter what, you'll want to treat your horses well. Doing so will make them more capable beasts, stronger and quicker, and more willing to do your bidding. And remember to never spur your horse too much! Speed is great, but your horse will buck you off if you're not careful. And as you'll no doubt find out, that's never very much fun.

5.) **Set Up Camp** - Setting up camp is always a good idea. You'll be able to do so just about anywhere on the map that isn't a town, settlement, road, or waterway, and once in your campsite, you'll be able to conduct all sorts of business. The most important two pieces of business are related to saving and traveling. Setting up camp is the only way to manually save your game in Red Dead Redemption (other than the auto-save feature that engages throughout the game). And fast travelling from location to location is also a task that can be undertaken from camp. This will save you precious time on the road, since travelling from place to place can be fraught with difficulty, and incredibly time-consuming too.

6.) **Complete Challenges** - A fun distraction in Red Dead Redemption is in relation to completing Challenges. There are several kinds of Challenges in the game, and they are locked in a progressive manner. That is to say, as you complete the first of one type of Challenge, the second will become unlocked, and then the third, and so on and so forth. There are four primary types of Challenges -- Hunting, Sharpshooting, Survivalist and Treasure Hunting. Undertaking them will add much to your experience, hours to your playtime, and a sense of satisfaction for any

gamer. Don't ignore the Challenges; embrace them instead!

7.) **Other Side Quests** - We implored you above to undertake Challenges, and that's important. But there are other side quests that shouldn't be ignored either. Two of the primary types of Challenges you won't want to ignore (amongst others) are in regard to Bounties and Strangers. Both are time-intensive and progressively more challenging, but like completing Challenges, completing Bounty and Stranger side quests (in addition to other side quests, like Gang Hideout Assaults) will add hours to your experience, money into your pockets, and more. Don't ignore them.

8.) **Mix Things Up** - This is in relation to tips #6 and #7, which basically implore you to complete all of the side quests and Challenges in the game. While you're doing those tasks and going through your main adventure, be sure to mix it up. Red Dead Redemption is a huge game, and things can get a little boring and mundane if you insist on going about a specific type of task wholesale, without mixing things up a little bit. So go through a few main missions, and then do a Challenge, a couple of bounties and a gang hideout assault, but don't just do fifty bounties in a row, or half of the game's main missions in a row, or all of the Survivalist challenges in a row. Mixing things up keeps a game as big as Red Dead Redemption fresh, which is important, since you'll need to invest dozens upon dozens of hours into the game to see and do everything.

9.) **Pay Attention** - A game as long, thorough and involved as Red Dead Redemption almost certainly has to revolve around a story, and indeed, Red Dead Redemption does just that. The game's story presentation, and the life of John Marston, require gamers to become invested in the experience. If you begin to skip cutscenes, ignore dialog, and shoot directly through the main campaign only, you'll miss out on all of that, and diminish and dilute your experience all the while. Pay close attention to the story as it develops, listen carefully to all dialogue, and don't ignore anything you see or find, no matter how ancillary or meaningless it seems to be. Since Red Dead Redemption requires such a huge time investment, you'll only make the experience better by taking it all in, and not ignoring it or avoiding bits and pieces of it.

10.) **Get Down With Multiplayer** - Just like with Grand Theft Auto IV, Rockstar decided to include a robust Multiplayer mode in the game that's entirely too easy to outright ignore. After all, it doesn't really serve a purpose in the single-player game, and you certainly get a lot of bang for your buck by sticking with the main campaign, and never journeying onto PlayStation Network or Xbox Live to see even more. But even if it's just once, and just for a few minutes, get online and see what Red Dead Redemption's Multiplayer mode has to offer you. Online, you'll find a dynamic experience that many gamers will quickly fall in love with. And why wouldn't you want to get more mileage out of your videogame, anyway? You paid for it!

Red Dead Redemption Walkthrough

Below, you can find various links to walkthrough covering each mission in Red Dead Redemption. They are presented below, organized by the contractor of said mission. So for instance, if Bonnie gave you a mission you need help on, then you should consult the walkthrough links underneath Bonnie's name. The missions themselves are then organized in alphabetical order, so they are in no way, shape or form presented chronologically (and many missions can be completed in any sort of order, making a chronological presentation next-to-impossible).

Abigail Marston »

[Old Friends, New Problems](#)

[Pestilence](#)

[The Outlaw's Return](#)

Abraham Reyes »

[An Appointed Time](#)

[The Gates of El Presidio](#)

[The Great Mexican Train Robbery](#)

Agent Edgar Ross »

[And the Truth Will Set You Free](#)

[And You Will Know the Truth](#)

[Bear One Another's Burden](#)

[Great Men Are Not Always Wise](#)

Bonnie MacFarlane »

[A Tempest Looms](#)

[New Friends, Old Problems](#)

[Obstacles In Our Path](#)

[The Burning](#)

[This Is Armadillo, USA](#)

[Wild Horses, Tamed Passions](#)

[Women and Cattle](#)

Captain Vincente De Santa »

[Civilization, At Any Price](#)

[Cowards Die Many Times](#)

[Empty Promises](#)

[Mexican Caesar](#)

[The Demon Drink](#)

Irish »

[A Frenchman, A Welshman, and An Irishman](#)

[Man Is Born Unto Trouble](#)

[On Shaky's Ground](#)

[We Shall Be Together In Paradise](#)

Jack Marston »

[John Marston and Son](#)

[Spare the Love, Spoil the Child](#)

[The Last Enemy That Shall Be Destroyed](#)

[Wolves, Dogs and Sons](#)

Jake »

[Exodus In America](#)

Landon Ricketts »

[Landon Ricketts Rides Again](#)

[Lucky In Love](#)

[The Gunslinger's Tragedy](#)

[The Mexican Wagon Train](#)

Luisa Fortuna »

[Captain De Santa's Downfall](#)

[Father Abraham](#)

[My Sister's Keeper](#)

[Must A Savior Die?](#)

Marshal Johnson »

[Hanging Bonnie MacFarlane](#)

[Justice In Pike's Basin](#)

[Political Realities In Armadillo](#)

[Spare the Rod, Spoil the Bandit](#)

[The Assault on Fort Mercer](#)

Nigel Dickens »

[Can A Swindler Change His Spots?](#)

[Liars, Cheats and Other Proud Americans](#)

[Old Swindler Blues](#)

[The Sport of Kings, and Liars](#)

[You Shall Not Give False Testimony, Except For Profit](#)

Professor MacDougal »

[At Home With Dutch](#)

[For Purely Scientific Purposes](#)

[The Prodigal Son Returns \(To Yale\)](#)

Seth »

[A Gentle Drive With Friends](#)

[Exhuming and Other Fine Hobbies](#)

[Let the Dead Bury Their Dead](#)

Uncle »

[A Continual Feast](#)

[By Sweat and Toil](#)

Red Dead Redemption Walkthrough



Exodus in America (Jake)

Welcome to Wild West. As you begin your quest in Red Dead Redemption, you'll see a lot of sights and sounds of the age. The aesthetics of the late 19th and early 20th centuries in the untamed southwest of the United States are true to form here (though the year itself is 1910). A large, steam-powered boat deposits wealthy travelers on the shore of a small settlement. A hulking locomotive winds its way down a track towards another villager, with all sorts of people, from missionaries to elderly women, conversing about the events of the day. And then, of course, there's your main character, a yet-unnamed, bearded, gun-toting gentleman who looks like a force to be reckoned with.



Your first task, once you gain control of your character, is to head to the nearby saloon. Of course, you can get a feel for the game first. Learn some of the basic controls, moving your character around and whatnot. You'll find that this game controls a great deal like Grand Theft Auto IV did... at least on the periphery. When you're ready, head to the yellow dot on your HUD, which marks the entrance to the saloon. Once inside, you'll run into a man named Jake (and your character's name will be revealed to be John Marston). After exchanging pleasantries, you'll be asked to head on outside with Jake, where some horses are saddled up and ready to go.



Leave the saloon with your new friend Jake, and head out to the two saddled-up horses outside. Jake will get on one, and you will get on the other. This is a little tutorial for you, to teach you how to ride a horse. This is an important skill to learn in this game; completely integral to your success, in fact. It can take a little getting used to, but you'll get it before very long. All you have to do is follow Jake on horseback (he'll be represented by a blue dot on your HUD), and listen to the rather intriguing conversation these two have back and forth. Your ultimate destination is a location known as Fort Mercer. When you arrive, Jake will bid you adieu, and you'll be on your own.



It won't take you very long to get into trouble once Jake heads out on his way. Fort Mercer's entrance is right in front of you, and when you approach it, you'll almost instantaneously catalyze another cutscene. This time, the cutscene isn't so friendly and jovial. John calls out to a man atop the fortress wall. These two seem to know each other from a time gone passed, and now, they are more like enemies than friends. After some talking back and forth, the men in the fortress refuse to capitulate to the demands of John, and when John goes to draw his revolver, he's shut in the ribs, collapsing to the ground amidst the laughter of his foes.



Red Dead Redemption Walkthrough



New Friends, Old Problems (Bonnie MacFarlane)

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Left for dead by the occupants of the fortress, John's wound smolders in the western sun. A bloody trail working its way away from the fort indicates that John tried to get to his feet a couple of times, but eventually gave up mere meters from his starting point. An unknown man and woman stop their carriage nearby, and spot John. Checking for signs of life, they eventually hoist him up into their carriage, and make their way back to town. That's when you'll be introduced to a blond lass named Bonnie. She paid the steep price of \$15 for your medical care after finding you, and now, it's time to work some of that off. After some friendly back-and-forth, you'll regain control of the recuperating John, with Bonnie shown as a blue dot on your HUD.



You'll now have control within the MacFarlane Ranch. And while there's a lot to see here, and perhaps even some people to speak with, we recommend that you hold off on all of that for now. Indeed, much of this particular early-game mission consists on showing you some of the sights of this nearby locale, so for now, do exactly as the game instructs you -- find Bonnie. You'll spot her on the porch of a rather stately home on the edge of the ranch. When you speak with her, she'll eventually walk you over to a couple of horses that are saddled-up and ready to go. She'll get on one. Naturally, you should get on the other.



Bonnie will first show you around the ranch before the two of you go on patrol. This acts not only as another horse-riding tutorial of sorts, but it will also show you to some essential locations around town, as promised earlier. Amongst the sights you'll see is a general store, a sort of makeshift jail building, a large corral, a train station, a barn, and more. Pay attention, because you'll no doubt need to know the locations of these buildings (as well as why they may be useful to you) later on in the game. Eventually, you will have done a full circle around the ranch, and can tie-up your horse before proceeding onward. Using a hitching post is another important skill in Red Dead Redemption, so make sure to be mindful of "saving" your horses as you play through the game, at posts such as this. After all, stealing another person's horse for lack of your own is usually a crime that doesn't get committed unnoticed.



Red Dead Redemption Walkthrough



New Friends, Old Problems (Bonnie MacFarlane)

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When you dismount your horse, simply run back towards Bonnie's house, which, as you should know by now, is nearby. Bonnie will intercept you near the entrance, and after a brief conversation, you'll be brought inside of the home. Day turns to night, and your character is now asleep in a chair. Suddenly awoken by Bonnie, she asks if John might accompany her to ride the perimeter of the settlement, to see if there's anything nefarious going on. Agree, and she'll hand over a rifle for your use. This rifle will surely come in handy, as you'll get to shoot a firearm for the very first time in the game shortly. For the time being, once outside, go ahead and mount your horse where you hitched it earlier.



Once on your horse, basking in the brilliant starlight above, it's time to get down to business. For starters, begin to circle around to the side of the home, following behind Bonnie. As you get to the back of the home, you'll see Bonnie's small plot of crops to your left. She'll spot some rabbits running amok there, and will ask for your help. Quickly get off of your horse and follow the on-screen prompts to aim your gun and fire it at the rabbits. They'll scamper away, but you can pursue them if you want. Killing enough of them will satiate Bonnie's want for them to appear in a meal she'll be fixing up soon.



Your next task (as well as your final task in this early, short mission) is to get back onto your horse, and follow Bonnie up towards the corral. It won't take you very long to run into a ravenous pack of wolves that you have to contend with. Bonnie asks you to help her hunt these guys down before they do too much damage to the livestock. Resist the urge to get off of your horse immediately. Instead, run around to the far end of the corral, and then dismount. You'll find most of the wolves around you here (they are represented by red dots on your HUD), and are easy enough to clobber with your newfound rifle. They should never be a danger to you personally, so aim down the sights and meticulously take 'em out. Killing a few of them will catalyze the end events of this mission, so get back on your horse and proceed to follow Bonnie once more.



Eventually, a mission-ending cutscene will take over. John and Bonnie will ride towards the small building in which you're currently residing. After exchanging goodbyes for the time being, John will head on into his building, where you'll learn a bit more about how to control your character. This time, what you'll learn is solely in the context of your own home. By sleeping in bed, you'll be able to save your game and regain health (just like in the Grand Theft Auto titles). The chest near your bed is chock-full of ammunition, when you need it. And on and on and on. So, when you're ready, crawl into bed, save your game, and rest up. Tomorrow holds a whole new slew of tasks for you to undertake.



Red Dead Redemption Walkthrough



Obstacles In Our Path (Bonnie MacFarlane)

To undertake this mission, head over to Bonnie's house, which is located at the MacFarlane's Ranch, near Hennigan's Stead. Once inside, you'll encounter Bonnie, whose understated flirtations with John will continue unabated. As the two begin to speak back and forth, Bonnie asks John just what he was up to when his body was found outside of the fort at the beginning of the game. Remaining silent on the issue, John tells her that it would put her in danger to know. After some more words are exchanged, Bonnie refers to John multiple times as a city-dweller. But John claims that he isn't. And of course, the true mark of someone from out in the wilderness such as the Wild West is to get on horseback and prove your mettle. And this brief mission is all about just such an endeavor.



Bonnie will challenge you to a horserace. This is actually not too challenging, as long as you keep a few key rules in mind. But first, you have to get your horse and go to the starting line of this race. Hopefully, you rode your horse over to Bonnie's initially, and tied it up outside. If so, get on your horse, and then travel the short distance to the starting point marked on your map. If not, travel to where you last left your horse, and then get on and head to the starting point. Either way, when you arrive, the race will begin shortly thereafter. You should now have some sort of idea of how to ride a horse, but you need to really hone your skills here. Make sure to heed the game's advice, and don't spur the horse beyond its stamina meter, or you will get bucked. This will result in you being catapulted from your horse, and while you could theoretically win the race after being bucked-off once, twice or more is basically a deal-breaker, and you'll have to try again.



It's vital that you use your HUD during this race. The next point you have to reach in realtime will be marked on your HUD as a yellow marker. Each yellow marker represents a burning fire that you'll have to cross over (much like the light marks you have to cross when racing in Grand Theft Auto IV), and if you miss one, you'll basically not be able to win the race, because you'll have to backtrack to hit the yellow marker and activate the next one. So, you'll need to keep an eye on your HUD, and zone-in to the various burning fires that you have to cross (and there are dozens). The path the race takes winds in a sort of labyrinthine fashion, so keep your speed up, and cross-reference your HUD and what's happening in realtime to stay on target. You shouldn't always be on a main path (you'll be crossing into the wilderness on more than one occasion), so don't let staying on the roads distract you from victory. Keep your speed as high as you can while still being able to control your steed, and remember not to push it, or you will be bucked!



Red Dead Redemption Walkthrough



This Is Armadillo, USA (Bonnie MacFarlane)

Starting this mission will require you to visit Bonnie in her home at the MacFarlane Ranch. When you arrive, Bonnie will intercept you outside. It appears that she needs an escort as she travels to the nearby town of Armadillo, and you're just the man to keep her company. Following the brief introductory cutscene, you'll be able to walk towards a horse-drawn wagon sitting in front of Bonnie's house. Get into the driver's seat of the wagon, because you're going to be the one steering this bad boy to your destination, which is quite a ways off.



Your voyage to Armadillo will be a fairly lengthy one, but getting there is entirely straight-forward. If you've played Grand Theft Auto IV, then you'll know what to expect during this voyage... at least in premise. On your HUD, your destination will appear as a yellow dot, and a line will be drawn from your location to your destination, so that you know precisely where to travel. Be careful with the wagon, as it handles a lot more crudely than a lone horse does. Regardless, you can rest assured that the same control scheme works for both single horses and horse-drawn carts, so you shouldn't be too in the dark as to how to drive this thing from point A to point B.



As you drive towards Armadillo, don't bother rushing. You can get the wagon going at a good speed, but don't get it going too quickly, or you'll lose it around a sharp turn that throws itself into your route here and there. A moderate speed will get you to Armadillo in a few short in-game minutes, and thankfully, there will be plenty of conversation between Bonnie and John to keep you occupied as you work through the featureless landscape. Indeed, you'll learn a bit about both characters as you make your way toward Armadillo. When you finally arrive, Bonnie will scamper off to take care of her errands, and implores you to go visit the doctor in town. Indeed, this is the doctor that saved your life, so he certainly warrants a house call from you.



Head to the doctor's office, which should be marked on your map as a blue dot. Once you arrive, the doctor won't be too talkative with his former patient, but he will offer up some items for sale. You don't have any money at this early point in the game, but that's okay -- Bonnie gave him an advance so that you can purchase yourself a vial of medicine for free, one that will refill your life energy at a later date. Once you've procured the medicine, there's nothing left to do but return to the carriage. When you arrive, Bonnie will thank you for accompanying her. She'll recommend that you stay behind in Armadillo, and see what the town has to offer you. Even if you wanted to go back to her ranch, you won't have a choice. As the game will automatically point out to you, however, you'll still be able to voyage back there (and wherever else you'd like) with a horse-drawn carriage in town.



Red Dead Redemption Walkthrough



Political Realities In Armadillo (Marshal Johnson)

You'll be able to undertake this mission as soon as you arrive in Armadillo with Bonnie, after the Bonnie-centric mission entitled This Is Armadillo, USA. All you have to do is head to the sheriff's office in town, where a rather lengthy (and interesting) cutscene will take place. At first, John will run into a lone prisoner being watched over by one of the sheriff's deputies. After some back-and-forth, John and the deputy draw their revolvers on one another, but the Sheriff arrives just in time to break things up. A grizzled, calm man, the sheriff and John begin to talk about the occupants of the fort you journeyed to at the beginning of the game. As is made clear during this conversation, the sheriff must walk a fine line between keeping the peace and not angering those who pay his bills. Ultimately, to enlist the sheriff's assistance, John will agree to help him deal with some of his problems around Armadillo, in return for some consideration later on. And thus, the mission begins in earnest.



The sheriff, Marshal Johnson, decides to head off towards the saloon, where some troublemakers are causing havoc. Walk alongside him, and don't get too ahead of him, or you may alert your mark too soon, ending the mission prematurely. When you arrive at the predetermined location on your map (marked as a yellow dot on the HUD), you'll witness a brief cutscene. Johnson will spot a man named Walton getting on a horse. It's time to call to your horse with a whistle (by pressing up on the d-pad), and follow behind him as he meanders towards his destination. The thing is, the whistling and other commotion will almost certainly alert Walton as to your intentions, making this a fast race, as opposed to a more stealthy operation.



Immediately get onto your horse when it arrives, and begin to follow the red dot on your HUD, which represents Walton's location. Walton is a fast rider, and you'll have to ride quickly in order to keep up with him. Where and when it's safe, you'll want to cut off of the road tread by Walton, to cut some precious seconds off of the chase. If you try to trail him by strictly following his route, you may lose him, so try to cut corners when you can. Also (and as usual), be sure not to treat your horse badly by spurring it too much. If you get bucked, chances are you will lose this mission and will have to attempt the chase again. Also, try not to leave Marshal Johnson too far behind, which could also end the mission before you'd want it to. Thus, this brief chase is all about balance.



When you arrive at the predetermined location, you'll find Walton and a crew of his men occupying a small cabin atop a slight hill. This mission is another tutorial, this time in terms of how to use cover, and how to battle multiple enemies at once. Pay close attention to the game's prompts, as they should give you plenty of information on how you're expected to advance towards Walton, who is holed-up in the cabin, guarded by his friends. Yellow X's will mark locations where you should take cover and return fire. Each location will have a single enemy to kill ahead of you, but if you want to be meticulous (and there's no reason not to be), you may want to consider killing more than one enemy at each stop, to make your life easier as you advance closer and closer to the cabin itself.



When you arrive at the cabin, Walton will emerge, guns blazing (so long as all of his friends have already been felled). Here is where you'll be presented with an option, and you'll need to consider it on the fly. Walton can either be taken alive, or he can be killed. Taking him alive will require you shooting at his legs, but if you're not concerned with the Marshal's want to bring Walton in as a prisoner, you may as well cap him in the head or chest to do him in quickly. Keep in mind that your decisions here (and elsewhere in the game) have repercussions, however. Taking Walton as a prisoner will earn you honor (an in-game statistic akin to Paragon/Renegade in Mass Effect, or Good/Evil in Fallout 3), while killing him in cold blood will remove some honor. Either choice you make will end the mission, earn you some cash, and send the Marshall off wanting to employ you for more work. Before you head out on your way, be certain to loot the bodies of those you killed for spare ammunition and cash. You can also find more ammo and money in a chest within the small cabin itself.



Red Dead Redemption Walkthrough



Justice In Pike's Basin (Marshal Johnson)

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Undertaking this mission will require you to visit Marshal Johnson. In case you've forgotten, Marshal Johnson is the sheriff of Armadillo, and can be found at the sheriff's modest office in that town. Once you arrive, you'll begin having a good-natured conversation with Johnson, as he tries to figure out how to use his new telephone. After speaking a bit about the changing times, you'll find yourself in the middle of yet another emergency. One of Johnson's deputies runs in and alerts him that some livestock are being stolen from a nearby ranch. After making fun of the deputy (a literal laugh-out-loud moment in the game), Johnson and yourself will head off to see what's going on at Pike's Basin, where the purported theft is taking place.



When you gain control outside of the sheriff's office, hop on your horse, and begin to follow Marshall Johnson and his two friends as they meander along a pathway towards the location of the strife. The journey is fairly short and straight-forward, and it's impossible to get lost as long as you stay with your party of new friends. All the while, some conversation will go back and forth, and the deputies seem to be getting on your bad side. Nonetheless, you'll eventually arrive at the bottleneck entrance to Pike's Basin, where you'll be forced to dismount your horse and proceed forward on foot. Be aware -- danger lies ahead.



As you walk from the entrance of the basin forward, you'll almost immediately run into armed resistance. Indeed, you're going to be fighting a great many thug on this particular mission, which is more fraught with danger than anything you've dealt with so far in the game. Use the rocks and other obstructions around you to shield yourself from enemy fire, which can take you down quickly if you aren't careful (especially when fire is coming from multiple locations, as it is throughout this mission). When the initial wave of enemies are downed, you can then run forward towards their position, which is at the base of a rather obvious fork in the road. As usual, be sure to scour downed bodies for money and ammunition. And as for which path to take, we recommend going rightward. Both deputies will go left, but the Marshall will go to the right by himself. Why not give him some much-needed backup?



Regardless of the path you take, you'll end up in essentially the same area. You'll be controlling the much-maligned low ground here, as enemies fire at you from the raised pathways above. You'll want to flip the script on them as soon as humanly possible, by walking up towards their locations. You can fire at the foes on your side of the path from close range, and rely on your friends on the other side of the area to take care of their end of the bargain. You can then proceed even farther up the basin, where enemies will finally be seen below you. Use your height advantage here, and ruthlessly fire on them from above with your deadly repeater, thinning their ranks as you go.



Red Dead Redemption Walkthrough



Justice In Pike's Basin (Marshal Johnson)

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Eventually, pushing forward through the basin will bring you to what appears to be a dead end. A campfire should illuminate this location for you if it happens to be nighttime when you arrive (as it was for us), so you should still be able to lucidly see what's going on around you. Caught in a corner, your enemies around the camp still have plenty of cover to work with. Use the trees and rocks at the outskirts of the camp to protect yourself as you thin their ranks, and then run in to deal with any well-hidden stragglers thereafter. Once this encampment is cleared, you can then scour the plethora of dead bodies strewn before you, which will net you ammunition and small amounts of cash. But your task isn't over yet. Far from it.



Snaking away from this camp is a raised series of ridges connected by suspended wooden bridges. Lining the ridges overlooking the bridges are well-armed snipers, and you'll need to elude them and take them out as you proceed. Don't let the distance these guys are from you fool you -- these snipers have deadly aim, and a few shots from their powerful rifles will take you out before you know what hit you. So don't ignore them. Seek them out in the barren landscape, locating the fire from their muzzles if necessary, and take them out from afar. There will be multiple groups of them as you go from bridge to bridge, so always be on the ready, and never wantonly run forward without being sure you've cleared any enemies that may fire on you as you proceed.



Eventually, the bridges will lead directly to a semi-circular ridge that overlooks another encampment. This illicit location is where the stolen animals are being held, as well as some prisoners from the ranch they were stolen from. The thing is, there are innocents intermingled amongst the bandits, so you need to be extra certain that you don't kill anyone you shouldn't be firing at, lest you lose some precious honor. After clearing the raised ridge of its enemy contingent, circle around to the ground, hide behind the corral fence, and let your friends do most of the work. They won't shoot at innocents, so they should be able to clear most of the remaining enemies for you. As usual, foes are marked as red dots on your HUD, so if you're uncertain who you're shooting at, try to match up your target's location to your HUD, just to make sure. With the last enemy clipped, the mission will essentially conclude, but not before a mission-ending cutscene runs its course.



Thankful for your timely intervention, the captured ranchers thank you and everyone else in your makeshift party for getting there in just the nick of time. And just like that, your day's work is complete, but not before you get a few more words in with Marshal Johnson. In return for your help here, you fully expect that he'll now help you chase your own mark, the man who shot you at the beginning of your adventure. The Marshal promises that he'll do all he can to help. When you regain control, be sure to scour the dead bodies for more ammunition and money, and pillage any chests you find for more ammo and money as well. You're then free to proceed however you choose.



Red Dead Redemption Walkthrough



Women and Cattle (Bonnie MacFarlane)

Undertaking this particular mission will require you to head over to Bonnie's place, which as you know by now is located at the MacFarlane Ranch. When you arrive, a lengthy cutscene will introduce this otherwise elementary mission. Feeling badly for being so secretive with the ever-friendly Bonnie, John opens up to her. You'll learn quite a bit about your main character here, including the fact that he's married, has two children (a boy and a girl, the latter deceased), and used to run with a murderous gang in years prior. It was this gang that got him into the trouble he's in now, and if he doesn't deal with some of his old associates, his family could be in danger. Bonnie seems to understand. Eventually, Bonnie asks John for some help bringing her cattle out to pasture. Naturally, you agree to help.



When you regain control following the mission-introducing cutscene, simply run towards where your horse is hitched up. It should be right next to Bonnie's. Once on your horse, follow Bonnie to the corral nearby. Within, you'll find five cows. For the time being, these cows are limited in number and have somewhat of a hive-mind mentality. They'll be easy to move to the initial point on your map. Simply stay behind them, walk slowly, and follow Bonnie as she brings you to the first location off of an ill-kept dirt road. If a stray cow or two gets away, you can try to get them back into the group manually, but it seems that if you can keep most of them together, stragglers will eventually follow suit. Indeed, if you look at your HUD, you'll find that the herd is represented en masse by a large blue dot. Staying near that dot en route to your first location should be adequate enough.



Eventually, you'll reach your first destination. Here, the small group of cows you were herding is combined with a much larger group of cows, and now Bonnie deems it time to move the entire group to a place where they can more effectively graze. This second (and final) leg of this brief mission will thus require you to take up the back end of the mobile herd, as it's brought to your next destination. You'll have lots of help here keeping the herd together, so simply man your post moving forward, and you'll be just fine. When you reach the second location, Bonnie will thank you for a job well done, and this mission will come to an abrupt end. It's that easy!



Red Dead Redemption Walkthrough



Wild Horses, Tamed Passions (Bonnie MacFarlane)

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To catalyze this mission, you'll need to head over to Bonnie's place, which as you know by now is the stately house on the MacFarlane Ranch. When you arrive, you'll walk in on a small gathering between Bonnie and her father. It appears that Mr. MacFarlane, while polite, is skeptical of John, and of the federal government getting involved in the affairs of the lawless wild west. The trio drink tea as Mr. MacFarlane explains some of his family's history to John, and the three speak of little else. Eventually, Mr. MacFarlane and Bonnie begin to bid you adieu, but not before Bonnie offers to bring you along as her father breaks some horses. Just what does that mean? You'll find out soon enough. But rest assured that the lasso that Bonnie hands you as the opening cutscenes winds towards its conclusion is an integral part of the process.



When you gain control outside, walk to your horse hitched up outside. Mr. MacFarlane and Bonnie have their horses nearby. Once everyone is mounted-up, you'll be free to follow behind them as they head towards the purported location of the wild horses that you're about to lasso. In the early-going, the ride will be slow, and there will be lots of conversation. But once you reach the wide-open fields at the edge of the MacFarlane Ranch, your friends' horses will break into a gallop, and you should do the same. The pack of wild horses roaming around are right in front of you, and it's time to engage the wily creatures in an attempt to capture some.



Pay attention to the on-screen prompts to learn how to use your lasso, and how to capture a horse. It's actually rather elementary. With the lasso equipped on horseback instead of a gun, the controls should be identical to aiming a firearm and subsequently shooting it. In other words, you can aim the direction your lasso will go, and then you can fire it at your target. If done properly, you'll lasso the horse. Hold onto it as one of your companions comes to lasso the horse with you. Once a second lasso is affixed to the horse's neck, dismount your own horse and get on the captured horse's back. Now, it's time to tame the horse. Doing so requires the use of the left analog stick. As John begins to slide leftward off of the horse, readjust his position towards the center of the saddle. The same thing with falling off of the right side. After conducting this routine for a little while, the horse is considered tamed.



Red Dead Redemption Walkthrough



Wild Horses, Tamed Passions (Bonnie MacFarlane)

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Initially, you'll have to capture two separate horses from the wild pack. The first horse you capture and tame will be taken back to the corral by Mr. MacFarlane, leaving only yourself and Bonnie to go after the second horse. Capture the second horse in much the same way as you did the first, and once Bonnie has secured it for you, mount it and break it. Then, dismount the horse. Bonnie will take it back to the corral, and you can follow behind her. As you approach the MacFarlane Ranch with two new horses acquired, Mr. MacFarlane will be at the gate to let you know that another pack of wild horses has been spotted. And naturally, with fair game running around like this, you have to strike while the iron's hot. Let's get to it!



This endeavor is decidedly more complicated. As your party rides out into the cactus-strewn wilderness, you'll eventually spot the new band of horses. This group is bigger, and decidedly wilder, so you're going to have to go about things a little differently here. To capture the entire band of wild horses, you'll be asked to corral them towards a bottleneck in a nearby canyon, where they can all be lassoed and taken away. The group of horses is shown on your HUD as black horse icons, and if they split up, there will be more than one of them. The horses will generally try and stay together, but if you get overzealous in your attempts to drive the horses towards the canyon, they'll split up, and your life will become complicated as you try to get them back together before driving them towards your target once more.



And speaking of your target, the canyon bottleneck itself is represented on your HUD as a yellow dot. That's the direction you need to drive the pack of horses toward, so get behind them and slowly work your way towards that location on the map. The uneven terrain and wild nature of the horses makes this a job easier said than done, of course, but this is still completely doable, even if you're still a little unsteady on your own horse. When you've finally driven the group towards the bottleneck, a cutscene will take place. Your crew successfully captures the group of horses, save a stallion which runs down the canyon. Naturally, it's going to be up to you to catch up to it and stop it in its tracks. No easy feat, of course.



As the stallion books down the canyon, you should follow behind him. At first, he'll be running off at breakneck speeds, and it'll seem impossible to close the gap with him. Eventually though, once given enough time, the stallion will begin to wind around in a more wide open expanse. Here, you can cut angles and easily get to the stallion. Do what you've done multiple other times during this mission. Lasso the creature, and then carefully get off of your own horse and mount your catch (you won't have someone to help you hold on to this horse). Then, break him by successfully riding him as he bucks for a time. Once that runs its course, you'll be prompted to ride the horse to Bonnie's location nearby. The mission is now over, and better yet, for doing so well, Bonnie lets you keep the stallion you just caught as your own. Nice!

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Red Dead Redemption Walkthrough



A Tempest Looms (Bonnie MacFarlane)

This mission begins rather rapidly, and with little warning. To undertake it, you'll need to head to the barn on MacFarlane Ranch, where Bonnie can be found. As the cutscene begins to introduce the mission, the rains will be coming down hard. One of Bonnie's farmhands has gotten all of the horses stowed away into the barn, but the cattle are still out in the field. The bad weather will likely scatter the cattle if they're left out there too long, and though it's fraught with danger, Bonnie insists that someone needs to go out to get the cattle together and back to safety. That, of course, is your cue.



When you gain control, get on your horse nearby, and begin to follow Bonnie as she works her way out to the field where the cattle were last left. The good news about this wrangling mission is that you're going to have lots of help, so you won't be set out to pasture alone (pardon the rather obvious pun). Additionally, while the rain is coming down, decreasing your visibility, you won't really be affected adversely by the weather. And other than some predetermined events throughout this mission, neither will the livestock. Therefore, the weather is more like a gray filter over this mission's events, as opposed to having any tangible realtime affects on the outcome. Nonetheless, after riding for a bit, you'll eventually spot the herd in the field, and will begin to undertake this mission's duties in earnest.



For starters, this isn't a challenging part of the mission. You'll be tasked with moving the eleven cattle in this smaller group towards an area near an oak tree, where they can be merged with another group of cattle, and then collectively moved back to the corral on the ranch. A counter will appear on the top of the screen, letting you know how many cattle you've successfully kept in a group. The group at large is represented by a light blue blob on the HUD, but as cattle stray from the larger group, they will appear as smaller, dark blue dots. When this happens, stray from herding the group and get near the escaping cattle. When it turns light blue upon you getting near it, it will rejoin its friends, and you'll be able to continue to the tree unabated. You may lose one or two cattle here, which is no problem, but if you're thorough, you shouldn't lose any. At least, not yet.



Unfortunately, when you've brought your group of eleven cattle over to the other sizeable group near the tree, an unfortunate event will occur. The raging storm above sends a lightning bolt careening downward, sparking the nearby tree, and spooking all of the animals around you, including your own horse. Suddenly, the cattle scatter, and begin running away from the tree. Inconveniently, they're running straight for a cliff, and if they go over that cliff, it means certain death for them. The idea here is to ride ahead of the group of cattle in an attempt to head them off and divert them back towards the opposite direction. You have to be quick here, keeping an eye on your HUD to make sure you successfully affect as many cattle as possible. If you wait too long, some will go over the cliff and be lost forever. You can lose a few here, but try to keep it to a minimum. This is Bonnie's livelihood we're talking about here!



Once you've fended off the fleeing cattle and get them back into a cohesive group, a new number should appear on top of the screen. This is your new X of X number, with how many cattle you have in your total group as opposed to how many you could potentially have as a maximum. And now, things get easy again. The cattle will slowly meander towards the yellow dot on your HUD, which represents the corral back at the ranch. As cattle begin to individually stray from the group, do what you did before, collecting them individually and sending them back to the larger group. Eventually, you'll reach MacFarlane Ranch and will be able to successfully end this mission. You'll have Bonnie's sincere thanks for your help, so long as you saved a good number of her livestock!



Red Dead Redemption Walkthrough



Old Swindler Blues (Nigel Dickens)

Undertaking this mission will require you to head to the "W" icon located on your screen. Doing so is actually rather simple. And though it's a nondescript marker for the start of a mission, this will be the first mission you will encounter under the W moniker, so you'll know exactly what to expect here. If you need more detailed instructions on where to head, simply go southward from Armadillo, and slightly to the east. Along the northern bank of a small body of water called Lake Don Julio (which itself is located north of the San Luis River), you'll run into the W mark. And there, you'll find an old man sprawled on the ground next to a horse-drawn carriage. John helps him to his feet and back into his carriage, though it remains to be seen what unfortunate events have befallen this man. You won't know his name just yet, but we'll spoil things for you -- this is Nigel Dickens.



When you gain control following the humorous cutscene that begins this mission, you'll be driving Nigel's wagon. Your goal is to reach Armadillo, a small town you should be plenty familiar with at this point in the game. Armadillo will automatically be set as a waypoint on your HUD, so a yellow line should show you the best route to take to reach your destination. Of course, there's a catch. This isn't a straight-forward, leisurely Sunday drive. The exact opposite is actually true, because the same horse-bound bandits that left our new friend Dickens for dead on the side of the road will now be in pursuit of the both of you. Thankfully, you have all of the tools necessary to combat just such a threat.



As red dots begin to appear on your HUD, you'll know you're in for a bit of a treat. Each red dot represents a horse-riding bandit, and each of them is equipped with a weapon. They are rather accurate shots for being on horseback, so this ride can be a little more challenging than it might initially seem. You basically have three viable options in regard to getting through this mission. You can make the horses gallop as quickly as they can, dodging the gunfire and the bandits as much as possible without nary a shot being fired. You can move slowly and meticulously, taking out each bandit as he presents himself, eventually taking out the entire roster of bad guys as you move. Or you can combine the two techniques, moving quickly when possible, but otherwise slowing down to a crawl when you have the opportunity to shoot a bandit or two.



All three techniques work well in premise, but we recommend going for the third technique if possible. Moving slowly will subject both yourself and Dickens to unnecessary damage that may outright kill the both of you (Dickens' health meter can be clearly seen on the top of the screen). On the other hand, moving too quickly can cause you to lose control, complicating the ride. Striking a happy medium is therefore the key. You can shoot while you ride (the carriage will steer itself all the while), so that's your best bet -- riding while shooting. Thin the enemy ranks, but don't worry about destroying them all, as you should arrive in Armadillo safely before you'll get the opportunity to do so anyway. For getting the injured old man to the doctor in Armadillo, you'll receive some fame and honor. But most importantly, you'll unlock a new friend to get missions from. Excellent!



Red Dead Redemption Walkthrough



Spare the Rod, Spoil the Bandit (Marshal Johnson)

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To undertake this mission, you'll need to visit with old Marshal Johnson over in Armadillo. As you know by now, he can be found in his makeshift office/jail building in Armadillo, but when you arrive, you'll find he and his deputies in a bit of a tizzy. The Marshal will ask you to accompany him and his men on a ride. Why? Well, it appears that some bandits have murdered a bunch of people, in addition to committing other heinous crimes, and they need to be brought to justice. John will eventually oblige the Marshal's request, and you'll be able to ride off with them to undertake, in the Marshal's own words, a bloody job.



When you gain control after the cutscene, you should find yourself automatically on horseback. Marshal Johnson and his two deputies will ride ahead, and you should follow behind them. The Marshal will tell you that he heard that you found Mr. Dickens in the wilderness (a prerequisite for catalyzing this particular mission), and after some talking back and forth as to the scientific veracity of Mr. Dickens' claims, you'll come across some grisly evidence of violence. A campfire burns in the near distance, with vultures flying overhead. When you go to investigate the campfire, you'll find dead livestock, horses, and most importantly, humans. No one is left alive, but the fire is still burning strong, evidence that this assault happened fairly recently. The good news is that you'll find a Winchester Repeater here, so be sure to equip it on yourself before heading on out.



With your new gun in hand, and violent evidence in mind, you should continue to follow Marshal Johnson and his men as they continue to meander down the dusty road ahead. There will be some conversation in regard to the cowardly men who might have committed these heinous crimes, and talk of little else. Unfortunately, as you ride along, you'll no doubt spot something in the distance that will further set in your unease -- another smoky fire burning on the horizon, with more vultures circling about. And, as you no doubt guessed, when you go to investigate this second fire, you'll find more carnage all around it. Just what's going on here? Who's responsible for these crimes?



Nearby, there's a farm -- Ridgewood Farm. And Marshal Johnson will notice that much of the evidence seems to point to that farmstead. If you got off of your horse at the second campfire, get back on, and ride behind Marshal and his men once more to reach the farm in short order (otherwise, just ride on). When you arrive at the farm, things will be quiet. Very quiet. A little *too* quiet. Marshal Johnson requests that you go check out the shed and the outhouse. These two locations, which hover around the main home and barn of the farm, will thereafter be marked as yellow dots on your HUD. Tie your horse up at the nearby hitch, and then explore both locations. You can draw your weapon if you want, but you won't find anything at either location. With both of these areas vacant, there's little else to explore, though something nefarious is clearly going on here.



Red Dead Redemption Walkthrough



Spare the Rod, Spoil the Bandit (Marshal Johnson)

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When you've successfully explored both of the aforementioned locations, all that's left to do is meet up with Marshal Johnson, who will still be on horseback, waiting for you in front of the barn on this parcel of property. When you arrive, you'll see bloodstains leading into the barn, and suspiciously, there are four boards nailed to the door, sealing the barn's entrance shut. Wield your gun and blow all four wooden boards off of the door. Doing so will catalyze a cutscene. You'll find a naked woman hanging from the barn's rafters, with other bodies strewn along the floor. A woman left alive runs out, begging not to be shot. She tells the Marshal what happened here. It appears that the cowardly men responsible for these heinous acts have holed themselves up in the well-lit home on the farm. And now, it's time to take out the trash.



As soon as you regain control, you'll find your party already running towards the house. Some of the violent bandits will make themselves seen immediately, firing at you from atop the roof, the front door, and the expansive porch that juts out from the entrance as well. Equip your newfound repeater for the best results, especially from a distance. There are a lot of well-armed, aggressive foes to deal with here, but you should be just fine, especially since you have so much backup to help you out. Once you've cleared all of the threats outside of the house, you're free to head on inside to deal with the stragglers. But first, take the time to pick the ammunition and money off of all of the dead bodies that are piling up outside.



Inside, there should only be four more enemies to deal with, two on the ground floor and another two on the top floor. Enemies are marked as red dots, and black arrows over the dots mean they are above or below your current position (in this case, above). Kill the two enemies on the first floor, who are holed up in the kitchen. Then, once you've picked their bodies, walk up to the second floor. In two bedrooms up here, the last two holdouts are holding female hostages, so you need to fire carefully. If your fire accidentally hits a hostage, you'll fail the mission and be forced to try again. In fact, if you wait too long to kill the bandits once they spot you, they'll turn their guns on their hostages, and you'll lose automatically. So you have to be quick here, and aim very carefully (especially in regard to the second hostage -- use your pistol there, so as to avoid deadly bullet spray). The hostages upstairs should now be freed from their captors, and you are free to scour their captors' bodies before heading outside.



Red Dead Redemption Walkthrough



Spare the Rod, Spoil the Bandit (Marshal Johnson)

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Your task at the farmstead is done, but the ringleaders of the bandit crew have yet to be caught. Collect your thoughts, and then head outside and towards the blue dot on your HUD. This is where the Marshall, his deputies, and the surviving hostages have gathered together. But if you were expecting to find thankful hostages, think again. These women don't care that they're still alive. They are disappointed that the Marshall wasn't there to protect them in the first place. Now, most of their men are dead, some of the women have also been slain, and property has been destroyed. And making matters worse, bandits have gotten away. Stoically silent, the Marshal declares the escaped men to be all but dead, promises \$50 to the man who kills the leader, and just like that, you're back on the chase. Get on your horse, and let's get going.



Your ride to find the bandits will be a fairly short one. As usual, Marshal Johnson will lead the way, and all you'll have to do is follow behind (or within) he and his men, as they meander towards the predetermined location. Some conversation will occur all the while, but otherwise, very little. Eventually, you'll reach a ridge, where the gentlemen you're looking for will be standing, guns in hand. Unpleasant words are exchanged back and forth, and ultimately, you're attacked by a majority of the bandits standing there. Unfortunately, their leader, the very man John has been looking for all the while, won't be in the group. Alas, there are still lesser enemies to deal with, which we shall presently.



As the fight begins, the Marshal will recommend that everyone takes shelter in the crumbling brick shed nearby. You'll be brought to this location automatically, and will take cover before the battle takes place. Men on horseback will rush your location, and most of them will leave their horses behind and take cover, firing on you all the while. You have to be meticulous here, emerging from cover only when it's safe. Quickly fire a shot or two at your target, and then take cover once more. Rely on your friends to take out some of the enemies here as well, since they are all capable marksmen, too. *Do not* emerge from the shed for any reason, or you'll be cut to smithereens. You can be patient here, whittling down their numbers slowly. They'll never flank your position or get in too close, so there's no invisible clock you're working against here, or anything else of the sort. Slow and steady wins the race.



Unfortunately, when you've dealt with the initial wave in its entirety, a second wave of reinforcements, even greater in numbers and power than the first, will show up. Eliminate this threat in much the same way you did the first wave. When the last enemies are killed (as in, when there are no more red dots on your HUD), the mission effectively concludes, but not before you get a last morsel of satisfaction. You've certainly slaughtered a great many bandit here, but one bandit is injured, not dead. After capturing this man, the Marshal concludes that he will be our conduit to reach the bandits' leader, who happens to be the same person John is in search of. Thereafter, this lengthy, difficult mission will finally conclude, with John a little bit heavier in the wallet, a little bit more famous, and a little bit more honored, as well.



Red Dead Redemption Walkthrough



The Burning (Bonnie MacFarlane)

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As usual, Bonnie will require your help. And, true to form, you'll be able to find her in her normal location, at her ranch, aptly named MacFarlane Ranch. Compared to many mission-introducing cutscenes in the game, this one will be alarmingly short. Bonnie will tell John that she hasn't seen her father in some time, and that he was supposed to be back at the ranch already. Is he okay? It's hard to tell, and there's only one way to find out for sure. John will accompany Bonnie in a ride out to where her father is supposed to be. Hopefully, he's okay. When you gain control of your character, you should know what to do. Get on your horse, wait for Bonnie to get onto hers, and then follow her as she rides out to the fields surrounding her homestead.



Bonnie will be a bit frantic in her ride. She explains to John that her father is her only real family out in the west. She has brothers and sisters, but they are all off doing other things. She goes on at length about her big shot banker brother out east, who sends letters to her once in a while. But as far as close-knit family is concerned, her father is the end of the line. Eventually, Bonnie will spot someone amongst some trees off of the path. As you ride up behind her, you'll see a scene of horrifying carnage. Bodies, horses and debris lie in pools of blood, with her father, thankfully still alive, trying to make sense of it all. He almost immediately sends Bonnie back to the ranch to grab the wagon (presumably for the bodies), and tasks John with protecting her.



Your ride back will initially be uneventful. You have a task in mind -- to get the wagon, and return to the scene of the carnage, where Bonnie's father can use some help. Unfortunately, what starts as a ride back with a task ends as something that hits far closer to home -- literally. As you approach the MacFarlane Ranch, you'll see smoke billowing into the air. As you get closer, you realize that the MacFarlane's barn is on fire. Citizenry and hired help alike are trying to put out the fire, but there's a big problem. Not only is this 1910 in the wild west (and thus the fire extinguishing capabilities of the ranch are very limited), but the door of the barn seems to be sealed shut from the inside. John, always playing the hero, will take care of business presently.



Red Dead Redemption Walkthrough



The Burning (Bonnie MacFarlane)

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For starters, you need to find a way into the barn. Doing so is as simple as looking at your HUD, and following any subsequent on-screen prompts. If you're confused, simply do the following. Work your way to the left side of the barn (if you're facing the entrance). There, you will find some boxes stowed underneath a small wooden roof. Hoist your way on top of that roof, and then jump to the right, atop a wooden scaffold. From there, you can jump onto the side of the windmill, and then hang off of the side of the barn's roof. Shimmy to the left and pull yourself up. Now that you're on the roof of the barn, all you have to do is work your way to the back end of the structure, where there's a wide open entrance headed inside.



Once inside the barn, it's time to undertake our main task in earnest. First and foremost, you should never have to touch the fires blazing within here, but just to be on the safe side, you'll want to stay far away from the fire. The fire can damage you, obviously, and that would be a rather embarrassing way to perish, so stay away from the flames. Climb down the ladder right in front of you to get into the barn itself, and then either jump down to the barn's ground floor, or simply use one of two ladders leading downward. Once down to ground level, run to the entrance and follow the on-screen prompt to remove the tool that's keeping the door from opening. Once this is done, helpers can come in to begin clearing the barn of its precious livestock.



However, not all of the livestock is cleared out. Although it's smoky within the barn, and although you've already risked life and limb multiple times through this mission already, there's another task for you to undertake. Within the barn remain three horses. Walk up to the first two horses and follow the on-screen prompt to slap them, startling them and sending them running out of the barn, and ultimately to safety. However, once you've cleared out the second horse, flaming debris will fall in front of the entrance, blocking your path. All that's left to do is to get on the third horse and use him to jump over the debris. Once you do that, swing to the left and bring the third horse into the corral adjacent to the burning barn. Once you've done that, the mission is effectively over, but not before a cutscene ensues.



Thankful for all of John's help, Bonnie finally breaks down and admits that she and her family owe John a great deal in the short time that they've known each other. She's unsure of how to pay him back for all he's done for the MacFarlane clan. John retorts, and rightfully so, that she and her father are responsible for saving his life outside of Fort Mercer at the beginning of the adventure, and that there's nothing to pay him back for. After exchanging more pleasantries, Bonnie resolves to go make sure that her father is okay (the gruesome scene out in the fields was no doubt a diversion, and a clever one at that), and then you're free to carry on with your adventure as you see fit.



Red Dead Redemption Walkthrough



Hanging Bonnie MacFarlane (Marshal Johnson)

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Undertaking this mission will require you to head on over to Marshal Johnson's office, which as you know by now is located in Armadillo. When you arrive, you'll find Mr. MacFarlane in a huff, speaking with the Marshal. It appears that Bonnie has gone missing, and hasn't been seen since yesterday. Angry, Mr. MacFarlane wrongly assumes that it was you that is responsible for her disappearance. But shortly after his empty accusations fly, the true culprit makes himself known. A crew of bandits, the ones you've been quarrelling with, is responsible for her disappearance (and likely the fire at the barn, too). They demand the release of a prisoner being held by the Marshal in return for Bonnie's safe return. If you don't comply, it seems that the end is nigh for Bonnie. It's time to deal with these bandits, one way or another.



After consoling Mr. MacFarlane at the end of the cutscene, and assuring him that Bonnie will be returned safely, you'll gain control. You should find yourself on horseback automatically, riding out of Armadillo with the Marshal and his two deputies. One of them will have the bound-up prisoner Norman Meeks, presumably ready for an exchange. The ride to your destination, which is the abandoned town of Tumbleweed, is a pretty long one. Your crew will guide you there in no time at all, but expect the ride to take a few minutes. The men will talk a bit, so thankfully, there will be some conversation to keep you busy in transit. But otherwise, expect this journey to be an uneventful one. At least at the outset.



After a few minutes of journeying, you'll reach a rickety, unsafe-looking covered bridge that leads over a gap and into the town formerly known as Tumbleweed. When you arrive, a brief cutscene will show the prisoner being taken off of the horse. However, the Marshal suspects that not all is as it seems here, and he orders you to keep a gun trained on Norman as you walk him towards the point of exchange. A few representatives of the bandits will walk towards you from the far side of the town as you walk your prisoner forward in realtime. Keep your gun out and trained on Norman's back. As soon as the bandits open fire on you -- which they will -- put one into Norman's back, and then immediately seek cover.



Red Dead Redemption Walkthrough



Hanging Bonnie MacFarlane (Marshal Johnson)

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There should be ample cover at the periphery of the abandoned town for you to utilize as you begin to return fire on the hooligans occupying the area. Indeed, you shouldn't find this prolonged gunfight too challenging, though you're going to want to work as quickly as possible to nullify the threat posed before things get too hectic. The Marshal and his deputies will have limited help to offer you, but otherwise, you're going to be on your own, so try and rely on yourself to do the most damage possible. And keep an ever-vigilant eye on your HUD, since the red dots there, which represent all of the bad guys you have to deal with, may attempt to flank your position. Try to take them out before they're able to do so.



Eventually, you'll witness a quick, distressing cutscene. Bonnie will be sent hanging from the gallows, and she hasn't long to live. She's going to lose air soon. When you regain control following that cutscene, the game should prompt you that you have to get to Bonnie quickly. She'll be represented on the HUD as a red dot. There's no time to waste here -- shoot the enemies around you quickly, and make way for the gallows. Believe it or not, even if the location is still crawling with enemies, when you reach Bonnie, the playable part of the mission will effectively end. You'll see John bringing Bonnie down from the rope... but of course, getting to that point alive is another story entirely.



When you finally get to Bonnie's location in one piece (and in time), you'll take her down, but you'll still need to deal with any other thugs you haven't yet killed. Be quick about it, and make sure Bonnie isn't subjected to any gunfire, or the mission may end prematurely. Once all of the remaining enemies around you have fallen, you can then run back to Bonnie and untie her hands. You'll then witness the mission-ending cutscene, in which John consoles Bonnie. Bonnie seems as lively and funny as usual, surprisingly. Seems that nothing can get this woman down.



Red Dead Redemption Walkthrough



You Shall Not Give False Testimony, Except For Profit (Nigel Dickens)

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Ah yes, Nigel Dickens. As you may remember, he was the man you saved earlier in the game. At that time, he was robbed and left for dead on the side of a dusty desert road. You helped him to get back to Armadillo in order to seek out medical care, and then you went about some of your other business. Well now, you can meet up with him at Armadillo (at the W market shown on your HUD) to undertake this mission. At the outset of the introductory cutscene, you'll find Dickens being thrown out of a shop, trying to sell his hokey wares. After speaking with John for a time, he'll ask you to accompany him to meet his new customers at Ridgewood Farm. Easy enough.



When you gain control, jump into Dickens' stately wagon. All you have to do is follow the route marked on your HUD toward Ridgewood Farm, which is an easy enough endeavor for you to undertake. The ride will take a while, especially in Dickens' clunky vehicle, but overall, you should be able to get there easily enough. As usual, conversation will keep you occupied as you move to and fro; here, Dickens will inform you of his plan to sell his tonic to people at the farm while enlisting your help. Indeed, when you arrive far enough out from the farm that you could easily walk there, Dickens will deposit you and move towards the farm to set up. What he wants you to do to is act as if you don't know him, and become a test patient for the wonders his tonic could work. You won't have much choice here but to agree, but worry not. Deceiving the people at the farm won't result in you losing honor (if that sort of thing concerns you).



Once Mr. Dickens sets you loose, all you have to do is walk your way forward towards the farm ahead. You'll see people gathering slowly around Dickens' location, as he sets up a table with his tonic all over it. When you reach the predetermined spot nearby, a series of lengthy, semi-interactive cutscenes will ensue. The rest of the mission is all about how to convince these people that the tonic is worthwhile. Again, this isn't something you can really get yourself out of. It won't affect anything, however... it's simply the course the mission must run.



Red Dead Redemption Walkthrough



You Shall Not Give False Testimony, Except For Profit (Nigel Dickens)

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For starters, Dickens will recruit you out of the crowd, seemingly anonymously, to be a test patient for his new tonic. After drinking the horrid stuff, John will stumble around a bit. Dickens will talk about how improved John's eyesight must be, and then he'll ask you to prove it. The camera will zoom in on a cow skull hanging on a house's porch nearby. You're to draw your weapon and shoot it where it hangs. It will glimmer in the sun (which is strange, since it's not metallic), so you'll be able to spot it from a distance fairly easily. Shoot it off, and everyone will be astonished. Well, at least a little bit.



But there's one vocal skeptic in the crowd, a burly-looking man with a rather interesting moustache. He isn't convinced by your ability to shoot the skull off of the ground, and insist you shoot his hat after he throws it in the air instead. This exercise is somewhat of a tutorial, designed to teach you how to use your Dead Eye skill. Follow the on-screen prompts to activate Dead Eye, which slows down time to such a degree that things barely seem to move. The hat, once thrown in the air, will essentially be static. You'll be able to quickly send a few shots careening through it, but the burly man still isn't convinced. He'll attack you, and you'll be forced into hand-to-hand combat. This is when things get interesting, but again, it's all tutorial-based. Follow the on-screen prompts to throw punches and bring your mark to the ground. Once he's taken enough damage, the playable aspect of this mission are officially concluded.



The people have been duped, and they are quite interested in the tonic. Though you are probably a little disgusted with yourself for helping this slimeball sell his wares, your task has been a successful one, and even more importantly, Dickens will now turn you on to another person that will give you some jobs to complete. This man is named Seth, and following this mission-ending cutscene, you'll be able to visit him to start being contracted for some jobs. So even though you acted slyly here, it's all going to pay off for you.



Red Dead Redemption Walkthrough



Exhuming and Other Fine Hobbies (Seth)

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After you help Dickens sell his tonic over at a nearby farm, being his test dummy to prove the worth of the liquid, he'll turn you on to a man named Seth. Seth, apparently, might be able to help grant you access to Fort Mercer, where your enemies are holed-up and waiting. But when you find Seth at the point marked on your map (with an S, of course), you'll find him digging up a grave outside of a church. Indeed, simply taking a look at the disheveled man might make you recoil, but not everything he says is complete and utter nonsense. Sure, he hasn't bathed in six months, and to be certain, he isn't all there in the head, but he might still be able to help you. Here, he talks about how half of a map he had obtained has been stolen. But he knows exactly where the person who has the other half of the map is, and he wants you to help him out. Naturally, John will agree (albeit reluctantly).



The ride you take with Seth hereafter will be pretty epic, and seemingly-endless. You're going to be traveling quite the distance to reach the location you're looking for, which is a police outpost out in the wilderness. There, the man Seth is seeking out is being kept by the cops, but for now, don't worry about any of that. Simply worry about getting from point A to point B instead. Incomprehensible conversation will make the journey seem even longer, frankly, but you'll garner some pretty interesting information about Seth from listening, so pay close attention if you can.



Eventually, you'll reach the police outpost. Acting rather conspicuously, Seth doesn't seem at all disturbed by the fact that there are a couple of officers guarding the building where the man he's looking for is being held. However, he quickly hatches a plan, and wants to use you as a diversion in this rather deadly game. He'll encourage you to steal one of the deputy's horses nearby, which will distract both men long enough for Seth to get inside of the building, and procure his old friend (if you can call him that). You won't have much of a choice but to agree to his plan.



When you regain control following that cutscene, walk up to one of the two horses shown on your HUD as blue dots. We recommend going after the one hitched-up farther from the entrance to the building, as opposed to the one closer to the men, since this will give you some precious extra seconds to get away from them once the chase inevitably begins. Once on one of the horses, immediately make your way away from the deputies. If you've played a Grand Theft Auto game, especially Grand Theft Auto IV, then you'll have a good idea of what to expect from this chase, and chases like it. Your HUD will be dominated by the deputies' field of vision. If you stay outside of that field of vision for long enough, you will lose them (though you will still have a bounty on your head). Staying within that field will ensure that the chase proceeds unabated. So, ride away in any direction from the deputies until you lose them. Consider this a rather overt tutorial in this regard.



Once you've outrun the cops, you can return to the police station where, strangely, they still haven't returned. In fact, you stealing one of their horses has resulted in the entire small complex being abandoned, which gives Seth enough time to break into the holding room, releasing his nefarious friend Moses. After bickering back and forth about the missing half of the map, Moses dashes off. Naturally, Seth isn't going to do anything about it. Since you've gotten yourself roped-in to this entire fiasco, it's going to be up to you to stop Moses' escape, which shouldn't be too hard to do.



Red Dead Redemption Walkthrough



Exhuming and Other Fine Hobbies (Seth)

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This is all about using your lasso. You should already know how to use it, since you helped Bonnie out so many times (plus, she's the one who gave you a lasso in the first place). So, you can either chase Moses on foot or, if you want to make your life easier, you can jump on a nearby horse and chase him that way. Either way, once near him, use your lasso as you have before in the game. Rope him up and make him fall to the ground. Then, to hogtie him (which is a new technique you likely don't know yet), simply approach him and follow the on-screen prompt to finish the deal. All you have to do now is bring him back to Seth for further interrogation.



To do so, pick him up once hogtied (again following the on-screen prompt for any needed assistance), and put him on the back of your horse (or, simply carry him slowly back to Seth's static location). Once you've brought him back to Seth, the interrogation begins in earnest. Seth has had enough of Moses' backtalk, and quickly pulls a knife on him, wagging it in his face. It won't take very long under this kind of treatment for Moses to give up his secrets about the map and its current whereabouts. That's all you and Seth needed to know. Looks like Moses got off easy this time.



Following the conversation, you'll notice that you still have a bounty on your head. It's time for you to get rid of it, because having that bounty hanging over you means that you can be assaulted by zealous bounty hunters at any given time. This is yet another in-game tutorial, because this time around, you'll learn how to get rid of a bounty over your head. Doing so requires that you visit any number of telegraph offices, such as the one that's right in front of you. Once there, you can either pay off your bounty yourself with cold-hard cash, or use a note, like the one you currently have in your possession, to pardon yourself from any bounty-related offenses. Be sure to use the latter this time around, since your expenditure of \$20 to lose your bounty can be a bit steep at this point in the game.



That about wraps up this mission. With your bounty lost, Moses gone, and more information about the map learned, Seth retreats back into the wilderness. Perhaps this man will be able to help you yet. Why not go visit him again for another mission? We promise, it'll prove to be an interesting experience.



Red Dead Redemption Walkthrough



Liars, Cheats, and Other Proud Americans (Nigel Dickens)

Ah yes, Nigel Dickens. The man of the hour. Well, not really. But this guy could be your conduit into Fort Mercer, and though he's a difficult man to deal with, you're still going to want to be patient with him, performing any task he asks you to complete on his behalf. When you meet up with him this time around at Ridgewood Farm, you'll find him loading up boxes full of tonic bottles into his wagon. But as John investigates what he's up to, you'll learn that he can't really get away with selling tonics around these parts any more. Instead, they need to figure out another way to make money. After all, money is going to prove to be their sure conduit to purchase everything they need to prepare for breaching Fort Mercer. Reluctantly, John agrees to partake in some races, and following the cutscene, you'll be able to meander over to the location of said events.



This time around, Dickens will drive the cart for you, so you actually don't have to get to Gaptooth Ridge, the location where the cart racing takes place. Therefore, once in the wagon, you could skip over the entire journey by following the on-screen prompt, if you so desire. We actually recommend that you don't do so, at least initially, because you'll miss out on the brief conversation John and Dickens have regarding Seth (and other issues) if you do. Once all goes silent, however, you can skip ahead. When you arrive at Gaptooth Ridge, get out of the wagon and walk to the empty cart near the makeshift starting line. And then, prepare for a race, Wild West style.



This race is extremely easy -- almost laughably so. You'll have to contend with seven other carts, but you should be able to blow past them quickly, and keep your lead rather easily thereafter. Do your best to pass the other seven carts as soon as you possibly can (you'll start at the back of the pack, but can brush your way forward easily), and then maintain that lead. As usual, you're not going to want to push your horse too far, but you can push him just to the limit (as represented by the meter), and then hold off for a few seconds, and then whip away some more. It's pretty clear that this is all a fairly elementary endeavor.



There are a couple of things you'll want to keep in mind (or otherwise be aware of), however. The first is to keep an eye on your HUD. The yellow dots represented on your HUD are the subsequent checkpoints that you have to collide with. They are all on the road, and are pretty much impossible to miss, but if you do, you'll need to turn back and hit it in order to proceed (which will effectively lose you the race). Additionally, the next marker will be shown in realtime by smoke coming from a fire, so you should always have a good idea of where you need to go next (though the course is almost entirely linear). However, there are some shortcuts to exploit, which may or may not help you, and some dangerous locations, like the bridge over the gap, that you'll want to steer carefully over. You could lose it all there.



For winning the race, which is done rather easily, you will successfully complete this mission. All that's left to do following the race is to dismount your cart and join back up with Dickens, who will then quickly ride off with your earnings in hand. En route out of this location, he'll tell you about an arms dealer known simply as Irish. You'll now be able to meet up with this man, to further prepare for the inevitable assault on Fort Mercer (by completing missions). You can visit him now, or you can do any other missions that might be currently available for you. It's entirely up to your discretion.



Red Dead Redemption Walkthrough



Can A Swindler Change His Spots? (Nigel Dickens)

That Nigel Dickens, just what is he up to now? Undertaking this mission will require you to find him at Plainview, right on the northern bank of the San Luis River. When you run into him, he will at first be ignored. John casually lights up a cigarette and ignores his pleas to speak with him. Eventually, though, Dickens will get John's attention. He encourages John as to his ultimate goal, letting him know that they are close to being able to breach Fort Mercer. But first (and not surprisingly), Dickens will require more help from you. You have little option but to agree here, so let's get down to business.



Following the mission-introducing cutscene, you'll gain control, but you won't have very far to go. Dickens plans on doing his usual song and dance to an unsuspecting group of citizens gathered nearby. Go to the location marked on your HUD (which should be right across the street), and then watch the cutscene that ensues. You've seen this routine before. Dickens attempts to sway these people to buy his tonic, which he claims will cure all sorts of ailments. But there's something he didn't expect -- the people from the last location he ripped off, who have arrived just in the nick of time to warn them before it's too late. And they have plans of doing more than running you out of here. They intend on killing you both.



Now, this might seem like a bit of an overreaction on the part of those being swindled. In fact, I don't think there's any denying that at all. By the end of this run protecting yourself, you will have killed well over a dozen people, and all over some tonic which may or may not be scientifically sound? Well, nonetheless, that's your situation, so you're going to have to deal with it. Dickens is a capable driver of his wagon, so all you need to do is protect yourself and Dickens from the horse-bound riders that have come for your head. Dickens doesn't have a health meter here, so don't worry too much about him. All you need to worry about is your own health, which will decrease rapidly if you aren't good with your firearm, especially from distance while moving. Don't get frustrated! This mission may take you a couple of tries.



The key here, as it usually is, is to use your HUD to the fullest extent you possibly can. Your HUD will be an invaluable source of data in terms of enemy locations. Enemies will appear as red dots, so you'll be able to figure out if they're coming from ahead or behind. Almost all of the enemies you fight here (though not all) will be on horseback. They can be difficult to hit. Your best bet is to aim your weapon (preferably a repeater) just ahead of where it seems the rider will be in a second, and fire simultaneous to the rider arriving in that location. It sounds a lot harder than it is (though it isn't necessarily easy, either). Stationary enemies will be found as well, though not many of them. There's also a roadblock to contend with, though you can blow it sky-high via a conveniently-placed explosive barrel located in its midst.



Ultimately, surviving this conflict is all about aiming properly and exercising solid gunplay. Try to avoid having to reload during an active fray, and do so when things are temporarily calm. Aim for the chest or head of the enemy you're trying to kill for a guaranteed one-hit death. And of course, keep your enemies as far from you as possible by dealing with them from a distance when possible. You'll eventually arrive at the western edge of Gaptooth Ridge, which is a safe location for Dickens to stop. You just saved this man's life yet again. Is it finally going to pay off for you? Well, only time will tell.



Red Dead Redemption Walkthrough



The Sport of Kings, and Liars (Nigel Dickens)

Nigel Dickens is almost ready to help you breach Fort Mercer. *Almost*. But first, he needs just a little bit more money to outfit his wagon. He promises this is it, and you can believe him, because you won't have to do any more Nigel Dickens-related quests following the race he's about to enter you into. After finding him exactly where you last left him in Gaptooth Ridge, Dickens will swear that he needs just a little more coin to armor his Trojan Horse, as he so eloquently puts it. We know your patience with this man is growing thin, but just a little bit more patience, and you'll be in the clear.



After convincing John that he needs more cash, you'll be able to ride along with Dickens to your destination, which is at Rathskeller Fork, due northeast from your current location. Because of the fact that this particular race isn't cart-based, you'll need your own horse. So don't get into the wagon with Dickens. Instead, get on your own horse nearby, and make the ride to the fork alongside him. The usual nonsensical conversation will occur between John and Dickens as you make this ride, so enjoy the amazingly well-written dialogue as you head northward. Eventually, you'll reach your destination, where other horse-bound racers are itching to get going.



To have undertaken this particular mission, you must have already gotten through a previous Dickens-based mission that required you to race carts. This time, as you already know, you'll be racing a single horse. The fundamentals of the two races are otherwise identical. Your HUD will, again, be your best friend. Yellow dots that line your HUD, adorning various roads, are the checkpoints that you must work your way through in order to successfully get to the end of the race. In realtime, you can see the next marker as a bonfire, with a stream of smoke coming off of it and billowing into the air above. Cross-reference the smoke with the data your HUD is giving you, and you should be as right as rain in terms of exactly where you need to go next (though it's otherwise pretty self-explanatory).



Because of the fact that you're not racing carts here, this race will be decidedly quicker than the previous one you partook in. Nonetheless, you should still be able to claim first place rather easily, and sustain your position for the duration of the battle. You'll have less momentum due to less weight being moved (a single horse, no cart), so you'll need to rely more on saving your speed and using bursts of it as you move forward. Blue dots on your HUD represent other riders, so keep your distance as best you can, and if you see one or two rival riders catching up to you on your HUD, unleash a burst of speed to keep them at bay. A single horse handles rather tightly, so you should be able to avoid any dangers present on the course.



Following the epic conclusion of the race, you'll get to meet up with Dickens once more. Believe it or not, he's going to keep his word. This is the last mission you'll have to undertake on his behalf, which is certainly a big positive for you. The good news doesn't stop there, however. He now has enough money to properly outfit his wagon for the future breach of Fort Mercer. Unfortunately, you'll still have other tasks to undertake before you go to the fort (assuming you have Seth and Irish missions to do still), so let's get to those presently.



Red Dead Redemption Walkthrough



A Frenchman, A Welshman, and An Irishman (Irish)

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This mission will be the very first you can undertake from the Irishman aptly named Irish. You were turned on to him a little earlier in the game when you helped out the wily old swindler named Nigel Dickens. After learning Irish's name, you can find him to begin undertaking his missions, this one being the first. Go to the I on your map in between Cholla Springs and Armadillo. When you arrive, you'll witness a cutscene. Two men are assaulting Irish, holding a knife to him while they attempt to drown him in a horse's water container. When you turn the corner and enter the barn where this madness is happening, it appears that you arrived just in the nick of time. Unfortunately, the Europeans who are assaulting Irish aren't too thrilled that you've showed up. And they plan to do something about it.



Don't lay back and watch this cutscene without a controller in your hand, because it's cut in half by a realtime event, and you need to be ready. After having enough of your presence, the two bandits will unhand Irish and assault you, and you'll need to defend yourself. Worry about the guy with the knife last -- take out the dude on the left first, since he pulls out a revolver, and is capable of doing a lot more damage. Once he's felled, you can then focus on taking out his blade-brandishing friend. With both enemies dead, the previous cutscene will continue. Irish seems amiable enough, thanking you for saving his life. John will bring up that rumor has it that Irish can procure a machinegun for him. Irish says that he can, and that's it's a fine government-issue weapon. And just like that, the two men walk out of the barn in order to begin their adventure.



Your ride to your destination will be an uneventful one. What's strange about this journey, however, is how quickly Irish insists on riding his steed. You can keep up easily, but be aware that Irish likes to take strange shortcuts that can throw you off and set you back from his maddening pace. He doesn't always stick to the roads (quite the contrary), so be ready to turn and follow him over more undesirable terrain at a moment's notice. Nonetheless, he and John will conduct a rather humorous conversation as you go, which will certainly keep you both occupied and amused.



Red Dead Redemption Walkthrough



A Frenchman, A Welshman, and An Irishman (Irish)

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Ultimately, you'll arrive at your destination, a small cabin occupied by a few ruffians along the coast of the quaint Lake Don Julio. Don't be confused -- these thugs are hostile, and are the ones keeping an eye on the military-grade machinegun (presumably). Irish has no interest in storming their little compound, however, so while he'll support you with sniper fire from afar, don't expect him to rush the location with you. The gunfight you're about to find yourself in will be conducted solo, so be prepared with your favorite weapon ready. Then, head on down towards the cabin to get things started.



If you have a rifle on you, it's good to get it out, stand atop the ridge, and initiate hostilities from up there. You have a much better shot than your opposition, so the further away you stay from these guys, the better off you're ultimately going to be. You'll have to kill roughly six or eight foes here, so try to thin their ranks by killing three or four from afar. Then, when you're prepared, rush forward and deal the killing blows to the rest of the enemies around you. Your HUD is a valuable tool here, since foes will be represented by red dots. Since there's so much cover to use outside of the cabin, you may lose your marks. That's where the HUD will come in to play, since it will help you identify enemy locations before any of your foes can flip the script on you.



With the threat fully nullified, all that's left to do is to enter the cabin itself to find the machinegun you're seeking out. There's an outhouse-like building, much smaller than the cabin, located further down the property. You can ignore it completely, since there's nothing at all of interest within it. Instead, focus solely on the cabin. When you go to enter it from the side entrance, however, expect a last bandit holdout to emerge from the door and open fire on you with a repeater. Return the favor quickly, nullifying the threat before too much damage can be dealt. Then, head inside the cabin, which is conspicuously vacant. Did Irish lie to you, or was the machinegun moved? It's hard to tell right now, but one thing's for certain -- you gotta keep looking, because it's not here.



Red Dead Redemption Walkthrough



Man Is Born Unto Trouble (Irish)

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Following your previous blunder-ridden mission on behalf of Irish to find a much-needed gatling gun in the previous mission, you can catalyze this next mission by going to find Irish at Benedict Point. When you arrive, you won't know where he is at first. John will peer through a window into a small cabin, but won't see anything. That's when he stumbles upon Irish on the ground next to the cabin in a drunken stupor. John will kick Irish on the ground to wake him up, and after some initial hostilities, the two resolve to find this much-spoken of machinegun. After each man takes a few more swigs of the mystery liquor Irish was getting lit-up off of, you'll regain control of John, and will be able to undertake this mission in earnest.



From Benedict Point, you're going to take a voyage to Gaptooth Breach. There, you'll find a crew of miners that purportedly have a gatling gun that they found somewhere in the wilderness. Then again, the veracity of Irish's claims can't be verified, considering your failed attempt to retrieve a machinegun in the previous mission. As you ride with Irish towards your destination, he and John will bicker back and forth. Did Irish deliberately lie to John earlier, or is he just too drunk or stupid (or perhaps both) to realize the error he made? Either way, he promises that all will be right this time around. When you reach the entrance to the mines at Gaptooth Breach, Irish will tell you precisely how to get the gun out of the mines and to the surface, where the weapon can be taken away and used in our eventual assault on Fort Mercer.



Getting into the mining compound isn't an easy feat, nonetheless getting into the mineshaft where the machinegun itself is located. As you walk towards the entrance to the compound, you will be almost instantly intercepted by two horse-bound miners. Wielding guns, these guys go out of their way to let you know that you're about to enter private property, and if you insist on coming any closer, they will have to deal with you. The game will prompt you to use your Dead Eye skill to take the two targets out quickly, but there really isn't a need. Wield your weapon-of-choice and quickly cap both of these foes. Once you've scoured their bodies for money and ammunition, you can then enter the compound itself. Once you do, keep a close eye on your HUD, as enemies will begin pouring out of the woodwork (represented, as always, by red dots on your HUD). A repeater will go a long way here, since you can deal with a majority of the enemies you encounter without having to get close enough to be in any real danger.



From the entrance to the mining compound, the shaft is located ahead and to your right. Even though some enemies will spawn from the left side of the compound, most of them (if not all of them) will go rightward to defend the shaft entrance. So this will be a pretty one-dimensional fight in regard to where you need to direct your hostilities. Whatever foes defending the shaft that you couldn't (or didn't) eliminate from afar you'll have to fight in close-quarters, but none of these guys are exceptionally challenging or well-armed. In fact, if you can group some foes together, you can take advantage of their close proximity to one another by using nearby explosive barrels to filet enemies en masse, so long as they are in the vicinity of the explosion. Either way, when the coast is clear, head into the mineshaft itself. Just remember to scour all of those bodies for money and ammunition before doing so.



Meandering your way through the mineshaft is child's play. Your route is completely linear, and it's virtually impossible to get turned around or otherwise lost. A yellow dot will shine like a beacon on your HUD. That's your destination, but there's only one way to get there, so don't worry too much about navigation. What you will want to use your HUD for instead is an early-warning sign. Enemies will appear as red dots, and since there are a lot of twists and turns in the mineshaft, you will be able to fully anticipate an enemy's location, and be prepared for the ensuing fight, before ever being fired upon. Going blind without using the HUD will make your life a lot more difficult, so use it to the fullest extent you can. When red dots appear on your HUD, be prepared to fight. This will be a regular occurrence as you head through the mineshaft.



Red Dead Redemption Walkthrough



Man Is Born Unto Trouble (Irish)

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The indiscriminate slaughter of the hard-working miners you encounter would likely fill you with more guilt had they been unarmed and lacked any sort of aggression. But that isn't the case here. These guys don't much like you, and you don't much like them either, so don't let guilt overwhelm you as you slaughter a solid two dozen of these guys as you move towards the yellow dot on your HUD. As you get closer and closer to your destination, more and more enemies will appear, until you reach the chamber you've been searching for. The last miner holdouts will make themselves seen here, so take them out, and then approach the cart ahead. And remember -- if you're having trouble in the shaft or chamber, there are more explosive barrels to take advantage of. Just remember that these detonations can harm you too, so be careful. And leave none undetonated, since enemies could easily flip the script and use them on you at will, should you leave any behind.



Once all of the enemies around you are dead, it's perfectly safe to approach the mine cart (which is what the yellow dot on your HUD has been representing since you've walked into the mineshaft itself). This mine cart must now be pushed to the elevator on the other side of the shaft, the one that is typically used to hoist precious minerals and scrap rock to the surface, for sale or disposal. This time around, it will be used to bring a machinegun to the surface instead. The game will give you some heads up (via prompts) that you can pull a gun while using the mine cart, and that if the cart builds up enough steam, it will allow you to ride on the back of it. Neither of these techniques are especially useful within the shaft itself (so long as you killed all of the enemies you encounters en route), but they will be later, so keep it in mind.



When the cart is successfully brought to the elevator, Irish will be on the surface to activate the gears and get the gun to the surface. Believe it or not, Irish hasn't fallen asleep, left, or otherwise deceived or screwed you, so you're good to go. This mission is just about done, but not quite yet. The gun is heavy, and it's in a giant wooden crate. Exhausted, John will bring it from one cart to the next once on the surface. Now all that's left to do is to get the gun to Irish's waiting cart down at the bottom of the shaft.



Earlier, we told you to keep the mine cart-riding techniques in mind, because you'll use them a little later. Well, now is a little later. The cart is now going to be going almost exclusively downhill, and it's full of weight, so it's going to be flying along the track. You will be able to ride on the back of it the entire time. You can aim your gun at any enemies that show up en route -- simply keep an eye on your HUD to identify any red dots, which, as always, represent enemies. Near the end of your run, a brief cutscene will show a burly man putting an explosive barrel on the tracks below. This is forewarning, because you'll need to get rid of that barrel with gunfire before you get to that point in the tracks, or you will be killed. Thankfully, the barrel is large, and you'll have plenty of time to shoot the barrel before it's too late. Otherwise, this is an uneventful end to the mission's playable portion.



At the end of the track, Irish will be waiting for you, as promised. Again, he's done exactly what he said he was going to do. Surprising, but true. With Irish waiting on his cart, John will again have to hoist the ridiculously-heavy weapon into the back of the wagon. Once it's on there, Irish vows to bring it to Nigel Dickens. Now, we've finally got the ball rolling on our future assault of Fort Mercer. Of course, there're a few other things we need to take care of between now and then, so we'll undertake those particular missions now.



Red Dead Redemption Walkthrough



A Gentle Drive With Friends (Seth)

To undertake this mission, you'll have to meet up with Seth. You can find him at his usual (creepy) hangout, at Coot's Chapel, southeast of Armadillo. When you arrive, you'll find Seth up to his normal routine -- robbing graves in search of the other half of his treasure map. As he pulls an open casket full of three or four bodies towards his cart, he'll locate John, and the two will begin to speak with one another. John knows full-well that this man is crazy, but he also needs his help, so he deals with him. Seth feels that the other half of the map that he's been seeking out is within the corpses he just stole. And as you know, Seth is all about that map, and little else.



For the time being, all Seth needs you to do is drive him as he goes through the bodies to find his map. You'll find that he'll eventually request to be brought to the abandoned town of Tumbleweed, a location we've been to before. Of course, that won't be immediately evident, and though the HUD will give you a route on which to drive, you won't really have a location for a majority of this voyage. The bad news (and there's always bad news in a game like Red Dead Redemption) is that you're going to be accosted before very long by rival treasure hunters who also want the other half of Seth's map. You just can't catch a break, can you?



Because you're driving a wagon as opposed to a single horse, you should be able to rather easily aim and drive simultaneously. For the most part, your wagon will continue along the path at a modest speed while you aim at your horse-riding enemies all around you. Your HUD is an invaluable tool here, since you can keep an eye on it to identify enemies as they begin to chase you (marked, as always, by red dots). They will come from both in front of you and behind you, and sometimes from the side, so be ready for any contingency. As usual, you don't want to let these guys get too close to you if you can help it. If you do, you'll end up sustaining more damage, which could be potentially deadly, and will force you to start the mission all over again. So equip your favorite weapon (it will probably have to be a revolver), and aim for the chest or head of incoming enemies. If you get flanked, work quickly before you get cut to smithereens!



When you finally arrive at Tumbleweed, free of the enemies that have been chasing you for most of your voyage, you'll be free to let Seth off, and more importantly, you'll be able to continue on with more missions. We're edging closer and closer to being able to assault Fort Mercer, which is definitely a huge positive. And yes, you'll get to meet Seth again. In fact, if you'd like, you can undertake another mission involving this crazy man immediately. As in, right now.



Red Dead Redemption Walkthrough



Let the Dead Bury Their Dead (Seth)

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When you're ready to wrap things up with Seth, there's nothing else to do but to visit him over at Tumbleweed, where you left him at the end of the previous mission you conducted with him. When you arrive, the mission's playable portion will begin almost immediately. Seth seems to be trying to avoid John, acting all sorts of conspicuous. But eventually, John will be able to convince him to go on and retrieve his treasure, now that he has the full map. Seth eventually confesses that the treasure appears to be hidden in the large, abandoned home at the far end of town. And just like that, these two gentlemen begin to walk over towards that very structure.



As if it should come as any surprise, your voyage towards the abandoned house is going to be littered with bad guys trying to take you out. Presumably, these are the same enemies that assaulted you when you found the treasure map and deposited Seth at Tumbleweed earlier. And clearly, these guys mean business. They, too, want the treasure map and whatever else it entails. As you work your way through the abandoned town center, foes will begin to assault you from the buildings all around you. Keep a careful eye on your HUD, and when red dots appear, immediately take out the threats those red dots represent. There's a good amount of cover here for both you and your enemies to use, but it shouldn't be too hard for you to take out enemies from afar, thinning out their ranks and making your life easier as you approach the building in question.



As the abandoned stately home looms larger in the distance, enemy numbers will simply increase. Thankfully, most enemies will now funnel out of the abandoned home, and from around it, so your fire should be more centralized and focused. Unfortunately, there's little cover to use in front of the home (when compared to the fray back in the abandoned town), so you're going to have to use more aggressive and forthwith tactics here. When you've finally felled all enemies surrounding the house, you can then try to breach the building itself. The front door is locked, but as your HUD indicates, you can head around to the left side of the house, where the cellar entrance is wide open.



Red Dead Redemption Walkthrough



Let the Dead Bury Their Dead (Seth)

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Just because you're now in the house doesn't mean you should get too comfortable. Enemies are still gunning for you within, even if they haven't yet made themselves immediately seen. As soon as you're in the basement, have your gun-of-choice at the ready, and be ready to take out a few foes that run down the stairs into the cellar. Once they've been defeated, you can then run up to the first floor. A burly man will be hiding behind a table at the center of the room, and you should be able to fell him rather easily. Be sure to have been thorough outside and in the basement as you move forward. If you leave any enemies behind as you rush through the house, chances are that you're going to be flanked and killed, and that won't be a very pleasant experience for you.



You won't have to spend too much time on the first floor, but while you're there, things can get decidedly confusing. There's a lot of debris and other crap lying around, and it can make enemies even more difficult to find (especially if it's dark). But your HUD, as always, will be an extra useful tool for you to use. Red dots, yet again, mean enemies, so if you see one around you, you know an enemy is nearby. And yes, the arrows pointing up or down over those red dots indicate that an enemy is on the floor above or below you. If the red dot is clear, that means the enemy is on your floor. When you're done on the first floor, voyage up to the second floor, which is really just a hallway overlooking the ground level. A few more enemies will make themselves seen up here, but these are the last holdouts of an entire crew of thugs you've basically wiped off of the face of the planet.



Unfortunately, when the last enemy has been slain and you've finally breached the room containing the coveted treasure chest, all of that trouble will prove to not have been worth it. Not that this is your treasure or anything, but what Seth finds disappoints him greatly. Instead of finding untold riches, money, precious metals, jewels, or whatever else he thought might be down there, he instead finds a lone glass eye sitting in the large chest. John is amused by all of this, but Seth isn't. Depressed, he then walks off, leaving you alone, and promising that he'll meet you at Fort Mercer to help you out when the time comes. Fair enough.



Red Dead Redemption Walkthrough



On Shaky's Ground (Irish)

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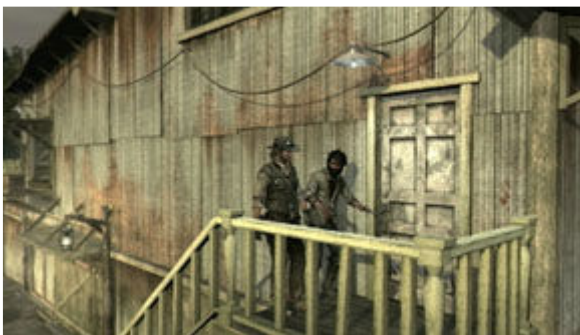
To find Irish and undertake this particular mission, you're going to have to travel over to Thieves' Landing. This is a location on the far eastern edge of the map, and one that you will have never voyaged to before (unless you're thoroughly searching the map apart from your main missions). When you arrive, you'll find Irish participating in a rather unsavory event. He's holding up two nuns with a revolver, and naturally, he's completely loaded. Unfortunately for Irish, however, John shows up just in the nick of time to save these two innocent women, and teach Irish a lesson. After taking away his gun and butting him in the head with the handle, he convinces Irish to help him find the parts needed that will fix the broken gatling gun.



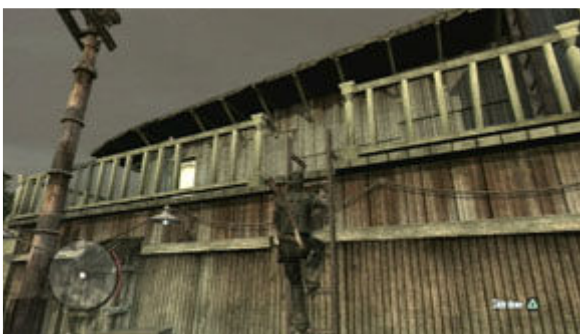
Following this opening cutscene, you'll gain control of John. And for the time being, all you'll have to do is following Irish around for a while. Believe it or not, Irish won't get on a horse here, so this won't exactly be a quick-moving segment of the mission. Rather, he'll slowly and drunkenly walk over to the far side of Thieves' Landing. At the warehouse there, Irish says that he will be able to meet up with a friend of his, Shaky, to get the parts needed for the broken gun. However, he'll find that the door that was supposed to be unlocked for him is sealed up tightly. That's when you'll be tasked with following him around to the back side of the building, seeking out an alternate entrance.



Unfortunately, when Irish walks up some stairs and tries to go through the back door, he finds that it's not only locked, but that Shaky seems to have gotten himself in some trouble on the other side. The workers at the warehouse are now privy to his shady dealings (like the ones he conducts with Irish), and they want in. As a result, they've tied up Shaky, and are beating him to a pulp in an attempt to coerce information out of him. Irish pleads with John to help Shaky, because he's not only a good man, but he is their only conduit to get to the parts they need. Irish scurries off to get the wagon you'll need to hold the goods you're to collect, leaving you behind to help Shaky, and go about your business from there.



With Irish having left you behind to help Shaky, it's time to get to work. Backtrack down the stairs, and follow the on-screen prompts. A yellow dot on your HUD will show you the location of a ladder. Climb it upward, and then climb another ladder up and to your right. The game will try and give you some advice, to walk slowly and crouch down to avoid being seen. Don't bother. Scale over the window-ridden rooftop to the far side, where one of those windows is open. You should then be able to drop down into the warehouse itself. Immediately to your left, you should see an office. This is where Shaky is being held. A rifle-toting bad guy will be walking around nearby, and a couple more enemies sit in the office with Shaky. Run in quickly and nullify the threat. These guys shouldn't give you too much trouble.



Once the immediate wave of enemies (the ones that were guarding Shaky) are felled, you'll witness a brief cutscene. You'll certainly understand almost right away why Shaky got his name -- he's a bit of a stutterer. Thankful for John releasing him, he promises to show him precisely where the parts and ammunition are that John needs to get that gatling gun in working order. Of course, getting to the goods isn't going to be an easy task. There are a great many enemy in between you and those items. So, let's get down to business. Break out your favorite gun for the upcoming festivities!



Red Dead Redemption Walkthrough



On Shaky's Ground (Irish)

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The first order of business is to fight your way out of the warehouse. No matter how thorough (or not) you were in here blasting enemies before you saved Shaky, you're still going to have to fight the same amount of enemies in here. The foes on the raised platform directly across from you will give you the most trouble, but there's an easy way to kill them all simultaneously, and that's to aim at and shoot the red box full of explosives nearby. Then, deal with all of the enemies on the ground level, hiding behind all matter of crates and boxes. When you've killed all of the enemies (simply seek out red dots on your HUD to see if there are any still living), you can go to the door that Shaky runs through, and unlock it. But as you may have guessed, your misadventures here aren't quite over yet.



Once outside, you'll find yourself in a veritable labyrinth of boxes, crates and other items. Naturally, this will give both you and Shaky, as well as your enemies, plenty of spots from which to hide. You can send some of your enemies up in flames by aiming at and shooting gas lamps strewn about, but for the most part, this section of the mission will consist of some good old-fashioned gunplay. After killing the few enemies in the wide open space directly in front of the door, you'll be forced to the left. Shaky will find more enemies around the items you're about to steal. After nullifying the latest threat, you'll be home free. Well, for now, anyway.



Irish has successfully gotten the wagon inside this holding area outside of the warehouse, and now, John, Irish and Shaky will all meet up. The equipment we've procured here is quite heavy, so it takes a little while to get the Army-embazoned boxes on the back of the carriage. Once that's done, it's time for John and Irish to head out on their way. But of course, not before Irish makes fun of Shaky's stuttering for a little while. Once that's run its course, you can then ride shotgun with Irish, and quickly make your way out of Dodge. Your destination is the MacFarlane's Ranch, but of course, your journey there won't be a peaceful one.



While Irish drives the carriage, which he will do automatically and at as great of a speed as he can, you will be pursued by angry Thieves' Den workers, who haven't taken too kindly to your stealing of their goods. You've dealt with situations like this before however, so you should be plenty prepared to protect yourself, Irish and your stash as you ride towards the ranch. As always, your HUD will be a great indicator as to when enemies are incoming. When red dots suddenly show up on your HUD, expect that foes are within striking distance. Almost all of your enemies will come from behind on horseback, and they will come in quite a few waves. However, be ready to deal a killing shot to a single foe standing on a bridge in front of you. Once you've dealt with the prerequisite amount of enemies, you'll find yourself back at the ranch, and in one piece.



Irish and John bid each other goodbye at this point. Irish assumes that their transactions are now over, but that's far from true. John has expectations that Irish will be there to help him storm Fort Mercer. After all, look at all of the heinous crap Irish has put John through. Surprisingly, Irish agrees to help him out without too much of a fuss. You'll then regain control of John, and can go about your business openly from here. What's next? Well, it's time to storm Fort Mercer. Finally.



Red Dead Redemption Walkthrough



The Assault on Fort Mercer (Marshal Johnson)

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Finally, the time has come. It's time to head into Fort Mercer and bring your mark to justice. When an M appears on your map after some time having been off of it, you know that it's Marshal Johnson waiting with his crew of ruffians, as promised, to storm the fortress. When you arrive, you'll find John alone, lighting up a cigarette and looking towards the fort in the distance. Finally, Marshal Johnson and his deputies will arrive, followed by Nigel Dickens and Irish. Dickens seems to have hatched a rather ingenious plan. Somehow, Seth has been granted access to the fort, and is currently giving signals back to him (via his spyglass) that lets him know the time is nigh. Let the assault begin.



Johnson, his deputies and Irish will stay behind, and eventually assault the fort once the melee has begun. For the time being, the entire mission hinges on Dickens and John. Dickens' acting skills will be put to the test here. As he winds his wagon towards the fort with John and the gatling gun hidden in the back, the two converse briefly before finally reaching the front gate. The hooligans let Nigel in no problem, and his routine begins, speaking about all of the tonics and medicines and other items he's brought from the east, things that can do the unimaginable for anyone who purchases them. Suddenly, he gives the signal to John, and John breaks down the wagon, exposing his Army-grade weapon for all to see. And just like that, you're given control of the mighty weapon.



As soon as you gain control, unleash the power of the powerful gatling gun. You have precious little to worry about when wielding such a weapon. Your ammunition is unlimited, the gun will never overheat, and both of those traits will combine to provide a rather killer weapon to unleash on the dozens of foes you're now tasked to kill. The first waves of enemies will come from directly ahead of the gatling gun, so you won't have to manipulate the weapon to too much of a degree. Remember that many of the crates and boxes foes are hiding behind can be destroyed with enough concentrated fire, and if a few enemies are entrenched and giving you some trouble, feel free to blow them to hell with the explosive containers liberally placed around the fort's courtyard.



Eventually, the waves of enemies from directly ahead of you will cease showing up, and will instead be replaced by reinforcements coming from the right. Thankfully, the gun can pivot and swivel rather easily, so no enemies should be out of your range (or that would be quite the problem for you). The game will prompt you to heal yourself with items in your inventory if you're taking too much damage, but that should never be a problem for you. Grace your enemies with liberal amounts of bullets, and few of them will last longer than a few seconds. Once all is quiet, the Marshal and his deputies will head on into the fort. Unfortunately, any remaining enemies that are here have retreated to the far side of the fort, forcing you to proceed on foot, without the trusty gatling gun you went so far out of your way to procure. C'est la vie.



Red Dead Redemption Walkthrough



The Assault on Fort Mercer (Marshal Johnson)

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Here's a good piece of advice -- don't follow the Marshal and his deputies to the far side of the fort immediately. Instead, stay in the courtyard where the fray just took place, and proceed to search all of the corpses of the enemies you just mowed down. Doing so will not only allow you to stumble upon a small trove of bullets and cash, but it will also allow your AI-controlled characters to do most of the work for you on the other side of the fort. After satiating yourself with random findings, you can then climb the stairs and scurry over to the far side of the fort. If given enough time, the deputies will have already killed most of the enemies here. Use your HUD to identify the locations of any remaining bad guys, and let them have it. Then, after scouring more corpses for more goods, you can regroup with the Marshal on the ground floor.



The Marshal and his deputies have done a great job in helping you out here, but your job isn't quite done yet. While all of the lesser foes have been presumably killed here, John's mark is either cowering in a corner somewhere, or he wasn't here to begin with. As the deputies begin their search for the missing man, Dickens bangs loudly on the fort door to be let back in. He seems nervous, and rightfully so. Once he gets inside, he'll inform everybody that reinforcements are coming through. It seems that there's *a lot* of them -- possibly a hundred or more, to contend with. The good news? Why, Dickens' cart is strategically placed near the far door, meaning you can man that gatling gun once more, and take down your adversaries with no problem whatsoever.



The warnings of a hundred or more men coming over the hill near the fort were a little overblown... actually, a lot overblown. Nonetheless, you still have to deal with at least a few dozen more enemies, much better-equipped and more aggressive than the last batch. Your gatling gun is a great help here, as it will help you mow down the poor schmucks storming your position. As brutal as it sounds, you can shoot and kill the horses that your enemies are riding towards you on in addition to the men themselves, so feel free to do that (it's helpful, albeit unfriendly). Even though you had so much trouble getting a gatling gun, your enemies will also have a couple on the back of carts ready to use on you. Thankfully, each cart has a conveniently-placed explosive crate on it that will destroy the gun, and anyone even remotely around the wagon. Be sure to exploit that to the fullest, and you'll be home free in no time at all. If you're confused where enemies are coming from, or where any survivors might be located, your HUD is your friend, as always.



Following this final confrontation at the fort, a mission-ending cutscene will take place. The deputies will report back to Marshal Johnson that they were unable to locate Bill Williamson within the fort. Then, a survivor of the previous fray shows up, and the deputies are able to interrogate him a bit. He reveals that Williamson left the fort to head to Mexico the day prior to your assault. This causes a lot of trouble for John, but he has every intention of heading into Mexico himself to follow his mark. After thanking everyone for helping him out, and otherwise saying his goodbyes, he enlists Irish to help him cross the river into Mexico. Irish agrees to meet up with him at the ferry crossing on the eastern side of the San Luis River. Excellent.



Red Dead Redemption Walkthrough



We Shall Be Together In Paradise (Irish)

This particular mission will be the only one available to you following your raid of (and subsequent disappointment at) Fort Mercer. When you arrive at the predetermined location (marked with an I) on the northern bank of the San Luis River, you'll find none other than your old friend Irish. Nigel Dickens will also be here, kindly coming to this location to see you off and tell you goodbye. After saying goodbye to Dickens, Irish will be ready to hoist you across the San Luis River. On the other side of the river is Mexico (and thus, this river is a fictional representative of the Rio Grande). But as always, this task with Irish won't go as easily as you would have liked. In fact, quite the opposite is bound to take place, as you'll soon find out.



Almost immediately upon gaining control of John and beginning to cross the river (Irish will take care of the latter automatically), enemies from the far border will begin to open fire on you. Immediately grab the Springfield Rifle sitting on the raft. It's a powerful rifle that will go a long way in helping you survive this dangerous fray. As always, red dots will adorn your HUD, letting you know where enemies are located. This battle is a long one, and it's a difficult one to survive with any sort of ease. You're going to be assailed by seemingly-endless waves of enemies, over and over again. You have precious little cover to use to protect yourself, and exposing yourself to eliminate your adversaries will subject you to unpleasant damage. But you have to do what you have to do here. The good news? That Springfield you find on board the ship is basically a means to achieve a one-hit kill almost each time you use it, and there's unlimited ammunition for it aboard the raft as it meanders down the San Luis River.



So what should you do to stay alive? Well, this mission is more frustrating than most in that it forces you to balance aggression with passiveness. You can't expose yourself for too long, especially later in the mission, because you will be cut to shreds if you do. Your best bet is to stay hidden behind the crates and wooden barriers (which are limited) on board your mobile raft. Position yourself at angles to stay hidden from the bullets coming from various directions, which will vary. Then, expose yourself to eliminate threats as you move forward. The most obnoxious enemies here are the ones that chuck dynamite at you. Try to kill them as soon as they expose themselves, because they will hit their mark if given enough time, and surviving an explosion of that magnitude is no easy feat.



Otherwise, this mission is about persistence and patience. Exercise both, and you'll see the mission-ending cutscene before very long. For surviving long enough to see the small sandy beach Irish deposits you on, you'll now be in Mexico for the very first time in the game. Better yet, two healthy horses await you there. During the course of the cutscene, Irish will examine the two horses and then ultimately get on one, riding off into the distance. That's only after he admits he was lying to you about knowing people in Mexico who may be able to help you. However, he still points you in the direction of a couple of guys who may or may not be able to lend you assistance. And just like that, you'll regain control in Mexico, with a new horse, and new people to meet.



Red Dead Redemption Walkthrough



The Gunslinger's Tragedy (Landon Ricketts)

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When you finally find yourself in Mexico, you'll have some options as to which way you go first. If you decide to head towards the LR on your map first (as we did), then you'll run into this mission as soon as you arrive in this new country (that looks a hell of a lot like the old country you just traversed). This cutscene is lengthy; enough so that we're doing something rare, and explaining the mission-introducing cutscene into two paragraphs, instead of just limiting it to one. When John arrives at the town of Chuparosa, he'll almost immediately be intercepted by a trio of Spanish-speaking peasants. These guys clearly have nefarious designs on John, but John initially holds himself well, not resorting to violence or further escalating the situation. But that's when these three chumps make a big mistake.



First, they steal John's hat, but he remains cool and steadfast. But when they make a move for his boots, he loses it. Kneeling down as if he intends on taking his boots off, he instead removes his revolver from his holster, puts a bullet into two of the men's heads, and a third bullet in the last remaining foe's stomach. This is when an elderly man named Landon Ricketts introduces himself to John. Concerned at first about the impression such actions will make in a new country, Landon eventually comes to trust John. The two work on bettering John's shooting technique when Landon makes himself known to John. John knew of Landon as a child, and the two quickly take to one another. Smoking a couple of cigarettes, and trading conversation, target practice continues unabated all the while.



At the tail end of the cutscene, you will gain control of John. For some reason, they've decided to put yet another Dead Eye tutorial into the game over a third of the way through the adventure. Nonetheless, you'll have to humor Landon here. The bottles in front of you all need to be shot at one time. To do so, enter Dead Eye and mark the three bottles. Then, fire. If you're having problems for some reason, on-screen prompts should help you along. Once the bottles have been obliterated, you can then follow Landon over a ways to the side of another building. Here, he expresses concern about the bird population annoying the town, and thus, he has a way to kill two birds with one stone here (pardon the obvious pun). He can teach you some more shooting lessons, and you can obliterate some fowl. Sounds great! He'll shoot in the air to scare the large birds off of the roof. Turn around and follow them with the camera as they soar into the air. You should be able to mark and shoot four birds simultaneously. Doing so will satiate Landon's want to teach you more lessons for the time being.



Red Dead Redemption Walkthrough



The Gunslinger's Tragedy (Landon Ricketts)

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As the two meander away from the scene of bird brutality and back into the city itself, it won't take long for Landon to be intercepted by a local shopkeeper. It appears that the town has a bank, and the bank's wagon, chock full of money, is currently under attack. Landon seems to be plenty familiar to the townsfolk, who consider him a savior and hero in these lawless surroundings. He agrees to head out to protect the wagon, and naturally, he's going to bring you along for the ride. From here, you'll be able to walk over to a couple of horses hitched up nearby. Landon will get on one, and you should get on the other. And then, follow him as he rides out of town.



The ride will be a quick one; Landon clearly wants to get to his destination as quickly as possible. When you arrive, you'll find out why. The wagon full of money has been run off the road, and a few wily bad guys have taken the wagon driver captive. Landon suggests that you keep your distance. Take his advice, because if you venture too close to the wagon, you'll risk making the thieves nervous, and they'll put one in the head of the driver, ending the mission in failure. Instead, get as close as you comfortably can, and then go into Dead Eye. Mark your targets in Dead Eye (there should be three or four) and then take them out at once, freeing the driver. The driver will then be able to get back into the cart and bring the money the short distance back towards town.



Of course, there will be a catch en route back to town. Nothing goes quite as planned, after all. As you see the town in the distance, an enemy wagon will be in the road, blocking your path. As soon as you see it, don't dare venture any closer, or you'll put the success of the entire mission at risk. Instead, draw your weapon from afar and again use Dead Eye to isolate the enemies, taking them out at once. Be careful here, as your Dead Eye meter is probably not full, since you just used it to kill enemies mere moments before. This means that you have to be quick here! With those enemies felled, the wagon is free to head back to town safely, with you and Landon in tow. For a job well done, Landon agrees to give you more work later on. You can follow up with him on that presently, if you so desire.



Red Dead Redemption Walkthrough



Landon Ricketts Rides Again (Landon Ricketts)

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Undertaking this mission will require you to meet up with Landon Ricketts in a bar in Chuparosa. Make sure to go there during normal business hours, or Landon won't be there, and you'll have to return later. When you arrive, you'll find Landon sitting around a table in the bar with a couple of the locals. It appears that these men have heard of Bill Williamson's Mexico-based connection, but they don't know much about him. Though they lack specifics, it seems clear that Williamson and his friend are nearby, and making matters worse, they appear to be responsible for the kidnapping of a schoolteacher who has been steadfastly helping the local children better themselves. Action is desperately needed on this issue, and that's where Ricketts enlists your help.



Your destination is El Matadero, and you're given two options as to how you will get there. You can either ride there manually on horseback, following the directions your HUD gives you to get there in one piece. Or, you can simply ride the train with Landon to get there automatically. Though you may want to control things and get there quickly, we actually recommend that you exercise the latter option. Doing so will allow you to speak for a short time with Ricketts, and listening to conversations in Red Dead Redemption is always fun. If you want to go there on horse, that's your option, but it's not covered in this walkthrough. Again, we recommend going by train.



Unfortunately, going by train is quick, but it will open up some more conversation between Landon and John en route to the train. But once they're on board, the conversation ceases before very long. You can relax on board the train, taking in the sights and sounds as you get there in a manual fashion. Or, you can follow the on-screen prompt following the end of your conversation with Landon that will bring you to your destination automatically. Either way, when you arrive at the next train station, Landon and John will disembark. Walk with Landon to a couple of horses tied-up nearby. Get on one, and Landon will get on the other. Then, you two can ride.



Your ride to El Matadero from the train station will be a brief one; it's due south of the depot. Thus, expect that your ride will only last a few brief moments. En route, Landon will inform John of their need to locate a man named Carlos, who in turn can help you find the missing schoolteacher, Luisa. When you arrive in town, follow Ricketts into the building he dismounts his horse near. This will catalyze a brief cutscene in which John is introduced to Carlos, a local butcher. After a short conversation, Carlos will agree to distract the guards where Luisa is being held, so that you and your aging friend can breach the building and find Luisa without too much of a fuss.



Red Dead Redemption Walkthrough



Landon Ricketts Rides Again (Landon Ricketts)

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Carlos, along with Ricketts, will walk out of his shop, and you should follow suit. You'll walk out of the sleepy village you're currently in, and down a dirt path into a little canyon below. There, you'll see an entrance into a cavern where the kidnapped woman is being held. But don't run willy-nilly towards it! You don't want to make a scene here or otherwise have yourself seen. Instead, proceed towards the predetermined spot on the HUD, which is behind a large rock. While you and Ricketts hide behind the rock, Carlos will cause some havoc, distracting the two guards blocking the entrance. Eventually, Carlos will run off with the guards in pursuit, leaving you free to enter the cavern. Have your weapons drawn as you do, however. You'll almost immediately run into hostile locals.



As always, your HUD will prove to be an extremely useful tool. Red dots represent enemy locations. Remember that there's a lot of cover for both you and your enemies to use here, so you might not see a foe until the very last second. The spatial constraints here are extremely tight, especially with the sheer number of foes you're expected to deal with. The good news, of course, is that with all of these fresh corpses lying around, you'll have plenty of bodies to pillage for ammunition and money. In fact, Ricketts is so damn aggressive here that if you lay back grabbing spare ammo and such from bodies, he'll do most of the work for you up ahead. Still, wield your most powerful, trusted weapon and take out any residuals as you move towards Luisa's holding cell, which isn't too deep into the labyrinthine cavern at all.



Eventually, you'll run headlong into the chamber Luisa is being held in. However, the heavy wooden door is sealed shut, and while Ricketts has a plan to get in, he still needs some time to prepare. There's dynamite nearby, which he will scurry to get setup in front of the door. In the meantime, he expects you to keep watch on reinforcements pouring in towards your location from the entrance. Your HUD will show you where the enemies are coming from, and in what number, so you're ready. If you're extra-keen with your rifle, you should be able to shoot them as they round the corner near the door without ever having a shot returned. Either way, when the prerequisite amount of enemies have been felled, a cutscene will ensue in which Landon shoots the dynamite in front of the door, ridding of the barrier, and freeing Luisa from her imprisonment.



Red Dead Redemption Walkthrough



Landon Ricketts Rides Again (Landon Ricketts)

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As if it's any surprise, your journey back out of the cavern won't be an easy one. Luisa has been through a lot, and thus can't exactly move around with any agility. As a result, Landon will be forced to carry Luisa while you protect the pair from more waves of enemy reinforcements. Doing so is rather simple in premise -- Landon will hang back with Luisa, out of harm's way, while you clear the enemies as they show up. These reinforcements seem more aggressive than usual, so be careful not to over-extend yourself. Make sure to use cover adequately and otherwise, you should be just fine. Landon will know that the coast is clear automatically, and eventually, he will emerge from the cave's entrance with Luisa slung over his shoulders.



Once outside, you'll find a welcome sight. Carlos, the butcher who initially helped you breach this cavern, has left a few horses out front for you to utilize. Let Landon and Luisa get on the single horse they want to use first, and then you can choose one of the remainders. From there, you can then begin to ride down the thinning canyon away from danger, since reinforcements are bound to show up. Ironically, those very reinforcements will be precisely what you run into as you make your mad dash away from the scene of myriad murders you just committed. Any gun will do here as you ride forward -- we recommend using a rifle that's reliable enough to deliver one-hit kills from a distance, which will make your life a lot easier as this mission winds to a conclusion.



Landon is smart, just like he was back in the cavern. He won't ride ahead until it's safe, keeping himself and Luisa out of danger. But just like in the previous fray, he won't be able to participate in the melee, either. He's tending to Luisa, and doesn't have a hand to spare for that trusty revolver of his. Thus, you're going to need to take care of things on your own. Keep an eye on your HUD -- enemies are represented by red dots, as always, but be sure to use the elevation markers over the dots to spot precisely where foes might be hiding. Black arrows pointing upward over red dots represent enemies above your altitude, while the opposite is true with arrows pointing downward. Those are precious indicators that will allow you to focus precisely on where the enemies at hand are located.



When you've finally emerged from the dangerous canyon escape, you'll have to stay put for now. In fact, if you worked your way through the canyon rather rapidly like we did, then you'll have to patiently wait for Landon to come to the end of the canyon, where the final cutscene of this lengthy and arduous mission will finally ensue. Carlos will ride to the mouth of the canyon to meet Landon and John. He'll take the injured Luisa off of your hands, but unfortunately, Luisa has no concrete information on who her kidnappers were. The information she can provide you with, however, is that Javier Escuella, the man who is apparently helping John's arch-nemesis, is around. And it's a safe bet that those two men are working closely with one another here, south of the border.



Red Dead Redemption Walkthrough



Lucky In Love (Landon Ricketts)

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This entire mission is basically an exciting, two-pronged tutorial that will teach you the finer points of two otherwise-optional events that you can partake in elsewhere and at other times throughout your adventure. You'll learn how to play poker here, and later, you'll learn how to duel. Strangely, in this tale, the two tasks are somewhat intertwined. After meeting up with Landon at his usual hangout in Chuparosa's bar, you'll find him playing a game of cards with some locals. After a little chitchat, he'll invite you to sit down with him to play a little cards yourself, even though you'll automatically resist such card-playing temptations at first.



Learning to play cards in this game is extremely easy, especially if you're familiar with poker in real life. More importantly, you're going to need to be familiar with Hold 'Em, or seven card poker (quite popular these last few years in the United States and beyond). We won't go into too much detail here as to how the game is played, because you will be provided with a tutorial if you need it. If not, you'll have the option to skip the tutorial and begin playing straight-away. The buy-in for a game like this is \$100, but depending on how you do with the chips you're holding, you should get at least some of that money back when all is said and done. You'll play two full hands, one more tutorial-based than the other, and following the second hand, the missions events will continue unabated.



Following the second hand, which the game seems to fix so that you win it (or the following events wouldn't make any sense whatsoever), the German man with the moustache who is sitting to John's right will become enraged. He'll claim that John took a look at the two cards he's holding in your hands, an action that not only didn't happen, but one that John refuses to acknowledge. Everyone tries to calm the situation down so that the game can be finished off peaceably, but then the German makes a big mistake -- he pulls his revolver on John. Suddenly, everyone is standing up, guns in hand, pointing it at everyone around. There's only one solution to this particular issue, and it's in the form of a good old-fashioned duel.



Red Dead Redemption Walkthrough



Lucky In Love (Landon Ricketts)

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Just as was the case with poker, this mission will also prove itself to be a tutorial. Now, you'll learn how to duel. Dueling has a lot to do with Dead Eye, which is probably why Ricketts earlier reiterated a second tutorial on Dead Eye much farther into the game than you first learned how to use that skill. If you feel like you already know how to duel, you should be able to skip the niceties of the process and get right down to business. Otherwise, pay very close attention to the game's prompts, as it alerts you as to how to get business done here. Once you're able to draw your gun, do so. Mark the hostile German with some solid revolver shots, and then do him in. We found it extra humorous to cap him with all six rounds in our revolver. If you want to shoot only once, though, be sure the shot is made to kill, preferably going through his temple. Otherwise, you may fail and be forced to try again.



With that German man downed, things seem to have gotten back to a more peaceful vibe. With the dead man's body humorously sprawled along the ground in the middle of the village's square, Ricketts and John return to the bar to have a few drinks. However, they are barely able to clank their glasses together and take a swig before more trouble finds them. Another man you were playing poker with has a mean-looking blade held to an innocent woman's neck. Now, it's time to duel in a more real-life situation. Follow the rules of everything you've learned thus far, and you should be just fine. Just be absolutely certain you tag only the man with the blade, and not the woman. If you shoot the woman, she'll die, and even if you shot and killed the captor as well, you'll risk losing honor, and may have to attempt the mission again. So be careful!



All of this ridiculous gunplay has brought a lot of attention to what you've been doing, and the friends of the man you just killed are none too happy about what you've been up to in this otherwise-sleepy little village. Five enemies will show up on the far side of the town square following the execution of their friend, and you'll have to deal with them to catalyze the brief ending cutscene that rounds out this mission. Thankfully, with Landon at your side, you should be able to eliminate the enemies with no problems whatsoever. There's little for them to effectively hide behind, so aggressive maneuvers here will go a long way to quell the violence once and for all. Following the death of the final man, Landon and John will bid each other adieu. But worry not -- there's a final mission Landon has for you, which we will undertake presently.



Red Dead Redemption Walkthrough



The Mexican Wagon Train (Landon Ricketts)

If you want to find Landon Ricketts to undertake this, the final mission he'll offer up to you, then you needn't look any further than his normal watering hole in Chuparosa, where you've found him during the past few missions you undertook with him. When you arrive, you'll find him sitting around a large table by himself, drowning his sorrows (as usual) with a stiff bottle of liquor. The two men will talk a bit about Landon's old days, the men he's murdered, and why John is caught up doing the same kinds of stuff Landon used to be famous for. As they talk more and more, and drink more and more, things seem like they will be alright, at least for a time. That is until a familiar woman shows up to let you know that Allende has taken some men to be executed, including a writer and a government official. She pleads with Landon and John to do something about it, and the men grudgingly agree.



When you gain control, you can walk out of the saloon and back outside, where a couple of horses are hitched-up and waiting to be ridden. Landon will get on one, and naturally, you should get on the other. Then, it's time to ride northward towards the river separating the United States and Mexico, where Landon suspects we can run headlong into the armed caravan moving these innocent prisoners around. During the ride, angers will flare a bit, as Landon and John rip into each other, with Landon telling John that he's a nobody, and John insinuating that Landon is washed-up. Eventually, the conversation trails off into something a little more pleasant, but they'll barely be able to get anymore words out before you run headlong into the prisoner caravan, just as anticipated.



The caravan is made up of two carriages, each containing a single prisoner. Each carriage is accompanied by four (or so) armed enemies on horseback, in addition to the drivers of each carriage, who are also armed. The idea is to destroy the accompanying enemies with each carriage, then kill the driver, and then take over the carriages; specifically in that order. So, trail behind the first carriage and quickly take out the accompanying riders, trying to keep damage sustained to an absolute minimum. When it's safe, you can then take out the driver, who may or may not return fire on you. The first carriage can be left behind, as Ricketts will get into it and begin piloting. When that happens, you can then ride forward to repeat this process on the second caravan. Although you're moving quickly down the road while all of this violence is occurring, your task is a surprisingly simple one. Just don't take too much damage, and don't act too slowly, and you should be able to take the carriages over with the greatest of ease.



With the carriages in hand, the prisoners are in your possession, but that doesn't mean that friends of the thugs you just killed to get them won't be after you to try and get them back. At first, you'll be able to ride the wagons along the road in a rather quiet fashion. Landon will suggest that we make way for the wooden bridge that leads back over into the United States, where the Mexican authorities cannot follow. After that suggestion, the route will appear automatically on your HUD, so follow it carefully. You won't run into any armed resistance until you reach the bridge, at which point foes will open fire on you from all over the place. Follow Ricketts' advice and blaze straight over the bridge. Don't bother getting into a firefight here; it's simply not worth it. When all is said, done and quiet, and you're back on the American side of the border, you'll be home free, though you no doubt sustained quite a bit of damage en route.



When you reach the predetermined marker on the far side of the bridge, you'll be home free. A mission-ending cutscene will ensue, with Landon and John letting the prisoners out of the back of their wagons, freeing them of the ropes that were tying their hands together. Landon vows to take things over from here, getting these innocent people to safety. Since this is your last Landon Ricketts-related mission, John and Landon will say their goodbyes before the event concludes. There's something bittersweet about this farewell, to be certain... but Landon is just a little bit too full of himself, isn't he? Perhaps *he* doesn't know who *he* is dealing with? C'est la vie.



Red Dead Redemption Walkthrough



Civilization, At Any Price (Captain Vincente De Santa)

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If you want to meet up with the strange and unpredictable, yet entirely charming military officer named Captain Vincente De Santa, then look no further than Escalera, a quaint town on the far western side of the map, on the Mexican side of the river. When you arrive at the front gates to the town, you'll almost immediately find yourself intercepted by De Santa and two armed men. At first, things won't be easy here. It seems that De Santa is entirely (and needlessly) aggressive, and looking for a fight. John informs him that he's there looking for two men, and would like to speak to someone above him, either militarily or politically. Ultimately, De Santa lets down his faux attitude, and everyone has a laugh at John's expense, including John himself.



After that awkward introduction, you'll be whisked away by De Santa, and he and John begin an important conversation in earnest. Ultimately, he and John will begin to talk about the two men John is tasked to find, and how they might work together towards a common goal. De Santa and his army detachment are trying to lure a traitorous man named Abraham Reyes into a trap. Reyes apparently has dealings with the two men you yourself are looking for, including Bill Williamson. If John agrees to ride with De Santa and his men to help them out, and if things go well there, then De Santa will agree to pass John off to persons above him that might be able to help him out. And maybe he'll even be able to run into the men he's looking for, just by joining his crew for the time being. Naturally, John agrees to the deal.



Your destination is Chuparosa. There, De Santa plans to confront the rebel leader Reyes. However, Chuparosa is quite a distance from your current location, and thus, the ride there will take some time. You can either ride your own horse solo, or you can ride shotgun with De Santa at the helm. We recommend doing the latter. Not only will it allow you to either take in the sights and sounds of the journey, or skip it entirely, but it will also allow you to hear a rather deep and winding conversation about the current Mexican rebellion (and other topics) that De Santa chose to talk about, should you choose to hear him out. You may be able to have the same conversation if you ride your own horse next to his cart, but why bother? Ride with him instead; it's easier.



When you finally arrive at Chuparosa, whether you skipped ahead or did things the slow way, De Santa will tell you about the plan he's hatched. The rebels often rob trains, and the one that's about to ride down the tracks nearby is no exception. The rebels will expect this train to be chock-full of supplies, but in fact, nothing could be farther from the truth. Mexican soldiers will be waiting on board the train, ready to take out any invading rebels. De Santa, some of his men, and John will ride alongside the train, taking out any enemies the sharpshooters onboard the locomotive can't deal with. It's quite the plan, and John is happy to be along for the ride, especially if it can get him some help a little later on.



For starters, begin to gallop alongside the train. Make sure not to get in front of it (or you will be run over), nor should you fall too far behind the engine bringing it along the tracks (which is the rebels' primary target). A health meter of sorts will appear at the top of the screen, representing the relative strength of the engine. As rebels begin to invade your position from the wilderness all around the tracks, their primary target won't only be you and your new friends, but the train's engine as well, which they will attempt to damage as much as they possibly can. So, you have to be quick here, dealing with threats as they show up as quickly as humanly possible, making sure that the train engine survives long enough to reach the next depot, which is at Casa Madrugada, quite a distance away.



Red Dead Redemption Walkthrough



Civilization, At Any Price (Captain Vincente De Santa)

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As you well-know by now, your HUD is your best tool during missions like this, since it will illuminate for you the positions of the many waves of enemies that will be assaulting the train. Thankfully, most of the waves don't appear fragmented, so you don't have to split your attention between various ends of the train. Some waves will appear stagnant, and can be ignored (should you choose not to deal with them at all). But other horse-bound enemies can't be ignored, because they can easily keep pace (or outpace entirely) the train, delivering damage to the engine all the while. So while all enemies are a priority, horse-riding foes are priority number one. Oh, and when you get to that tunnel near your destination, ride ahead of the train so that you don't have to take the long route around to the far side. This will allow you to nullify the final wave of foes before they can barely get a shot off.



When you finally arrive at Casa Madrugada, you may think that your mission has met its successful conclusion. But you thought wrong. De Santa and his men are celebratory at first, congratulating each other (and John) for a job well-done. But just when they sit around a table inside the local bar to drink themselves silly, the rebels successfully flip the script on the army. Killing the soldiers standing guard near the train outside, the rebels have hijacked the engine, and are bringing it away from friendly territory. The soldiers, along with John, scurry back outside. It's time to hop on a nearby steed and make sure that train doesn't make it to the rebels' destination. If it does, you'll have to retry the mission. Let's get going!



The train is occupied by about a half-dozen men, and you'll need to kill them all as you ride alongside the train. Because they are all over the train, from the very back to near the engine in the front, and multiple locations in between, you're going to have to ride rather vigilantly to eliminate all of them before the train reaches the rebels' trap, and it's too late. Thankfully, your HUD will tell you precisely where all of the enemies are located, so you can rather easily work your way from back-to-front, clipping enemies as you go. When you finally reach the front of the train, you can then follow the on-screen prompt to jump on-board yourself. Keep in mind that this command doesn't seem to appear until all foes are already killed, however. And you have to be near the front of the train to jump on, and nowhere else.



Once you've successfully jumped onboard the train, the mission will end automatically, but not before a rather riveting closing sequence. John makes haste towards the engine room once on board, to hit the brakes on the hulking locomotive. Meanwhile, the game will show you dynamite strapped to a rickety wooden bridge. The dynamite detonates, leaving a void where the bridge once was. John, just in the nick of time, manages to stop the train before it careens into the chasm. He then disembarks, looking at the dynamite's handy work, and what could have been should he have hit the brakes a couple of seconds later than he did.



Red Dead Redemption Walkthrough



The Demon Drink (Captain Vincente De Santa)

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Undertaking this mission from Captain Vincente De Santa will require you to visit him at the Mexican Army's stronghold at Escalera. You met De Santa here before, but when you arrive this time around, you'll be forced to head not just to the gates of the city, but to the stately mansion overlooking the entire expanse in all directions. This beautiful building houses Captain De Santa's superior, a man with a killer moustache named Colonel Agustin Allende. Allende is doing his best to crush the rebellion that's taking over lands all around him, and as you can see, he's quite high-strung about the whole affair. John will explain to him why he's here, but he's not interested in that. At least, not yet. To enlist Allende's help, you'll first have to go quell a fray at Tesoro Azul. Once you've done that, perhaps Allende will trust you more, and be more willing to help you out.



Worry not -- you won't be riding solo during this particular adventure. Captain De Santa will come along with you. As soon as you gain control, you'll want to go ahead and get on a nearby horse, and follow the fast-riding De Santa as he heads towards the destination in question. He'll almost immediately slow down to talk to you, however, so you'll have some interesting conversation to keep you busy as you move towards your next destination. The two talk a bit about politics, but as John has insisted time and time again, the political affairs of Mexico, and the rebellion they are currently working their way through, isn't of any concern to him. Finding his two long-lost friends is all that matters. The slow-moving nature of this intro will eventually evolve into a race to your destination. Eventually, as you work your way towards the rebel-infested town, that conversation (and race) will cease. De Santa will finally take your word for it.



Upon arriving at Tesoro Azul, the paltry gates blocking entrance to the town will be all that rests in between you and the village itself. Some over-zealous army officers will be anxious to get into the town and take care of business, but naturally, John is hesitant to get ahead of himself. As he told De Santa on the way to Tesoro Azul in the first place, he's not exactly excited that he has to turn his ire on peasants and farmers, even if they are in a state of rebellion. But as is becoming more and more clear to John as time goes on, he's going to have to partake in a lot of unsavory events to get exactly what he wants in the lawless west.



Red Dead Redemption Walkthrough



The Demon Drink (Captain Vincente De Santa)

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For starters, walk into the village. As you bust through the wooden gate, you won't see a soul on the street. The game prompts you to find the rebels here, but no one is to be found. At least, not initially. After a few moments of looking around (or after actively drawing your firearm), the rebels will make themselves seen, as red dots flood your HUD all at once. Multiple waves of enemies here will try to stymie your advance, but there's plenty of cover to work with to keep yourself protected, and better yet, you have lots of help from the drunk Mexican soldiers who accompanied you here. The end result is a rather pathetic massacre, in which over a dozen rebels will be killed. The good news in such a situation is, as always, that you can pilfer their bodies for ammunition and money, even if it's in a rather small amount.



Following the death of the last rebel, a cutscene will play. Surviving women are brought out of their houses and rounded up, all at the pleasure of Colonel Agustin Allende. When John inquires as to whether this was the point of this raid all along, the men deny it. But it's hard to tell for sure. Nonetheless, they want to ensure that there is no town left to go back to, which is when they enlist you to do even more of their nefarious dirty work. John is ordered to use fire bottles (essentially a form of Molotov Cocktail) to burn down buildings. A green dot on your HUD marks the location of the bottles. Once you've brought them into your inventory, it's time to unleash the fiery pain.



There are three buildings marked on your HUD once the fire bottles are in your inventory, and you'll need to scorch them all for this mission to conclude. You don't have to be too exact or precise with where you throw the bottles. Just stand a safe distance from each of your targets (so you don't get splashed with fire), and let a bottle go at each building. Doing so will force them all to the ground, and catalyze the mission-ending cutscene that rounds out this little misadventure. Ashamed of himself, but determined to get as much help as possible to go after his enemies, John leaves the destroyed village, with more missions ahead of him to complete.



Red Dead Redemption Walkthrough



Empty Promises (Captain Vincente De Santa)

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Head over to Escalera to meet up, once again, with Captain Vincente De Santa. However, unlike so many opening cutscenes that introduce missions in this game, this particular cutscene is extremely brief. That's because, as Captain De Santa claims, there's quite literally no time to explain anything. The situation is currently precarious, as the rebels have seized an abandoned fort near Nuevo Paraiso, called Torquemada. A convoy of soldiers is currently gathering nearby, and the captain implores John to follow behind him. They'll need his help with this one, and in turn, De Santa promises that they will get to John's personal business soon thereafter.



Your journey to the convoy will be a very short one. When you arrive, you'll have to abandon the horse you've been riding thusfar, and ride shotgun in the captain's wagon. There is no other option. The good news is that you can cut directly to the chase, and get to your destination immediately upon getting into the wagon, simply by following the on-screen prompt. Waiting around for some telling conversation here between the two men will, unfortunately, prove to be a waste of time. So simply skip ahead. You'll eventually be transported to a location near an army encampment outside of the seized fort. As you move along, the wagon in front of you will be blown to pieces. And you know what that means.



The action here will be fast and furious, and it will certainly keep you on your toes. The good news, though, is that the action passes by rather quickly, so you won't have to concern yourself too deeply with concise techniques here. Enemies will suddenly appear near the explosion. This is the first wave. They are stagnant, so you can actually pass by them without firing at all, though you may want to take a few shots as you pass through, to see if you can take any of them out. The second wave of foes that appear are in the form of three enemies on horseback. These guys will follow you towards the encampment, so you'll definitely want to kill all three foes. Remember that their horses are fair game, too, in case you're having trouble hitting the riders themselves.



After ridding yourself of the threat posed by the two waves of thugs, you'll be able to ride unharmed toward the enemy encampment. Unfortunately, you'll hear plenty of gunfire coming from the camp, and as you've probably figured out by now, the noise isn't due to spur-of-the-moment rifle training. The rebels have aggressively attacked the camp with guerilla tactics, and as the fat captain exclaims, he needs some help. He instructs John to grab the Rolling Block sniper rifle nearby, and help him out with the rebels attacking the encampment. You don't have too much of a choice but to agree.



Red Dead Redemption Walkthrough



Empty Promises (Captain Vincente De Santa)

1

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The sniper rifle is sitting on a barrel near the edge of the tent directly ahead of you, so it's virtually impossible to miss. Once you pick it up, it should become equipped automatically. Quickly go ahead and aim it to get a feel for the zooming nature of the sniper scope, but don't take too much time. The rebels on top of the rocky structure ahead and above you also have sniper rifles, and they know how to use them. The good news is that you can withstand a lot more damage from their shots than they can from yours, so use that to your advantage. You can hit them virtually anywhere -- head, legs, chest, torso -- and they will fall. So get shots off as rapidly as you can, but don't hesitate to hide and heal when necessary, as these guys certainly have the power to take you out if you aren't careful. Then, when all of the snipers up there are felled, follow the army units as they run ahead and to the left.



The general idea from here is to run ever-upward. The rebels haven't attacked the army encampment in a mere vacuum. Instead, they've actually been assaulting the army from ancient ruins adorning the mountain nearby. You're going to be charged with following the army up the slopes leading to the ruins, where you'll run into myriad waves of enemies, one after the other, steadfastly guarding their territory. The assault is slow-going and time consuming, but in the end, it's actually something that benefits you. After all, when you're witnessing (or responsible for) dozens and dozens of rebel deaths, which means that you'll have dozens and dozens of corpses to pick clean of ammunition and money. You should find yourself a couple hundred dollars richer after the events of this mission have run their course.



Your climb ever-upwards will become more and more arduous. As you know by now, you'll want to switch away from the sniper rifle and to your gun-of-choice for close and mid-range combat from here on out (though that will change near the end of this particular conflict). The initial wave of enemies you meet will be on ground even to yours, and there's plenty of cover for you to utilize. So that initial encounter may lead you into a false sense of security that could be deadly when fending off subsequent waves. You'll eventually need to climb up a sloped hill, with enemies shooting on your position from above. The height advantage they have here makes peeking your head out for too long a dangerous proposition, so you need to work wisely. Remember that you're accompanying the army, so you can rely on them to do a lot of the dirty work. Indeed, if you stay behind combing bodies for goods, the army will run ahead and do a lot of the dirty work for you. Sure, they'll scream at you for help, but that won't stop them from gunning down the rebels in cold blood nonetheless.



Eventually, boxes, crates and sloping hills will lead to the aforementioned ruins of a grand fortress, where the rebels have truly dug in. At first, the ruins will be sparse (though they will provide adequate cover for you, as you push deeper and deeper into the rebel lines). Eventually, however, you'll see intact ruins in the distance, which is the final heavily-occupied location the rebels control in this area. Getting there isn't too difficult; it revolves around standard gunplay and patient attacks. You can always be the person who falls back and advances last, if you want to be on the safe side. And of course, your HUD will be adorned with red dots, which will let you know precisely where enemies are located. When you reach the settlement, the bridge will be covered with enemies, and snipers will attack from afar. Use your sniper rifle here to take out dangerous foes at a distance (though you're likely running low on ammunition for that weapon), and then switch back to your rifle or revolver of choice to clean up the scraps.



Once the final enemy has fallen, and your HUD is devoid of red splashes of color, you can advance towards the settlement to catalyze the mission's final sequence. With lots and lots of rebel blood on your hands at this point in your dealings with the captain, you're no doubt growing weary from these tasks. But De Santa isn't concerned with that... at least for the time being. You'll see Mexican soldiers shooting the rebels in a makeshift firing squad; brutal, to be sure, but none of your business. The captain suggests you cool off and go find yourself a woman and some alcohol, but John makes it clear. He's done playing around, and he demands information. Will he get what he wants? Only time will tell.



Red Dead Redemption Walkthrough



Mexican Caesar (Captain Vincente De Santa)

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As usual, you'll have to head to Escalera on the western edge of the Mexican side of the border to find the devious Mexican army captain Vincente De Santa. When you run into the front gates of the town, you'll be intercepted by the captain and one of his friends, though not intentionally. They're dragging women away for their colonel against their will. This crew clearly lacks morals, but John continues to stay out of their business, so long as he gets precisely what he wants in the end, which is information. Eventually, you're tasked with escorting an army train deep into rebel territory. For doing this, you'll get the information you seek. Well, maybe.



When you gain control, you'll be able to walk away from Escalera, where an army convoy is waiting to head towards the train. However, even though Captain De Santa is the one that contracted you for this mission, he'll be nowhere to be found. Instead, you'll be riding with another army officer, a familiar man you've seen before. He's portly and has an eye patch. En route to your destination, you'll strike up a conversation with the man, and get to learn a little bit more about him. Though De Santa is second in command, this guy actually does a lot of the dirty work in the field. And he certainly doesn't respect De Santa at all. He and John will jabber back and forth a bit, but eventually, you'll be assaulted by rebel troops. (Yes, you can skip this initial part of the journey by following the on-screen prompt, but why? You'll miss out on the conversation between John and the officer if you do.)



At the very least, you can tell that these rebel troops have considerable amounts of tangible courage. You're not even guarding the train yet, and already they're attacking. You'll be ambushed twice, in two separate waves. As soon as the officer calls you to attention, break out your gun of choice, and keep a careful eye out on your HUD. Some enemies will be ground-based and stagnant in their position, but others are on horseback, and hence are mobile. The latter are a bigger threat, but your caravan is moving slowly enough that you should be able to kill all targets with little issue. After making quick work of them, the caravan will keep moving, but keep your firearm handy. That's not the last time you'll be ambushed.



Red Dead Redemption Walkthrough



Mexican Caesar (Captain Vicente De Santa)

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As your ride continues, another crew of rebels will begin shooting at you as you wind your way into a little canyon. These guys have a height advantage on you, and reasonably good cover to use, but again, your caravan is moving so slowly that you'll be given ample time to clip these guys as you move away from danger. After that second wave, you'll be fine as you finally arrive to Chuparosa. Upon entering the village, the officer will park the wagon, and you'll be able to disembark. Follow him as he walks to the stationary train parked at the depot nearby. After a brief cutscene in which you'll be ordered to man a gatling gun, you'll regain control. So do just that. Man the gatling gun, and prepare for action as the train leaves the station.



Immediately man the gatling gun, and prepare for the inevitable onslaught of violence that awaits you. Things will be quiet as the train leaves the station, at least initially. But don't expect that serenity to last for very long; it won't. Just as you're getting comfortable, and begin to enjoy the sights and sounds of the desert, enemies will begin to show up. Lots and lots of enemies. Most of the foes you deal with here will be on horseback, but not necessarily all of them. Thankfully, your gatling gun will never run out of ammunition, need to be reloaded, or overheat, so you can theoretically keep a solid stream of bullets flying out of it at all times. The general idea here isn't necessarily to protect yourself, but the train's engine. A life meter for the engine will appear at the top of the screen, and you're tasked with making sure it doesn't completely dissipate during this journey. If it does, you'll fail the mission, and will be forced to try again.



Now here's the rub. It may seem a little too violent, and a little too over the top, but horses are fair game for your bullets. They are bigger targets than the men riding them, so if a target is moving too quickly, or if a horse and its rider are too far away to get a clean shot off, you may want to consider shooting the horses instead. This won't necessarily kill the gunner riding the creature, but it won't matter. The train is booking down the tracks, and without a horse, the rider won't be able to do any damage to you or the engine, because he won't be able to keep pace. It's true that you will be gunned at in addition to the engine, but again, protecting the engine is vital. Enemies that are riding forward to assault the engine are priority number one, even over some of the more daring rebels that may attempt to board the train, taking it to you directly.



Eventually, the train will reach its destination, but not before you've slaughtered dozens and dozens of men (and perhaps their horses as well). Hopefully, you've learned by now that your HUD is a great tool during a task like this, since it will allow you to have your head on a swivel without actually having to swivel your head (if that makes any sense). Oh, and as for the stationary enemies you encounter from time to time, ignore them. They are useless to the rebels' task, which is destroying the engine. They won't be able to keep up with the train hurtling down the tracks. When you arrive at the far end of the tracks, get off of the train and speak with the commander of the troops stationed there. After a brief cutscene involving some chitchat back and forth, the mission will finally conclude.



Red Dead Redemption Walkthrough



My Sister's Keeper (Luisa Fortuna)

Remember Luisa Fortuna? She's the woman you saved from kidnappers earlier, when you were dealing with the elderly and mildly deranged Landon Ricketts. Luisa and her family live in a small, isolated home at the far southern area of the Mexican side of the map. When you arrive, you'll find her and her family in distress. Her mother and young sister are crying, while her dad scurries to load various items into a wagon. He'll thank John for helping his daughter earlier, but it appears that more help is needed from this desperate family. The rebels are coming to the area, and they need to get out of here before it's too late. Luisa and her parents are fleeing into the hills, but they fear for the younger daughter, who they think the army would abuse. They're sending her to work for a man in the Yucatan, but she needs to be brought to the dock. And that will be your job.



Luisa's nameless sister runs towards a wagon, and that's going to be what you're required to use to get through towards the docks in question. The docks are located at the western end of the map, so you'll have quite the journey ahead of you. Don't get frustrated -- of course it's stupid that you're riding on this empty wagon as opposed to having the girl on the back of your horse, but that would defeat the time-crunching aspect of this mission. For you see, there is a clock on top of your screen that's counting down the time until the boat departs. You have to get to your destination within that time period, which isn't exactly a challenge, even if you're driving a clunky wagon instead of a fast horse. Nonetheless, you'll be forced to reattempt the mission if you fail to reach your destination in the time given, so there's no time to lose. And as you'll learn almost immediately after leaving the isolated home on the path given on your HUD, army checkpoints are going to make your life a living hell, not to mention the rebels that are quickly sweeping into the area.



As you run into checkpoints, as well as more mobile enemies en route to the docks, you'll have to make a choice. Will you stop and take care of the enemies as they make themselves seen, or will you ignore them entirely? Well, both choices are the right ones to make, depending on the particular situation you find yourself in at the given time. Stationary enemies can be ignored or run right over, but if your enemies are on horseback or in carriages, you may want to take the time to kill them, so that they don't pursue you and increase damage dealt. Remember that you can shoot as you ride. The game will remind you via a prompt that the horses will continue down the road as you aim and shoot (though they won't always go precisely where you want them to), so you can always utilize that technique if you'd like.



Otherwise, this mission is fairly simple and about as straight-forward as they come, especially at this point in the game. Your biggest enemies aren't the army soldiers, but time. Even if you take your time and kill the enemies you encounter as they show themselves, you'll still be able to make it with time to spare. Just don't dilly-dally! When you arrive at the predetermined spot on your map, near the docks, you'll be able to deposit the girl on the shore, so that she can meet up with family friends and be whisked away to safety. The good news after such an arduous (albeit brief) journey is that she was quite thankful for your help. And as you know, that's quite a rarity in the wild west.



Red Dead Redemption Walkthrough



Must A Savior Die? (Luisa Fortuna)

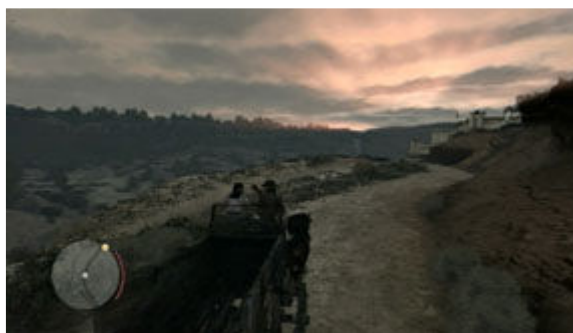
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When you're ready, you can head back to the Fortuna house, where your friend Luisa lives. However, you'll find quite the disturbing scene when you arrive on the property, located at the far southern end of your map. Luisa's man, Abraham, has been taken by the army, and because he's a rebel, he's going to be executed shortly. She pleads with you to ride to the army fortress where he's being held so that you can rescue him. John agrees, naturally, but worry not. You won't be riding alone. Instead, you'll be riding with Luisa, so at least you'll have some company at the outset of this dangerous mission.



When you gain control of John following the mission-introducing cutscene, you'll be able to scurry over to her carriage, the same one you used in the last mission on her behalf. Thankfully, she'll be the one driving this time. Abraham is being held at Presidio, which is located on the southern bank of the San Luis River, at the center of your map (but more towards the eastern edge). Since Luisa is driving, you can actually follow the on-screen prompt to skip the entire journey to Presidio if you so desire. In fact, we implore you to do so. Unlike in other instances during the game, Luisa and John won't have a conversation during this journey if you choose to stay put and watch the wagon go along the road uninterrupted. So, feel free to skip ahead. You're not missing anything.



When you arrive outside of the fortress atop the hill, it's time to get to work. Luisa lets John know that he has to find a way to get over the tall wall surrounding the building. A cracked part of the wall will make for a good conduit, but you have to be stealthy. The exact location of the cracked wall will be marked on your HUD with a yellow dot, so you don't have to run around willy-nilly looking for the precise spot you need to find. Once there, hop over the wall, crouch down, and walk slowly ahead. Another yellow dot should appear on your HUD. There, you will find sniper rifle that will replenish the ammunition for your Rolling Block rifle. You'll use it to save Abraham, and just in the nick of time.



The game will instruct you to aim at the executioner, and you should do just that. That means that you should aim at the officer instructing the others to shoot, and *not* the men with their rifles in hand. Once you do that, everyone around you will turn their ire on you, so you don't have to worry about Abraham's safety following that initial shot. The soldiers here are well-armed, and they can aim rather well, so you can't push things here. You have some options as far as what weapon you choose to use during this conflict, and from where you will spring your assault. You can keep using the sniper rifle if you want, but it's a little clumsy. You may want to switch over to a more conventional rifle or revolver, and get a little closer to your marks.



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Must A Savior Die? (Luisa Fortuna)

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Of course, whatever tactics you choose to use are up to you. We mixed it up a little bit, using our sniper rifle from afar, and then cleaning up the scraps up-close and personal. You may choose to go about things a different way, but again, you shouldn't expose yourself for too long, or you'll be cut to shreds. As you'll no doubt notice, there are explosive boxes and bottles all over the place, conveniently left near enemies. If you are having trouble, feel free to let loose, and the fireworks will ensue thereafter. Because there's no time limit here once Abraham's executioner is killed, you may also want to consider scouring bodies for money and ammunition before rushing to save the rebel.



Once you've run to the far side of the compound, you'll automatically catalyze a cutscene in which John frees Abraham from the ropes that are tying him to the execution pole. Once freed, the man will thank you somewhat casually for freeing him, and sadly, he's even confused as to the identity of who sent you, who of course is the woman he is to marry (he even calls her by another name -- poor girl). Ultimately, the lazy captive will send you off to retrieve a horse for the two of you to ride on. The horse can be found in a small stable at the far side of the fort (the location of which is marked on your HUD). After grabbing the horse, ride back and pick up Abraham, and then ride out of the fortress. There's no time to lose.



Your ride towards the southern bank of the San Luis River will be fraught with danger. There, Luisa is waiting on a raft to take her husband-to-be away to safety, but getting there isn't as easy as simply traveling. You're going to have to dodge army reinforcements as you head towards the river, which can be problematic. Enemies will confront you from both stationary positions and on horseback, so you're going to have to decide who you're going to shoot back at, and who you will ride by completely. Your best bet is to not get bogged down with enemies who can't possibly keep up with you; namely, those without a horse. When you see enemies chasing you on horseback, however, take the time to kill the riders (or the horses, if that's easier for you), and then continue to ride down the predetermined path as shown on your HUD. Compared to the battle that just took place at the fort while freeing Abraham, the ride back to the shore shouldn't be nearly as difficult or complicated.



When you arrive at the location marked on your map, you'll find Luisa waiting patiently on the raft. Ecstatic about the fact that Abraham has been freed, and is alive and well, she endlessly thanks John for his hard work. Sure, Abraham is pretty selfish, not even knowing the name of the woman he's supposed to marry (and even callously offering her up to John for helping him back at the fort), but helping him here will have paid off for you. Not only will you be able to continue a string of missions with Luisa, but Abraham himself will now be available to give you some missions as well, which works out well for you.



Red Dead Redemption Walkthrough



Cowards Die Many Times (Captain Vincente De Santa)

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Why not ride back to Escalera, at the southwestern end of the map? There, you'll find your old friend Captain Vincente De Santa. As soon as you arrive at the army-protected settlement, you'll be whisked inside by the captain, who will tell you that the colonel himself, Colonel Allende, will now see you personally. When you find the colonel, he'll be assaulting a poor, innocent woman, but he'll let her run off when he catches sight of John. Happy that John has been so willing to help him and the army out all of this time, he has good news for you. Bill Williamson, as well as the rebel leader that's been helping him out south of the border, have been captured near Chuparosa. He wants you to go and collect the men you've been seeking out.



Whether or not this is too good to be true or not (which it may very well be), you'll still have to ride off toward your destination with De Santa. The good news, of course, is that since you're riding with De Santa, you'll get to ride shotgun with him in a wagon, and won't have to do any driving whatsoever. You can skip ahead, as always, but you don't necessarily want to do that. Ignore the on-screen prompt, and instead, ride the long way with De Santa, listening to the lengthy conversation he has with John. Can John trust this guy? Clearly, he can't. And there's no doubt that you're being overwhelmed with conflicting feelings about this mission. Are you about to be deceived? Probably.



The other reason you don't want to skip ahead to arrive at Chuparosa right away is because there's actually \$75 that you can make on this ride. That doesn't sound like an incredible amount of money, but you've played enough of the game to know that it is. \$75 in 1910 is big bucks, and you won't want to pass that up. To earn the money, which you can in three increments of \$25 each, take on De Santa's random challenges to shoot at the wildlife around you. Concentrate solely on birds, and you'll be just fine. Each challenge is identical -- shoot five bullets, and the man who hits the most targets with those five bullets wins the loot. There's no excuse for you to miss any shots here, as you aren't driving, and birds are gigantic airborne targets, so they are hard to miss in close proximity.



One way or another, you'll eventually reach Chuparosa, and will be ordered to enter the town on foot. Now things are getting really suspicious. But go with it -- you'll have the last laugh here, we promise. As you move through the town, you'll be informed that the prisoners awaiting your arrival are located in the church. This is when John's almost had too much, but he sticks with the plan. When you arrive at the church, however, you won't find anyone inside. A cutscene is catalyzed, and De Santa suddenly (and overtly) turns on you. A soldier hits you in the back of the head twice with the butt of his rifle, and you pass out.



Red Dead Redemption Walkthrough



Cowards Die Many Times (Captain Vincente De Santa)

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Upon waking up, you'll find John being dragged back outside by a crew of soldiers, with De Santa at the helm. It appears that these guys have known all along that you've been playing both sides of the rebellion, with your relations with Luisa and Reyes as proof. And they've had enough. Why they wanted to drag you all the way out here to kill you when they could have easily done it about a hundred times up to this point is beyond us, but nonetheless, it appears that the end is nigh. Just as a revolver is brought to John's temple, however, a gunshot predictably rings out, and the gunman falls to the ground. It's Reyes, and he's brought his crew of rebels to Chuparosa to help you out. It appears this guy isn't a waste, after all.



With your hands still tied behind your back, you're completely defenseless. Thankfully, the Mexican authorities are now more interested in shooting at the rebels than you, so you'll have a chance to scurry off here. A prompt on-screen will alert you to head over to Reyes himself, who is located on the second floor of a nearby building. Head towards the blue dot on your HUD to find the building, and then use the stairs at the back of the building to climb upward. On the porch on the second floor, you'll find Reyes, who will take a blade to the rope on your hands. This will free you up, but unfortunately, you still don't have any weapons. We'll rectify that issue shortly.



With your hands now free, Reyes allows you to take his blade to protect yourself. But if you play your cards right, you won't need it (not that it will do you much good in a heated gun battle such as this). A new marker appears on your HUD, and that marker represents the location of the weapons the Mexican army seized from you. There's no time to waste here -- dash outward towards the fountain in the town square, and pillage the box found there to find your stash of weapons. Then, quickly switch over to your weapon-of-choice, such as a rifle, and get going. The rebels need help in quelling the army, and they're being overwhelmed. You can turn the tide of this battle.



As always, red dots will appear on your HUD, and they will represent the various enemies that you have to kill. These guys were once friendly to you, but no longer. The Mexican army is well-equipped, and the soldiers hit their mark, so you need to work smart here. Take cover and return fire when it's safe, bringing the fight to your enemies when you deem it safe to do so. Ultimately, with the rest of the town cleared of foes, you'll find that the main action is happening at the inn/bar in town. Enemies will come out of the front door, and there are more soldiers shooting down on your position from the second floor porch. Take out the foes out front, and then head inside to flank the enemies on the porch, killing them with well-placed bullets to the back. Once you've done that, you can then head into an interior room, where the captain with the eye patch and De Santa are found. These guys will pull guns on you, so quickly kill them both. Ah yes -- redemption is good.



Following the death of De Santa and the captain, a mission-ending cutscene will ensue. Reyes, a hero of the rebels, will give a rousing speech to his men, congratulating them for a job well done, and encouraging them to keep the victory here in their minds, for future battles will continue to test their mettle. Sadly, John is left alone, without a word said to him. But perhaps nothing needed to be said, because in a situation like this, actions speak louder than words. You saved Reyes, and he in turn saved you. Maybe this man isn't your enemy after all. You're alive because of him.



Red Dead Redemption Walkthrough



Father Abraham (Luisa Fortuna)

Undertaking this particular mission will require you to head to the far southern end of the map, in Mexico, southeast of Cuparosa. There, you'll find your friend Luisa Fortuna hiding out in the wilderness. But at first, things won't seem too hospitable. Two men approach John with guns drawn, and quickly disarm him. Then, they walk him further into the wilderness. But worry not -- these guys aren't here to kill you. Instead, they deliver you to Luisa, who is huddled near a fire. And naturally (and not surprisingly), she needs your help. The army is approaching Escalera, and the rebel leader Abraham Reyes has personally requested that you ambush them. It appears the rebels may be close to victory, so your help is integral to their success. Of course, you agree to help.



When you regain control following the opening cutscene, you'll soon be forced to board a cart with Luisa, and she'll be at the helm. That means that you won't have to drive to your destination directly (which is located along the San Luis River in between Escalera and Chuparosa), and if you want, you can actually follow the on-screen prompt when it appears to skip ahead to your destination straight-away. This time around, however, we recommend that you don't do that. If you do, you'll actually miss out on a rather interesting and lengthy conversation between John and Luisa. They'll talk about their families, about revolution, and about the wants of the Mexican people during this latest struggle. After enjoying that conversation for several minutes, you'll arrive where you need to be. This is where you will set up an ambush.



For starters, you're going to have to use your very limited knowledge of explosives to show the rebels with the dynamite precisely where to plant the goods. You can do this however you'd like, though there's no real right or wrong answer. Our suggestion is to plant all five pieces of dynamite before the bridge, along the side of the road (though the middle of the road might also work). Be sure to stagger the dynamite as much as you possibly can. This will work well within the confines of the strategy we recommend here in the walkthrough. Once your five pieces of dynamite are placed along the edge of the road, staggered from one another, a new location will appear on your HUD. Climb up to the top of the hill shown on your map, where Luisa can be found. After a brief cutscene, you'll be able to arm your detonator.



Once the detonator is armed, all that's left to do is wait patiently for the army convoy to come toward your location. You'll see them slowly meandering up the road, and all members are marked as red dots on your HUD. Soldiers on foot, soldiers on horseback, and soldiers in carts make up this entire convoy. Once the front of the convoy reaches the farthest dynamite spot (closest to the bridge), detonate it. Then, detonate each subsequent explosive down the line, so that a vast majority of the convoy are dealt killing blows (or at least vastly injured). Once that's done, you can then switch over to your rifle and take out any enemies that make themselves seen. Indeed, some will try to escape, and if they do, the mission will end in failure. So if any foes on horseback or in a cart are booking from the scene, make sure to snipe them before it's too late.



With all of the foes in the army convoy dead, your job here is done, and the mission concludes. A brief cutscene will ensue, with Luisa thanking John for his hard work. It appears that now that she got what she wanted, she may indeed be ready to pay back John for all he's done for her and her family. Sure, her father is dead, her mother is in the United States, and her sister is on the run, but she's not completely alone. The rebels are starting to look at her as a sort of leader, and she'll need to enlist you in further help. You're no doubt willing to comply, so visit her again when you're ready, to undertake yet another mission on her behalf.



Red Dead Redemption Walkthrough



Captain De Santa's Downfall (Luisa Fortuna)

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The introduction to this dangerous mission will be short and sweet. When you run into Luisa at her hidden camp at the far southern edge of the map in Mexico, you'll find her in a bit of distress. She's assembling her men to ride to Sepulcro and Las Hermanas, where your old friend Captain De Santa can be found. As you very-well remember, De Santa betrayed you and tried to have you killed, and now it's time to return the favor. Luisa wants the man dead, and you'll be happy to comply with her wishes. After the cutscene runs its course, mount your horse nearby, and begin to ride with Luisa's men towards your destination. Since you're riding on horses in a sort of convoy, you won't be able to skip ahead. But worry not -- you won't want to anyway.



Why wouldn't you want to skip ahead? Well, that's because there's a conversation between John and these men that you'll want to hear, so pay close attention. They'll talk about fighting in rebellion, John's lack of a military background, and a whole lot more. Lots of interesting conversational fodder here. When you finally arrive at the predetermined location on your map after a few minutes of riding, you'll get to witness another brief cutscene. De Santa is nearby, but John implores his men not to fire, and to follow his lead. John wants De Santa alive for obvious reasons, so you don't want to kill him here. After watching De Santa execute one of his own men at point-blank range, you'll get to advance on De Santa and his crew. Finally, the time has come for De Santa to meet his demise.



When you gain control, run up towards the cemetery where things are going down, and have your gun drawn. All of the red dots on your HUD represent enemies, as always, but there's also a black skull icon on your HUD. This represents De Santa, and you need to make sure that you don't hit him with any stray bullets, nonetheless kill him. If he dies before it's time, you'll lose the mission and will be forced to try again. The idea here is to try to stay back, and clear his many friends from afar. Thinning the ranks is important, since it will make your life easier when you chase De Santa himself.



Red Dead Redemption Walkthrough



Captain De Santa's Downfall (Luisa Fortuna)

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Speaking of chasing De Santa, as soon as you approach him, or if you kill enough of his guards, he'll run off. You may not see him in realtime, but you'll certainly spot the black skull icon fleeing from your current location. When that happens, no matter what you're doing, you need to give chase on foot. De Santa is surprisingly spry, but you should still be able to keep up with him fairly easily. Holster your weapons and take out your lasso. You'll need it to capture De Santa without hurting him, which is the key here. Leave your soldiers behind to take out any residual enemies, and focus entirely on De Santa. Once you have him roped, you'll be precariously close to getting the information you really want.



Once lassoed, walk up to De Santa on the ground and hogtie him. Then, put him over your shoulder and carry him back towards the cemetery. You can't move very quickly while carrying someone, so depending on how far away De Santa was able to run before you roped him, you may or may not have a frustratingly-long journey back to the cemetery. Nonetheless, when you arrive, deposit De Santa at the marker shown on your HUD. If there are any soldiers left alive, you'll need to kill them before the cutscene will ensue. Bloodied and bruised, you'll find John beating De Santa's face in endlessly, seeking information on where Bill Williamson's ally is on this side of the border. And apparently, he's being kept at Casa Madrugada.



With that information now garnered, De Santa's life is completely useless. The game will give you the option to kill him yourself, or to let the Mexican rebels do it for you. We went with the latter choice (by walking away from the scene and instructing them to do it), but you can make the opposite choice if you'd like. It doesn't really matter (though honor can ultimately be at stake). When all is said and done, you'll be tasked with riding over to Casa Madrugada, which is nearby. En route, your new rebel friends will talk to you at length, but since the ride is so short, you'll arrive at your destination in mere moments. Things seem awfully quiet at Casa Madrugada when you get there, until a woman runs out of a room on the second floor balcony and gets shot in the back. That's your cue to arm yourself and get ready for another fight.



There aren't many soldiers for you to down here. This fight is more symbolic than anything else, as you'll find out once you've killed everybody. Take out the soldiers on the second floor balcony first, and then shoot the others as they run out of the building. Once all is said and done, you'll be able to quickly realize what the symbolic nature of that fight was. You killed all of these soldiers for no reason, because Javier Escuella, the man you're looking for, is nowhere to be found. According to a woman John speaks with at the end of the mission, he hasn't been here for months. That's okay, though. The man who gave you this false information may be a liar, but he's also quite dead. Time to move on.



Red Dead Redemption Walkthrough



The Great Mexican Train Robbery (Abraham Reyes)

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Since you saved Abraham Reyes earlier in the game, and since he then saved you in the nick of time from the vengeance of the Mexican army, you can now undertake missions on his behalf. The first of such missions can be contracted by heading to Agave Viejo, a location in Mexico near the center of the map, along the border of the San Luis River. There, you'll run into the rebel leader Reyes, along with some of his men. His task for you is to help him and his men assault an army train that can garner the rebels precious supplies, as well as stymie the army's own want to supply themselves. Reyes saved your life, so you have little choice but to agree. But who knows just where helping Reyes might ultimately lead you? It's a road we should explore.



When you gain control of John post-cutscene, you'll have to ride along with Abraham Reyes towards the now-familiar town of Chuparosa. The ride from your current location is fairly lengthy, especially because you'll have to ride slowly as you speak with Reyes at length about all matter of topics. This man is quite confident in his rebellion, and he's taken a liking to John. He's unsure why John would want to kill two men who many of his informants tell him were at one time his best friends. But John remains a closed book on the subject. You've been chasing these two guys for god knows how long, but you still don't know why. Perhaps all of that will change soon. Regardless, after speaking for some time, you'll arrive at Chuparosa, where Reyes' plan can be undertaken.



Upon your arrival at Chuparosa, another cutscene will take place. This time, the ever-vigilant Reyes has a plan to frustrate the Mexican army. He humorously talks about a train which is carrying Mexican supplies from Chuparosa to the Mexican soldiers at some other location. As he tells John, he has no intention of letting those supplies get to their designated locale. However, the guards protecting the train must be killed silently, so as to not alert anyone as to what you're doing. For just such a job, Reyes hands over a knife. Put away your firearms and take out the knife. You're going to have to use it to finish your task, whether you like it or not. Stealth is the key here.



So what's different about the knife you already have as opposed to the knife given to you by Reyes? Well, the knife you already have is used solely for melee slashing and stabbing. Reyes' blades are meant to be thrown at their targets. After Reyes runs off to distract a couple of the guards standing nearby, give them a minute to vacate the area. Then, move forward towards the train depot. You'll see red dots on your HUD, as always, that represent enemy locations. Thankfully (and conveniently), all of these guys will have their backs turned towards you. Wield your new, handy-dandy blades, and aim at the backs and heads of all of the guards you encounter. Keep in mind that you'll need to kill the one on the roof of the depot, one on a water tower, and ultimately, one manning the gatling gun you'll eventually have to take over. In between killing all of the foes and taking over the gatling gun, however, you'll need to detach the train cars from one another. Be sure to do so.



Red Dead Redemption Walkthrough



The Great Mexican Train Robbery (Abraham Reyes)

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As soon as you've cleared the train platform, the train, and the gatling gun of its many enemies, you'll be ordered to clear the nearby camp of its occupants with that very gatling gun. Good thing that gatling gun is already pointing directly at the camp. How convenient! For some strange reason, the gatling gun just wouldn't aim properly here. We'd aim it directly at our foes, but the bullets would miss unless we aimed slightly over or to the side of any given target. This could be a glitch on our end, so you won't necessarily have the same experience. Nonetheless, we were frustrated enough that we abandoned the gun about halfway through the fight and fought these enemies in close combat with our more standard weapons. Keep on moving further up the train hereafter, and you'll find more holdouts.



As you move further and further up the train, you'll run into more and more enemies. The train is actually more rife with enemies initially, but you can draw some of them out towards the campsite if you loiter there long enough. You may want to do so, since fighting on the train itself can get a little hairy if there are too many soldiers there. Nonetheless, when the train is completely cleared, you can head to the engine and release the brake, which will allow the train to careen down the track towards the rebels' temporary camp. When you arrive, the rebels will celebrate, and Reyes is especially happy with what you've managed to do. But our job here isn't done. Not yet, anyway.



Worry not, for combat in this mission has run its course. But you still need to get into the armored train car to retrieve some special weapons and other goods from within it. After you gain control following the most recent cutscene, go ahead and climb the ladders leading up to the roof of the train car in question (marked on your HUD, if you're confused). Once up there, you'll find a hatch leading inside, but it's sealed shut. Follow the on-screen prompt up there, and you can plant some dynamite. Once the dynamite has been planted, jump off of the top of the train car and wait for it to explode. After the coast is clear, you can then climb back up to the roof.



The dynamite has done its job, and you'll be able to gain entrance into the train car itself. Within, you'll find a couple of dead Mexican soldiers. You can scour their bodies for money and ammunition if you want, but ultimately, you're going to want to set your sights on the rather large safe within. Follow the on-screen prompts to pick it open, using the rumble on your controller to identify the proper numbers in the combination. Within, you'll find some items, a pardon letter, and a brand new revolver. Once you've left the train car hereafter, the mission will conclude, with a thank you from Reyes. You'll meet him again; he has more work for you yet.



Red Dead Redemption Walkthrough



The Gates of El Presidio (Abraham Reyes)

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At Agave Viejo, you can find your old friend Abraham Reyes, the leader of the persistent Mexican rebels. When you find him at his country estate, you'll encounter a rather awkward scene at first. Reyes is having his way with one of the local women, but he sends her off when John makes his presence known. Then, John and Reyes are able to get down to business. As you should know by this deep point in the game, John is a family man. He's true to his wife and kid. And he has a problem with Reyes displaying the utmost disdain for Luisa, who thinks that Reyes loves her. Nonetheless, after speaking back and forth about it for a time, John comes to terms with the fact that it's none of his business. Reyes is a powerful man – perhaps the future leader of Mexico, if his rebellion goes as planned – and he still has the ability to help John out. In fact, he promises to do just that. Apparently, the capturing of John's two marks is nigh.



When you regain control following the opening cutscene, walk out to a caravan of carriages waiting in front of the house. There, you'll be able to get into one and ride to El Presidio with Abraham Reyes as the driver. This means that your initial task, which is getting to the town, is fairly easy. You won't have to drive, and you can even skip ahead and arrive at El Presidio immediately. But we recommend you resist the urge, since a rather lengthy conversation will ensue between John and Abraham, if you're willing to listen to it that is. One thing becomes clear here – Abraham is incredibly power-hungry, and it seems to be all he actually cares about. He's very self-centered, considering this is supposed to be a populist revolution he's leading. Nonetheless, he promises John that, at the very least, one of the two men he's looking for are holed-up at El Presidio. We'll find out soon enough whether or not he's telling the truth.



Upon arriving near the outskirts of El Presidio, Reyes will hatch his plan. As you no doubt noticed en route to El Presidio, you were riding in a wagon chock-full of dynamite (and we mean *chock-full*). It was puzzling how you survived riding in a wagon drowning in explosives and not explode yourself, but nonetheless, you've gotten here in one piece. The bad news is that you're going to be the guy who has to drive this cart forward towards the gates of El Presidio. And when Reyes lights the fuse, you know that you're not going to have much time to waste. This guy means business. Sucks for you.



As soon as you gain control of the explosives-laden cart, you have no time to lose. Shoot down the road in front of you towards the sealed front gates of the town, which is marked on your HUD (though you shouldn't be too confused as to where you should be headed). Be sure to keep the cart on the road, but keep your velocity as high as you can as well. When you draw near the door, bail out of the cart by pressing the button shown on-screen. If you do this in time, John will get out of the cart in the nick of time and the explosives will detonate, blowing the doors wide open, and granting you and your rebel friends access to the town. After witnessing a brief cutscene showing a scuffle between army troops and some rebels, you'll gain control once more.



Once you gain control, your singular task is to find Escuella. You can let the rebels do all of the fighting with the soldiers, because you really don't have time to waste here. You'll notice on your HUD that there are three black dots with question marks over them (as well as elevation markers, which are important here). Those black dots represent the possible locations Escuella may be hiding. The one in the center of the other two on the HUD is the one you want to make way for. You may run into soldiers en route to that location, so have your gun ready to defend yourself, but otherwise, don't initiate hostilities with soldiers that haven't spotted you, or you'll make your life more difficult, and waste precious time, too.



Red Dead Redemption Walkthrough



The Gates of El Presidio (Abraham Reyes)

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Finally, you'll meet Escuella in the flesh. You'll find him hiding in a little storeroom, scurrying to try and get away when you arrive, just in time. These two speak with one another at length. After all, they are old friends, and they go back a long ways. When John was nothing but an outlaw, these two used to ride together with a couple of others, and their crimes are of an infamous nature. John seems to have a mild trust for this man, as he lowers his gun several times. But that trust ends up getting the best of John in this situation. Just as he seems to have the man cornered like a rat, he escapes through a window after barreling a crate into John to distract him. Now, the chase is on.



The red skull icon on your HUD represents the escaping Escuella, and yet again, you have no time to waste whatsoever. Escuella will jump onto a horse, so jump on another horse nearby, and let the chase inevitably ensue. Don't let Escuella get too far away from you, or you'll lose him completely, and you'll need to reattempt the most recent part of the mission. A choice is presented to you here, and a rather important one at that. You could easily down the escaping man by shooting him in the back. But if you want to capture him alive, you'll need to chase him down, use your lasso, and hogtie the man. We did the latter, but you can feel free to do the former if you so desire. Cutscenes will differ, as well as earned or lost honor, but the ultimate outcome of the game should prove to be the same regardless.



Assuming you did what we did, and captured Escuella as opposed to outright killing him, you'll have to hogtie him, get him back on your horse in his captured form, and bring him back to El Presidio. This is all rather easy once he's lassoed, so no worries there. Upon returning him back to the seized city, a new spot will appear on your HUD, near the destroyed entrance to the town. There, you can deposit Escuella into his cell and leave him to rot (or better yet, let the rebels do what they will do him). He'll talk some smack, but John's above it. He's won at least part of the battle now, but Williamson is still on the run. Naturally, this sequence will be different if you killed Escuella in lieu of catching him. Either way, Reyes will inform you that the Mexican army has sent reinforcements, and we'll need to deal with them presently.



The idea is to run up to the tower shown on your map, where a cannon can be found. Getting there is easy enough; all you have to do is head to a nearby building and climb some stairs and ladders to reach the desired location. Once there, man the cannon, and patiently wait for the army reinforcements to turn the corner ahead and begin coming down the road. Depending on how quickly you get there, you may have to wait a few moments. Red dots on your HUD, as always, will represent enemy locations. The cannon isn't rapid-fire; it needs to be reloaded and carefully aimed, but you'll be able to easily vanquish the incoming reinforcements with little trouble at all. Just make sure none get through you and into the town, which can make things a little obnoxious for you. If you want, test the cannon out and see how it works before the enemies make themselves seen. That should give you a solid feel for how it handles.



Following that conflict, you're free to head back to retrieve your prisoner (if you killed Escuella as opposed to capturing him, this mission-ending cutscene will go a little differently for you). For capturing the prisoner, you'll get to hand him over to the federal authorities, who have come down to Mexico to retrieve your prisoner. The story begins to finally come together a little bit here. It appears that John is working directly for the American government after all, and they are certainly handling the situation. In return for retrieving Escuella alone, he gets very little. The feds still want Williamson, and they promise nothing to John until they get him. They subsequently drive off in their spanking-new automobile, leaving John alone to take care of the rest of his task.



Red Dead Redemption Walkthrough



An Appointed Time (Abraham Reyes)

1

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To undertake this mission, you'll be required to head back to Escalera, which at one time was a stronghold of the Mexican army. Now, you'll find it being completely overrun by the rebels. Rebels are killing Mexican soldiers, and even fighting amongst themselves. There's pure chaos here. As John walks unbothered through the streets of the town, he eventually comes across Abraham Reyes. It appears that some army holdouts have captured him, and are beating him to smithereens. Clearly, he's in need of some help. Three Mexican soldiers versus John means that his odds aren't good. But after John asks for the release of the man, and they refuse, a woman runs at them with a blade. Distracted, they shoot her, leaving John open to killing two of them easily. The third man wants to have a duel, and John isn't one to turn down such a challenge.



You should know how to duel by now, so the duel shouldn't last very long. Put a few bullets in the head and chest of the angry army captain, and when the duel is over, you can then walk up to Reyes and free him from his bindings. Now that Reyes is free, he wants to continue to sack the rest of the army-held town, but he requires more help than he currently has. Apparently, prisoners being held nearby by the army would be a valuable asset to the assaulting rebel forces, and he requests that John go over to the prison to free them. That will be our next task.



The jail is nearby, and it will be succinctly marked on your HUD, so you shouldn't get lost en route. When you arrive, don't run willy-nilly into the courtyard outside of the entrance to the jail itself, or you'll be quickly cut down by enemy guards. Three armed men will emerge from the jail when you arrive, so take cover and return fire on them when it's safe. Then, walk into the jail. You'll find three cells within. Carefully aim your weapon at the locks on each cell door, and blow them open. This will free the men Reyes requested. Hereafter, you'll be able to backtrack and meet up with Reyes where you left him.



En route to rejoining Reyes, your task will suddenly change. The blue dot representing Reyes' location on your HUD will quickly be replaced by a ridiculous amount of red dots, which of course represent enemies. You'll have to deal with numerous waves of well-armed, angry and aggressive Mexican soldiers as you climb the slight hill towards the villa occupied by the army. You should be plenty familiar with that villa – it's where De Santa would contract you for most of the work he gave you earlier in the game – but getting there in one piece is another story entirely. Start by killing the enemies occupying the wooden barricades at the bottom of the hill, and slowly-but-surely work your way upward.



Red Dead Redemption Walkthrough



An Appointed Time (Abraham Reyes)

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Since your enemies are occupying slightly-heightened locations, they have the advantage here. Don't push things, or you'll get mowed down before very long. Use cover smartly, and push forward slowly. Thankfully, your rebel friends will be fully prepared to help you in this assault, and if you lay back long enough, they'll actually kill most of the enemy soldiers for you. But where's the fun in that, exactly? Things get complicated when you near the top of the hill. This will put you in line-of-sight of the army's gatling gun, which as you know by now can destroy you in mere seconds. Be sure that you kill the gunner as soon as you can to nullify that particular threat, but keep an eye on the gun thereafter, as other soldiers can theoretically man it and continue firing automatic shells your way.



Speaking of that gatling gun, once all of the enemies are killed and you've (temporarily) taken control of the hill, that gatling gun will become a good friend of yours. You'll need to go ahead and man it, but not before Reyes and his friends give you some instructions. The heavy wooden door sealing the entrance to the yard surrounding the villa is making it impossible to continue. One of Reyes' friends will place a small, explosive canister at the base of the door. Once he's done so, wait for Reyes to give you the go-ahead, and then shoot the explosive barrel, which will destroy the door and grant you access to the villa. But don't abandon that gatling gun quite yet. You should be able to snipe away at a few Mexican soldiers emerging from the rubble before you proceed yourself to try and enter the villa.



When the coast is clear and enemies stop pouring out of the now-open door, you'll be able to abandon the gatling gun (for the time being), and enter the yard surrounding the villa. There, you'll be confronted by some staunch opposition. These guys aren't taking too kindly to your assault on their home base, and they'll fight with everything they have. Soldiers and officers are mixed together here, so you'll have to kill everyone to proceed. There's precious little cover for you to utilize, however, so be cautious. Only expose yourself to enemy fire when you're sure you can take out a soldier or two. Otherwise, the pain inflicted upon you is useless, and only makes your situation more precarious.



Remember the gatling gun? Of course you do; you just used it about two minutes ago. Well, once the villa has been cleared of all of its enemies, you're going to have to run back to the gatling gun and quickly man it. Reyes and his rebels are working hard at gaining entrance to the villa itself, but in the meantime, the army has sent reinforcements that will soon be climbing up the hill. Thankfully, you'll be able to use their own fortifications against them. As the soldiers turn the corner and begin running up the hill, take them out ruthlessly. Remember that the gatling gun doesn't overheat, nor does it ever need to be reloaded, so you can theoretically hold the trigger down from start to finish without consequence. The soldiers will attempt to use cover and advance on your position, but if you take them out when they're near the bottom of the hill, they should never get close enough to you that you are in any danger of being shot yourself.



Red Dead Redemption Walkthrough



An Appointed Time (Abraham Reyes)

1

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Once the reinforcements pouring up the hill have been completely nullified, it's time to backtrack towards the villa. When you arrive, you'll witness a brief cutscene. Wielding axes, the rebels have finally busted through the front door, and just in the nick of time, too. As you head on inside, you'll find Williamson and Allende running out of the side door towards their armored carriage. And just like that, they take off. But worry not, for these two clowns won't be eluding you for too much longer. Their time has finally come.



You have to act quickly here. Very quickly, in fact. Work your way leftward through the side door that Williamson and Allende just booked out of. You won't catch them in that side yard, but you will find some horses that you and Reyes can use to give chase. Don't wantonly approach the horses, however, as a trio of soldiers are guarding them. Once you've taken them out from afar, hoist yourself over the railings to the ground level, and jump on one of the two horses waiting there (Reyes will use the other). Then, give chase. Depending on how quick you were in getting on those horses to begin with, the carriage you're chasing may or may not have gotten very far. It all depends. But your task hasn't changed one bit.



Reyes will prove to be a valuable ally during the chase. You have to disable the cart as it hastily flees down the road. First and foremost, kill the three horse-riding soldiers behind the cart, and also quickly kill the soldier manning the gatling gun pointing out of the back end of the carriage. Once those four enemies are killed, all that's left to deal with are the two soldiers in the front seat. To disable the carriage once and for all, you can either kill both men, or all of their horses. Either will do the trick (though the former is a lot easier to complete). Once the carriage is stalled, a cutscene will ensue. Allende and Williamson will both ultimately emerge from the cart, with Allende trying to throw Williamson under the bus. Ultimately, both men are killed. If you want to off Williamson yourself, feel free to do so.



Following the bloodbath on the road, you'll be feeling very good about yourself, no doubt about it. You'll be transported back to town automatically, which is now completely and utterly under the control of the rebels. Clearly, these rebels are looking a whole lot less like rebels, and a whole lot more like legitimate leaders, under Reyes' clearly-misguided control. Nonetheless, Reyes lived up to his end of the bargain. He delivered both men you were after in sequence, and you've satisfied your want to bring them both to justice, even if it was a tough go. But fear not, for the game isn't over. Not even remotely. John and Reyes say their goodbyes, with John bestowing some sound advice on his rebellious friend. And then, you regain control. It's time to carry on.



Red Dead Redemption Walkthrough



Bear One Another's Burden (Agent Edgar Ross)

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To undertake this mission, you'll have to head over to an all-new location that opens up to you directly before you're able to undertake this mission. The modern (at least by 1910 standards) town in question is called Blackwater, and it's in the Great Plains region, which is at the far northeastern reach of your map. You won't be able to access this area until late in the game, so don't bother heading over before Agent Edgar Ross' name flashes there, letting you know to visit. When you arrive, you'll find a man counting something at a counter. He eventually tells you to go upstairs to find Agent Edgar Ross, Marston's middleman between lawlessness and the government. When Marston arrives, he's very disappointed, and quite angered. He seems to have fulfilled his side of the deal with the feds, but they still won't let him off the hook. What's their deal?



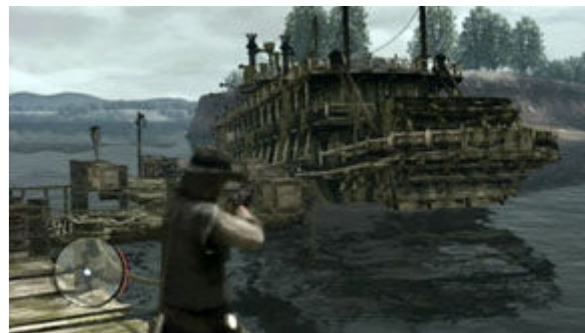
Well, their deal is simple. They got Escuela, and they got Williamson, but there's still one more man they want, and he goes by the name of Dutch. You've no doubt heard that name throughout the game. Now, it's time to act on his recent whereabouts. The feds are apparently looking after Marston's son and wife, and they promise to continue to do so as long as Marston proceeds to cooperate. Unfortunately, he won't have much of a choice but to comply with their wishes. When all is settled, the two agents and Marston resolve to head to Serendipity. And that's when they get into a new-fangled automobile, which is a whole lot easier to ride in than a horse and carriage. Oh, and you'll have a little rendezvous with Nigel Dickens here, too. Nice!



You'll find yourself in the agents' car automatically, and an on-screen prompt will appear thereafter, letting you know that you can skip far ahead if you so desire. You can skip the entire voyage to the Serendipity, where a battle with some outlaws will take place. But as usual, we implore you not to skip ahead. Doing so will force you to miss a rather telling (and humorous) conversation between the three men. You'll learn a bit more about all parties involved, so pay close attention. Eventually, you'll arrive at the boat named Serendipity, where a fray is about to go down. Agent Ross will stay behind with the automobile, while his lackey proceeds ahead with you towards the car.



You'll finally gain control of Marston when the car arrives at its destination. Your task is to infiltrate the Serendipity, which is an anchored, out-of-commission steamboat docked on a nearby shore. Follow the lackey agent down towards the steamboat, where you'll no doubt notice that everything is strangely quiet. Almost a little too quiet, if you ask us. Board the steamboat, and you'll find nothing of note on the first two floors (although there are a bunch of beds that are well-made; a little weird, if you ask us). But when you finally get to the very top of the steamboat (via a couple of staircases on the far side of the vessel), you'll find the feds' informant, who is tied to a chair with a burlap sack over his head.



Naturally, the informant having a burlap sack over his head isn't a good sign. Not at all. As a cutscene ensues, you'll see Marston cut the man free, while the agent grills him for information. It doesn't take an incredibly long time for the important information to come out. The informant openly admits that this was a trap, and that the trio is now in deep danger. As Marston hoists the injured man over his shoulder so that he can be carried back to the car, your enemies finally unleash their ambush, letting themselves be seen with bullets hurtling all around you.



Red Dead Redemption Walkthrough



Bear One Another's Burden (Agent Edgar Ross)

1

2

Your first task is to get off of the boat. The agent accompanying you will help you take care of some of your enemies, but you're going to have to rely on yourself for the most part, in terms of protecting yourself from the myriad enemies that come out of the woodwork here. Because of the fact that you're forced to carry the injured informant over your shoulder, your choice of weaponry will be limited here, as will the speed in which you can make your escape. It's a good thing, then, that you received a powerful new pistol during the course of the events of this mission, which will make quick work of any enemies you encounter en route back to the automobile, even from a moderate distance away.



The easy part of this fray is fighting your way off of the steamboat. Enemies will immediately storm your position from where the informant was found. Once you fend them off, you can head back down the ship to the bottom floor in the same fashion that you worked your way up there in the first place. Expect mild resistance on the ship itself, especially coming out of dark corners and rooms. As always, your HUD is an extremely valuable tool here, since it will show you exactly where your foes are coming from. When you make your way back to the docks, multiple waves of enemy reinforcements will show up in an attempt to stymie your advance. Blaze through them, but do so from afar. Your new weapon will be a huge asset here, as mentioned earlier. Don't rush forward down the docks towards the car, as wantonly advancing can put you in the crosshairs of advancing reinforcements.



When you finally arrive at the car (after climbing the dirt road/hill back to the automobile), you'll be able to drop the injured man into the car and ride off back towards Blackwater. The ride will appear to go smoothly at first, but you're probably racked with the seemingly-inescapable notion that if the game was going to wrap this mission up from here, the cutscene wouldn't be in-game. If you were feeling that way, then your feeling was completely right. As the car careens down the road, smoke will eventually billow from out of the engine block. The car is screwed – at least temporarily – and making matters worse, your position will presently be assaulted by even more angry enemies.



These enemies have presumably been tailing you from the anchored steamboat, and since you're riding in a car circa 1910, they are a lot faster on horseback than you are in a car (as Marston repeatedly states, he'd rather have a horse than a car any day, and this is why). Some foes will storm your position on foot, but expect most of them to be on horseback, which is as obnoxious as it sounds. You have very little cover to use here, so you'll need to act quickly and efficiently. Use a powerful rifle to snipe at foes from afar, and then take care of any stragglers in closer quarters if necessary. If you're taking a lot of damage, take cover behind your own vehicle, and of course, use your HUD to identify the locations of any stray enemies.



With that final ambush quelled, your car will eventually be repaired enough that you can head back to Blackwater in one piece. And now, *finally*, this mission will conclude. As the car rides into Blackwater, you'll eventually be dropped off back at the agents' office. The injured man will be whisked away by a local doctor so that he can be tended to, and the agents cut you loose for the time being. But as if it should come as any surprise to you, they have a lot more work for you to undertake. After all, Dutch is still somewhere out in the wild west, and they won't relinquish you from your duties until he's caught.



Red Dead Redemption Walkthrough



At Home With Dutch (Professor MacDougal)

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To find Professor MacDougal, you need to visit him at his dark office in the heart of Blackwater. When you arrive, you'll be able to undertake this mission, which is the first of three missions offered up by the man at this late point in the game. It appears that MacDougal and Marston are acquainted with each other somehow already, and they immediately get into a conversation with one another. As MacDougal goes over his various (no doubt frivolous) studies, a third person will eventually walk into this room. A Native American man walks in, letting these two know that the whereabouts of Dutch are now known. It appears he's in the process of corrupting the youth of a local Indian reservation. Time to get to work.



When you gain control of Marston once the opening cutscene has run its course, you'll be able to scamper off to a trio of waiting horses in the road. Nastas will get on one (he's the Indian who came to MacDougal's office earlier), and John and MacDougal can get on the other two. Then, the long ride to your destination will begin in earnest. Since you're riding solo on horseback, there's no way for you to skip ahead, and even if you could, you wouldn't want to anyway. Doing so would force you to miss a rather humorous conversation. How many times will MacDougal speak down to Nastas until he finally realizes that Nastas is an intelligent person who understands English? Only time will tell.



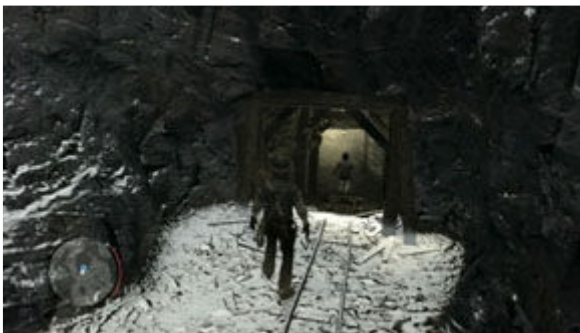
Your journey through the Great Plains will bring you in a northwesterly direction. Eventually, you'll leave the relative safety and predictability of the Great Plains, and enter the much-fabled Tall Trees location. Just like the Great Plains, Tall Trees is unlike any other part of your map in Red Dead Redemption, but its differences are even more pronounced. Large trees pierce the sky, with unique animals roaming around, and as you get to a high enough altitude, snow covers the ground as well. When you finally get to the snowy location of Tall Trees, you won't have too long of a ways to go. You'll eventually reach a part of your path that will force you off of horseback and on foot. At this point, MacDougal will turn back like a coward, leaving Nastas and Marston alone.



Trekking towards the Indian reservation where Dutch is holed-up will now involve more strenuous activity than simply sitting on the back of a horse and letting it do all of the work. As you progress forward, you'll witness a series of cutscenes intertwined with bursts of standard gameplay, as Nastas and Marston help each other get higher and higher up the mountain. Eventually, Nastas will use a shaky wooden structure to climb up, one that will crumble behind him. This will force Marston to head around the cliff the long way. Head leftward and shimmy across the cliff. Then, circle back around towards the dot on your HUD that represents Nastas' location.



You'll meet back up with Nastas near a wooden structure that serves as a transfer point for rock and ore coming out of the tunnel ahead. You'll eventually have no choice but to progress with Nastas into that very tunnel, with rails coming out of it. Explosives will line the wall on your left as you head forward; ignore them for the time being. Simply walk around the brief, labyrinthine corridors of the mine until a cutscene interrupts your progress. Nastas and Marston will begin to explore their surroundings, when a random nutjob comes out of hiding and attempts to stab Nastas. The man successfully get a slash off on Nastas' arm, but is eventually subdued with some point-blank fire.



Red Dead Redemption Walkthrough



At Home With Dutch (Professor MacDougal)

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Unfortunately, this is only the beginning of your troubles. Just as soon as you think the only threat around you has been nullified, a cart will careen down the tracks into the mine, chock full of explosives. There's no time to waste here. Dash quickly out of the tunnel before the explosives detonate, and have your gun-of-choice drawn and ready. A few enemies will be waiting for you at the entrance to the mine. Take cover behind a nearby rock and take out all threats. Then, tend to Nastas. Another brief cutscene will show the injured Nastas insisting that Marston continue ahead without him. After some hesitation, you'll be able to do just that. Nastas is hurt, but he can take care of himself, and doesn't want to slow you down. And you'll meet up with him again soon enough.



When you regain control, it's time to run to the far end of this open area, following your HUD to the predetermined location marked both there, and in realtime with a big yellow X. And thus, your climb ever-upward will begin anew, and in earnest. This climb may seem complicated, but it's actually anything but. Though things seem confusing, there's really only one way to proceed at any given time, so you don't have to worry too much about the climb itself. What you do have to worry about, however, are the wild beasts you'll run into during this climb. About halfway through your climb, you're going to find yourself on a little plateau. On the far side of that plateau is a gigantic bear. This is likely your first encounter with a bear in the wild in the entire game. Have your rifle ready, and take it out from afar. If it rushes you, or if you miss your shots, you're going to be in trouble. You've been warned.



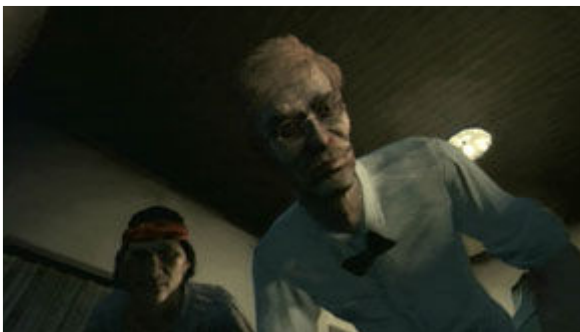
After slaying the wild bear, you can continue your climb upward and over to the new destination shown on your HUD. As you shimmy rightward over a precariously-placed chasm, you'll encounter another danger nearby. An elk of some sort lies bloody on the ground. Preying on it is some sort of mountain lion. These guys are agile, and can cause a lot of damage, but they are also easy to kill from afar. So shoot it as soon as you see it, and you should be fine. Then, continue your climb some more. You'll eventually find a sentry located ahead of you, with a fire burning nearby. You'll be tasked with killing him without alerting the camp below as to his unfortunate fate.



To do this effectively, you're going to have to rely on your lasso. Any firearm you use on him will alert the camp, and if he gets a shot off, he too will be able to alert his friends below. Either outcome will force you to try again, so rely on your lasso here. Grab him and hogtie him, and then retrieve the binoculars he drops. You'll be able to spy on Dutch's camp below, but at first, you won't see anything even remotely of interest. Of course, that all changes after only a brief moment. Dutch drags what appears to be an army officer out of a tent, and shoots him point blank in the head. He then shoots up towards Marston's position, sending him to the snowy ground unconscious.



But worry not! Marston's fate won't lead to his death. At least, not quite yet. A mission-ending cutscene will ensue that will show Marston laying in a daze on MacDougal's sofa back in Blackwater. As MacDougal uses some smelling salts on Marston, he quickly comes to. It appears that Nastas found Marston unconscious in the snow, and dragged him all the way back down the snowy mountain to Tall Trees, and then back to the Great Plains, and finally, back to Blackwater. Well, we now know where Dutch is holed-up. Just how we deal with bringing him in (or killing him) will ensue in subsequent missions.



Red Dead Redemption Walkthrough



Great Men Are Not Always Wise (Agent Edgar Ross)

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As soon as you meet up with Agent Edgar Ross at his office in Blackwater, you'll be able to undertake this mission. The origins of the mission are extremely quick, however. There isn't your typical lengthy introductory cutscene to usher in this particular task, so sit tight, and it will be all over with shortly. Here's the rub: it appears that Dutch and his crew are getting quite daring, and quite wily. They've gone ahead and robbed a bank in Blackwater, which was Marston's old modus operandi when he used to run with that crew. Dutch has taken hostages within the bank, and the lawmen here need your help to make things right.



After the brief opening cutscene, you'll regain control for a short time outside of the building. Use the ladder nearby to climb up to the office's roof, where you'll get a good vantage point on the bank across the town square. The next few moments are a mix of cutscenes and in-game play, though you'll be able to do very little here. The crux of the issue is timing. Agent Ross will inform you to aim at the door of the bank, and keep an eye on what's going on there, but to not open fire before he gives you the go-ahead. Doing so can potentially put the lives of the hostages within the bank in danger. So we have to have a very metered approach to this blooming fiasco.



Your sniper rifle should be automatically equipped up on the roof, and you're going to need it if you have any hope whatsoever of completing the task at hand. As soon as the front doors of the bank open up and a hostage is pushed outside, Agent Ross will order you to open fire. He'll point out that there are horses in waiting to the left of the bank, and that that's where Dutch's men will attempt to escape to as they run out of the bank. This is true, though they will also break in the opposite direction and attempt to escape on foot as well. So keep an eye on both sides of the bank as this fray proceeds, and attempt to use the various audio cues you're given to be sure that all escaping enemies are accounted for and subsequently gunned-down.



Unfortunately, this fight isn't as one-dimensional as it initially seems to be. Dutch's escaping bandits aren't the only guys you have to worry about here. Not all of his foes are completely defenseless. Some will begin to shoot at you from the windows of the bank (from multiple floors, at that), and more will set-up shop behind the short walls in front of the bank. You need to be wary of those guys, and take them out as they appear (since they will actively gun at you too), but you need to make sure no enemies escape either. If they do, you'll be forced to try this task again, so watch both the left and right side of the bank, and let no one leave the scene of the crime.



After the last escaping enemy has been killed (along with all of the foes actively shooting at you from the bank's windows), you'll witness a brief cutscene, and then will regain control of Marston in the town square. Now, it's time to head to the bank itself, where you will storm the building and try to take Dutch alive. Run with the two deputies accompanying you. When you reach the doorway, shoot the door handles to pop the door open. On the bottom floor, you'll find a few enemy holdouts. Shoot them all, carefully killing the foe who is holding the hostages in the small office (don't kill any hostages, or you'll be forced to try again). Then, run upstairs and take out remaining stragglers. Once that's done, all that's left to do is to head into the small room where Dutch has holed himself up with some innocent bystanders.



Red Dead Redemption Walkthrough



Great Men Are Not Always Wise (Agent Edgar Ross)

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At this point, a lengthy cutscene ensues. Marston, as well as the two deputies accompanying him, will bust into the small office where Dutch is located. They'll find Dutch holding a pistol to the back of a woman's head, and one of his cohorts holding a rifle to a banker's back. At this point, sit tight, because this cutscene takes some time to wind its way through to the end. Dutch and Marston go back and forth about all sorts of subjects, but one thing remains clear throughout – Dutch is attempting to maneuver himself in such a way that he can make a clean getaway. And eventually, he does just that. Putting a bullet in the innocent woman's head, he runs off, leaving her corpse to block Marston's pursuit. Now, you're going to have to chase Dutch.



Scamper over to the stable of horses outside of a building that Agent Ross pointed out to you earlier. There, you and your two deputies can find mounts. You can then begin to ride forward with your crew as you meet up with a larger assemblage of horse-riding federal agents. You're hot on the trail of Dutch now, but you're going to have to ride quite a ways to find him, so sit tight. Listen in on the conversations ensuing as you meander towards Dutch's location. When you see his wrecked car on the side of the road, you'll know you're close. The forests nearby are where he and his men are holding-out. And unfortunately, there's very little that's easy about the ensuing battle.



You have a lot of cover to work here, but unfortunately, so do your enemies. And making matters worse, the foes you're fighting here, who are Dutch's own men, are amongst the most difficult and able-bodied in the entire game. They have great accuracy with their weapons, and even worse, they can withstand an incredible amount of damage as well. If you aren't scoring headshots here, expect that you're going to need more than one bullet to fell each and every enemy here. And you'll have to skillfully use cover as well, because these guys are quite aggressive, and shoot to kill.



As you enter the forest, the general idea is to press ever-forward, eliminating enemies as they appear. Your HUD is a valuable tool here, as always, but expect the enemy numbers to replenish themselves often as you push forward towards their source. You're going to need to balance quickness with self-preservation here. If you wait too long, too many deputies will die, and you'll be forced to try again. But if you go too quickly, you'll find yourself in a sticky situation, likely surrounded by hostile enemies. If you find yourself in the latter situation, you won't last very long. So remember – this is all about balance. Your enemies almost always occupy the more desirable land, whether it be higher in altitude or better-covered. Either way, you're going to want to displace them rapidly as you move towards the position where you assume Dutch to be.



Unfortunately, no amount of rapid movement is going to solve your biggest predicament, which is getting to Dutch's position before he escapes. Even if you move at the speed of light here, Dutch is still going to escape, barely slipping through your fingers. The crumbling cabin he was holed-up in is now vacant, and even though you just massacred a great deal of his posse in an attempt to capture him, he still managed to elude you. The federal agents with you insist that you keep on trying, dangling their extortion attempts right in front of you. If Marston wants to see his wife and child again, then he better get down to business. And the longer Dutch is on the loose, the longer he has to go without knowing if his family is okay.



Red Dead Redemption Walkthrough



For Purely Scientific Purposes (Professor MacDougal)

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When you visit Professor MacDougal at his dimly-lit office in Blackwater, he will almost immediately assail you to help him out on one of his many academic endeavors. This time around, the professor is absolutely lit-up on his favorite drug, cocaine, and has had a sort of epiphany. In his 1910-centric ignorance, MacDougal thinks that he's figured out a way to tell between different types of people, and how and why some are lesser than others. He doesn't explain much more than that (nor could he), but it isn't long before he whisks you outside, where you can begin to help him on his pseudo-scientific pursuit.



Nastas will accompany you on this journey. To help with MacDougal's pseudo-science, he's arranged for a meeting with some local Indians, who you will now ride to presently. However, some of these Indians are actually of the tribe that's under Dutch's sway, control and influence, so you know that this voyage isn't going to go quite as you initially planned. Nonetheless, you will still voyage to Tall Trees to meet up with the Indians, and see what happens from there. But even your journey into dangerous territory won't be without its own danger, as you'll find out about half way to your destination.



As you and your small party begin to ride over a nearby hill, you'll spot a wild bear roaming around in the distance. Scared and uncertain of exactly what he should do, MacDougal pulls his pistol and shoots at the bear, which agitates the otherwise innocuous creature. Now, you have no choice but to pull a powerful rifle out of your arsenal and do the bear in, which will take a serious amount of firepower. If you don't do so in time, you or one of your party members will ultimately meet the bear's wrath, and you'll have to try again. Once the poor bear has been killed, you can then continue the rest of the way to the Indians' settlement. There, you can hitch-up your horses and walk towards a cabin where some of them are waiting for you.



Red Dead Redemption Walkthrough



For Purely Scientific Purposes (Professor MacDougal)

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Unfortunately, nothing about this meeting with the Indians will go as planned. Though Professor MacDougal eagerly professes that he has come in peace, this means nothing to the Indians. After all, they've been a victim of warfare and unfortunate circumstances for some time, and have now been relegated to a lonely, out-of-the-way reservation. Instead of dealing with MacDougal on friendly terms, in order to assist him with his research, they've set an ambush. And you're a part of it. When Nastas tries to settle things down, he's shot point-blank in his face. Marston responds by killing all three Indians within the cabin. Now, things are heated.



The first thing you're going to have to do is to protect yourself from the invading hordes of Indians coming from all around the cabin. If you're unable to see their advance in realtime as you keep an eye on the wilderness, you can always use your HUD instead. As always, enemies will show up as red dots, so you'll know precisely where your foes are, and in what numbers they're assaulting you with. The cabin is a pretty sturdy piece of cover that will guard you from assaults on all sides, so use the window to peer out and strike, and then hide until it's safe to do so again. You only have to kill about eight enemies before you're free to flee from the cabin, and run back to your horse.



You don't necessarily have to take your own horse here. If the Indians have one tied-up nearby that's better than the one you came in on, feel free to take it. There's no penalty for doing so in hostile situations like this. Then, begin to ride away from their encampment, closely following MacDougal as he makes haste back towards Blackwater. Of course, your journey won't be a peaceful or easy one. As you ride, you'll twice be attacked by separate waves of horse-riding Indians, who are firing not only at you, but at Professor MacDougal as well. Naturally, you should make quick work of them.



With MacDougal being such a fragile person, you'll want to make sure that you staunchly protect him from foes as you ride towards Blackwater. Remember that your pursuers aren't only shooting at you, but at MacDougal as well. If he takes enough damage, you will fail the mission and will have to restart from a previous checkpoint, so while you keep your own self-preservation in mind, you're still going to want to protect MacDougal at all costs as well. When the second wave is finally dead, you're then free to ride back to Blackwater without being bothered anymore. When you arrive, a brief cutscene will play the mission out. But worry not, for you haven't seen the last of Professor MacDougal yet.



Red Dead Redemption Walkthrough



The Prodigal Son Returns (To Yale) (Professor MacDougal)

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To undertake Professor MacDougal's third and final mission, you'll need to visit him, as always, at his office in Blackwater. When you arrive, you'll find the professor in his usual state of academic distress and chronic mental disorganization. But there's something more to this, as well. It appears someone has successfully scared MacDougal out of the wild west, and now, he wants to head back to his professorship at Yale in Connecticut. And he can't get out of here too soon, either, as evidenced by his frantic packing and flagrant cocaine use. Yet, when a bullet flies through a nearby window, you'll soon know exactly who's chasing MacDougal away.



You guessed it! It's none other than Dutch himself. For a wanted outlaw, Dutch sure is brazen in his felonious ways. He's shown back up in Blackwater, and he's here to kill both Marston and MacDougal... but especially MacDougal. He and Marston speak back and forth for a while. Meanwhile, MacDougal begins to freak out even more. Marston eventually tells him about their escape plan, which is to use the rooftops around Blackwater to make a silent, stealthy getaway from their pursuers. A subsequent cutscene shows MacDougal and Marston barging in on a couple getting romantic with one another. From there, they find a door out to some sort of fire escape-like balcony, where they can begin to access the rooftops and make their great escape.



As soon as you're on the rooftop, things won't go quite as you planned. Instead of leaping from rooftop to rooftop almost immediately, you'll instead have to protect yourself from a plethora of angry enemies surrounding the building. A foe will have captured the professor as soon as you arrive on the roof. Carefully kill him (being sure not to hit the professor, which will end the mission in failure), and then grab the sniper rifle the man was holding. With it, you'll be able to protect yourself from various snipers all around. Thankfully, your HUD will give away all of their locations, so stay crouched down, reveal yourself to lay the killing blow on a single individual, and then repeat the process about ten more times. At this very late point in the game, a section of a mission like this should be child's play.



Red Dead Redemption Walkthrough



The Prodigal Son Returns (To Yale) (Professor MacDougal)

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Following the sniping section of this mission, you'll finally be able to make a break for it. You don't have to be slow or cautious at all, because there's really nothing dangerous around you here for the time being. Once you get the go-ahead to proceed along the various rooftops around you, you'll have already killed any hostile enemies in town, so you can wantonly follow the professor as he jumps from rooftop to rooftop, and eventually scale your way down to an alleyway. Here, two horses should be waiting for you. Let the professor get on one, and then you should get on the other. It's time to get out of Blackwater. You'll be able to see this town again hereafter, but unfortunately for the professor, this is his last romp in the wild, wild west.



A fast horse is necessary here, so hopefully that is the deed you have activated. The professor is so scared that he's riding out of town like a bat out of hell, and you're going to have to do everything in your power just to keep pace. The good news is that, at the beginning of the ride, the professor will wait for you to catch up. But once hostilities inevitably ensue, you're going to have to keep up while fending off all of the professor's pursuers. He's a hell of a rider, that professor, but he's not even remotely capable of wielding a firearm with any precision. It's going to be on you to protect him, but remember to balance the need to protect him with the need to keep up with his fast-as-lightning riding.



En route to the train station, you're going to encounter enemies in two separate waves. Both waves are basically equivalent to one another, and just as annoying as one another. Each wave consists of four horse-riding Indians, and they are all packing powerful heat. Keep your distance and use a powerful rifle to fell each of them (or their horses, better yet), but remember that you really need to keep moving during combat. If you fall too far behind, the game will deem the professor abandoned, and you'll have to try again. So kill the enemies in both waves as they appear, but also remember that you need to keep riding forward. Any stopping or stagnation will almost certainly lead to failure, especially if you're (unwisely) not riding a fast horse.



When you've successfully evaded both waves of enemies, or outright slaughtered them, you should arrive at the train station in short order. Here, a brief, emotional farewell will occur between Marston and Professor MacDougal. Thanking him for helping him survive his brief, arduous and tumultuous time in the wild west, MacDougal is surprisingly sentimental in saying goodbye to his new friend. After the two hug, MacDougal bids Marston adieu, and gets on the train back to the east coast, where he'll take up his old professorship at Yale in New Haven, Connecticut.



Red Dead Redemption Walkthrough



And You Will Know the Truth (Agent Edgar Ross)

Visit Agent Edgar Ross at his usual location, at his office in Blackwater. When you arrive, you'll find him and his lackey sitting around the office, cleaning rifles and pacing about. This mission-introducing cutscene is actually fairly interesting, because you'll see a different side of Agent Edgar Ross, albeit for only a brief time. He'll break things down in a sort of philosophical light for Marston, explaining to him why law and order always wins out over the anarchical life that Marston and his old cronies seem to enjoy. But ultimately, the conversation ends up coming full circle. Agent Ross has absolutely no intention of giving Marston's family back to him until he gets what he wants. And naturally, Marston is hereafter contracted to undertake another endeavor with the feds to try and capture Dutch once and for all.



Following the cutscene inside the feds' office, you'll be brought outside to a truck sitting out front. Remember -- this is 1910, so that truck is a feat of modern engineering. It's heavily armored, and has a gatling gun in the back of it. Thus, it's unlike anything anyone in Blackwater (or many other places) has ever seen. While the game gives you the option to skip ahead to the next scene, we implore you not to do so. You'll miss out not only on some interesting back-and-forth between Ross and Marston, but you'll also miss out on the awe-struck citizenry marveling at the truck as it drives by. Eventually, you'll reach a decoy army encampment. This was setup to reel Dutch and his men in, since rumor has it this encampment has plenty of food and ammunition, both in constant demand with Dutch and his ravenous men.



The rest of this mission will be spent sitting in the back of this truck, using the gatling gun to mow down scores of enemies. At first, things will remain completely static for you. In fact, when you gain control after the truck settles in at its first position, things will also be eerily quiet. But don't expect that to last for very long. Scout the horizon, using the swiveling mobility of your gatling gun to see as much of the horizon as possible. When enemies appear, you're going to need to make sure to use this mobility if you have any hope of surviving. Eventually, red dots will appear on your HUD, which as always will represent enemy locations. Use your HUD often here, as it will be a nice supplement to your realtime observations of the field of battle. After all, enemies will be hiding behind all sorts of cover, so you may not know anyone is there, other than the fact that they're given away by the HUD.



When the truck is still static, the fight will be easily manageable. Enemies will appear ahead of you from four different locations -- over the hill to your left, in two different directions straight ahead, and down the plains to your right. Many of your foes will be on horseback, but some of them will appear on foot. Remember -- no matter how brutal it may seem, shooting the horses your enemies are riding is a great way to immobilize fast-moving foes, perhaps killing them outright in the process. Otherwise, focus your gatling gun on single targets and do them in. This is the most powerful weapon in the game, so it won't take many well-placed rounds to eliminate your foes. Since the gatling gun has no ammunition to place in it, nor can it overheat, feel free to use it liberally. If you want to keep your finger on the trigger for the entire duration of the fight without relenting, you can do that. Just be sure not to hit any accompanying soldiers during the fray, as doing so will result in immediate failure.



Eventually, the truck will start moving over the plains in an attempt to catch up with Dutch's men who are attempting to escape the massacre. Naturally, you can't have any of that. Give chase (which will happen automatically), again using your HUD and realtime observations to identify the locations of stray enemies as quickly as you can. You'll be riding very closely to a lot of enemy positions, so you need to kill them from afar so they don't eliminate you at point-blank range. You no doubt noticed explosives being used before, but now, these primitive Molotov cocktails will prove to be far more dangerous. Make sure to shoot any enemies hurling them your way from a distance. If you're extra skilled, you can kill them right when they're about to throw a bottle, causing them to drop it, which will burn that enemy to death, as well as any others in his direct vicinity.



Red Dead Redemption Walkthrough



And the Truth Will Set You Free (Agent Edgar Ross)

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For the only time in the game, a mission will begin directly after the last one ends, without you having to go and seek out the starting point. During the previous mission (And You Will Know the Truth), you gave chase in your armored truck to some men escaping from Dutch's assault party. Eventually, you were attacked by an explosives-wielding enemy, which sent the armored truck rolling along the plains. Both agents are alive, along with yourself, but everyone is slightly bruised and bloodied nonetheless. It seems that, yet again, Dutch has escaped just in the nick of time. And making matters worse, the agents really seem to be losing their patience. As everyone regroup, Marston agrees in earnest to help the men find their mark once and for all. It may be the only way he'll see his family alive again. And just like that, for the very last time, Marston will chase after Dutch.



When you gain control following that rather sudden mission-introducing cutscene, you'll be ordered to get on your horse nearby. Once you do, ride with your contingent of federal agents and soldiers as you head towards your destination. This is a long ride, and there's no way to skip ahead, but that's okay. Not only will several really interesting conversations ensue en route to Dutch's mountain-based fortress (the one you saw earlier, when you were traveling with Nastas), but you'll also be traversing the most beautiful terrain in the entire game, Tall Trees. So, there will be a lot of visual candy for you to enjoy as you ride closer and closer to what seems to be your ultimate demise. After all, as Marston candidly remarks to a soldier during the ride, this is going to be an every-man-for-himself bloodbath. Who knows if anyone will survive?



When you finally arrive at the front gates to Dutch's mountaintop fortress after a long ride through Tall Trees, you'll be able to bear witness to another cutscene. The giant wooden gate that's stopping you from entering his compound needs to be dealt with. The Theodore Roosevelt-like army captain orders one of his grunts to rush the gate, plant some dynamite on it, and send it sky-high. Once you've witnessed that, you're then free to take control of Marston and rush into the fortress for the final fight. Are you ready for a hell of a battle? We sure hope so. This is the moment of truth.



Rush through the blown-open gates, and immediately take cover behind some rocks. The myriad red dots on your HUD will, as always, represent enemy locations. But you need to be careful in how you deal with them. These guys have a distinct advantage over yourself and your army friends, because they hold the high ground, and you're going to have to ruthlessly take it from them. Don't push things here; you can take your time. When you see one of Dutch's men rear their heads, do 'em in with a powerful rifle from your inventory, and then duck back behind some cover and repeat the process. Remember that your army friends will do a lot of shooting on their own, so you're not alone here. Unlike so many other times in the game when you have help, these guys actually seem to be competent.



Push forward up the hill when it's safe, and you'll meet subsequent waves of enemies that will force you to seek out cover, where you can methodically pick them off one after the other. With so many corpses lying around as you lay waste to Dutch's forces, you may want to stop and pick their bodies clean of money and bullets. Doing so isn't necessarily a bad idea, but be sure you're safe about it. In such a heated environment, with so many hostile enemies around you in such close quarters, you can be caught out of cover rather easily, especially if you're picking a body clean. So just be smart about that if you choose to do so. Otherwise, when you reach the top of that first snowy hill, bank to the left towards the yellow dot on your HUD (marked in realtime with a yellow X). When you arrive, you'll be able to begin the next sequence of unmerciful slaughter.



Red Dead Redemption Walkthrough



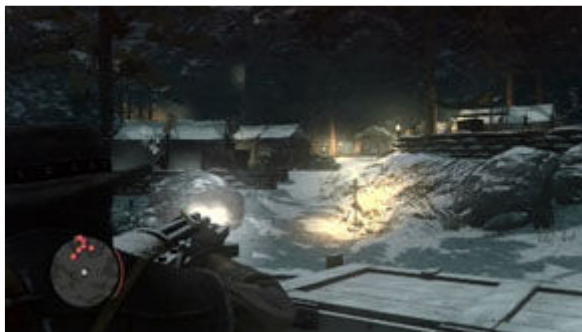
And the Truth Will Set You Free (Agent Edgar Ross)

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Run forward through the gates to Dutch's men's makeshift village, and immediately man the gatling gun straight ahead of you. Don't bother with standard combat here; the gatling gun is the only realistic way you're going to survive. As soon as you get to the gun (or perhaps even before you do, if you're extra-slow), more of Dutch's cretins will begin to pour out of the woodwork, surrounding your location rapidly. You'll be able to kill the enemies with the gatling gun if you're really fast, but there's no need to do more manual labor than what's absolutely necessary. Instead, when groups of enemies begin to huddle around certain locations, seek out red boxes full of explosives, and shoot at those.



When you aim at and shoot those explosive boxes, you'll kill multiple enemies simultaneously without having to pick them off one at a time. And thankfully, at the four locations enemies seem to gather at most, there are explosives there to use. So give it some time for enemies to pile up, and then utilize those boxes for multiple quick kills. More reinforcements should pour in thereafter, so you'll have to manually eliminate those foes. But with the initial group of enemies killed all around you, the latter waves should be child's play for you to deal with. Just keep an eye on your HUD, make sure there are no stragglers. And of course, relinquish control of the gatling gun if you're taking a lot of damage, ducking down behind some cover so that you can heal. Then, when the coast is clear, rush forward towards another wooden gate ahead and to the left. There, more *fun* awaits.



The daring army captain will send two of his men forward to the sealed wooden gate ahead. They need to blow it open with some dynamite, just like they did when we breached the mountaintop fortress in the first place. Unfortunately, you won't be able to witness this during the comfort of a cutscene. Instead, action will ensue all around you as these men struggle to place and light the dynamite. You're going to have to give them cover, which will be difficult, because you'll be surrounded on three sides by enemies on the wooden platforms above and around you. Keep an eye on your HUD and make quick work of the enemies as they appear. If they appear on all three sides simultaneously, you'll be in trouble, so you absolutely must work rapidly here.



While it's important to practice some good old-fashioned self-preservation here, it's also important to keep a keen eye on the men setting the dynamite. If you get too comfortable and wait too long in killing the enemies assaulting you, they'll simply turn their attention on the soldiers instead. And if they fall, you'll fail the mission, and will have to try again. So keep moving, use what limited cover you have, and clip all foes as they appear. If you're quick, they should slow down to a trickle by the end of this sequence, giving you laughable amounts of time to kill them. Eventually, time will have run its course, and the door will explode, giving you access to the final location of the fortress. Marston orders the army captain to take care of his wounded, while he moves forward to deal with Dutch himself. Unfortunately, as you'll soon find out, Dutch has quite the weapon at his disposal.



Red Dead Redemption Walkthrough



And the Truth Will Set You Free (Agent Edgar Ross)

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Thankfully, the weapon Dutch has is wildly irrelevant... that is, if you play your cards right. The first thing you need to do here is to peek your head out from under cover *very quickly*, and fire in multiple bursts, in order to kill the two last remaining men protecting Dutch. Once they are killed, you have no one else to focus on but Dutch himself. Now, you may be at a loss as to how to penetrate the shield of his gatling gun to damage him, but if you're thinking like that, you're going about things all wrong. Auto-aim will recommend shooting the oil lamps all around him instead, and you should do just that. Aim and shoot at two or three of them, and fires will begin to burst out all around Dutch, forcing him to flee. Now, it's all about catching up to the man and finally bringing him to justice.



From here on out, you have very little to worry about. The sequence that ends this mission is entirely devoid of firefights, battles, pesky platforming or anything of the timed variety. That doesn't mean that you shouldn't rush to conclude this mission, but it does mean that you don't have to stress about anything for a while. Start by climbing some stairs to access the platform where the gatling gun was, and then following the completely-linear pathway from there to give chase to Dutch. You don't have to concern yourself with choosing the right path or anything here, as there's nothing confusing or labyrinthine about the chase. If you're not supposed to go in a certain direction, you'll know. Fires will blaze there, or debris will block your path, or whatever else. It's virtually impossible to get lost.



As you continue to climb ladders, run through the impressive wooden structures of the fort, and eventually enter into some sort of cave or mineshaft, you'll get closer and closer to finally catching up with Dutch. Every so often, you'll witness a brief cutscene with Marston and Dutch, as Dutch exclaims that he'll never be caught alive, and shoots a few stray shots in Marston's general direction. But Marston is undeterred. Continue the chase, and you'll eventually trap Dutch on a snowy cliff, with absolutely nowhere to run. You finally have this villain cornered, once and for all.



Unfortunately, this cutscene might not go quite as you wanted it to. In fact, there's something strangely sad about the events of this particular cutscene. With a revolver in hand, but not pointed at Marston, Dutch is at a disadvantage. If he levels his gun at Marston and attempts to take a shot, he'll die. He eventually drops his gun over the cliff, seemingly in an attempt to surrender. But he has no interest in surrendering. Remember -- he tells you earlier that he has no intention of being caught alive. And he meant it. After talking to Marston briefly about being unable to change his nature, he jumps off of the cliff, brutally committing suicide in front of the man he used to run with.



Following Dutch's suicide, you'll automatically find Marston in the snow below, examining his old friend's corpse. It's at this point that Agent Edgar Ross and his lackey show up. Puffing away on his cigar as usual, Agent Ross will make fun of Marston for not being able to pull the trigger on him. He even requests Marston's sidearm, so that he can shoot Dutch's corpse, and make the paperwork about these events more interesting to write. But ultimately, it seems as if the feds are actually going to honor the deal. After briefly tricking Marston into thinking that his wife died, he lets him know that his wife and child have been returned to their home, which is nearby, in Great Plains. All you have to do is head southeast out of Tall Trees to get there.



Red Dead Redemption Walkthrough



The Outlaw's Return (Abigail Marston)

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Following Dutch's death, all that's left to do is to ride back to Marston's own homestead, which is due southeast of Tall Trees, back in Great Plains. You may have encountered this location a couple of times during the course of the game, but now, you'll actually get to spend some time there. When you arrive, sit tight for a pretty lengthy cutscene (and one that will no doubt tug at your heartstrings). You'll finally meet John's wife, Abigail. She, too, ran with Dutch and the gang at one time, but changed her life, just like John did. She's angry with John at first, punching and slapping him and saying all sorts of nasty things. But eventually, the two embrace, having not seen each other for some time. And then, there's Jack, John's teenage son. Father-and-son haven't seen each other in some time, but the boy sure is happy to see his father alive and well.



Eventually, a fourth person will show up, an elderly, disheveled, disgusting-looking man who was charged with keeping order at the homestead while the Marstons were away. However, he didn't do a very good job. The house and farm seem to be in order, but the chickens have been eaten by wildlife, and poachers ran off with the cattle. Now, the Marstons have nothing to sustain their lives on. John quickly thinks of Bonnie MacFarlane, and her promise to sell him livestock once he got his life back in order. That time is now. John resolves to head to the MacFarlane Ranch at first light, with his son Jack in tow. After getting to sleep, John then wakes up in the morning, leaving his wife behind. It's time to make a living again.



When you gain control outside of the house, run towards the dot on your HUD. There, you'll find Jack waiting with two horses. You should get on one, and Jack will get on the other. Then, all that's left to do is ride from Great Plains back to your starting point in the game, MacFarlane's Ranch. There's no way to skip this journey, so sit tight and enjoy the ride. En route, John and Jack will have some father-and-son banter back and forth with one another. Jack is full of questions about all sorts of things, but unfortunately for him, his dad is forthcoming with precious-few answers. Ultimately, you'll arrive at MacFarlane's Ranch after only a few minutes of riding, and can go about your business from there.



Red Dead Redemption Walkthrough



The Outlaw's Return (Abigail Marston)

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At the ranch's homestead, you'll find Bonnie's father outside to greet you. Happy (but surprised) that you're still alive, he's more than glad to sell you some cattle to get your farm going once again. But unfortunately, he can't help you directly. Instead, he sends John and Jack off to the corral nearby, where Bonnie is. You should be plenty familiar with the ranch from your early adventures in Red Dead Redemption, so leave the house when you're able, and take the short ride to the corral. There, you'll find Bonnie, who, like her father, can't believe you're still alive. Nonetheless, she remembers the deal she made with John after the barn burned down, and agrees to sell some cattle to John so that he can get his farmstead back on track.



For a mission this deep in the game, at this late period, you'll be surprised at how easy the task at hand is. There's no special gimmicks or challenges during this mission (for the most part, anyway). All you have to do is herd the fifteen cattle you purchased from the MacFarlane's over to your ranch in the Great Plains. This is actually quite the distance to cover, but doing this isn't entirely difficult. You should know how to herd cattle from way earlier in the game, where you did so several times. So we won't go over how to do that again, so as to not bore you. The good news, at least early on in the herding, however, is that Bonnie will help you get the cattle on the right track. Expect her to break off eventually, though.



When Jack and John are left on their own, all that's left to do is to continue to herd the cattle towards the yellow dot on your HUD. The dot's position will change several times, so consider most of these marks as something that will simply lead you in the proper direction. Eventually, you're going to run into some trouble, however. As you start to climb a gradual hill, a crew of gangsters will show up. On horseback, these guys are armed to the teeth, and they intend on stealing your cattle, even if they have to kill you and Jack to do so. Marston orders Jack ahead over the hill and towards home with the cattle, while he remains behind to take care of these dastardly foes. There should be about eight of them, so stay static and aim at each one, killing one after the other, until all are slain. Believe it or not, this encounter shouldn't challenge you too much.



From here, with the bandits slain, you can progress forward and catch up with Jack, who should be with all of the cattle. If you lose a cattle or two during the fray, whether to gunfire or because of outright fright, worry not. You should still be in good shape. Progress to the shallow river ahead, which you will have to ford. Once over, you're basically home free, since you're almost on your own property. Continue ahead to the outskirts of your property (a fence marks the location), making sure all cattle make it inside. Then, Jack should bring them to the corral, with John in tow. Once all cattle are successfully delivered, the mission comes to an end. John is proud of his son for a job well done, as he should be.



Red Dead Redemption Walkthrough

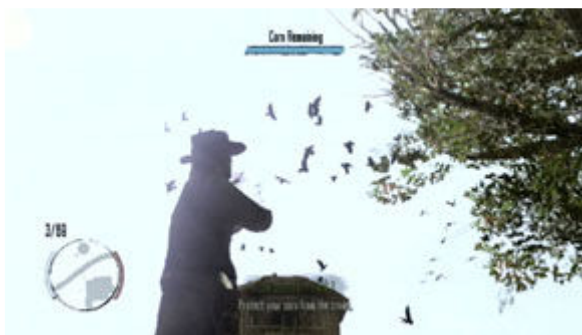


Pestilence (Abigail Marston)

Meet up with your (character's) wife, Abigail, at your homestead in the Great Plains. When you undertake this particular mission, you'll find John and Abigail chatting it up in the kitchen of their home. Though Abigail isn't known for her culinary skills, she still has something tasty brewing on the stove. As she and John flirt back and forth, she eventually makes her frustration known with the crows that are plaguing their corn silo. The pesky birds have found a way into the silo, and are eating their store of corn. She asks John to go outside and deal with them. And after taking a quick taste of Abigail's cooking concoction, he agrees to go outside and take care of the problem once and for all.



This particular mission might be the easiest, most straight-forward, and briefest in the entire game. It's so easy and straight-forward, in fact, that we'll wrap up all that you have to do in this very paragraph. When you gain control of John, run out towards the corn silo nearby. There, you will see a ridiculous amount of birds flying around and on top of the silo. Break out your rifle-of-choice, and begin to light them up. Be indiscriminate about it; simply kill as many of those birds as you can as quickly as you can. Round the silo as needed to open up new vantage points from which to shoot, but don't relent in letting the bullets fly. The more birds that drop, the quicker this mission will be over. And of course, you want the mission to successfully run its course before your corn meter at the top of the screen runs out. If that happens, you will have failed the mission, and will have to try again.



Red Dead Redemption Walkthrough



Old Friends, New Problems (Abigail Marston)

When you undertake this mission, you'll find Abigail coming out of the house, fuming as she delivers a telegraph to her husband. She knows that it comes from a woman named Bonnie (Bonnie MacFarlane, of course), and she thinks the worst of it. But John quickly puts that to rest. Abigail's inability to read means that John has to read the telegraph out loud. Unfortunately for him, however, there's no good news within it. It appears that the county's corn stores have been eaten by insects, and Bonnie has an emergency request for some corn sacks to full of food, to help the struggling townspeople. As Abigail alerts John, they still have corn sacks near the silo, and he can use those to help out his old friend.



When you gain control of John hereafter, you'll find a wagon directly in front of you, and it's already chock-full of the corn sacks Bonnie requires. All that's left to do is to get into the wagon and drive on back to MacFarlane Ranch. For some reason, however, you're timed in doing this. It seems that they are *really* desperate for food, so much so that they can only wait about five realtime minutes for it. That's okay, though. If you ride well enough, you should be able to make it to the ranch in about two-thirds of the time allotted to you, so there's no *real* rush here (although you shouldn't dilly-dally, either). En route, John and Abigail will talk about Bonnie. It seems that Abigail is the jealous type, even though John never took her as such.



After your brief drive, you should arrive at the ranch in short order. There, you'll meet up with Bonnie, and will be able to unload the store of corn in a cutscene. Here, the two women meet each other. This meeting is actually strange in a way, because meeting Bonnie makes Abigail more comfortable, but after John and Abigail head back to their home, you'll see Bonnie standing in the street. It appears rather clear that the hard-as-nails Bonnie might have had feelings for John after all, and seeing him in the flesh with his wife might have been a little harder for her than she might have expected. Nonetheless, she should be happy, because she has the corn she needed.



Your ride back to your ranch will be uneventful. It seems that the only reason they even make you ride back at all is to that another conversation can ensue between John and Abigail. While Bonnie was clearly left behind at her ranch feeling a little jealous and down, Abigail is actually feeling better. She says that she liked Bonnie, and it appears that her own jealousy is now nothing more than water under the bridge. Otherwise, enjoy the back-and-forth banter between this happily-married couple en route back to your ranch. When you arrive, your mission will conclude.



Red Dead Redemption Walkthrough



By Sweat and Toil (Abigail Marston)

A man by the name of Uncle lives at Marston's ranch, and although he's supposed to help out with things around the farm, he can barely find time to do anything other than drink, and make excuses as to why something wasn't done. Believe it or not, Uncle isn't actually a Marston himself. He isn't Jack's uncle, nor is he John's or Abigail's. That's just the name he goes by. When you find him sleeping near a parked wagon, you'll be able to undertake this mission. Uncle was supposed to bring the cattle out to pasture so that they can eat, but he hasn't done it. After chiding him a bit, John agrees to help him out, and then the two walk off together.



All you have to do now is get on your horse nearby, and enter the corral where the cattle in your possession are being held. Uncle will reluctantly get to the head of the herd, and lead them out to pasture. You've now done cattle herding several times throughout the game, so we're going to assume you know exactly what you're doing. We won't bore you with the details again, except to say that you want to keep as many cattle as you can together in your group (all fifteen would be ideal). If a cow goes stray, you'll know, because the large blue blob on your HUD representing the group of cattle will spawn one (or more) alternate blue dot. Run after the missing cattle and collide with them, which will lead them back to the group.



Otherwise, you're going to want to take things nice and slow here. Take the time to herd the cattle properly, and you won't run into any problems. Try to rush them forward, and they're more likely to scatter wildly. Of course, the only snag you're going to run into is getting the cattle through the far fence. Funneling them through with no problems is a bit of an art, so be patient, and retrieve any stragglers that don't make it through the first time. After getting through the far fence, you'll ultimately spot a train in the distance. This is no random occurrence, because as you'll find out, the train is about to be attacked by bandits, which puts you, Uncle, and your precious cattle in the wrong place at the wrong time.



Leave Uncle behind with the cattle, wield your weapon-of-choice, and ride towards red dots on your HUD, near the stopped train. These are the bandits. Uncle will tend to the cattle while you take care of these bad guys. They'll be on both sides of the train, so wallop them on one side, and then repeat the process on the other side. Following that rather simplistic battle, you can then follow the new spot on your HUD to meet back up with Uncle. The cattle are now nearly to pasture now, but you'll need to ride them towards the final yellow dot on your HUD to get them to the precise spot where they'll be able to feed. Once you do that, John will attempt to take off and leave the cattle with Uncle, but the grumpy and useless old man won't have any of it, and rides off instead. Worry not, though -- you don't have to tend to the cattle hereafter.



Red Dead Redemption Walkthrough



A Continual Feast (Abigail Marston)

You'll find Uncle on a hill near the farm, which will allow you to undertake this particular mission. When you run into him, you'll find him looking through a spyglass. John will ask him exactly what he's looking at, and Uncle will inform him that he sees some mustangs out in the distance, and was considering going to round them up. John instantly acts sarcastically, making fun of him for not just going out and getting the horses. After the two men bicker back and forth, they resolve to go to their mounts and chase those mustangs. After all, they could certainly use the cash, as the farm is forever teetering on insolvency.



When you gain control following the opening cutscene, scamper over to your horse, and Uncle will get on his. Then, you'll be able to ride out into the nearby fields where the wild stallions were last seen. This journey takes a couple of minutes, so in the meanwhile, expect some awkward conversation back-and-forth between the two men. John certainly harbors a lot of hostility towards Uncle, but perhaps rightfully so. After all, the man seems quite lazy for someone who lives off of John's hard work. Nonetheless, after a couple of brief minutes riding, you'll spot the stallions in the distance. And now, it's time to catch some of them.



As is the case with a lot of the missions you'll be doing for various members of John's family, this mission involves a task you learned how to do very early on in the game. Depending on how thorough you were in catching horses in the wild outside of the few missions where it's mandatory, you might actually be quite seasoned at it. Either way, you'll need to wield your lasso once more, and catch three wild horses here. There's nothing special about capturing any of the horses (as in, nothing bizarre or predetermined happens when you're trying to catch one of them, in an attempt to throw you off-guard), so out of the group of stallions, pick out one at a time (any horse will do), lasso it, and break it. It's really that simple.



If you've somehow forgotten how to lasso and break a horse, it's easy to get back into the swing of things. Equip your lasso, and aim it at a nearby horse like you would a gun. You need to be somewhat close to the horse in question for you to successfully lasso it. Once you do, hold the rope, get close to the wild horse, dismount your horse, and get on the wild horse. Then, use the analog stick in a fashion consistent with how the game instructs you to in order to ride the wild horse and successfully break it. Don't over-think the act of staying on the horse -- it's really as simple as swaying with it, adjusting yourself rightward or leftward so that you are on top of the horse, and not sliding off of it. Once you've done this to each horse for about thirty seconds, it's considered broken. Simply dismount the horse and get back on your own. Uncle will take control of the horse you just captured, and you can repeat the process until you've done this to three separate mounts.



Following your capture of the third and final mount, you'll be ordered back to your homestead. Don't wait around for Uncle -- he's dealing with three wild horses in addition to his own, so it's going to take him some time (in realtime) to make it back to the farm. Instead, you'll automatically find him when you arrive back at the predetermined spot on your map. There, he and John will continue their bickering, and the mission will conclude shortly thereafter. Although with this particular altercation, you'll no doubt start wondering if perhaps John can be a little nicer and more grateful towards his elderly friend.



Red Dead Redemption Walkthrough



John Marston and Son (Jack Marston)

1

2

Meet up with John's son Jack at the Marston farm at your earliest convenience. When you do, you'll find the teenage boy sitting underneath a tree, reading a book. As Abigail earlier alerted John to, Jack is obsessed with reading, and has a voracious appetite for books (not that that's a bad thing). As John approaches, Jack tries to play down his reading, but eventually tells his father about the adventure he's currently immersed in. After a brief back-and-forth, John offers to bring Jack on a bit of a real adventure. They need meat to sell, and apparently, the elk is plentiful this time of year in the woods nearby. John insists on Jack coming along for the hunt, and the boy is thrilled to do so.



Once you're on your horse (following the end of the mission-introducing cutscene), you'll have to ride over to a dot on your HUD. This dot represents your yet-unseen dog, Rufus. Rufus will lead you into battle, so to speak, sniffing out the whereabouts of nearby elk, and showing you precisely where you need to go. You'll have to follow behind Rufus for awhile; patiently wait for him to find what he's looking for, and meanwhile, enjoy the conversational banter between him and Jack. Jack still seems a little shaken after his encounter with the bandits a little earlier (during another mission you just completed), but he's still keeping his head in the hunt, even if he seems mildly unenthusiastic about the entire ordeal.



After a few minutes of letting Rufus meander through the woods, you'll find an elk in the distance. The elk isn't technically an enemy per se, but it will still show up on your HUD as a red dot. Elk are (naturally) skittish, so you need to approach them silently and slowly. Even though you'd be quieter on foot, stay on horseback, because if the elk sees you and takes off, you'll be able to give chase. Doing so on foot would be virtually impossible. When you finally spot the elk in realtime, take out one of your powerful rifles and shoot it a couple of times to fell it. Then, ride up to its corpse, get off of your mount, and skin the beast by following the on-screen prompt. Now, you have a little bit of meat (and other animal byproducts), but it's not enough. We have to keep on hunting.



Red Dead Redemption Walkthrough



John Marston and Son (Jack Marston)

1

2

Following the slaughter of the first elk, Rufus will run off towards another group of elk. This dog has quite the powerful nose! Simply ride amongst the snow and trees as you move towards your next mark. You should run into the elk you seek before very long, but this time around, there will be three targets instead of only one. The elk will scatter if you're loud, which you will be, since you'll be firing off a rifle. But if you aim carefully, you should be able to take them all out before they run away to the far ends of the forest. If one (or more) gets away, you can always use your HUD to track them down, but don't let them stray too far. After the last one is killed, walk up to it, and Jack will skin the creature and take its meat. Now, you're getting somewhere.



After Jack skins and guts his very first elk, it's time to make off with all of the good stuff you ripped from their carcasses. Elk meat is good enough to eat, of course, and their fur makes for fine blankets and clothing, but Marston intends to sell it all for cold-hard cash. At this point, you'll be pointed towards a general store nearby, one that will allow you to unload your goods for some money. And then, Marston can use this money to feed his family and keep his farm running. So, ride towards the yellow dot on your HUD. When you arrive, walk inside the general store, speak with the clerk, and sell all of the elk-related materials you just collected. You'll earn cash for doing so.



With the cash in hand, there's nothing left to do but to ride home. A new marker will appear on your HUD that will point out just where you're supposed to go to get back to the farm. En route, Jack and John will banter back and forth a bit, and Jack will admit that he had a lot more fun doing this than he had expected he would. Naturally, John is a very happy man as a result of this news. When they finally arrive home, John will send Jack off to tend to his usual chores, but not before promising to bring his son back out for another hunt soon. Awww.



Red Dead Redemption Walkthrough



Wolves, Dogs and Sons (Jack Marston)

You can undertake this mission with John's son Jack by visiting the boy at the Marston farmstead. When you arrive, you'll see John observing his son Jack shooting a rifle, practicing his technique. After watching for a few shots, he comments on Jack's flawed technique, and attempts to give him some pointers. He lets him know that he's tensing up when shooting, and it's causing the rifle to jump. Sound advice, except for the fact that Jack is feeling antsy, and is angry at his father. He is mad at him for being gone for so long, and expects him to run off again. John assures him that that won't happen, and then asks if Jack wants to come along with him to scare the wolves off, as they are hassling the livestock. Jack agrees.



Just like in the last Jack-centric mission, where you went out to hunt elk, you're going to again have to rely on your hunting dog Rufus to find your marks. That means that you're going to have to follow the slow-moving dog towards the woods as he tracks the wolves' scent. This should only take a few minutes, and it will give you an opportunity to listen to another conversation between father and son. As they anxiously follow Rufus, you'll eventually run into the wolves, but you won't immediately, so be patient, and enjoy the rapport between John and Jack in the meantime.



Eventually, Rufus will make a hit, and you'll spot the wolves nearby. You'll have to fight two separate packs of wolves, and you'll have to find them separately, so focus on one at a time. As usual while hunting, you're going to want to take a metered approach, and be extremely quiet as you move towards the wolves in the distance. Because the wolves are both fast-moving and aggressive, this makes them both an attack risk, as well as a flight risk. Both mean you'll have to stay on horseback to catch up with them, or fend them off from the safety of your mount. With a good rifle, you should be able to easily snipe these animals from afar, but as we just mentioned, be ready for some of them to attempt to escape or, if you're close enough, to outright attack in defense of themselves. Don't let them get too far if they flee, though, or you'll risk losing the mission outright.



When the first pack of wolves have been felled, you'll be free to follow Rufus on to the second pack. When you compare the relative amount of time it took to seek out the first pack, you'll find that Rufus stumbles upon the second pack almost immediately. Simply utilize the same techniques on the second pack that you did on the first. This pack of wolves is more robust, with a greater number of members within it, but your rifle should be able to tear through them pretty easily nonetheless. Again, keep an eye out for any wolves that are on the attack, or any that are fleeing. They should all be represented as red dots on your HUD, which will help you keep track of them all.



With the second pack of wolves felled, you're free to head back to the farmstead. You don't have to necessarily wait for Jack or the dog; you could just run ahead and make it back to the farm in a couple of brief moments. However, if you do, you'll not be able to hear any sort of conversation ensue between Jack and John. So then again, if you're into story development and the well-written conversations smattered all over this game, then you'll want to ride alongside Jack, even if it takes much more time to return home. When you finally get back, you'll witness a brief cutscene with Jack and John, and then will be able to undertake the next mission in earnest.



Red Dead Redemption Walkthrough



Spare the Love, Spoil the Child (Jack Marston)

1

2

At the outset of this mission, you'll find John walking along his farm towards home, presumably with nothing to do. But just when all seems to be well and peaceful, John's world is temporarily smashed. Uncle runs from out of nowhere, screaming John's name. When he finally arrives and catches his breath, he lets John know that he saw Jack out in a nearby valley. He's out trying to hunt a grizzly bear -- a bad, bad idea, since those beasts are a force to be reckoned with. After getting mad at Uncle for no reason, Jack scurries off towards his horse, hoping to reach his child before it's too late.



It shouldn't come as any surprise to you that you'll be using the little-dog-that-could Rufus again here to find Jack's trail. Unfortunately, you're going to have to travel quite a significant distance to ultimately find Jack, so you're going to need to be patient. Rufus is only a small dog, when compared to the large horse you'll be riding, so you need to move slowly. He'll stop often and turn on a dime, so don't get too ahead of him or ride too quickly, or you'll simply be forced to turn around and follow him on whatever new trail he's blazed. Thankfully, this particular task isn't too difficult, and you'll also be riding through Tall Trees, which is well-known for its unending beautiful views.



Eventually, you'll find what you're looking for. John, of course, is going to be horrified by what he finds, however. Don't worry -- Jack isn't dead. But he would have been in mere seconds had John not arrived when he did. Beaten, battered and bloodied (and hiding behind a nearby rock), Jack was attacked by the grizzly bear he was hunting, and was close to being killed. That grizzly bear hasn't fled, however, and now John will have to deal with it before it gets him, too.



Red Dead Redemption Walkthrough



Spare the Love, Spoil the Child (Jack Marston)

1

2

Be ready to shoot as soon as the cutscene showing the injured Jack and the nearby Grizzly Bear ends, because you're going to be under attack from a raging, wild bear before very long. The bear is going to run headlong at you, so you need to have a powerful rifle equipped, and get off at least a couple of shots at its head to have any chance for it to die before it reaches you. Chances are, it will die in just the nick of time, so don't fret too much if you need to try a couple of times to eliminate the beast. After it's dead, you'll see a brief cutscene with Jack and John getting back on a horse. It's time to head back to the farmstead.



As Jack and John beat a hasty retreat back down the mountain and towards home, John begins to tear into Jack, and rightfully so. He was specifically forbidden to visit the mountains in an attempt to hunt, nonetheless hunt perhaps the most ridiculously-powerful beast currently roaming the wilds. Strangely, Jack isn't at all apologetic. He clearly holds a great deal against his father for having been gone for so long. But John holds strong, promising to punish the boy for not listening to him. Nonetheless, the father is still happy this his son is at least still amongst the living, though he clearly wouldn't have been if John arrived on the scene even a minute later than he did.



Ultimately, after riding back to the farm for a few minutes, you should arrive back at the Martson homestead in one piece. John and Jack briefly talk back and forth for a little while, but eventually, the mission reaches its conclusion. Be aware that if you're doing the missions in the order we did, this was the final mission we undertook before the game's very last mission, entitled The Last Enemy That Shall Be Destroyed. Be warned that once you make your way through that particular mission, the game changes radically (and outright ends in some respects), so if you have other ancillary tasks to take care of before you get going on that mission, well... now's the time.



Red Dead Redemption Walkthrough



The Last Enemy That Shall Be Destroyed (Jack Marston)

1

2

This is the final mission in the game, and it certainly begins innocuously enough. You'll see Jack working away at some task inside the barn, when John turns up to see how he's doing. He compliments the boy for his hard work and skill with tools, and then makes fun of him for not being able to shoot straight (an obvious allusion to the previous mission). Eventually, the two begin to speak about other things, including airplanes, and Jack's ability to really make the farm something special when he takes over. But just as suddenly as this random encounter begins, the peace and serenity of the moment is quickly shattered.



Uncle begins to holler for John from outside, and after doing so a few times, both John and Jack run outside to meet the old man. Using a spyglass, Uncle seems distressed by something fast-approaching the homestead from a distance. When John takes the spyglass and has a look for himself, he knows just what Uncle was talking about. Though he refuses to specifically say what's about to happen, or who's coming, he insists that Jack get inside with his mom, and to lock all of the windows and doors. He's pretty serious about this ordeal, and even hugs his son, an ominous, foreboding sign indeed. Then, he and Uncle stand firm outside, with Jack running inside. An incredible melee is about to ensue.



Basically, the United States government hasn't kept its promise. Not even close to it. Soldiers are storming from the frontier beyond John's farmstead, and it's going to be up to you to protect it. This opening onslaught is easy enough to manage. You'll have quite a bit of cover around you to use, and your enemies are really only coming from one specific direction. Use your most powerful rifle to hit enemies from afar (or hit them *from really far away* with your sniper rifle), and try to manage their numbers well enough so that they aren't swarming your position wildly at close-range, which will make your life much, much more difficult than it otherwise would be. But count your blessings now, because things get a whole lot more difficult hereafter.



Following your destruction of the first wave of enemies, an on-screen prompt will implore you to get back to your house. Do so, keeping in mind that enemies may appear to stop you en route if you weren't thorough in destroying the entire first wave (so keep an eye on your HUD, as always, which will illuminate what enemies are around, how many, and where they are). When you finally reach the house, you'll find Abigail and Jack freaking out inside. Jack is wielding a rifle, but he insists that they both stay inside, as reinforcements are making their way towards the house. Of course, Jack ignores his father, and runs outside to help him out. Abigail stays inside, at least for the time being.



Red Dead Redemption Walkthrough



The Last Enemy That Shall Be Destroyed (Jack Marston)

1

2

Once you're out on the porch, the crap really hits the fan. Enemies will begin pouring in from three different angles, and it's going to be hard to find cover that's totally adequate to protect you from all possible angles. So the best idea here is to peak your head out from cover to clip a few enemies, sustain some damage all the while, and then kneel back down to heal. Then, repeat this process over and over again. The soldiers are well-armed and aggressive, but the game seems to give you at least a little break by decreasing their accuracy. So if you're using an especially powerful weapon, and are quick and accurate yourself, you can theoretically kill three, four, or even five enemies at a time. Just make sure no enemies get too close to the house, or your situation will be infinitely more complicated than it otherwise would be.



During the fray discussed above, you're going to see the first of two tragic scenes during this game-ending mission. Uncle, valiantly protecting the farm, will be mortally wounded, and eventually die. This distresses the entire family, but as John remarks, there's really nothing they could do for the man. He was shot right through the chest by an army bullet. Eventually, once the subsequent waves of foes are killed, the family will briefly tend to Uncle, and then resolve to make their way towards the barn. There, horses can be found, where the three of them can presumably make their escape. Of course, simply talking about getting to the barn and actually getting there are two entirely different issues.



Not surprisingly, you're going to have to fight your way towards the barn, and it won't be easy, because now, enemies will be pouring onto the surrounding property from all angles. No single time in the game made it more important to carefully study your HUD than right now, since your HUD will be your best bet at informing you of where enemies are coming from, from what angles, and in what numbers. You have to keep moving constantly, or you're going to be mowed down. All sorts of cover exists for you en route to the barn, so don't hesitate to use it. And of course, keep that gun of yours firing on all cylinders. You're going to need to be quick about killing these final waves of soldiers, as they are perhaps the most aggressive waves yet.



When you finally make it to the barn, the game's end sequence effectively begins. John isn't prepared to abandon his farm, but he sends Jack and Abigail off on a horse to seek safety outside of the farm, while he deals with trouble here. Now, we won't cover the rest of the events here (you'll even get to play for a bit after this cutscene)... but let's just say, the game ends here. And it ends tragically, too. The good news is that you beat Red Dead Redemption. The bad news is that you probably didn't want it to end quite like this.



Red Dead Redemption Side Quests

Welcome to the Side Quests section of our guide. Here, you can find information on bounties, strangers, horses and much more. Use the links below to be brought to the particular section of Side Quests that you're interested in learning more about.

Bounties	»
Gambling and Games	»
Gang Hideouts	»
Horses	»
Outfits	»
Safehouses	»
Shops and Items	»
Strangers	»
Weapons	»

Red Dead Redemption Side Quests

Horses

Welcome to the horses section of our Red Dead Redemption guide. Here, you can find more information on the 19 horses (and 3 mules) available in the game (not including DLC and special offer horses, which aren't covered here). They are organized below by type. One-star horses are the worst in the game, two-star horses are moderate horses, and three-star horses are both the best and rarest horses in Red Dead Redemption. After being categorized into the three star ratings below, they are then listed in alphabetical order by name.

For more information on each horse, click on the name of the horse in question to be brought to that horse's page. There, you'll find various statistics, including the cost of the horse's deed, the maximum times you can spur the horse in sequence before being bucked, and how many bullets to the gun at point-blank range it takes to kill the horse with your Cattleman Revolver (sick, we know). We even found a little circular road northwest of Escalera at the far western edge of the Mexican side of the map, and took each horse for a spin around that circle to figure out their speeds. That, too, is represented on each page.

In addition to base statistics, you'll also find little write-ups on each horse in the game, weighing their positives and negatives, and talking about why you may or may not want to invest in a deed for this particular horse. Each horse also has two pictures accompanying their text, so you know precisely what you're looking for if you're attempting to lasso and break one of these horses in the wild. And for the three best horses in the game -- the American Standardbred, Hungarian Half-bred, and Kentucky Saddler -- we even have information on where these horses can be found in the wild. After all, those three horses' deeds cannot be purchased from general stores until they've been captured in the wild. All of the other mounts in the game should become available for purchase organically as you move through the game.

Before we conclude, we want to express a word to the wise. Don't bother breaking horses in the wild if they aren't of the three-star variety. Those are the only horses you should actively seek out to break. Otherwise, stick to your basic horses, and don't waste time breaking lesser horses. It's simply not worth it, especially because all non-three-star deeds will become available for purchase regardless of whether the horse has been broken in the wild or not. We've heard information to the contrary in this regard, but in our experience, the only deeds that weren't available for us in stores were three-star horses that weren't yet broken. We didn't break other horses outside of missions, and were still able to buy their deeds, so long as they weren't an elite three-star horse.

And now, without further ado...

Three-Star Horses

»

American Standardbred

"A black horse. Fast speed."

Hungarian Half-bred

"A white horses with a dark face. Fast speed."

Kentucky Saddler

"A golden pearl horse. Fast speed."

Two-Star Horses

»

Ardennais

"A medium brown horse. Normal speed."

Cleveland Bay

"A brown horse with a white star and snip. Normal speed."

Dutch Warmblood

"A black and brown dappled horse. Normal speed."

Highland Chestnut

"A palomino horse with dark legs. Normal speed."

Lusitano

"A red roan horse. Normal speed."

Painted Quarter Horse

"A red appaloosa horse with a white face. Normal speed."

Painted Standardbred

"A brown varnish appaloosa horse. Normal speed."

Quarterhorse	"A chestnut horse with a white stripe face. Normal speed."
Standardbred Pinto	"A white and brown pinto horse. Normal speed."
Tersk	"A champagne horse. Normal speed."
Tobiano Pinto	"A classic tobiano with a white blaze. Normal speed."
Turkmen	"A dark bay horse. Normal speed."
Welsh Mountain	"A brown horse with white stockings and blaze. Normal speed."
One-Star Horses (and Mules) »	
Infested Ardennais	"A sickly looking dark brown horse. Slow speed."
Jaded Tersk	"A sickly looking grey horse. Slow speed."
Lusitano Nag	"A sickly looking brown horse. Slow speed."
El Hedor	"A brown mule with pale legs. Slow speed."
El Picor	"A tan dappled mule. Slow speed."
El Senor	"A grey mule. Slow speed."

Red Dead Redemption Side Quests

Horses

Infested Ardennais

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$100	00:40.8 seconds	~50	4 bullets

Let's just get it right out of the way -- the Infested Ardennais is, hands-down, the worst horse in the game. We're pretty sure the first word in its name should give that way. The Infested Ardennais is the lesser cousin of the far superior standard Ardennais, and though it's the cheapest animal in the game (its deed costs only \$100), there's nothing at all that recommends it over other animals. It's faster than the mules, sure... but that's not exactly saying much.



The Infested Ardennais is easy to identify, as it's of a dark grayish hue all over its body, consistently all over. Its legs are a bit darker than the rest of its body, however. It also has a thin, sickly appearance.

Red Dead Redemption Side Quests

Horses

Jaded Tersk

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$100	00:42.6 seconds	~50	4 bullets

The Jaded Tersk is a cheap, low-end horse that's both unremarkable and quite slow. Out of all of the horses in the game (not including mules), the Jaded Tersk is the slowest, and its unremarkable statistics apart from its slow speed means that it's a horse you should probably stay away from. There's nothing, other than its low purchase price (\$100 for the deed) that recommends it.



Typically, the Jaded Tersk is a dark-colored horse, with dark gray and light black hues, and a black mane.

Red Dead Redemption Side Quests

Horses

Lusitano Nag

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$100	00:37.8 seconds	~50	4 bullets

Out of all of the \$100 horses in the game (of which there are three), the Luistano Nag is perhaps the most desirable of the bunch. Unfortunately, that's not a very ringing endorsement, because the Luistano Nag is still, overall, a pretty poor choice for a horse. His approximate lap time is better than his two brethren, but little else suggests that he's a good horse for most situations. If you want a cheap horse, he's the one to purchase a deed for, but you're better off saving up instead.



Aesthetically, the Lusitano Nag can be differentiated from other horses by his consistent brown color, which only gets deeper when you move down to his legs. Otherwise, his bright sheen and moderately-dark brown color should point him out well enough.

Red Dead Redemption Side Quests

Horses

El Hedor

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$200	00:48.5 seconds	~50	3 bullets

El Hedor is one of three non-horses that you can purchase deeds for in the game, ride around the wild west with, and even enter battle upon. El Hedor is a mule, and unfortunately, there's not much to recommend it to you, apart from the low price required to purchase its deed. It's slow and clumsy, and... well... it's a mule. There's not much in terms of glamour to be had from riding around on one, though they make remarkably-solid transport animals (not exactly a useful trait in Red Dead Redemption – you need speed here).



The El Hedor's hide is brown, though the shades of the color differ depending on the part of the body in question. The top of the El Hedor is a darker brown, while its belly and legs are a much lighter brown. Its mane is dark brown or black.

Red Dead Redemption Side Quests

Horses

El Picor

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$200	00:46.8 seconds	~40	3 bullets

There's nothing at all remarkable about El Picor. In fact, there's a whole lot that's *unremarkable* about this creature. El Picor, like his other two El-like cousins, aren't horses at all, but are mules. Mules serve a more obvious purpose in the multiplayer part of Red Dead Redemption, but in the single-player campaign, they serve no purpose at all. Sure, they may give you a chuckle or two, but riding a mule puts you at a distinct disadvantage. There's no reason you'll ever want to ride one, and El Picor is no exception to the rule.



The El Picor can be identified by its distinct beige color, on the lighter side of the shade. It has darker legs, darker brown spots on its body, and a black tail and mane, as well.

Red Dead Redemption Side Quests

Horses

El Senor

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$200	00:48.7 seconds	~50	3 bullets

It should come as no surprise that El Senor isn't worth your time... at least if you've already read about its two cousins, El Picor and El Hedor. El Senor isn't a horse, but a mule, putting it at a distinct disadvantage when comparing it to even the worst horse in the game (in this case, the Infested Ardennais). Like the other two mules, El Senor's short legs don't bode well for speed, and its damage resistance is also paltry. Stay away. Stay far, far away.



If you want to identify El Senor in the wild, you should know that, as aforementioned, he's a mule. The coloring of his pelt is a consistent dark brown/gray color, which gets darker towards his legs and lighter as you work your way towards his tail and mane, which are black.

Red Dead Redemption Side Quests

Horses

Ardennais

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$500	00:30.4 seconds	~50	4 bullets

Unlike its cousin, the Infested Ardennais, the standard Ardennais is a respectable, mid-tier horse that's worth your respect. You'll almost certainly want to seek a deed out to this particular horse as soon as you can, because it's actually quite fast and quite useful. Its damage resistance and stamina isn't anything to write home about, but our trial runs with the Ardennais netted us times some ten seconds better than the lowest tier horse, and was nearly twenty seconds better than the El Hedor, El Picor, or El Senor mules.



Aesthetically, the Ardennais can be distinguished by its consistently-colored body, which is of a light black and brown hue. Its tail and mane are also of a brownish color, though its legs are far darker than the rest of its body, edging towards black.

Red Dead Redemption Side Quests

Horses

Cleveland Bay

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$500	00:30.3 seconds	~50	4 bullets

The Cleveland Bay is one of thirteen horses in Red Dead Redemption at the \$500 level that are actually pretty identical to one another. There are subtle differences between all thirteen horses, but for the most part, you won't be able to differentiate between these thirteen horses too much. The Cleveland Bay is actually a fairly quick horse; only a few seconds slower in lap time than the three three-star horses in the game. It can only be spurred a normal amount of times, and its damage resistance is standard as well, but for \$500, this horse is actually a fairly good deal.



Aesthetically, the Cleveland Bay is actually a fairly typical looking mount. It has a brown body, and its color is pretty steady throughout. As the color works its way down the horse's legs, however, it does get a little darker, and its mane and tail are both a dark black, which presents a striking (and beautiful) contrast to its hide.

Red Dead Redemption Side Quests

Horses

Dutch Warmblood

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$500	00:29.3 seconds	~50	4 bullets

The Dutch Warmblood is one of thirteen horses in Red Dead Redemption at the \$500 level that are actually pretty identical to one another. There are subtle differences between all thirteen horses, but for the most part, you won't be able to differentiate between these thirteen horses too much. Out of the seemingly-identical horses, however, the Dutch Warmblood seems to be one of the ones with the most speed, coming precariously close to the speeds set by the three three-star horses in the game. Unfortunately, there's little else remarkable about this mount.



The Dutch Warmblood is easy enough to distinguish when looking at other horses. It's a fairly small horse, and its hide is colored both black and brown. The colors seem to move into each other fairly seamlessly. Of course, the colors get darker near its head and legs, and its mane and tail are both decidedly black in color.

Red Dead Redemption Side Quests

Horses

Highland Chestnut

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$500	00:29.5 seconds	~50	4 bullets

The Highland Chestnut is one of thirteen horses in Red Dead Redemption at the \$500 level that are actually pretty identical to one another. There are subtle differences between all thirteen horses, but for the most part, you won't be able to differentiate between these thirteen horses too much. Not surprisingly, the Highland Chestnut, while a beautiful creature, is an otherwise unremarkable horse. Very little recommends it, though it has very little that detracts from it as well. If you're looking for a solid \$500, two-star horse, you may want to consider the Highland Chestnut.



As we mentioned earlier, if there's one thing about the Highland Chestnut worth noting, it's how pretty it is. The Highland Chestnut has a light brown coloring all over its body, which turns to black down on its legs. Its mane and tail are a grayish-white color, which tapers into black towards the end of the hair. A very unique-looking horse in Red Dead Redemption, to be sure.

Red Dead Redemption Side Quests

Horses

Lusitano

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$500	00:30.2 seconds	~50	4 bullets

The Lusitano is one of thirteen horses in Red Dead Redemption at the \$500 level that are actually pretty identical to one another. There are subtle differences between all thirteen horses, but for the most part, you won't be able to differentiate between these thirteen horses too much. Unlike the lesser Lusitano Nag, a one-star, \$100 horse, the Lusitano is actually a horse that's worth your time. It's not a remarkably fast horse (though it's not slow either), and its spurring and damage resistance statistics are pretty standard. But what it does have is a fast-refreshing stamina meter, meaning you can get this horse going quickly, and keep it there.



If you want to be able to distinguish between the Lusitano and other wild breeds of horse, you should be able to do so fairly easily. The Lusitano is a light brown, grayish color, which gets progressively darker towards the legs, face and back. Its mane and tail are also a consistent tan/light brown color. You should be able to pick this horse out easily.

Red Dead Redemption Side Quests

Horses

Painted Quarter Horse

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$500	00:31.2 seconds	~50	4 bullets

The Painted Quarter Horse is one of thirteen horses in Red Dead Redemption at the \$500 level that are actually pretty identical to one another. There are subtle differences between all thirteen horses, but for the most part, you won't be able to differentiate between these thirteen horses too much. Apart from a pretty epic name, the Painted Quarter Horse is a fairly weak horse, even by \$500, two-star horse standards. It's fairly slow and clunky, and there are definitely better choices at this echelon. Several of them, in fact.



As far as looks are concerned, the Painted Quarter Horse has quite a few features that will help you tell it apart from other horse breeds (hence its name). A majority of its body is a mild hue of brown, which gets lighter near the head, and darker near the legs. Its mane and tail are a light brown/tan color (though its tail is darker than its mane). But perhaps its most striking feature is its white and tan coloring near its rear, which spreads out in small dots. This is clearly where this breed of horse gets its name.

Red Dead Redemption Side Quests

Horses

Painted Standardbred

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$500	00:30.5 seconds	~50	4 bullets

The Painted Standardbred is one of thirteen horses in Red Dead Redemption at the \$500 level that are actually pretty identical to one another. There are subtle differences between all thirteen horses, but for the most part, you won't be able to differentiate between these thirteen horses too much. In terms of this horse's redeeming characteristics, there aren't many. Everything about the Painted Standardbred is pretty... well... standard. As far as \$500 horses are concerned, there are certainly better choices for you to make.



The Painted Standardbred has a similar look as the Painted Quarter Horse, perhaps due to the horses' shared Painted moniker. The only things that are different here are the colors. The horse's body is predominantly colored brown, which gets lighter on top of the creature, and darker underneath. White and light tan hide covers the top of the horse, and its mane and tail are both a dark, dark brown, or perhaps outright black.

Red Dead Redemption Side Quests

Horses

Quarterhorse

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$500	00:29.8 seconds	~50	4 bullets

The Quarterhorse is one of thirteen horses in Red Dead Redemption at the \$500 level that are actually pretty identical to one another. There are subtle differences between all thirteen horses, but for the most part, you won't be able to differentiate between these thirteen horses too much. The Quarterhorse is a completely average, mediocre \$500-level mount. Nothing about it is especially remarkable in any respect, so you may or may not want to check it out. That's entirely up to you.



The Quarterhorse's coloring is almost entirely a standard brown color, with a sheen all over. Towards its back end and legs, the coloring gets slightly darker, but not much (a lot of that is attributed to the lack of sheen underneath the horse). Its tail is also brown, albeit slightly lighter than its body, while the mane is a much lighter brown (more like a tan) color.

Red Dead Redemption Side Quests

Horses

Standardbred Pinto

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$500	00:29.6 seconds	~50	4 bullets

The Standardbred Pinto is one of thirteen horses in Red Dead Redemption at the \$500 level that are actually pretty identical to one another. There are subtle differences between all thirteen horses, but for the most part, you won't be able to differentiate between these thirteen horses too much. However, out of all of the thirteen \$500 horses in Red Dead Redemption, the Standardbred Pinto might be one of our favorites. Like just about any other horse in the game, its Maximum Spurs and Damage Resistance are pretty much static and standard, but it can actually run at a decent clip, and it appears that its stamina meter is better than many other horses', as well.



In addition to a pretty stellar lap time (et cetera), the Standardbred Pinto also has a distinct look that sets it apart from other horses. The horse is brown and white. The brown colors dominate its face, neck and underbody, while the white part of its body is predominantly along the top side of the creature, as well as in patches on its legs. Its mane and tail are also a dark white/grayish color. You'll definitely be able to tell apart this horse from others when you see it.

Red Dead Redemption Side Quests

Horses

Tersk

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$500	00:29:1 seconds	~50	4 bullets

The Tersk is one of thirteen horses in Red Dead Redemption at the \$500 level that are actually pretty identical to one another. There are subtle differences between all thirteen horses, but for the most part, you won't be able to differentiate between these thirteen horses too much. Indeed, the Tersk is yet another horse that you won't be able to even remotely differentiate between other horses in any other way but looks. It's fairly quick, but its statistics are fairly standard when compared with the other twelve \$500-level horses. Nothing especially interesting or special to see here.



Thankfully, you should be able to tell the Tersk apart from other horses rather easily, so if you see it in the wild, or if another rider is using one, you'll know precisely what you're looking at. The Tersk is a dark white, light gray-colored horse, with pretty consistent coloring all around its body (though it gets slightly deeper in the legs). Its mane and tail are both black.

Red Dead Redemption Side Quests

Horses

Tobiano Pinto

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$500	00:29.1 seconds	~50	4 bullets

The Tobiano Pinto is one of thirteen horses in Red Dead Redemption at the \$500 level that are actually pretty identical to one another. There are subtle differences between all thirteen horses, but for the most part, you won't be able to differentiate between these thirteen horses too much. This particular creature is a fast horse, marginally slower than the trio of three-star horses that are amongst the game's best. Otherwise (and not surprisingly), there's little else about this horse that's even remotely remarkable. He's certainly no different than the other twelve horses in his echelon, apart from moderate differences in terms of his stamina meter, which seems to replenish fairly quickly.



Thankfully, for its unremarkable status, the Tobiano Pinto still has a fairly remarkable look that will help you distinguish it from other horses. Its body is brown and white, spotted almost like a cow (with brown instead of black). White seems to dominate most of the top part of its body, while the brown appears far below. Its legs are actually colored somewhere in between the white and black that spans the rest of its hide, while its mane and tail are both a very dark brown, or even black.

Red Dead Redemption Side Quests

Horses

Turkmen

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$500	00:30.3 seconds	~50	4 bullets

The Turkmen is one of thirteen horses in Red Dead Redemption at the \$500 level that are actually pretty identical to one another. There are subtle differences between all thirteen horses, but for the most part, you won't be able to differentiate between these thirteen horses too much. A 30.3 second lap time isn't anything to scoff at, but as is par for the course, using the Turkmen will be more about your personal tastes than it is about anything the horse specifically offers. You could switch it out with any of the other twelve \$500-level horses, and barely notice a difference at all.



Of course, there is one major difference, and that's in the way the Turkmen looks. The Turkmen is actually a pretty interesting looking mount, with two shades of brown dominating its body. A lighter brown is found in the center section of the horse, as well as on the underbelly, while its legs and topline are far darker, bordering on a dark gray or black. Its mane and tail are also similarly-colored, with a dark brown sheen bouncing off of its hair.

Red Dead Redemption Side Quests

Horses

Welsh Mountain

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$500	00:30.4 seconds	~50	4 bullets

The Welsh Mountain is one of thirteen horses in Red Dead Redemption at the \$500 level that are actually pretty identical to one another. There are subtle differences between all thirteen horses, but for the most part, you won't be able to differentiate between these thirteen horses too much. The final \$500-level horse we cover here in the horses section of our guide, the Welsh Mountain is essentially like the other twelve varieties in this echelon. You'll find moderate speeds that seem to reach the three-star level (almost), but little else of note. You may or may not want to buy the deed to this horse; that's entirely up to you.



In terms of looks, the Welsh Mountain is a horse that's brown all over, from head to hoof. It gets lighter around its head and underbelly, while things get decidedly darker on its legs. Its tail and mane both consist of hair that's tan in color, and easily-distinguishable as being lighter than the rest of its darker body.

Red Dead Redemption Side Quests

Horses

American Standardbred

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$1,500	00:27.1 seconds	~50	4 bullets

The American Standardbred is the best horse in the game. Even of the three upper echelon horses found in the game (the Hungarian Half-bred, Kentucky Saddler and American Standardbred), this is probably the most desirable, simply based on its speed alone. Its speed seems negligibly better than the other two horses in its midst, but seconds are precious when you're riding alone in the wild west. Everything else about it is standard, from its stamina meter to its damage resistance, but in terms of speed, you'll be hard-pressed to beat the American Standardbred.



In terms of looks, the American Standardbred stands out versus all other horses in the game, and you should be able to easily tell it apart from other horses. It's a dark black all over its body, from head to hoof. It has a sheen on its coat that only adds to its aura and mystique. But it's also a well-hidden beast, and one that can only be found deep into the game. The American Standardbred can be found in the Great Plains, a location at the far northeastern end of your map, and one that's only available following a conclusion of events with the rebel leader Abraham Reyes in Mexico. Once that's all said and done, you can visit the Great Plains, where these black horses can be found roaming around southwest of Blackwater.

Red Dead Redemption Side Quests

Horses

Hungarian Half-bred

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$1,500	00:27.4 seconds	~50	4 bullets

A horse as white as snow (well, as white as *dirty* snow, anyway), the Hungarian Half-bred is part of the ultra trifecta of top-tier horses in Red Dead Redemption. Our time trials proved it to be nestled somewhere in between its brethren, the American Standardbred and Kentucky Saddler, in terms of speed. Otherwise, it's fairly unremarkable in terms of its statistics, but that doesn't say much. The Hungarian Half-bred is still one of the most desirable horses to use in the game, and one that you'll certainly want to seek out during your adventure.



As mentioned earlier, the telltale sign that you're dealing with the Hungarian Half-bred is its distinct white color. The horse is white all over, from head to hoof, though its legs have a blackish hue to them, and its mane and body also have some darker colors mixed in. Nonetheless, you'll know this horse when you see it. So where, exactly, is it found in the wild? You can find it in Mexico, southeast of Escalera. Escalera is a town at the far western edge of the Mexican side of the map, so you should be able to pinpoint its precise location rather easily.

Red Dead Redemption Side Quests

Horses

Kentucky Saddler

Deed Cost	Lap Time	Maximum Spurs	Damage Res.
\$1,500	00:28.3 seconds	~50	4 bullets

The Kentucky Saddler is an interesting horse. After all, it's an extremely agile horse, one that's both strong and dependable, and you'll actually have access to it very early in the game as well. The other two horses in its elite class -- the Hungarian Half-bred and American Standardbred -- are both kept away from you until later on in the game (especially the American Standardbred, which you won't have access to until very late in the game). But quite the contrary is true with the Kentucky Saddler. That's because during the Bonnie MacFarlane-catalyzed mission known as Wild Horses, Tamed Passions, you'll actually be *forced* to pursue, lasso, and break a Kentucky Saddler. You'll then finish the mission with it in your possession, which is very, very good for you.



Of course, retaining the Kentucky Saddler will be hard thereafter. Once you relinquish control of it, you'll be forced to purchase a deed for \$1,500 from a general store; a hefty fee indeed. But that's fine, because obtaining the right to earn this deed is the hard part. While you can find these horses elsewhere in the game in the wild, it's entirely unnecessary. Just pony-up the money for the deed (pardon the pun), and you'll have access to it from here on out. After all, with a horse colored beautifully in light brown (with a yellow hue like the setting sun), you know you have yourself a winner. Don't you?

Red Dead Redemption Side Quests



Gambling and Games

Welcome to the Gambling and Games section of our guide. Below, you will find six links that will lead to explanations on each of the game's six primary forms of betting leisure. Each game will involve a buy-in, which has an inherent risk to it, but if you play your cards right (pardon the pun), you can also walk away with a lot of money. The risk is part of the fun!

So, use the links below to learn more about the game you're interested in. Enjoy!

Gambling and Games



[Poker \(Texas Hold 'Em\)](#)

[Five Finger Fillet](#)

[Blackjack](#)

[Horseshoes](#)

[Liar's Dice](#)

[Arm Wrestling](#)

Red Dead Redemption Side Quests



Bounties

Bounty Primer

Bounty List

In a game like Red Dead Redemption, you're going to be flooded with options. These options range from, well, the optional, to the mandatory. Amongst the former kinds of tasks are bounties. There are well over forty unique bounties to undertake in Red Dead Redemption, and doing so will earn you all sorts of money. Of course, retrieving a person with a bounty over his head is never an easy feat. That, naturally, is where we come in.



For as many unique bounties as there are in the game, the entire ordeal remains fairly consistent from mark to mark. To undertake a bounty, you must first find a wanted poster within a town or settlement, which tells you who is wanted, for what, where that person can be found, and how much that person is worth to law enforcement, with a sum for bringing that person in alive, and half the former sum for bringing the person in as a cold corpse. Posters can be found all over the place, from MacFarlane's Ranch and Armadillo to Blackwater and Manzanita Post to Escalera and Chuparosa, amongst other places.

Some areas have crossover in terms of what posters you could possibly find, but each location only has a certain roster of bad guys to find. In other words, to get all of the bounties, you're going to have to do quite a bit of traveling. And yes, you can only carry a single poster at a time, so don't expect to find another one while you still have an active bounty waiting for capture. And indeed, it often takes time for towns to refresh their bounty posters, especially if you're doing one after another after another, so you'll need to exercise a little patience here as well.



Once a bounty task is undertaken, a red skull will appear on your HUD and on your map, showing you where the bounty can be found. You'll have to travel there at your earliest convenience to find your mark, who will always be accompanied by at least five or six friends that will help protect him (and at times twice that many). Once all of the mark's friends are slain, you can safely go after the bounty himself, but be careful! Those who are on the cusp of being captured and turned over to law enforcement (or outright killed) will do whatever's necessary to evade capture or death, including shooting at you, stealing your horse, or whatever else.

Now, as we mentioned earlier, capturing a bounty alive is always worth twice as much money as killing your bounty. So if law enforcement will give you \$200 for a dead bounty, they'll give you \$400 if you turn him over still breathing. Naturally, the latter choice is going to be one you're going to want to make time and time again, because the payout for doing so is humongous. The pay is still reasonable if you were to kill all of your bounties, but there's no reason to do so. Just use your lasso to capture a bounty alive, throw him on the back of your horse, and bring him back to the designated location your HUD and map to get your reward. You can make so much money doing bounties (especially by keeping them alive) that the funds from forty bounties could pay for everything you'd ever want to buy in the game. Now that's a good deal.



Unfortunately, whether your bounty lives or dies, you'll still have to contend with angry people who are friends with your bounty, and want to either get him back or kill you for killing their pal. So as you ride back to your destination following a successful capturing or execution of the bounty in question, expect to be chased by multiple waves of foes. More valuable bounties will have more friends who are better armed (and in fact, this goes for the entire bounty hunting experience – the more money a bounty is worth, the better he'll be protected from the outset, and the harder you'll have to work to capture or kill him), so as waves come at you at regular intervals, expect three or four armed horsemen to attempt to take you out. The further away you are from your destination, the more waves will intercept you. So be quick!

Red Dead Redemption Side Quests



Outfits

This section of the guide has been made possible by **Kristine Steimer**.

Whether you're tired of the standard Cowboy outfit that John Marston wears, or you're trying to gain 100% game completion for the Achievement/Trophy, we'll make sure you have the wardrobe of your dreams. To use our Outfits section of the guide, click on the link below that corresponds with the outfit you're looking for more information on. You'll be brought to a page with information on obtaining each outfit, along with screens showing you what the outfit looks like.

The descriptions often reference "tracking" your outfit progress. This means that you must go to your main menu, head to the Outfits section, and press the corresponding button prompt shown on the outfit in question to "Track" the outfit. This will show you a circular spot on your map where the particular scrap of clothing being described is located. So when you read that you should "track your outfit's progress" (or whatever), that's what that means.

And now, without further ado...

Outfits	»
Bandito Outfit*	
Bollard Twins Outfit*	
Bureau Uniform Outfit	
Cowboy Outfit	
Deadly Assassin Outfit***	
Duster Coat Outfit*	
Elegant Suit Outfit*	
Gentleman's Attire Outfit	
Legend of the West Outfit*	
Mexican Poncho Outfit*	
Rancher Clothing Outfit*	
Reyes' Rebels Outfit*	
Treasure Hunter Outfit*	
US Army Uniform Outfit*	
US Marshal Outfit*	
Walton's Gang Outfit**	

* - Designates an outfit necessary for 100% in-game completion.

** - Designates an outfit available only to those playing on PlayStation 3.

*** - Designates an outfit available only to those who pre-ordered the game.

Red Dead Redemption Side Quests



Strangers

In Red Dead Redemption, developer Rockstar came up with a very clever solution to the age-old question of how to deliver gamers seamless side quests within a larger story or narrative. In Red Dead Redemption, most of your side quests will take place in the form of missions called Stranger Missions. Strangers are literally just that -- people that Marston isn't acquainted with, but will meet during his journey. The good news for John, though, is that each of these strangers have a task for him to complete, and if he does so successfully, he will be rewarded with all sorts of goods, from money to outfits and more. But perhaps most importantly, getting through a stranger mission successfully will contribute to your coveted 100% completion rating. All stranger missions must be completed (in conjunction with all of the other game's mandatory events) for you to reach 100%.



There are many stranger missions in the game, approaching twenty in number. Some of them are extremely brief and will only take a moment or two of your time, but others yet will involve long, drawn-out sequences that will pop up all over the map. Either way, contracting yourself a stranger mission occurs the same way each time. Your map and HUD, as you know, are covered with all sorts of circular icons. These direct you towards everything from new missions to stores to gambling games. But if you see a circle with a question mark icon in it, then you know you've run into a stranger.

Head towards the question mark icon and speak to the person there (sometimes, the opening conversations happen automatically when you approach, while other times you'll have to follow the on-screen prompt to begin the conversation in earnest). During a cutscene, the stranger in question will introduce you to their plight, no matter what it is. You'll then be sent off to complete the first leg of your mission, which will be marked in a more general way on your map, in a large violet-colored circle. Completing that first leg of the stranger mission may wrap things up for you in certain situations, but chances are, strangers will have even more in mind for you beyond that initial task.



Once you've done everything a stranger wanted you to do, that stranger mission is considered wrapped, and both your in-game percentage meter and the strangers menu should reflect this. You're then free to go about your business until you encounter the next stranger, which of course begs the obvious question, when should you undertake these missions?

As you already know, stranger missions appear rather randomly, and in fact, they are all triggered by completing specific main quest missions. And they appear rather randomly, and are temperamental and tend to disappear if you ignore them. So to avoid having to wait around for question marks to show up on your HUD and map, we recommend detouring and taking care of stranger missions as soon as they appear. Once they're done, they're done, and you don't have to worry about if they'll disappear and then reappear later on.

Red Dead Redemption Side Quests



Gang Hideouts

Welcome to the Gang Hideouts section of our guide (also known by some simply as Hideouts). Here, you will find information on the eight Gang Hideouts in the game, where they can be found, and information (and accompanying screenshots) on how each hideout should be cleared of its enemy force.

Completing each hideout adds precious numbers to your overall completion percentage, so if you're going for a 100% rating, you'll need to make sure each hideout is cleared. Also, for Trophy/Achievement whores, the hideouts will give you precious trophies or achievement points, so there's another reason to clear them. And then there are the special weapons you receive for completing some of the hideouts, which is yet another reason to clear these guys out.

Gang Hideouts are located in areas you traverse through during the course of the game, and will generally become available to complete after any main tasks you have to complete in said location have been cleared in their entirety. Because of this general inconsistency and unpredictability of when these missions will become available, we recommend waiting until you get to the Great Plains/Tall Trees area, about 75% of the way through the main quest. Once you arrive there, you should be able to go back and go through all eight missions with little trouble (or seven missions, if you're playing on Xbox 360). Should you choose to go ahead and get through those areas before you arrive at Great Plains/Tall Trees, keep in mind that some of them may not yet be available to you, depending on where you are in the game.

So, where are each of these hideouts, exactly? Let our map below guide the way. Each number on the map corresponds with the number next to each hideout in the list below the map. This will allow you to easily find your way around. Oh, and as far as Solomon's Folly is concerned, keep in mind that this fortress is a PlayStation 3 exclusive. If you're not playing on a PS3, you won't be able to play Solomon's Folly. Sorry!



Gang Hideouts in Mexico



Tesoro Azul (1)

Nosalida (2)

Gang Hideouts in the United States

»

Solomon's Folly (3)

Gaptooth Breach (4)

Tumbleweed (5)

Fort Mercer (6)

Twin Rocks (7)

Pike's Basin (8)

Red Dead Redemption Side Quests



Weapons

Welcome to the weapons section of our guide. Here, the entire arsenal in Red Dead Redemption will be fully fleshed-out. There are six types of weapons in the game, and the six links below will bring you to pages where each weapon under each type umbrella will be statistically fleshed-out for you.

We say statistically, because in Red Dead Redemption, numbers do the talking. A weapon's power, reload speed, et cetera, isn't up for debate. So each weapon's five vital statistics (power, range, rate of fire, reload speed and ammo capacity) are fully listed, along with cumulative tallies on a weapon's overall ranking, both in terms of other weapons of its type, and other weapons overall. We've even sorted weapons by not only their rankings, but by their individual ratings as well.

In other words, we've got you completely covered. Use the links below to find information on the gun type you're looking for, and then go from there. Enjoy.

Red Dead Redemption Arsenal »

[Pistols](#)

[Projectiles](#)

[Rifles](#)

[Shotguns](#)

[Sniper Rifles](#)

[Standard Gear](#)

Red Dead Redemption Side Quests



Safehouses

If you thought Red Dead Redemption was a one-dimensional game, think again. In a very Vice City-like twist, you'll be able to invest in some real estate in Red Dead Redemption, which serves more than just one purpose. Of course, the overt purpose of having safehouses is to have a place to rest your head, replenish your supply of ammunition and save your game (outside of having to pitch random campsites). But beyond that, you'll also want to consider that safehouses add to your in-game completion, and should be purchased by completionists. After all, for a combined \$1,250 of in-game money, you'll be able to own all of the safehouses.

Safehouses can usually be purchased at a location as soon as you arrive there for the first time. Blue house icons on your map/HUD indicate a house that hasn't yet been purchased, while a green house icon indicates that the house is already owned. There are two things to keep in mind beyond this; one point is that there are four safehouses which you will come to own automatically, while the second point is that there are two safehouses which are considered rentals, and that can never be fully owned, but instead only used once for a nominal fee.

Safehouse Location	Cost
Armadillo	\$50
Blackwater	Earned Automatically
Casa Madrugada	\$250
Chuparosa	\$200
Escalera	\$150
MacFarlane's Ranch	Earned Automatically
Manzanita Post	\$400
Mexican Coastal House	Earned Automatically
Pacific Union Railroad Camp	Earned Automatically
Planview	\$5 (Rental)
Rathskeller Fork	\$100
Ridgewood Farm	\$5 (Rental)

Thieves' Landing

\$100

Red Dead Redemption Side Quests



Shops and Items

Inventory Items

Shop Inventories

In this section of our guide, you can find information on all of the items in the game. Everything is covered here. Below this paragraph, you'll find a table full of all of the game's items, how much they cost (without any cost interference from being famous or infamous, which will happen as you play through the game), and what the game says about each items. You'll notice that horse deeds aren't mentioned below, nor are weapons. That's because we have sections dedicated to both, so if you need more information on horses and horse deeds, check out our [Red Dead Redemption horse guide](#), while if you need more information on weapons, our [arsenal guide](#) can help. And proceed on to the next page if you want information on what each specific shop in each town, village and settlement will have to offer you.

Item Name	Cost	In-Game Description
Apple (x5)	\$1	"Refills horse stamina."
Bait	\$15	"Attracts animals in the vicinity."
Bandana	\$20	"Hides your identity so honor and fame won't change. Remove it to decrease your wanted level faster."
Bandito Scrap	\$25	"A scrap of clothing belonging to a bandito."
Bandolier	\$125	"Doubles ammo capacity on rifles and repeaters."
Bollard Gang Scrap	\$200	"A scrap of clothing belonging to one of the Bollard gang."
Chewing Tobacco	\$35	"Refills the Dead Eye meter."
Cholla Springs (Map)	\$30	"Displays all towns, settlements, landmarks and hideouts in Cholla Springs. Allows fast travel from camp."
Diez Coronas (Map)	\$55	"Displays all towns, settlements, landmarks and hideouts in Diez Coronas. Allows fast travel from camp."
Elegant Suit	\$140	"Allows cheating at Poker and Liar's Dice."
Gaptooth Ridge (Map)	\$40	"Displays all towns, settlements, landmarks and hideouts in Gaptooth Ridge. Allows fast travel from camp."
Great Plains (Map)	\$60	"Displays all towns, settlements, landmarks, and hideous in Great Plains. Allows fast travel from camp."
Hennigan's Stead (Map)	\$25	"Displays all towns, settlements, landmarks and hideous in Hennigan's Stead. Allows fast travel from camp."

Horse Pills	\$20	"Temporarily gives your horse more stamina."
Improved Campsite	\$175	"Gives you a place to rest. Refills ammunition for all types of guns if you have none."
Medicine (x5)	\$25	"Completely restores your health."
Moonshine	\$60	"Refills the Dead Eye meter and no Dead Eye is consumed for 10 seconds."
Perdido (Map)	\$50	"Displays all towns, settlements, landmarks and hideouts in Perdido. Allows fast travel from camp."
Punto Orgullo (Map)	\$45	"Displays all towns, settlements, landmarks and hideouts in Punta Orgullo. Allows fast travel from camp."
Rabbit's Foot	\$25	"Makes you lucky, which increases the items and money you loot by 20%."
Rebel Scrap	\$100	"A scrap of clothing belonging to a rebel."
Rio Bravo (Map)	\$70	"Displays all towns, settlements, landmarks and hideouts in Rio Bravo. Allows fast travel from camp."
Snake Oil (x5)	\$30	"Refills the Dead Eye meter."
Survivalist Map	\$25	"Shows all nearby herbs on the map for 20 minutes."
Tall Trees (Map)	\$65	"Displays all towns, settlements, landmarks and hideouts in Tall Trees. Allows fast travel from camp."
Treasure Hunter Scrap	\$500	"A scrap of clothing belonging to a treasure hunter."
US Military Scrap	\$200	"A scrap of clothing belonging to a soldier."
Walton's Gang Scrap	\$300	"A scrap of clothing belonging to one of Walton's gang."

Red Dead Redemption Gang Hideouts



Tesoro Azul

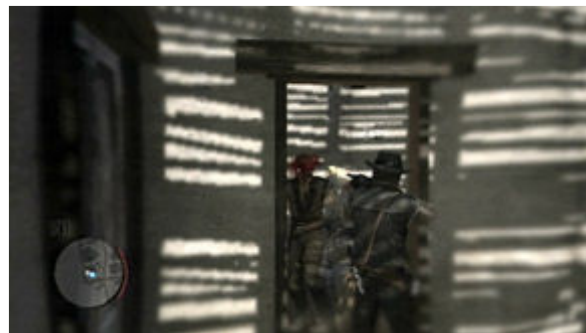
Approach Tesoro Azul's wooden front gates, and you'll be able to undertake this optional mission. Tesoro Azul, as you likely know, is a quaint Mexican town located at the far southern end of our map, in Mexico, near the western portion of the available map. When you arrive there, you'll be asked to join a local sheriff who is attempting to take the village back from a ruthless gang. Agree to help him out, and you'll be thrust into the battle. For starters, you're going to have to clear the town's entrance of thugs. This is easy enough to do, since you should be automatically behind cover from the get-go. Eliminate the foes there from afar, and then enter the town itself when it's safe.



Tesoro Azul is a fairly tiny locale, so it won't take you an incredibly long time to clear the place out. The two leaders of the occupying gang are on the left side of town, so leave them for last, and instead go around the right side of the town, killing the lesser foes you encounter. In going around the town in a counterclockwise fashion, you should be able to kill all enemies without being flanked from behind. Just be careful as you approach various buildings, as there are likely enemies hiding within some of them. As usual, your HUD will be your best friend, as the red dots that appear on it will represent, as always, enemies and their locations.



And speaking of the red dots on your HUD, you'll also see red skulls. There are two red skulls to deal with, and they appear one after the other. Red skulls represent the leaders of the gang. You'll need to kill the first gang leader once all of his friends are dead (you don't *have* to wait, but you should). Once the first gang is eliminated, you can then work your way to the next gang leader that appears on your HUD in an adjacent building. This guy is holding the sheriff's deputy hostage, so you'll want to round the corner into the room he's in and take him out quickly. If he caps the deputy before you can do anything, you'll still be able to complete the mission successfully simply by killing the gang leader himself, but you'll miss out on some precious honor and money, so be careful. No matter what, you'll still finish the mission with a new weapon -- the Double-Action Revolver.



Red Dead Redemption Gang Hideouts



Nosalida

Other than Tesoro Azul, Nosalida is the only other gang hideout you're going to have to take care of on the Mexican side of the border (the other six [five, if you're playing the Xbox 360 version of the game] are located on the American side of the border, most of which nestled on the western edge of the map). Upon approaching the small settlement of Nosalida, you'll be tasked with meeting up with the general of the local Mexican army. Speak with him -- he'll be hiding behind a rock -- and he'll ask you to help his men sack the rebel-occupied town. Agree to do so, and a mixture of red and yellow dots will appear on your HUD.



Your task is actually a fairly simple one in premise, and making matters even better is the fact that the mission is sort of free-form. The red dots on your HUD represent enemies, as they always do, but the yellow dots are a little bit different. The yellow dots represent structures (mostly poorly-constructed houses) that must be burned. The Fire Bottles near the general (and your starting position in this mission) should have been a key indicator as to how those buildings are to be razed. With your bottles in hand, take one, arc your throw so that the yellow trail indicator collides with a part of the house in question, and then launch the bottle. The building should burn down soon thereafter, and the yellow dot representing that house on your HUD will disappear.



Of course, all of those red dots (enemies) will complicate things quite a bit, so we recommend simply taking out enemies in a segment of the town first, and then burning the building down they were guarding (or if you're extra-crafty, burning down the building with its occupants still inside, killing two [or more] birds with a single stone). You can do this methodically enough that you will scarcely get a shot in on you from your opponents, but if you rush or are otherwise careless, things can go another way for you. Keep in mind that the two seemingly-rogue yellow dots on the far side of the town are actually the two rebel ships strung-up to nearby docks. You'll have to destroy those in addition to the houses for the end of the mission to be catalyzed. Once it is, however, you can speak with the general to receive your reward, which includes a powerful new weapon, the Henry Repeater.



Red Dead Redemption Gang Hideouts



Solomon's Folly

First, a word of warning. Solomon's Folly is exclusively for PlayStation 3 owners. If you're trying to play this mission on an Xbox 360, you're never going to find it, so don't bother. The good news for 360 owners, however, is that there's nothing exceptional about this PS3-exclusive. You won't earn a ton of money from completing it, nor will you acquire a weapon or item, so no worries on that front. To begin this mission, simply head to a point on your map near Benedict Point (a little south and west from there). You'll find a man from Armadillo hiding behind a rock. He's vastly outnumbered by the gang members nearby, and he needs your help. It appears that a safe has been stolen from a bank in Armadillo, and he's here to retrieve it. Naturally, he can use some help, and you're willing to oblige his request.



From here, this mission is multi-tiered. You'll first need to clear the small area ahead of you of its minor enemy contingent. You should be able to do this easily enough; there are only a half-dozen gang members (give or take) guarding the wagon with the still-locked safe on the back of it. You can use your HUD, as always, to effectively storm these guys' positions, and once they're cleared, you can then go ahead and follow the path that appears on your map back to Armadillo. Unfortunately, Armadillo is quite far away from where you are, and making matters more complicated is the fact that you're driving a cumbersome, slow-moving wagon. And you know what that means.



You'll be chased incessantly as you head towards Armadillo. You're going to want to make haste, because if you can limit the amount of time you're on the road, you'll in turn be able to limit the amount of enemies that will ride after you in an attempt to kill you. Of course, since you're in a horse-drawn wagon and your adversaries are on horseback, there's no realistic way of you outrunning anyone, so when they appear, turn around and wield your weapon-of-choice, and do them in before continuing down the road. If you're working quickly like we were, you can expect to run into about four waves of foes in between the wagon capture and arriving at Armadillo. When you finally arrive in town, you'll be asked to park the wagon in a predetermined location. You can then speak to the banker, who will give you your admittedly-paltry reward.



Red Dead Redemption Gang Hideouts



Gaptooth Breach

Compared to some other gang hideout assaults, the one at Gaptooth Breach is actually far more complicated than most of the others (if not all of them). It's not that it's necessarily unmanageable or outright unbeatable, but it's lengthy and will certainly challenge you more than some of the others. For starters, you're going to have to find the man nearby, who is hiding behind a rock. His friend has been captured by the goons at this mining compound, and he wants you to help him free the helpless man. Naturally, you'll agree to do so. And not surprisingly, finding this guy's friend isn't a big deal. He's located at the yellow dot on your HUD, in a raised building. Don't hastily run at the building, though. First, clear the surrounding area of all hostiles, and thereafter, kill the foes in the building where the prisoner is.



Once all enemies are downed, including the couple of guys guarding the building with the prisoner, you can head on up the stairs and cut him loose by following the on-screen prompt. Once he's freed-up, he'll ask you to head into the nearby mineshaft itself, where some treasure awaits. He promises to split the treasure with you if you can get him there, and once again, you'll be forced to agree. The entrance to the mineshaft will now show up as a yellow dot on your HUD. While the entrance wasn't guarded, the mineshaft itself certainly will be, so have your firearm at the ready, and as always, use your HUD to garner enemy positions before you actually reach them.



The mineshaft is littered with foes, but it's also littered with explosives, in the form of barrels, boxes and lamps. You can use these to your advantage, and in fact, you shouldn't leave any of them undetonated, as your enemies could easily flip the script on you and use those very explosives against you. Be sure to keep your new friend alive here, because if he dies, this brief, optional mission won't end quite as you would have liked. Otherwise, when you reach the open chamber at the end of the mineshaft, you'll be able to kill the last of the enemies here and finally breach the treasure chest full of myriad goods. But don't rest too easy, because as you work your way back out of the mineshaft, you'll need to fend off some reinforcements. But once you're outside, you'll be home free. Unfortunately, the weapon you'll earn for completing this gang hideout will be one you'll receive organically in the game's main mission, so that's sort of a letdown.



Red Dead Redemption Gang Hideouts



Tumbleweed

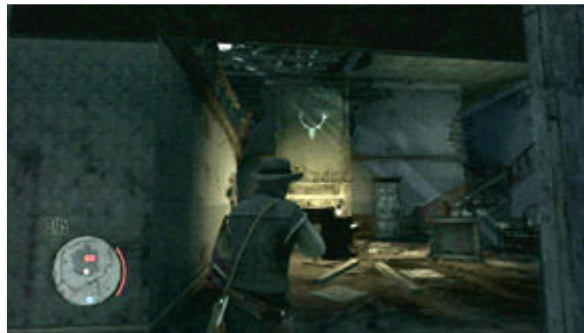
The gang hideout mission at Tumbleweed goes a little differently than some of the other missions of its kind. It's not necessarily more difficult or lengthier than the other missions (in fact, that's definitely not the case), but catalyzing the mission happens as soon as you approach the premises, and not when you speak to a person located at a specific location. So once you get near Tumbleweed, expect an on-screen prompt to appear, requesting you to clear the abandoned town of its illicit denizens. After the prompt appears, red dots will appear on your HUD. Each red dot is an enemy, so work your way around the town and begin to expel them at gunpoint.



Of course, you're not just clearing the town in a sort of vacuum. There's a method to your madness, and it's to free the captured sheriff located in one of Tumbleweed's buildings. He is represented by a blue dot, and as soon as you're able to free him, he'll help you out in the fray. But you should still clear Tumbleweed itself of all enemies before you go ahead and free the sheriff. That's to keep him out of harm's way during this initial, heated gunfight. Thereafter, you can go ahead and remove his bindings, and he'll help you storm the nearby mansion atop a slight hill adjacent to the abandoned village. That's where the criminals who were occupying the town are going to put up their last stand.



The mansion itself is surrounded by enemies, but the good news is that it's fairly far away from Tumbleweed. Far away enough, in fact, for you to break out a sniper rifle and begin clearing its inhabitants from afar, before you're ever even remotely in danger of taking damage yourself. As you get ever-closer, those enemies who successfully evaded your sniping attacks will have to be dealt with at close-range. That's okay, though, as they shouldn't provide you with too much trouble. The last stragglers in this particular gang will likely be found in the basement of the mansion itself, so when you're ready, head on down there and cap the two remaining foes to win the day. Unfortunately, winning the day here means you get a weapon that you probably already have in your arsenal. Oh well.



Red Dead Redemption Gang Hideouts



Fort Mercer

Fort Mercer is a location you should know very well in Red Dead Redemption. It's where the events of the game's main adventure start out, and control of the fort (or rather, who controls the fort) is what much of the early game is about. But that's not important here. When you finally get the chance to storm Fort Mercer as a standard gang fort assault, you'll find that it's still locked up and full of bad guys, but not exactly as well-protected as you may remember it. Outside of the front gate, slightly to the right, you'll find a man who will request your help. He'll boost you up onto some boxes that will allow you to jump over the fort's outer wall, granting you access to all it was guarding. And that's where things get interesting, because almost immediately, you'll find yourself in a gun fight.



There's nothing especially spectacular or unique about what this mission requires you to do. As usual, you'll simply have to bust through the entire fort and kill any enemy there. However, there are a lot of civilians in this fortress as well, so you have to be mindful that you're not shooting the innocent. If you do shoot one or more innocents, you'll be able to progress with your quest unabated, but you'll lose precious honor, so be careful. Start by clearing the upper walled area of the fortress, and once all is cleared there, you can work your way down to the central platform, where the main brunt of the enemy force can be found. As usual, your HUD will be a great tool here, as arrows pointing up or down will let you know if enemies are currently above or below your present altitude.



Things get slightly more complicated in the central compound of the fort, because you'll be surrounded by enemies from many sides (unless you were extra thorough in clearing the compound from above). Seek cover that protects you from the hostile angles, and return fire when it's safe. You'll need to breach some buildings in the fort to kill hesitant enemies who don't immediately make themselves seen, but otherwise, you'll be in the clear to go about your business in a rather straight-forward manner. When things are finally calmed down, you can open the front gate of the fort from the inside, letting your new friend in (you can do this during the fight if you need some help, but it's hardly necessary). Once he's inside, he'll point you in the direction of a room full of treasure, so pick open the boxes there to earn some money and other loot. And fortunately, a Semi-Automatic Pistol will be your prize for scouring the entirety of this fortress, and helping your new friend gain entry. Nice!



Red Dead Redemption Gang Hideouts



Twin Rocks

Out of the eight gang hideouts you have to breach in the game, Twin Rocks is by far the quickest and most straightforward of those eight adventures. All you have to do is head to the Twin Rocks area, where you'll be prompted to meet an armed farmer hiding behind a couple of boulders. It appears that the gang in this area has seized the small settlement around Twin Rocks, and making matters worse for this particular farmer, his daughter has been kidnapped. He asks you to help him out, and naturally, you oblige. And thankfully, there's very little for you to do to rescue his daughter.



For starters, examine your HUD for red dots, and begin to deal with the enemies surrounding the settlement. Some of them are on the giant glacial boulders sitting at the flanks of the town -- the reason this area has its name, obviously -- so use your sniper rifle and take them out with no problems. Then, advance closer to town, relying on that same sniper rifle to thin-out some of the surrounding foes from afar, before they have an opportunity to do any damage to you. When you begin to fight in close quarters at the borders of the small settlement, switch to a close-combat weapon you're more comfortable with, and continue to clear out enemy after enemy, scouring dead bodies for bullets and money as you go.



The building where the farmer's daughter is being held will become apparent once you're within the confines of the small settlement, but not before you deal with the final stragglers of this gang, who are desperately trying to protect their hard-earned territory. You should be able to clear them out easily; none of the foes you fight here are especially remarkable in any way whatsoever. Once you've killed all enemies, and the farmer's daughter appears on your HUD, enter the building where she's being held, but do so cautiously. His daughter is being held by a gun-toting man, and you need to kill him quickly so that he doesn't turn the gun on the innocent girl. Use Dead Eye to aim at his head and take him out, and once you do, victory is assured. A Volcanic Pistol will be your prize for successfully navigating this brief mission.



Red Dead Redemption Gang Hideouts



Pike's Basin

Last but not least (on our little rundown, anyway) is Pike's Basin. Like many other locations in the game that you encounter fairly early on, Pike's Basin is one of those places where a couple of missions take place in, so you should be familiar with the location. Pike's Basin actually seems like a fairly tough location to go shooting in. After all, it's one big canyon, and the enemies here have all sorts of rocks, debris and other hidden spots from which to spring their attacks on you. But none of that should concern you too deeply, because there's actually a way to finish this entire optional mission before you even get going in the first place.

Basically, there's a man hiding behind a rock at the yellow spot on your HUD. This spot will appear when you get near Pike's Basin, but if you're riding from MacFarlane's Ranch, for instance, then you'll actually be riding towards Pike's Basin from a route the game's designers didn't intend for you to take. Because of this, you'll be forced to ride through the far end of Pike's Basin, and will ride through the entire segment until you reach the man represented by the yellow dot, who is technically sitting at the entrance to the site. But if you run through the area in reverse, then you'll realize that you can kill all of the enemies in an opposite sequence that you're actually meant to kill from the other direction.



What does this mean for you? Well, it means that you can wipe the entire canyon clear of its enemy force, and you can do so rather easily from the back of your mount. As you work your way down the canyon towards the yellow dot, you'll find holdouts of enemies, and if you're thorough in killing each and every one you encounter en route, you'll find that when you speak to the man at the predetermined location, the mission will automatically end. It's strange, but it's true, too. If you choose to go about things more conventionally, however, you should still be able to clear the mission easily enough, as it's simply all about riding through the canyon and extinguishing the enemy presence. Either way you choose to get through, you'll earn the powerful Sawed-Off Shotgun for your troubles, a weapon you'll be anxious to have in your arsenal.

Red Dead Redemption Gambling and Games



Poker (Texas Hold 'Em)

Throughout the game, you'll be able to play poker to win a little bit of cash. You can find poker games in various towns and settlements; if a game is available, you'll see a poker chip icon on your map, directing you towards the game's location. You'll usually be able to sit in with four other gamers, and buying into the game requires a \$10 investment. That's not a lot of money, even in early-20th century economics, so don't worry too much about the buy-in. You'll receive 100 chips for \$10 (or \$0.10 per chip), and you can't possibly lose more than what you buy in with. If you lose all of your chips, you're out the \$10, but nothing more. So your risk is limited.



The version of poker you're playing here is Texas Hold 'Em, a popular variety of poker that most people are no doubt already familiar with. The fundamentals of standard five-card poker stand here, so making pairs, high cards, flushes, straights, et cetera are all intact from the original game. However, you're only dealt two cards, and the rest of the five cards (for seven total) are placed on the table. The first three are placed (the flop), the fourth card is placed (the turn), and then the fifth card is placed (the river). In between, you'll make bets depending on how your two secret cards compare to the public cards in an attempt to make the best hand. You can quit at any time and recoup your money comparable to the chips you hold, or you can see the game through all the way. It's entirely up to you, but remember that if you decide to do the latter and see the game through to completion, it's going to take some time, and a whole lot of skill.



Red Dead Redemption Gambling and Games



Five Finger Fillet

At first glance, Five Finger Fillet seems a little ridiculous. After all, did men really sit at a table across from one another, take a sharp dagger, and stab the areas in between their spread fingers as quickly as they possibly could in order to win some pocket change? Well, the short answer is yes... yes, they did. Five Finger Fillet was more popularly known in its heyday as Knife Game, and it was played in the wild west, and elsewhere, to much fanfare. The idea of the game is simple. One places his weak hand on the table and spreads his fingers out. He then takes a dagger into his strong hand and stabs the areas in between his fingers as quickly as possible, using certain predetermined patterns. Do accidents happen when you're playing this game? You bet they do.



In Red Dead Redemption, Five Finger Fillet can be played at multiple locations (a hand icon in a town will let you know where the game can be played). Sitting across from another man, Marston is tasked with completing the ritual quicker than his opponent. The five hand icons on top of the screen represent how many times you can stab yourself before you lose automatically. The more you bet, which will vary depending on how many subsequent games you've won, the harder the game will be. Button commands will show up in between your spread fingers representing the buttons you have to press next. Miss a button press or act too slowly, and you'll gash your hand. Succeed in multiple rounds, however, and you'll be right as rain in winning a bucket-load of money from the competition.



Red Dead Redemption Gambling and Games

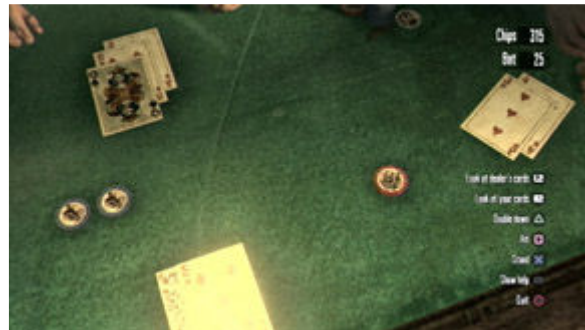


Blackjack

As far as card games concerned, Blackjack might be the easiest to comprehend (except maybe War... but that's not an option in Red Dead Redemption). The idea of Blackjack is simple. You and whoever else is playing are dealt two cards each face-up. The dealer also deals himself two cards, one face-up, and the other face-down. Your idea is to make it to the 21 point total. Doing this is simple enough in premise. The numbered cards are worth their numbered value, with face cards (Jacks, Queens and Kings) being worth 10, and Aces being worth either 1 or 11. If your first two cards don't get you towards 21, you'll choose to hit, and receive another card. You can hit as much as you need to, but be careful! If you reach 22 or higher, you automatically lose, which will forfeit your initial bet without getting to see the brief game through to fruition.



In Red Dead Redemption, a buy-in to Blackjack is actually fairly substantial. It'll cost you \$40, and you'll receive 400 chips for that cost (at \$0.10 apiece). You can bet as little as five chips per round, or as many as twenty-five, and if you manage to beat the dealer's hand, you'll double your bet in return. So if you bet ten chips and beat the dealer, you get twenty chips back. And since everyone plays the dealer, it means that everyone at the table can win, or everyone can lose, and anything in between. The thing to keep in mind when playing Blackjack is to not get too aggressive. If you're in the 17-20 region, don't hit. It's too risky. But if you're at 16 or below, you may want to hit, as it's unlikely the dealer will end up lower than that. Do keep in mind that the dealer can bust too, though, meaning that anyone who stuck with the round at or below 21 will win automatically.



Red Dead Redemption Gambling and Games

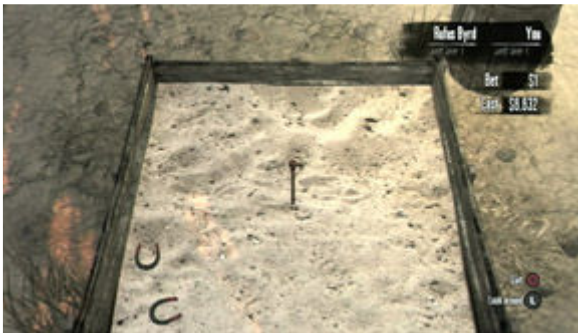


Horseshoes

There are a lot of variants of the proper game of Horseshoes, but the one that Red Dead Redemption delivers up to gamers is simple enough to comprehend, with little explanation necessary. When you arrive at a location where playing Horseshoes is possible (you can find a circular horseshoe icon to point you in the right direction if you're lost), speak to the person there waiting to play against you. You'll be able to place a bet on the game (it appears that higher bets make the game more difficult), and then you will enter into your match. There are two small sandpits across from one another, with a metal spike coming out of the center of the sand. That spike is key.



Both you and your opponent will stand on one side of the playing area, and aim two horseshoes each at the sand pit on the far side. The game will instruct you how to throw -- it involves using your analog sticks and hitting the right trigger at just the right time -- and you'll also see other on-screen prompts if you want to zoom in on the sand pit, et cetera. So what's the point? The point is to toss your two horseshoes so that your horseshoes are closer to the spike than your opponents'. So if your horseshoes are six inches and a foot and a half from the spike, and your opponents' are two feet and two and a half feet from the spike, you score two points. But if your two horseshoes are nine inches and a foot away, and your opponents' are two inches and fourteen inches away, you split the points. The first to eleven points wins the match, and the wagered money.



Red Dead Redemption Gambling and Games



Liar's Dice

It may seem unusual, but Liar's Dice is actually a real life game, just like Five Finger Fillet is. Liar's Dice is both the most complicated and, in our opinion, the most fun mini-game in all of Red Dead Redemption. Buying in per round costs \$20, which is a health sum of money considering how little money you make during your adventure, and how short the round is (and thus how many times you will end up playing). But you could also easily clean-up playing Liar's Dice, which is a good thing to know, since money is a scarce and (obviously) valuable commodity in Red Dead Redemption. So just what is the game about? And how do you play it? Well, we'll explain that now. To play the game, you'll need to find a circular dice icon on your map, and head to that location. Then, we can get things underway.



Liar's Dice is a one-on-one game. Both people have a cup full of five dice. The dice are jumbled in the cup and the cup is slammed on the table face down so that no dice escape. You can take a peek at your dice, and your opponent can look at his, but you can't look at each other's. Then, you begin to make bets on who has what dice. For instance, you can bet that, between you and your opponent, there are four 6's on the table. If you have two, or even three 6's, then this is a good bet. Your opponent can then counter your bet, call it spot-on, or call it a bluff. If he does either of the latter and is wrong, he loses a die, and is now down to four, but if he's right, you lose a die. If he counters, then you'll get to make the choice on whether to counter or call him out one way or the other. Sound complicated? It really isn't. It's actually a lot of fun. And as you remove your opponent's dice from the table one after the other, the game will become easier and easier for you to win. Give Liar's Dice a try and see for yourself how much fun it can be.



Red Dead Redemption Gambling and Games



Arm Wrestling

A pastime as old as humanity itself is undoubtedly one man proving to himself and everyone else around him that he's stronger than someone else. An oft-seen version of this feat is in the form of arm-wrestling, a centuries-old sport that tests the arm and upper-body strength of one man versus another. Just about everyone knows what arm-wrestling is, but in case you don't, it's quite simple. A person sits across from another person at a table. The two put their elbows on the table and clench hands, so that their forearms are sticking upward. With elbows kept on the table, the two people push on each other's arms, using their arm strength (while sitting) to make the back of the hand of their opponent touch the table. The first person whose hand touches the table loses.



The way this translates into Red Dead Redemption is actually fairly simple. Head to a location where you can arm-wrestle (represented by a circular icon with a buff arm on it on your map), and engage the person there in a challenge. Place your bet as high or low as you'd like. Then, follow the on-screen prompts to learn how to arm-wrestle. The game is all about utilizing your strength and then regaining it, balancing the two succinctly so that you are able to both go on offense and defense. Keep in mind that you can change camera angles to make yourself most comfortable with the game, and also keep in mind that it's a best-out-of-three competition, so if you lose one, stay with it. You just may walk away with some money yet!



Red Dead Redemption Side Quests



Shops and Items

Inventory Items

Shop Inventories

Armadillo

- **Doctor:** Apple, Chewing Tobacco, Medicine.
- **General:** Apple, Cholla Springs (Map), Gaptooth Ridge (Map), Horse Pills, Improved Campsite, Rabbit's Foot, Survivalist Map.
- **Gunsmith:** Bait, Bandolier, Buffalo Rifle, Double-Barreled Shotgun, Pistol Ammo, Repeater Ammo, Revolver Ammo, Rifle Ammo, Shotgun Ammo, Sniper Rifle Ammo, Volcanic Pistol, Winchester Repeater.

Blackwater

- **Doctor:** Chewing Tobacco, Medicine, Moonshine.
- **General:** Apple, Great Plains (Map), Horse Pills, Moonshine, Rabbit's Foot, Survivalist Map.
- **Gunsmith:** Bait, Bandolier, Buffalo Rifle, Carcano Rifle, Dynamite, Evans Repeater, Fire Bottle, Mauser Pistol, Pistol Ammo, Repeater Ammo, Revolver Ammo, Rifle Ammo, Shotgun Ammo, Sniper Rifle Ammo, Throwing Knife.
- **Tailor:** US Military Scrap.

Chuparosa

- **Doctor:** Apple, Bait, Horse Pills, Improved Campsite, Medicine, Moonshine, Rabbit's Foot, Survivalist Map.
- **General:** Bandito Scrap, Chewing Tobacco, Diez Coronas (Map), Fire Bottle, Perdido (Map), Pistol Ammo, Repeater Ammo, Revolver Ammo, Rifle Ammo, Shotgun Ammo, Snake Oil, Sniper Rifle Ammo, Survivalist Map.

Escalera

- **Doctor:** Chewing Tobacco, Horse Pills, Medicine.
- **General:** Apple, Bait, Bandana, Rebel Scrap, Snake Oil, Survivalist Map.
- **Gunsmith:** Bait, Bandolier, Bolt Action Rifle, Buffalo Rifle, Dynamite, Fire Bottle, LeMat Revolver, Pistol Ammo, Punta Orgullo, Repeater Ammo, Revolver Ammo, Rifle Ammo, Semi-Automatic Pistol, Semi-Automatic Shotgun, Shotgun Ammo, Sniper Rifle Ammo, Survivalist Map.

MacFarlane's Ranch

- **Doctor:** Chewing Tobacco, Horse Pills, Medicine.
- **General:** Hennigan's Stead (Map), Pistol Ammo, Repeater Ammo, Revolver Ammo, Rifle Ammo, Shotgun Ammo, Snake Oil, Sniper Rifle Ammo, Survivalist Map.

Manzanita Post

- **General:** Apple, Bait, Chewing Tobacco, Dynamite, Fire Bottle, Horse Pills, Medicine, Moonshine, Pistol Ammo, Rabbit's Foot, Repeater Ammo, Revolver Ammo, Rifle Ammo, Shotgun Ammo, Sniper Rifle Ammo, Survivalist Map, Tall Trees (Map), Throwing Knife.

Thieves' Landing

- **Doctor:** Medicine, Moonshine, Snake Oil.
- **General:** Apple, Chewing Tobacco, Horse Pills, Improved Campsite, Rabbit's Foot, Rio Bravo (Map), Survivalist Map.
- **Gunsmith:** Bait, Bandolier, Buffalo Rifle, Pistol Ammo, Repeater Ammo, Revolver Ammo, Rifle Ammo, Sawed-Off Shotgun, Shotgun Ammo, Sniper Rifle Ammo, Springfield Rifle.
- **Tailor:** Bandana, Bollard Gang Scrap, Elegant Suit, Treasure Hunter Scrap, Walton's Gang Scrap.

Red Dead Redemption Side Quests

Weapons		Pistols	Projectiles	Rifles	Shotguns	Sniper Rifles	Standard Gear
Name	Power	Range	Rate/Fire	Reload Spd.	Ammo Cap.	Rating Avg.	Ranking Avg.
Lasso	0 (9th)	3 (T-6th)	2 (T-8th)	0 (T-9th)	0 (T-10th)	0.83	8.4
Knife	2 (T-8th)	0 (9th)	4 (T-6th)	0 (T-9th)	0 (T-10th)	1.2	8.4

Red Dead Redemption Side Quests

Weapons							
		Pistols	Projectiles	Rifles	Shotguns	Sniper Rifles	Standard Gear
Name	Power	Range	Rate/Fire	Reload Spd.	Ammo Cap.	Rating Avg.	Ranking Avg.
Cattleman Revolver	2 (T-8th)	4 (T-5th)	6 (T-4th)	3 (T-7th)	4 (T-6th)	3.8	6
High Power Pistol	5 (T-6th)	4 (T-5th)	8 (T-2nd)	9 (T-1st)	5 (5th)	6.2	3.8
LeMat Revolver	5 (T-6th)	4 (T-5th)	7 (3rd)	2 (T-8th)	6 (T-4th)	4.8	5.2
Mauser Pistol	4 (T-7th)	3 (T-6th)	10 (1st)	9 (T-1st)	8 (T-2nd)	6.8	3.4
Semi-Automatic Pistol	4 (T-7th)	3 (T-6th)	8 (T-2nd)	9 (T-1st)	4 (T-6th)	5.6	4.4
Schofield Revolver	4 (T-7th)	4 (T-5th)	6 (T-4th)	4 (T-6th)	3 (T-7th)	4.2	5.8
Volcanic Pistol	4 (T-7th)	3 (T-6th)	5 (T-5th)	2 (T-8th)	6 (T-4th)	4	6

Red Dead Redemption Side Quests

		Weapons					
		Pistols	Projectiles	Rifles	Shotguns	Sniper Rifles	Standard Gear
Name	Power	Range	Rate/Fire	Reload Spd.	Ammo Cap.	Rating Avg.	Ranking Avg.
Dynamite	8 (T-3rd)	3 (T-6th)	0 (T-10th)	0 (T-9th)	0 (T-10th)	2.2	7.6
Fire Bottle	7 (T-4th)	3 (T-6th)	0 (T-10th)	0 (T-9th)	0 (T-10th)	2	7.8
Throwing Knife	4 (T-7th)	2 (T-7th)	0 (T-10th)	0 (T-9th)	0 (T-10th)	1.2	8.6

Red Dead Redemption Side Quests

☰ Weapons							
		Pistols	Projectiles	Rifles	Shotguns	Sniper Rifles	Standard Gear
Name	Power	Range	Rate/Fire	Reload Spd.	Ammo Cap.	Rating Avg.	Ranking Avg.
Carcano Rifle	9 (2nd)	10 (T-1st)	3 (T-7th)	7 (T-3rd)	3 (T-7th)	6.4	4
Rolling Block Rifle	8 (T-3rd)	10 (T-1st)	1 (T-9th)	6 (4th)	1 (T-9th)	5.2	5.2

Red Dead Redemption Side Quests

Weapons							
		Pistols	Projectiles	Rifles	Shotguns	Sniper Rifles	Standard Gear
Name	Power	Range	Rate/Fire	Reload Spd.	Ammo Cap.	Rating Avg.	Ranking Avg.
Bolt Action Rifle	8 (T-3rd)	8 (T-2nd)	3 (T-7th)	8 (2nd)	3 (T-7th)	6	4.2
Buffalo Rifle	10 (1st)	8 (T-2nd)	1 (T-9th)	7 (T-3rd)	1 (T-9th)	5.4	4.8
Evans Repeater	6 (T-5th)	6 (T-4th)	5 (T-5th)	2 (T-8th)	10 (1st)	5.8	4.6
Henry Repeater	7 (T-4th)	6 (T-4th)	5 (T-5th)	2 (T-8th)	8 (T-2nd)	5.6	5.8
Repeater Carbine	4 (T-7th)	6 (T-4th)	4 (T-6th)	2 (T-8th)	4 (T-6th)	4	6.2
Springfield Rifle	6 (T-5th)	7 (3rd)	2 (T-8th)	3 (T-7th)	3 (T-7th)	4.2	6
Winchester Repeater	4 (T-7th)	6 (T-4th)	4 (T-6th)	2 (T-8th)	7 (3rd)	4.6	5.6

Red Dead Redemption Side Quests

		Weapons					
		Pistols	Projectiles	Rifles	Shotguns	Sniper Rifles	Standard Gear
Name	Power	Range	Rate/Fire	Reload Spd.	Ammo Cap.	Rating Avg.	Ranking Avg.
Double-Barreled Shotgun	6 (T-5th)	2 (T-7th)	8 (T-2nd)	5 (T-6th)	2 (T-8th)	4.6	4.6
Pump-Action Shotgun	8 (T-3rd)	2 (T-7th)	4 (T-6th)	3 (T-7th)	4 (T-6th)	4.2	5.8
Sawed-Off Shotgun	7 (T-4th)	1 (8th)	8 (T-2nd)	5 (T-5th)	2 (T-8th)	4.6	5.4
Semi-Auto Shotgun	4 (T-7th)	3 (T-6th)	8 (T-2nd)	9 (T-1st)	4 (T-6th)	5.6	4.4

Red Dead Redemption Side Quests



Outfits

Cowboy Outfit

Outfit Perks: None.



This outfit is automatically given to you at the beginning of the game.

Red Dead Redemption Side Quests



Outfits

Duster Coat Outfit

Outfit Perks: None. (Outfit required for 100% Game Completion!)



Unlocks after you achieve the honor ranking of "Peacemaker."

Red Dead Redemption Side Quests



Outfits

Elegant Suit Outfit

Outfit Perks: When you wear this it will be possible to cheat at poker... though it doesn't mean you'll always get away with it. (Outfit required for 100% Game Completion!)



You can purchase this suit from the tailor in Thieves' Landing.

Red Dead Redemption Side Quests



Outfits

Legend of the West Outfit

Outfit Perks: Increased Dead Eye ability. (Outfit required for 100% Game Completion!)



Only available after you master every level of all four Ambient Challenges -- Survivalist, Hunter, Sharpshooter and Treasure Hunter. See the Challenges guide [here](#).

Red Dead Redemption Side Quests



Outfits

Bollard Twins Outfit

Outfit Perks: The Bollard Twins gang will be friendly until you initiate combat. (Outfit required for 100% Game Completion!)



Unlocked by killing a Bollard Twin gang member.

Scraps:

1. Search Thieves' Landing
 - a. In general, tracking outfit progress is an easy way to collect these scraps. However, the Thieves' Landing one can be tricky, so here's how to find it. Start out from your safe house and head back toward the general store at the front of town. Walk through the alleyway between the general store and the warehouse. Take the stairs up to the warehouse door and enter the room -- the chest with the scrap should be right in front of you.
2. Complete a night watch job at MacFarlane's Ranch.
3. Win at Horseshoes in MacFarlane's Ranch.
4. Claim a Bollard Twins bounty alive.
5. Defend residents of Hennigan's Stead from the Bollard Twins gang.
6. Purchase at the tailor in Thieves' Landing.

Red Dead Redemption Side Quests



Outfits

Treasure Hunter Outfit

Outfit Perks: The Treasure Hunter gang will treat you as a friend until you turn aggressive. (Outfit required for 100% Game Completion!)



Unlock by killing a Treasure Hunter gang member.

Scraps:

1. Search Silent Stead.
 - a. Track your outfit progress and head to the highlighted area. Once you're there, head up to the house.
2. Complete "California" Stranger mission.
 - a. You can trigger Stranger missions by tracking your outfit progress. Then just search the area for the start. This one can be tricky, so start by heading north from the Scratching Post. Then, keep your ears open for sounds of his harmonica playing.
3. Make a profit playing Blackjack at Rathskeller Fort.
 - a. The easiest way to do this is by winning in the first round. Keep playing/dropping out until you win on your first hand, and then leave immediately.
4. Claim a Treasure Hunter bounty alive.
5. Complete Gaptooth Breach hideout.
6. Purchase at the tailor in Thieves' Landing.

Red Dead Redemption Side Quests



Outfits

Bandito Outfit

Outfit Perks: Outlaws will welcome you in Mexico unless you turn hostile. (Outfit required for 100% Game Completion!)



Unlock by killing a Bandito gang member.

Scraps:

1. Search Sidewinder Gulch.
 - a. Track your outfit progress and head to the highlighted area.
2. Complete a night watch job in Chuparosa.
3. Defeat all players in a round of Liar's Dice in Casa Madrugada.
4. Claim a Bandito bounty alive.
5. Defend the residents of Mexico from Bandito attacks.
6. Purchase at the general store in Chuparosa.

Red Dead Redemption Side Quests



Outfits

US Marshal Outfit

Outfit Perks: U.S. law posses and Marshals will not pursue you -- you are treated as part of the law enforcement. (Outfit required for 100% Game Completion!)



You must complete "The Last Enemy That Shall Be Destroyed" before you can unlock this outfit.

You must clear out all of the U.S. gang hideouts within 24 hours (game time, not real time). If you've already beaten some of the hideouts, they will re-spawn. Don't use fast travel while attempting this, just ride your horse to every area -- it's much faster.

It's easiest to complete the hideouts in this order:

- Pike's Basin
- Twin Peaks
- Fort Mercer
- Tumbleweed
- Gaptooth Breach

Red Dead Redemption Side Quests



Outfits

Reyes' Rebels Outfit

Outfit Perks: You will be treated kindly by the law in Mexico -- law posses and the army will not pursue you. (Outfit required for 100% Game Completion!)



Unlocks after completing "An Appointed Time".

Scraps:

1. Search Sepulcro.
 - a. Track your outfit progress and head to the highlighted area.
2. Complete the "Poppycock" Stranger mission.
 - a. You can trigger Stranger missions by tracking your outfit progress.
3. Complete a horse breaking job in Chuparosa.
4. Complete the "Love is the Opiate" Stranger mission.
 - a. You can trigger Stranger missions by tracking your outfit progress.
5. Win at Five Finger Fillet in Torquemada.
6. Purchase at the general store in Escalera.

Red Dead Redemption Side Quests



Outfits

Mexican Poncho Outfit

Outfit Perks: None. (Outfit required for 100% Game Completion!)



Unlocks when you purchase any safe house in Mexico.

Red Dead Redemption Side Quests



Outfits

Rancher Clothing Outfit

Outfit Perks: None. (Outfit required for 100% Game Completion!)

This outfit is given to you once you complete "The Outlaw's Return".

Red Dead Redemption Side Quests



Outfits

Gentleman's Attire Outfit

Outfit Perks: You can take part in high stakes Poker games in Blackwater.

This unlocks after you link your Gamertag/PSN ID to the Rockstar Social Club.

Red Dead Redemption Side Quests



Outfits

Bureau Uniform Outfit

Outfit Perks: The law won't be able to touch you; you'll have complete amnesty from the law.



This will unlock once you achieve 100% game completion.

Red Dead Redemption Side Quests



Outfits

US Army Uniform Outfit

Outfit Perks: You may look like an army man, but you won't gain any relief from the law. (Outfit required for 100% Game Completion!)



This unlocks after you complete "An Appointed Time".

Scraps:

1. Search Aurora Basin.
 - a. Track your outfit progress and head to the highlighted area.
2. Win at Arm Wrestling in Pacific Union Railroad camp.
3. Eliminate all other players in a game of Poker in Blackwater.
 - a. Wait until there are only two other people at the poker table and then save your game. Go all in every round. The AI automatically folds and you can usually keep doing this until you win all their money. Should your cards fail you, you can keep loading until you do win.
4. Complete "Lights, Camera, Action" Stranger mission.
 - a. You can trigger Stranger missions by tracking your outfit progress.
5. Complete a night watch job in Blackwater.
6. Purchase at the tailor in Blackwater.

Red Dead Redemption Side Quests



Outfits

Walton's Gang Outfit

Outfit Perks: The Walton's gang will treat you as a friend until you turn aggressive.

Unlocks after defeating a Walton's gang member.

Scraps:

1. Search Solomon's Folly.
 - a. Track your outfit progress and head to the highlighted area.
2. Complete a horse breaking job at Ridgewood Farm.
3. Win a Poker game in Armadillo.
4. Claim a Walton's gang bounty alive.
5. Defend Residents of Cholla Springs from Walton's gang.
6. Purchase scrap at the tailor in Thieves' Landing.

Red Dead Redemption Side Quests



Outfits

Deadly Assassin Outfit

Outfit Perks: Your Dead Eye meter regenerates twice as fast.



Pre-order exclusive.

Scraps:

1. Search Coot's Chapel.
 - a. Track your outfit progress and head to the highlighted area.
2. Complete Twin Rocks hideout.
3. Capture or kill Moe van Barr.
 - a. You can find Moe van Barr's Wanted Poster in Armadillo. Just stick around the town for a little while until his poster pops up.
4. Win a duel in Armadillo.
5. Complete "American Appetites" Stranger mission.
 - a. You can trigger Stranger missions by tracking your outfit progress.

Red Dead Redemption Side Quests



Bounties

[Bounty Primer](#)

[Bounty List](#)

Below, you'll find a table of the forty-three unique bounties we ran into during the game, along with their worth both alive and dead, and where we undertook the bounty from. There are a few things to keep in mind while using our table. First, names and what they're worth shouldn't vary, but you may find bounty posters for certain people available in towns other than where we found them. Also, you may run into bounties not on this list, but you only need to complete a certain amount of bounties far below the amount we've listed below to achieve the maximum percentage on your in-game completion meter via bounties.

So, let this be your guide, but expect some discrepancies in your own experience. And when you start getting the same bounties over and over again (for instance, we kept getting Dale Chesson's bounty time and time again), or if you start getting nameless bounty posters with question marks over blurred-out faces, you can rest assured that you've run the bounty train into the ground. So without further ado...

Bounty Name	Location	Value Alive	Value Dead
Americus Roe	Manzanita Post	\$600	\$300
Benito Penagarza	Chuparosa	\$240	\$120
Cesar Higveras	Escalera	\$240	\$120
Charlie Hinkle	Manzanita Post	\$400	\$200
Charlie Mash	Rathskeller Fork	\$40	\$20
Cody Witlow	Rathskeller Fork	\$40	\$20
Cooper Reed	MacFarlane's Ranch	\$160	\$80
Cristo Bustamante	Chuparosa	\$400	\$200
Dakota	Manzanita Post	\$240	\$120
Dale Chesson	MacFarlane's Ranch	\$40	\$20
Geraldo Elisaldez	Chuparosa	\$160	\$80
Grant Avery	Manzanita Post	\$400	\$200

Harlan Forbes	Rathskeller Fork	\$40	\$20
Harry Dobbng	Rathskeller Fork	\$160	\$80
Hestor Frith	Manzanita Post	\$600	\$300
Honovi	Manzanita Post	\$240	\$120
Irvin Pennick	MacFarlane's Ranch	\$160	\$80
Isaiah Greeley	Blackwater	\$240	\$120
Jorge Reynoso	Chuparosa	\$240	\$120
Julian Coronado	Escalera	\$240	\$120
Julius Grimes	Rathskeller Fork	\$240	\$120
Kent Gallaway	Blackwater	\$600	\$300
Lester Dugan	MacFarlane's Ranch	\$160	\$80
Link Huston	MacFarlane's Ranch	\$240	\$120
Mateo Clisante	Escalera	\$160	\$80
Maurice Sweet	MacFarlane's Ranch	\$160	\$80
Melvin Spinney	Blackwater	\$600	\$300
Mo Van Barr	MacFarlane's Ranch	\$160	\$80
Moses Lowson	Manzanita Post	\$240	\$120
Perry Rose	Armadillo	\$160	\$80

Quinn Malloy	MacFarlane's Ranch	\$160	\$80
Ralph Stricker	Blackwater	\$400	\$200
Ramiro De La Torre	Chuparosa	\$400	\$200
Raul Ontiveros	Chuparosa	\$400	\$200
Roscoe Duffy	Rathskeller Fork	\$40	\$20
Rufus Higbee	Armadillo	\$240	\$120
Selestino Herrada	Escalera	\$240	\$120
Sergio Abelda	Escalera	\$160	\$80
Slink Bradshaw	MacFarlane's Ranch	\$240	\$120
Stanley Mund	MacFarlane's Ranch	\$240	\$120
Wade Bassett	MacFarlane's Ranch	\$240	\$120
Zebedee Nash	Blackwater	\$600	\$300

Red Dead Redemption Challenges

Treasure Hunter

Survivalist

Sharpshooter

Master Hunter

This section of the guide has been made possible by **Mark Ryan Sallee**.

Legend of the West outfit

Complete all of the challenges in Red Dead Redemption and you'll unlock the Legend of the West outfit. The four Challenges include:

- [Treasure Hunter Challenge](#)
- [Survivalist Challenge](#)
- [Sharpshooter Challenge](#)
- [Master Hunter Challenge](#)

Treasure Hunter Challenges Walkthrough

To initiate the Treasure Hunter challenge, watch for a random encounter that prompts you to save a treasure hunter. If you save him, he'll give you the first treasure map. If he dies, you'll need to inspect his corpse to pick up the treasure map.

Red Dead Redemption Treasure Locations Map



Click the map to enlarge the view.

Rank 1	Treasure Map	You automatically complete Rank 1 when you initiate the Treasure Hunter challenge. To do so, watch for a random encounter that prompts you to save a treasure hunter. If you save him, he'll give you the first treasure map. If he dies, you'll need to inspect his corpse to pick up the treasure map. The map points to the first treasure, which is the Rank 2 challenge.
Rank 2	Rhodes' Treasure	The treasure is found at the base of the two large rock formations that constitute The Hanging Rock. Look for the treasure under a pile of yellow stones.
Rank 3	Jackson's Treasure	Travel to the top of the cliff overlooking the river at Del Lobo Rock. You should find a camp site at the top, which lets you know you're in the right place. Look for a path between two rocks at the edge that leads down the south-facing edge of the rock. The path isn't real clearly defined, but you'll find the treasure on it.
Rank 4	Calhoun's Treasure	There's a large plantation northwest of Tumbled and south of Gaptooth Ridge. Look for a cellar entrance on the southwest corner of the building and head into the cellar to find the treasure.
Rank 5	Tubman's Treasure	Look for a tree covered in skulls near the bank of the Rio del Toro just north of Chuparosa. North of that tree, between a rock wall and the river, is the treasure under some rocks.
Rank 6	Brown's Treasure	There's a tall rock formation northwest of the Crooked Toes label on the map, just east of Punta Orgullo. Climb up from the northern side and you'll find the treasure at the top.
Rank 7	Douglass' Treasure	Head to Ojo del Diablo at the south end of Mexico. The "Ojo" is a big, arched rock formation. At the base of the southern end of the arch is where you'll find the treasure.
Rank 8	Garrison's Treasure	Directly north of Agave Viejo and west of Roca de Madera, look for a narrowish path that follows the upper ledge of the cliff that overlooks the river. Follow the path from east to west to find the treasure at the end.
Rank 9	Pickett's Treasure	East of Beecher's Hope, look for the Broken Tree (it's split in half). North of the tree, between two rock walls, is the treasure.
Rank 10	Stonewall's Treasure	You need to get to the very peak of Nekoti Rock. There's a path that leads up the mountain. At the top you'll find a cave

entrance inside of which is the treasure.
Watch out for Brumas.

Red Dead Redemption Challenges

Treasure Hunter	Survivalist	Sharpshooter	Master Hunter			
	Butterfly Weed	Desert Sage	Golden Currant	Hummingbird Sage	Prairie Poppy	»

Survivalist Challenges Walkthrough

To trigger the Survivalist challenges, simply [find and pick a Wild Feverfew plant](#). By collecting it you'll kick off a series of challenges that'll send you scouring the vast map for more plants of various shapes and colors. Find 'em ain't always easy, so we've mapped out the locations of a healthy chunk of the botanical population. Looking for a Prickly Pear or any other plant? Choose from the list below to see 'em on a map.

[Butterfly Weed](#)

[Desert Sage](#)

[Golden Currant](#)

[Hummingbird Sage](#)

[Prairie Poppy](#)

[Prickly Pear](#)

[Red Sage](#)

[Violet Snowdrop](#)

[Wild Feverfew](#)

[Woolly Blue Curls](#)

Challenges

Rank 1	Collect 6 Wild Feverfew plants in addition to any you may already have.	See: Wild Feverfew location map
Rank 2	Collect 6 Desert Sage plants in addition to any you may already have.	See: Desert Sage location map
Rank 3	Collect 4 Red Sage plants in addition to any you may already have.	See: Red Sage location map
Rank 4	Collect 8 Prickly Pear plants in addition to any you may already have.	See: Prickly Pear location map
Rank 5	Collect 7 Woolly Blue Curls plants in addition to any you may already have.	See: Woolly Blue Curls location map
Rank 6	Collect 8 Butterfly Weed plants in addition to any you may already have.	See: Butterfly Weed location map

Rank 7	Collect 10 Hummingbird Sage plants in addition to any you may already have.	See: Hummingbird Sage location map
Rank 8	Collect 12 Prairie Poppy plants in addition to any you may already have.	See: Prarie Poppy location map
Rank 9	Collect 15 Golden Currant plants in addition to any you may already have.	See: Golden Currant location map
Rank 10	Collect 10 Violet Snowdrop plants in addition to any you may already have. Then collect 2 more of every other herb available.	See: Violet Snowdrop location map

Red Dead Redemption Challenges

Treasure Hunter

Survivalist

Sharpshooter

Master Hunter

Sharpshooter Challenges Walkthrough

Challenges

Rank 1	Shoot and kill 5 flying wild birds.	Birds are everywhere. Use Dead Eye to pop 'em out of the sky. If they're vultures on the ground, walk near them to scurr 'em into the air.
Rank 2	Shoot and kill 5 rabbits.	There are <i>myriad</i> rabbits in the Perdido area to the south. They may also be other places, but you won't have to look hard in Perdido.
Rank 3	Kill 5 coyotes before any coyote damages you.	You'll find coyotes all over the uninhabited sections of Mexico (southern portion of the map), especially at night. They're not aggressive at all, so it shouldn't be tough to kill them without getting hit.
Rank 4	Kill 5 flying birds from a moving train.	Look for the train's icon on myr map, catch up with it and hop aboard. You'll get the best shot from the roof of one of the cars (ladders let you up) and you'll see more birds during the day than at night.
Rank 5	Killer any 2 different types of wild animals in 1 Dead Eye meter.	Not very tough, just target two different animal types during one Dead Eye usage. Note the animal must be <i>wild</i> , so you can't just kill your horse. Sicko.
Rank 6	Shoot the hats off of 2 different people's heads.	You don't want to kill the folks with hats, just shoot the hats off their heads. Find someone with a large-brimmed hat. Use Dead Eye to slow down time, but do <i>not</i> use Dead Eye to set targets. Just aim at the edge of the hat's brim and pull the trigger.
Rank 7	Kill 3 bears each with 1 shot.	You'll find bears a-plenty along the river bank in the west of Tall Trees area. Equip a powerful weapon like the shotgun, wait for a bear to get close, trigger Dead Eye and target the head. A point-blank shotgun blast will down a bear in one shot.
Rank 8	Shoot the hats off of 2 people's heads and disarm 2 people.	You can perform the four requirements on any mixture of people, at any time. Shooting off the hats is easy enough. For the disarms to count, your shot must hit <i>only</i> the enemy's weapon. Doesn't have to be in a duel, but if you shoot and see blood you won't get credit for the disarm.
Rank 9	Kill any 6 wild animals without reloading or changing weapons.	You can use a weapon with at least six rounds, and find animals that'll die in one shot like rabbits, birds and other small

creatures. Let the automatic lock-on target for you for sure shots. Easiest during the day when lots of birds are in the air. Pro Tip: If you trigger Dead Eye but do *not* mark any targets with the RB / R1 button, you reload the weapon without it counting against you. Cheese!

Rank 10

Disarm any 6 enemies without reloading or changing weapons.

For some reason, it's okay to disarm enemies by shooting their arms in this challenge (for the Rank 8 challenge, we had to hit their guns exactly, no blood). The challenge is even easier because you can actually reload your gun—without it counting against you—by triggering Dead Eye. Just don't use Dead Eye to set targets with the RB / R1 button and automatically shoot.

Red Dead Redemption Challenges

Treasure Hunter

Survivalist

Sharpshooter

Master Hunter



[Animal Locations Map](#)

[Legendary Animal Locations Map](#)

Master Hunter Challenges Walkthrough

To initiate the first Master Hunter challenge, you'll need to kill and skin a coyote. You can find coyotes in abundance in the southern region of the map, just southeast of Punta Orgullo. Coyotes are most active at night.

[Animal Locations Map](#)

[Legendary Animal Locations Map](#)

Here are some general tips for finding animals in the wild:

Finding small animals in the brush can be tough. Find a high spot (like on top of your horse) and run your aiming cursor over the landscape, repeatedly pulling out the gun and letting it down to get an automatic lock-on. You'll know the difference when the lock-on finds a target.

Fire your gun randomly into brush to stir up any animals in the area.

Some animals are most active at night. Some animals you'll find more often during the daylight hours. We'll mention it when we feel a targeted animal has a time of day preference.

Use small ammunitions against small creatures if you have to skin them or take their meat. A shot that's too powerful will pulverize some small animals.

Bait seems to attract only predators—think cougars, boars, bears, coyotes, wolves—and is effective almost immediately. As soon as you toss out the bait, watch out for an attack.

Challenges

Rank 1

Collect 5 coyote pelts: kill 5 coyotes, skin the corpses and collect the pelts.

Coyotes are common in the area south of Punta Orgullo in Mexico. Look for them at night time—they travel in packs so you can kill a bunch at a time and then collect their pelts.

See: [Animal Locations Map](#)

Rank 2

Collect 5 deer pelts: kill 5 deer and skin them.

You can find a good deal of deer in the hills between Gaptooth Ridge and Ridgewood Farm. They're usually found in groups of two or three. Note: Skinning buck doesn't

contribute to your deer count.

See: [Animal Locations Map](#)

Rank 3

Kill 5 wolves with your melee knife and collect 5 wolf pelts.

Wolves are common in a lot of areas, including the northern border of the map, north of Gaptooth Ridge. Get the attention of a group of wolves and just start swinging the knife. If you get low on health amidst all the killing, start skinning one of the corpses at your feet to rest up.

See: [Animal Locations Map](#)

Rank 4

Collect 5 boar tusks and 3 armadillo carapaces in addition to those you already have.

There be boars north of Hennigan's Stead, and on the west border of Tall Trees, below snow level, if you have access to that area. North of Agave Viejo you'll find a lot of armadillos. Be sure to use a low-powered weapon like a pistol or else you'll pulverize them and be unable to collect carapaces.

See: [Animal Locations Map](#)

Rank 5

Kill 2 cougars with your melee knife and collect 2 cougar pelts.

You'll find myriad cougars on the hill top north of Fort Mercer, among the Red Sage under the "Rio Bravo" label on your map. Fighting them with the knife is easier than it sounds. Just square off with the cougar and slash wildly. If you're afraid of dying after getting hit, use some medicine in the middle of battle.

See: [Animal Locations Map](#)

Rank 6

Collect 5 raccoon pelts, 5 skunk pelts and 5 fox pelts in addition to those you already have.

You can find raccoons in a number of places, but they're most common near the Great Plains and you'll want to hunt them at night. Skunks are most plentiful in the area north of Diez Coronas. Look for them at night. There are many foxes during the daytime in the areas around Manzanita Post in Tall Trees.

See: [Animal Locations Map](#)

Rank 7

Collect 5 elk meat and 5 bighorn skins in addition to those you already have.

Elk love the wood directly north of Manzanita Post in the Tall Trees area and can usually be found at day. Big horns don't seem to mind the time of day and can be found near rocky areas, such as directly northwest of Manzanita Post.

See: [Animal Locations Map](#)

Rank 8

Kill a bear with your melee knife and collect a bear pelt.

You won't have any trouble finding bears in the area north of Manzanita Post in Tall Trees. The challenge is killing one with a knife. If you find a group of bears, lure one of them away from the group. Square off with the bear and try to get in a few stabs before it knocks you to the ground. With any luck, the bear will retreat, running away from you. If not, heal up while you're on the ground to prevent dying from a second attack.

See: [Animal Locations Map](#)

Rank 9

Search Ojo del Diablo for "Khan," the legendary jaguar and collect his pelt.

There's a rock formation at the far south-central border of Mexico marked "Ojo del Diablo." Run around the formation with your horse until you're attacked by Khan—you'll get a message that prompts you to kill him, and a red dot on your map to point his location. Khan dies about as easily as any cougar.

See: [Animal Locations Map](#)

Rank 10

Search Aurora Basin, Stillwater Creek and Nekoti Rock for "Lobo" the legendary wolf, "Gordo" the legendary boar and "Brumas" the legendary bear and collect their pelts.

Aurora Basin is in the northwest corner Tall Trees, bordering a large lake. Travel there and you'll encounter Lobo just as you encountered Khan. Gordo can be found between Thieves' Landing and Mason's Bridge, along the narrow path that connects the two locations. Brumas lives on the top of Nekoti Rock, the tall peak that you can climb to at the very north of tall trees. There's a nearby cave to let you know you're in the right area. If Brumas doesn't appear right away, leave and come back during the day.

See: [Legendary Animal Locations Map](#)

Red Dead Redemption Challenges

Treasure Hunter	Survivalist	Sharpshooter	Master Hunter			
	Butterfly Weed	Desert Sage	Golden Currant	Hummingbird Sage	Prairie Poppy	»

Survivalist Walkthrough

Butterfly Weed General Location

Generally, Butterfly Weed can be found around: Diez Coronas

Butterfly Weed Map



Click the map to enlarge the view.

Red Dead Redemption Challenges

Treasure Hunter	Survivalist	Sharpshooter	Master Hunter			
	Butterfly Weed	Desert Sage	Golden Currant	Hummingbird Sage	Prairie Poppy	»

Survivalist Walkthrough

Desert Sage General Location

Generally, Desert Sage can be found around: Gaptooth Ridge

Desert Sage Map



Click the map to enlarge the view.

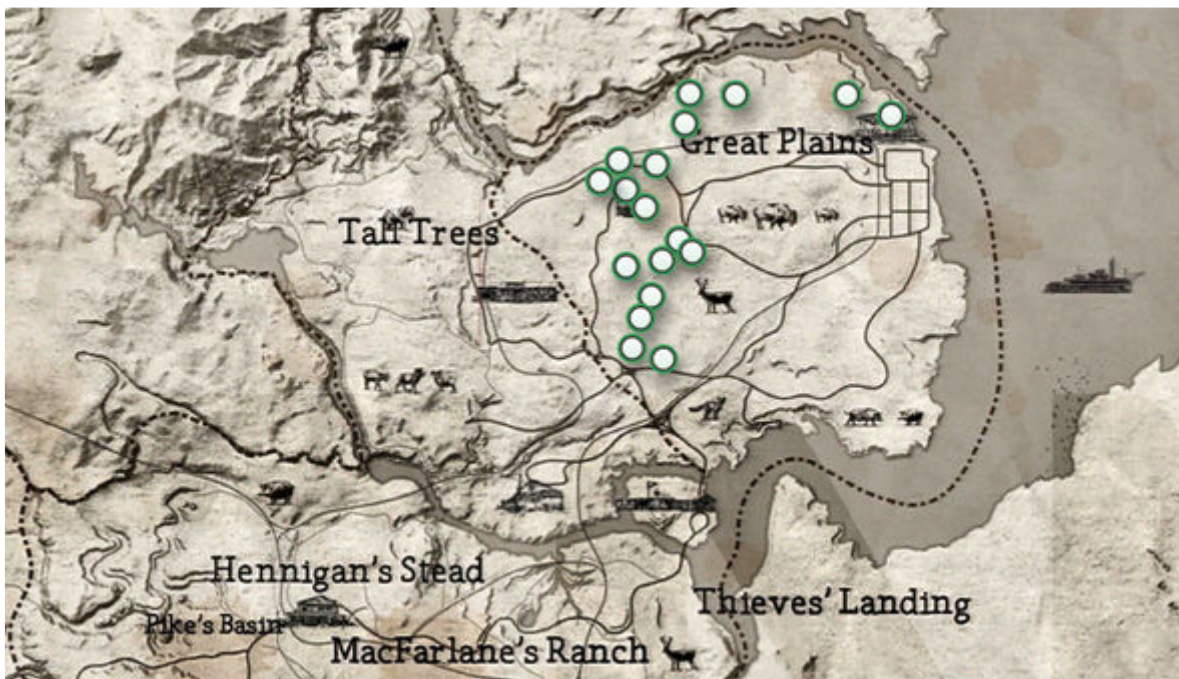
Red Dead Redemption Challenges

Treasure Hunter	Survivalist	Sharpshooter	Master Hunter			
	Butterfly Weed	Desert Sage	Golden Currant	Hummingbird Sage	Prairie Poppy	»

Survivalist Walkthrough

Golden Currant General Location

Generally, Golden Currant can be found around: Great Plains



Click the map to enlarge the view.

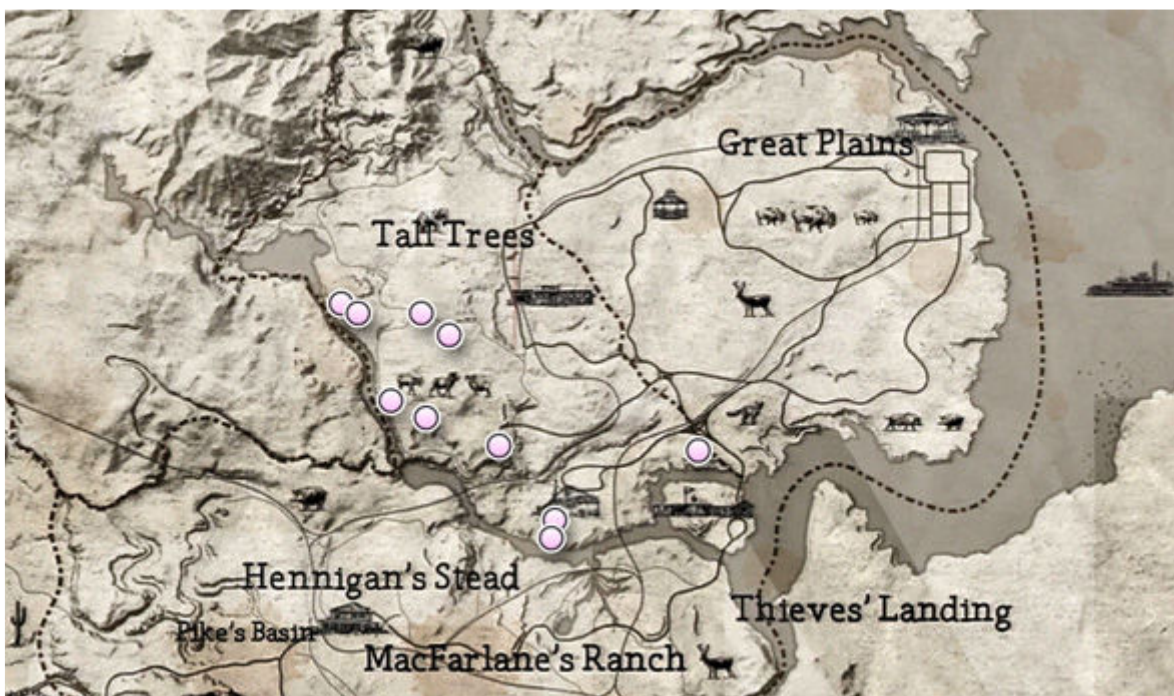
Red Dead Redemption Challenges

Treasure Hunter	Survivalist	Sharpshooter	Master Hunter			
	Butterfly Weed	Desert Sage	Golden Currant	Hummingbird Sage	Prairie Poppy	»

Survivalist Walkthrough

Hummingbird Sage General Location

Generally, Hummingbird Sage can be found around: Tall Trees



Click the map to enlarge the view.

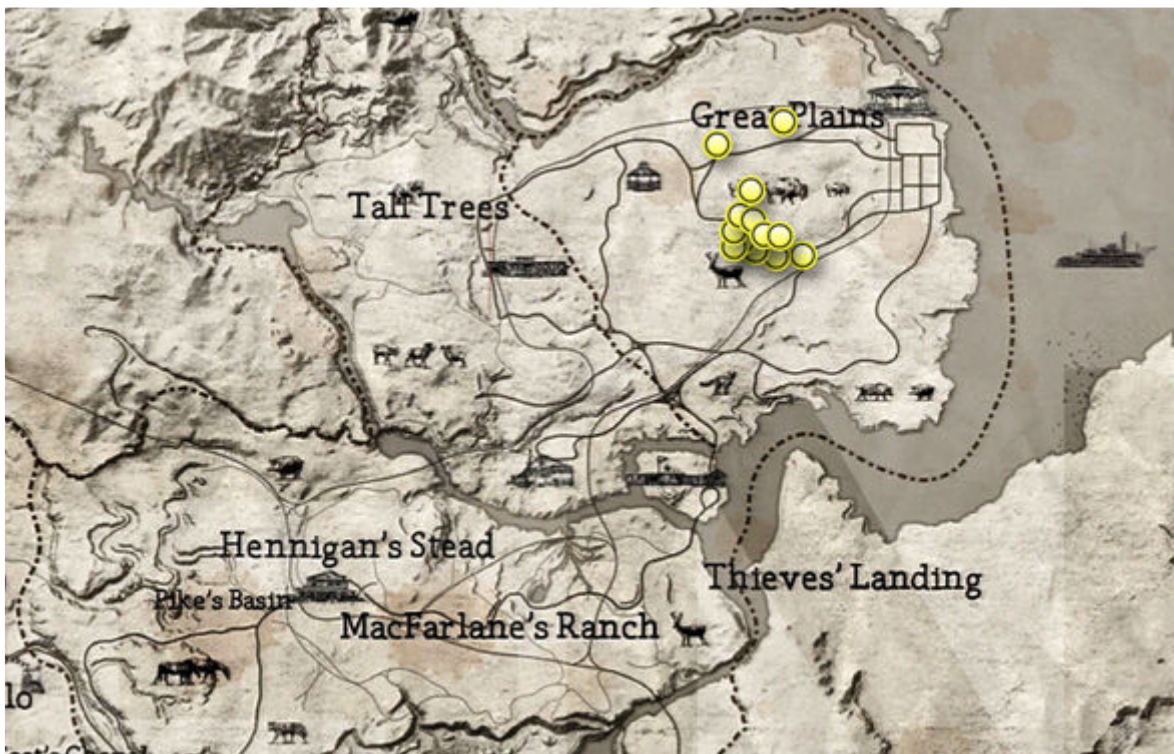
Red Dead Redemption Challenges

Treasure Hunter	Survivalist	Sharpshooter	Master Hunter			
	Butterfly Weed	Desert Sage	Golden Currant	Hummingbird Sage	Prairie Poppy	»

Survivalist Walkthrough

Prairie Poppy General Location

Generally, Prairie Poppy can be found around: Great Plains



Click the map to enlarge the view.

Red Dead Redemption Challenges

Treasure Hunter	Survivalist	Sharpshooter	Master Hunter				
	☰	«	Prickly Pear	Red Sage	Violet Snowdrop	Wild Feverfew	Woolly Blue Curls

Survivalist Walkthrough

Prickly Pear General Location

Generally, Prickly Pear can be found around: Punta Orgullo

Prickly Pear Map



Click the map to enlarge the view.

Red Dead Redemption Challenges

Treasure Hunter	Survivalist	Sharpshooter	Master Hunter				
	☰	«	Prickly Pear	Red Sage	Violet Snowdrop	Wild Feverfew	Woolly Blue Curls

Survivalist Walkthrough

Red Sage General Location

Generally, Red Sage can be found around: Rio Bravo

Red Sage Map



Click the map to enlarge the view.

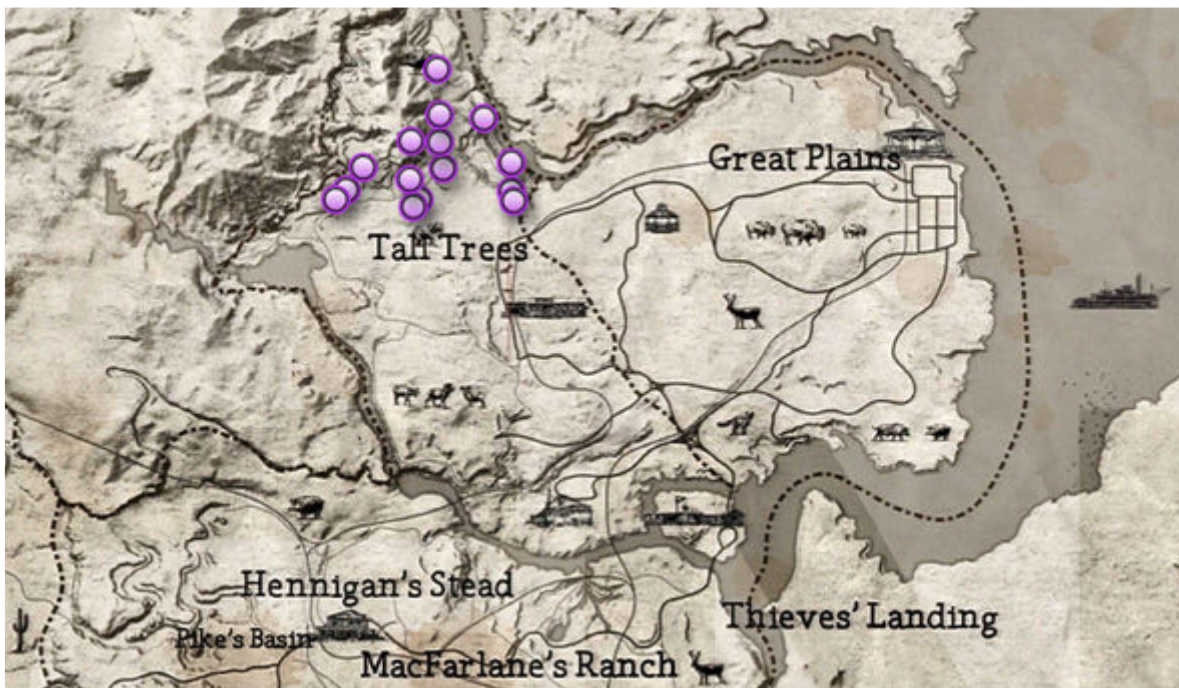
Red Dead Redemption Challenges

Treasure Hunter	Survivalist	Sharpshooter	Master Hunter				
	☰	«	Prickly Pear	Red Sage	Violet Snowdrop	Wild Feverfew	Woolly Blue Curls

Survivalist Walkthrough

Violet Snowdrop General Location

Generally, Violet Snowdrop can be found around: Tall Trees



Click the map to enlarge the view.

Red Dead Redemption Challenges

Treasure Hunter	Survivalist	Sharpshooter	Master Hunter				
	☰	«	Prickly Pear	Red Sage	Violet Snowdrop	Wild Feverfew	Woolly Blue Curls

Survivalist Walkthrough

Wild Feverfew General Location

Generally, Wild Feverfew can be found around: Hennigan's Stead, Cholla Springs

Wild Feverfew Weed Map



Click the map to enlarge the view.

Red Dead Redemption Challenges

Treasure Hunter	Survivalist	Sharpshooter	Master Hunter				
	☰	«	Prickly Pear	Red Sage	Violet Snowdrop	Wild Feverfew	Woolly Blue Curls

Survivalist Walkthrough

Woolly Blue Curls General Location

Generally, Woolly Blue Curls can be found around: Perdido, Punta Orgullo

Woolly Blue Curls Map



Click the map to enlarge the view.

Red Dead Redemption Challenges

Treasure Hunter

Survivalist

Sharpshooter

Master Hunter



Animal Locations Map

[Legendary Animal Locations Map](#)

Note

Most animals appear in more than one location. We've marked multiple locations with duplicate labels for some animals. The map labels that are solid (not transparent) point to the location where we suggest you hunt the animal, since it's most common there.

Red Dead Redemption Animal Locations Map



Click the map to enlarge the view.

Red Dead Redemption Challenges

Treasure Hunter

Survivalist

Sharpshooter

Master Hunter



Animal Locations Map

Legendary Animal Locations Map

Red Dead Redemption Legendary Animal Locations Map



Click the map to enlarge the view.