

ACHIEVEMENTS, TROPHIES, AND SECRETS

Every Achievement and Trophy, plus all secrets uncovered.



CALL OF JUAREZ

BOUND IN BLOOD



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Training

Basic Controls

Mastering the basic controls in *Call of Juarez: Bound in Blood* is essential for success in single-player and multiplayer modes. The first few chapters of the single-player game do a pretty good job of easing you into the game-play, but the better you understand the basic controls going in, the more successful you'll be.

Xbox 360 and PlayStation 3 Basic Controls

COMMAND	360	PS3
Move Forward/Backward		/
Strafe Left/Right		/
Run	Hold	Hold
Duck	Click	
Jump		
Look		
Action		
Fire Left Weapon (If Equipped)		
Fire Right Weapon		
Change Weapon		
Zoom/Focus	or Click	or
Reload		
Concentration Mode (When CM Meter is Full)		
Show Current Objective		

Default PC Controls

COMMAND	KEY/BUTTON
Move Forward	W
Move Backward	S
Strafe Left	A
Strafe Right	D
Run	Hold Shift
Duck	Ctrl
Jump	Spacebar
Zoom	X
Concentration Mode (When CM Meter is Full)	Z
Action	F
Fire Left Weapon (If Equipped)	Left Mouse Button
Fire Right Weapon	Right Mouse Button
Select Left Pistol	1
Select Right Pistol	2
Select Dual Pistols (Ray Only)	3
Select Rifle/Shotgun	4
Select Dynamite (Ray Only)	5
Select Lasso (Thomas Only)	6
Next Weapon	Mouse Wheel Up
Previous Weapon	Mouse Wheel Down
Weapon Select	Middle Mouse Button
Show Objectives	O
Show Logs	L
Quick Save	F5
Quick Load	F8
Multiplayer Results	Tab
Online Chat (To All)	Y
Online Chat (To Team)	U
Online Change Team/Class	T



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Movement

The most fundamental skill to master is movement. There are four movement skills to become familiar with:

MOVING/STRAFING: Use the movement commands to walk forward and backward or strafe (walk sideways) left or right.

RUNNING: When you need an extra burst of speed, hold the run button down while you move forward. You can only run forward, and you cannot run and strafe.

JUMPING: Clear small obstacles in your path or jump up to a slightly higher level by pressing the jump button while moving.

CROUCHING: Crouching makes you a smaller target, and therefore harder to hit, but it also dramatically slows down your movement speed. Press the crouch button once to enter a crouch, and press it again to stand back up.

Gunfighting

In the badlands of the Wild West, your lifespan is determined by how good you are with your guns. Fortunately, the combat controls and techniques are quite intuitive and shouldn't take long to master. Don't worry if they don't come naturally at first—getting gunned down a few times can be a good way to learn what **not** to do!

Picking Up/Exchanging Weapons

Enemies that you eliminate often leave behind weapons when they die. You can also sometimes find weapons lying around a level or hidden in chests. To pick up a weapon, simply stand near it and follow the on-screen command. You will drop the weapon you currently have in that slot (if any) and pick up the new one. If you decide you'd rather go back to the old weapon, simply pick that one up using the same method.



Before picking up pistols, equip the pistol in your inventory that you want to get rid of before picking up the new one. Holding down the weapon select button also allows you to compare the statistics of the weapons you have and the one on the ground, so that you can make an informed decision about which one to pick up.

Selecting Weapons

To see all the weapons in your inventory, hold down the weapon select button. To choose one to equip, use the movement controls to highlight it, and then release the weapon select button. To quickly cycle through the weapons in your inventory, tap the weapon select button (360 and PS3), or use the mouse wheel (PC). Each character can hold only six weapons or combinations of weapons.



THOMAS'S WEAPON SLOTS

1. Pistol 1
2. Pistol 2
3. Rifle/Shotgun
4. Bow
5. Knives
6. Lasso

RAY'S WEAPON SLOTS

1. Pistol 1
2. Pistol 2
3. Dual Pistols
4. Pistol 1 + Dynamite
5. Pistol 2 + Dynamite
6. Rifle/Shotgun



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Ammunition and Reloading

Defeated enemies often drop ammunition. You can also find ammunition scattered around each level, sometimes hidden in chests. To pick up ammo, simply walk over it. You cannot carry more than the maximum allowance for each weapon.



Maximum Ammunition Allowances By Weapon

WEAPON	MAX. AMMO
Pistol	100
Rifle	50
Shotgun	50
Bow	25
Knives	10
Dynamite	7

All weapons of the same type use the same kind of ammo. For example, every pistol uses pistol bullets; there isn't a unique caliber of bullet for each pistol.

If you attempt to fire an empty weapon, you automatically reload the weapon instead, which often leaves you at a disadvantage. To avoid this, manually reload at a time and place of your choosing before your weapon runs dry by pressing the reload button. Each weapon has a different reload speed, so be sure to become familiar with how long your guns take to reload and plan accordingly.

Precision Aiming

Precision aiming (also called focus) allows you to zoom in on an enemy for increased accuracy, at the cost of your peripheral vision and some movement speed. If you have a scoped weapon equipped, you zoom in through the scope, which significantly improves your aim. You can only use precision aiming when you have one weapon equipped—precision aiming is not available for Ray if he has equipped two pistols or a pistol and dynamite, nor can Thomas use precision aiming when he is using knives.



Using Cover

Learning how to use cover effectively is one of the most important skills to master in combat. You can use two types of cover: low cover that you can duck behind, and tall cover that you peer out from around.

LOW COVER

Low cover includes crates, smaller boulders, short walls, and any other solid object that is chest-high or shorter. Run up to it to automatically snap to cover, and then look up and down to stand up slightly to fire over it and duck back down behind it. It is best used when fighting stationary enemies at a moderate distance, because you are vulnerable to being flanked.



TALL COVER

Tall cover includes trees, columns, door frames, and any other impenetrable structure that is taller than you are and wide enough to conceal yourself behind. Approach the edge of it to snap to it, and then look left and right to peek out from the side of it and pull back behind it. Use tall cover against mobile enemies, who have a hard time flanking you when you're behind it, but be aware that you can only look so far out from behind tall cover without leaving it.





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Damage and Recovery

Whenever you take damage, an orange indicator appears in a circle in the middle of the screen indicating the direction of the attack. If it is at the top of the circle, the attack came from directly in front of you. If it's at the bottom of the circle, you're being attacked from behind, and so on. Note that the circle only indicates if the attack came from the front, back, or sides, and that attacking enemies might be above or below you.



The more damage you take, the blurrier your vision becomes. When you are severely damaged, a red aura appears around the sides of the screen. If you don't get yourself out of the line of fire immediately, you will die and have to restart from the last checkpoint you reached. To recover from damage, simply get away from whoever or whatever is hurting you and rest for a few seconds until your vision completely clears.

Concentration Mode

As you wound and kill enemies, a Concentration Mode meter in the upper right corner of the screen fills six "chambers" of a six-shooter with skulls. When all six chambers are full, a timer begins counting down. You have until the end of the timer to use a special Concentration Mode attack by pressing the Concentration Mode button. If you don't use it, you lose it, and the meter instantly drops to 1/3 full.



Also, until the meter is completely full, it slowly drops over time. So if you fill five of the six chambers but don't eliminate any enemies for a few minutes, you may find that three or four of the chambers have emptied by the next time you see it.

Ray's Concentration Mode

When you use Ray's CM attack, time slows to a crawl, and all enemies within range are highlighted. Move the targeting reticle over each of them to target them, and then press the Concentration Mode button or wait for the red timer bar at the top of the screen to expire to shoot every targeted enemy in one furious hail of bullets.



Thomas's Concentration Mode

While playing as Thomas, you get the same slow-time effect as with Ray's CM attack, but Thomas's is a little different. Instead of targeting each enemy, you just need to follow the on-screen commands to automatically aim and fire at every enemy in range before the red timer bar expires. Almost every shot is a one-shot kill, and your enemies have almost no chance to return fire during the CM attack.



Cooperative Concentration Mode

A third Concentration Mode attack is called a Cooperative Concentration Mode. CCM attacks do not require a full CM meter to execute but are instead triggered at certain CCM event points during a chapter. Usually, your brother stands on one side of a door, and a red action indicator appears on the other side of it. When you step onto the action indicator, you both automatically kick the door in, and two targeting reticles appear over highlighted enemies moving in slow time. Use the dual analog sticks (or movement keys and mouse) to control each reticle independently and fire with the left and right weapon buttons. The reticles turn red when they are lined up with an enemy, and every shot is a lethal one.





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Playable Characters

In single-player mode, most chapters allow you to choose to play as Ray or Thomas McCall. Each McCall brother has unique strengths, weaknesses, and abilities.

Ray McCall

Ray McCall is an ill-mannered, short-tempered gunslinger whose emotions often get the better of him. He's stronger than his younger brother Thomas, but he lacks Thomas's stealthiness, dexterity, and skill with the ladies, which has led to more than one explosion of sibling rivalry. His ability to dual-wield pistols and throw dynamite makes him a considerably greater offensive force than Thomas.

SMASHING OPEN DOORS



Ray can bust open some doors that Thomas cannot open. To find out if Ray can kick through a door, approach it and see if an on-screen command appears. If it does, press the action button to smash the door off of its hinges and gain access to the room beyond it.



DETACHING GATLING GUNS

While both Ray and Thomas can seize mounted Gatling guns and fire them at their enemies, Ray is strong enough to actually detach the Gatling gun and carry it with him—very, very slowly. Although this mobility can be an advantage, the Gatling gun's usually unlimited ammunition becomes finite as soon as Ray lifts it off of its mount.



USING DYNAMITE

Ray can also collect and use dynamite as an offensive weapon. When it is equipped in his left hand, press the left weapon button to throw it in an arc. To throw the stick farther, aim up. To give enemies less time to react to it, hold the left weapon button down to allow the fuse to burn down before releasing the button to throw the stick. The farther the fuse burns, the sooner the dynamite explodes when Ray throws it, but if you hold it too long, it will explode in your hand.



At certain points in the story, Ray has to plant dynamite in specific locations to complete an objective. These story-specific uses of dynamite do not deplete his supply of dynamite and can still be performed even if he doesn't have any dynamite in his inventory.





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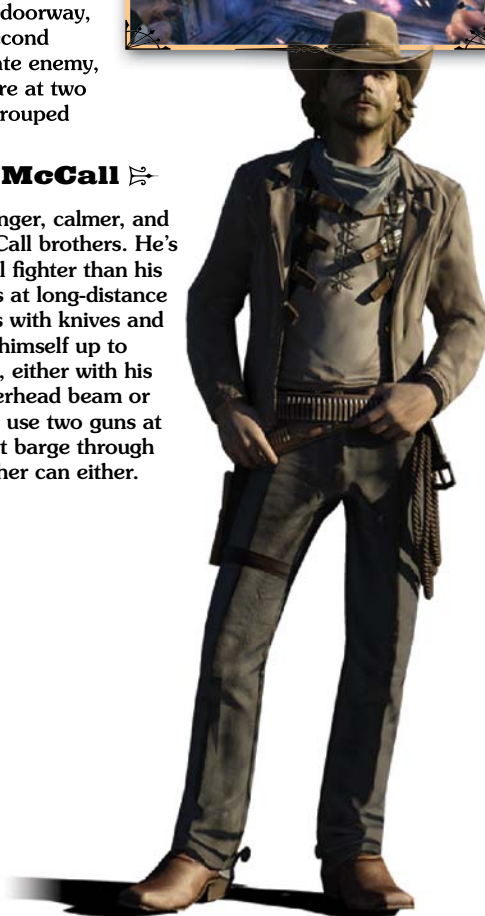
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DUAL PISTOLS

Finally, Ray's most potent offensive technique is his ability to hold and fire two pistols (or Sawed-Off shotguns) at once. Each weapon is fired with the left or right weapon button. When enemies rush into an area from a single point, like a doorway, Ray momentarily gets a second reticle that tracks a separate enemy, allowing him to aim and fire at two different targets that are grouped closely together.

Thomas McCall

Thomas McCall is the younger, calmer, and handsomer of the two McCall brothers. He's a more patient and tactical fighter than his brother Ray, and he excels at long-distance sniping and stealth attacks with knives and the bow. He can also pull himself up to areas that Ray can't reach, either with his arms or by lassoing an overhead beam or branch. However, he can't use two guns at once like Ray, and he can't barge through obstacles the way his brother can either.



USING THE LASSO

The lasso occupies a weapon slot in Thomas's inventory, although it has no offensive use. To use it, equip it and look for targets overhead that you can lasso. The targets are indicated by dim red rings that glow more brightly and spin when you are within range. Aim your reticle at a spinning target and use the right weapon button to hook it. Look up the rope and move forward to climb it, and look down the rope and move forward to slide down it. Press the right weapon button again to drop down from the rope.



THROWING KNIVES

Thomas can carry a limited number of throwing knives, and they are the only weapons he can hold in both hands. Throwing knives have a very short range, but they always hit their target and usually eliminate it in a single throw. They're also completely silent, which allows Thomas to eliminate enemies without drawing attention to himself.



BOW AND ARROWS

The bow is also a silent and deadly weapon that brings down most enemies in a single shot, and Thomas is the only character who can use it. It also has an additional benefit, in that time slows down when Thomas precision aims with it, allowing him to set up his shots more carefully without risking enemy fire.





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CLIMBING

Thomas can pull himself up to any elevated area that is within reach of his arms. This allows him to climb up stepped plateaus and over obstacles that Ray cannot.



PULLING RAY UP

Because Thomas can reach places that Ray cannot, he often needs to pull his brother up after him. When Ray comes to an area he can't climb to, Thomas sees a red action indicator that he has to pull himself up to. Once he does so, Ray sees a red action indicator at the base of the area. When Thomas and Ray are both in position, Thomas automatically reaches down and pulls Ray up.



NOTE



You only see the action indicator for the character that you're playing as. So if you're playing as Thomas, you only see the indicator at the point where you need to stand to pull Ray up. If you're playing as Ray, you only see the indicator where you need to wait for Thomas to pull you up.



Horseback Riding

At several points during the story, you can mount a saddled horse by approaching it and pressing the action button; dismount with the same method. Movement on a horse is much faster than movement on foot, and you can fire from the horse as well. To move even faster, hold down the run button, but keep in mind that you cannot wield a weapon while riding a horse at full speed.



CAUTION

Horses can be shot out from under you, which usually means your death as well. They can take more damage than you can, but they're also larger targets and can't use cover.



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Showdowns

Climactic events in the story are marked with classic Wild West showdowns, where you face off against a single enemy, mano-a-mano. There are three things to keep in mind during a showdown:



1. **Your look control (right analog stick or mouse) controls where your right hand goes. The objective is to keep it as close to your pistol handle without actually touching it. If you touch the handle prematurely, your character makes a “no-no” gesture and removes his hand from it. During this time, you cannot control his hand or draw the pistol, which is bad news if you hear the bell that signals the draw.**
2. **You also have to move right and left to keep your opponent in focus in the middle of the right half of the screen. Ideally, he should be in the dead center (no pun intended). However, moving right and left also moves your hand inadvertently, and while you have some control over your hand while moving, you can't draw. So when you're circling each other, take a step or two at a time and make sure your hand doesn't stray too far from your pistol.**
3. **As soon as you hear the church bell, move your right hand to the gun's handle to draw it, which causes a reticle to move up your enemy's body. Pull the trigger as soon as the reticle turns red, and you'll gun him down—provided he didn't beat you to the draw. The bell never rings at the same time during any showdown, but it generally sounds about 15–20 seconds into the showdown.**





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Weapons

Guns

Most of the weapons in the game are firearms, which require ammunition to fire and must be reloaded when they're empty. You can find weapons on the bodies of defeated enemies or in hidden weapon caches, or you can purchase them from weapon shops with money acquired over the course of your adventure.



NOTE



The stats in this chapter are for a typical (one-star) weapon of that type. There are three other conditions that affect these stats: "Rusty" (no stars), which are below average; "Prime" (two-star), which are above average; and "Superb" (three-star), which are significantly above average. The condition of the weapon bumps the default stats up or down accordingly.



Pistols

Pistols are small, one-handed guns that hold six bullets. They're best used at close and medium ranges, where their relatively fast rate of fire and high ammo capacity helps to compensate for their overall lack of power. Ray can wield two pistols at once, or a pistol and a stick of dynamite. Thomas can hold only one pistol at a time, except when he enters a Concentration Mode attack, where he can dual-wield for the duration of the attack.



Pistol Statistics

WEAPON	DAMAGE	RATE OF FIRE	RELOAD RATE
Classic Gun	4	6	6
Quickshooter	3	10	10
Ranger	6	4	5
Hybrid Gun	3	5	4
Peppergun	5	5	5
Ladies Gun	2	10	6
Volcano Gun	7	3	3

Shotguns

Shotguns are one-handed (Sawed-Off) or two-handed (Shotgun) weapons that inflict tremendous damage at close ranges but are much less effective at a distance. They can also hold only two shells each, and their slow reload rate limits their effectiveness in combat. Ray can dual-wield two Sawed-Off shotguns, but both Ray and Thomas can only use one Shotgun at a time, which fills the rifle/shotgun spot in their inventory.



Shotgun Statistics

WEAPON	DAMAGE	RATE OF FIRE	RELOAD RATE
Sawed-Off	8	10	4
Shotgun	8	10	4



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Rifles

Rifles are powerful, two-handed weapons that are accurate at long ranges, but their slow fire and reload rates make them unsuitable for close-range combat. Both Ray and Thomas have only one rifle/shotgun slot in their inventory, so they have to choose between carrying a rifle and a shotgun. Scoped rifles give you additional accuracy when you zoom in with them, thanks to the crosshairs in their scopes. Rifles can hold 12 bullets each.



Shotgun Statistics

WEAPON	DAMAGE	RATE OF FIRE	RELOAD RATE
Classic Rifle	7	1	3
Classic Scoped	7	1	3
Heavy Rifle	9	1	1
Heavy Scoped	9	1	1

Character-Exclusive Weapons

Ray and Thomas each have weapons that the other brother cannot use. Effective use of these weapons is key to maximizing the unique potential of each character.

Knives (Thomas Only)

Only Thomas can wield knives, which are silent and never miss their target, often eliminating it in a single shot. On the down side, they are also extremely short-range weapons, but if you become proficient with them, you can eliminate enemies without bringing excessive attention down on yourself.



Bow (Thomas Only)

The bow is an Indian weapon that Thomas can use to quickly and quietly eliminate enemies at a distance. As a bonus, precision aiming with the bow provides a Concentration Mode-like effect that slows time and slightly illuminates nearby enemies within range. Unfortunately, only one arrow can be notched at a time, and it takes a second to pull another one from the quiver for a second shot.



Bow Statistics

WEAPON	DAMAGE	RATE OF FIRE	RELOAD RATE
Bow	7	3	3

Dynamite

Dynamite is a weapon exclusive to Ray, who can hold a stick of it and a pistol at the same time. Hold the left weapon button to light the stick of dynamite. The longer you hold the button down, the shorter the fuse is when you throw it by releasing the button. A shorter fuse gives enemies less time to react to it, but if you wait too long, it will go off in your hand and kill you. Thrown dynamite travels in an arc, so aim high if you want to throw it farther. Not only does it inflict splash damage in a considerable radius, it also ignites any flammable objects (like explosive barrels or oil lamps) in the blast radius.





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Mounted Weapons

There are two mounted weapons in the game, both of which are often used against you until you can eliminate their operators and seize control of them. While mounted, these weapons have unlimited ammunition. Enemies killed with mounted weapons do not charge your Concentration Mode meter.

Gatling Gun

Gatling guns are primitive machine guns that lack accuracy at long ranges, but they're positively lethal at medium and close range. Ray has the exclusive ability to lift them off of their mounts and carry them slowly, but once they are dismounted, their ammunition supply is no longer infinite.



Cannon

Generally used against vehicles, especially boats, cannons fire explosive balls at a very slow rate of fire. The balls travel in an arc like thrown dynamite, so you frequently need to aim above your target to get its range. Cannon fire is also a fast and effective way to eliminate clusters of enemies when fired into their mass.



Environmental Objects

In addition to the firearms and explosives that you can carry and fire, there are a few environmental objects that you can use against your enemies.

Oil Lamps

You can pick up oil lamps with a press of the action button and throw them at enemies or wooden objects to set them on fire. They can also be shot, causing them to erupt into a small fireball. They're an excellent way to get enemies to leave cover, because no one wants to stay behind a flaming crate, but they can be used against you if you're careless enough to take cover behind an object that has one on top of it.



Chairs

Never underestimate the power of a sturdy piece of furniture when swung at an enemy. Breaking a chair over an enemy's head takes them down in a single shot, but the trick is getting close enough to do it.



Explosive Barrels

As you proceed through the game, keep a sharp eye out for barrels painted red or stenciled with the word "EXPLOSIVE." A single bullet will cause them to explode, dealing massive damage to any enemy near it and potentially causing a chain reaction with other nearby explosives.



Weapon Shops

Most chapters have at least one weapon shop where you can purchase weapons and ammunition with the cash you collect from chests and fallen enemies during the game. Purchasing an item in a weapon shop is easy—simply approach it, target it with your reticle, and follow the on-screen command to purchase it. You can only buy weapons that your character can use, and you can't buy more ammo than you can carry.





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Allies and Enemies

Call of Juarez: Bound In Blood is filled with colorful characters, some of whom will aid you on your journey, and some of whom must be overcome to accomplish your goals. And several of them will do both...

The McCalls



The McCalls are a family of three brothers from Georgia, for whom the Civil War did not have a happy ending. Deserting the Confederate Army in an attempt to save their family's homestead, Ray and Thomas McCall fled the south before the war's conclusion with their youngest brother, a priest in training named William. As Ray and Thomas slip further from their dream of rebuilding their family home, William resolves that he will save the souls of his gunslinging brothers, no matter the cost.

Colonel Barnsby

Ray and Thomas's commanding officer during the last days of the Civil War, Colonel Barnsby lost his wife and children in the sacking of Georgia by the Union Army. Even after Robert E. Lee surrendered at Appomattox, Barnsby refused to knuckle under to the Union and fled with the remnants of his army to Mexico, where he continues to fight for the Confederate cause. He has not forgiven the McCalls for what he sees as their betrayal of the Confederacy, and he vows that they will hang for their crimes.





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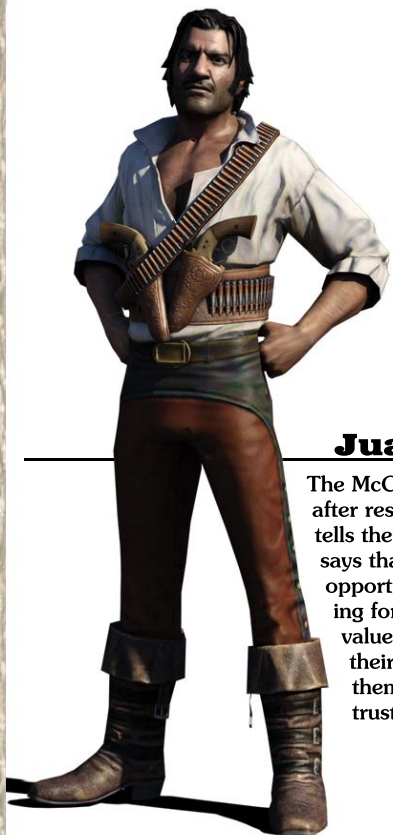
Marisa

The McCalls encounter this beautiful Mexican woman in a cantina in Mexico. When Marisa is harassed by a pair of thugs under the employ of a local mining boss named Devlin, Ray shoots one of them dead, instantly dragging the brothers into a feud with Devlin. Ray falls hard for Marisa, but he doesn't realize that Thomas harbors similar feelings for her, and the situation is only made more complex when they realize that she is involved with a local bandit named Juarez.



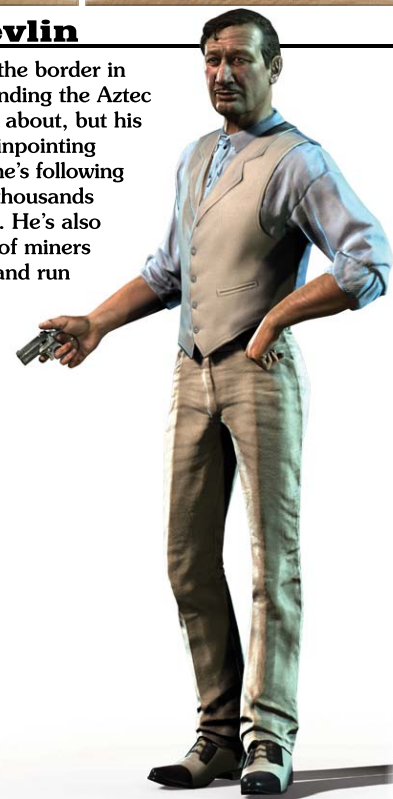
Juarez

The McCalls first meet Juan "Juarez" Mendoza after rescuing Marisa from Devlin's thugs. He tells them how and where to find Devlin and says that eliminating him will give them the opportunity to find the same thing he's looking for: a lost Aztec treasure of incalculable value. Juarez treats the McCalls like he was their fourth long-lost brother, but none of them are naive enough to think they can trust him.



Devlin

Devlin runs a mining operation near the border in the Mexican hills that is devoted to finding the Aztec treasure that Juarez tells the McCalls about, but his approach lacks subtlety. Instead of pinpointing exactly where the treasure might be, he's following every lead he comes across and lets thousands of tons of dynamite do his dirty work. He's also responsible for bringing in hundreds of miners who have overrun the nearby towns and run roughshod over the locals.



Running River

The Apache chief Running River is obsessed with starting a war against the white settlers who have overrun his people's lands and driven them to the brink of extinction. He has agreed to help Juarez find the hidden Aztec treasure, in exchange for enough rifles to push back against the frontier that encroaches farther west every day.



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Seeing Farther

Seeing Farther is the half-white son of Running River who opposes his father's lust for war but cannot bring himself to abandon him. As one of the few Apaches who speaks English, he is the Apaches' contact between Juarez and the McCalls, and he strikes up a strong friendship with William, who shares his ideals of a peaceful world.





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It was late August in 1864, and the murderous Yankee general, William Tecumseh Sherman, was marching through Georgia, burning everything in his path. Those were bitter days for my brothers and I. My father was dead, killed at Antietam. My mother and I were all alone, doing our best to run what was left of the family farm. Two years previously I had left the seminary, giving up my religious studies to do my familial duty. Now everything we held dear was about to burn, and our last hope was the Confederate forces defending the Chattahoochee River. Among those forces were my brothers...Thomas and Ray.

NOTE

At the Character Select screen at the start of the chapter, you must choose to play as Ray. Thomas is not available as a playable character in this chapter.

The Camp

The chapter begins in the trenches around the Confederate encampment, which have come under heavy attack from the Union army.

1 Repulse Enemy Attacks on the Right Flank, Part 1

At the start of the chapter, use the weapon change button to arm yourself with a firearm, and then follow the trench right to encounter a soldier who tells you that Lieutenant Fox needs your help on the right flank to repel the Yankee soldiers who are attacking from the forest. Continue following the trench in the direction of the objective indicator to reach the right flank.

Aim and fire at the Yankee soldiers rushing toward the trenches from the forest. Your fellow Confederates help pick them off, so there's little chance of being overwhelmed as long as you shoot the nearest Yanks quickly. Keep shooting until the objective reappears in the screen's top left with a line through it, indicating that it is complete.



Equip only one pistol, so that you can use the fire left button to zoom in on the enemy soldiers. Be sure to manually reload (with the reload button) whenever you have the opportunity. Otherwise, you might find yourself at point-blank range with an enemy and unable to do anything about it.

NOTE

There is an ammunition crate at the right flank. Approach it and press the action button to open it. Pick up ammunition by moving close to the crate. To ensure that you're fully stocked, reload your weapons before picking up the ammo.

2 Repulse Enemy Attacks on the Right Flank, Part 2

Seconds after you complete the first part of the objective, a massive explosion rips through the trenches to your right. Repulse the second wave of Yankees as they charge the trenches. Turn around and run down the trench, turning left at your first opportunity. Follow the trench to an ammunition box that you can open if you're in need of ammo, and then continue down the trench toward the objective indicator.

When you reach the objective indicator, help your fellow Confederates pick off another wave of bluecoats. Use the same techniques you used previously to shoot them all before they can overrun the trenches. There is another ammunition crate near your position if you run dry, but you shouldn't need to open it until after the objective is complete and it's time to replenish your ammo.





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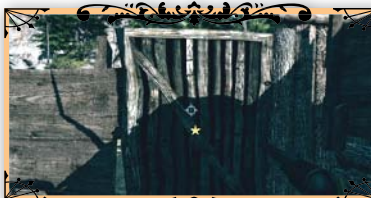
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3 Find and Eliminate Enemy Soldiers in the Camp

Despite your defense of the trenches, a few Union soldiers managed to penetrate the fortifications and have entered the camp. Your next objective is to seek them out and shoot them before they can do any more damage. Resupply your ammo at the nearby ammunition crate, and then follow the objective indicator to a stuck door. Ray can smash through doors, so approach the door and press the action button to break it down.



SECRET

As soon as you go through the stuck door, turn left to find a crate containing the first of five secrets in this chapter.



Secret 1 of 5 is behind the stuck door.

Follow the objective indicator to sneak up behind two Yankee soldiers near a stone wall. Line up headshots to eliminate them both quickly.

The third infiltrating Yankee is holed up in a tent in the camp. Follow the objective indicator to find the tent, and shoot the Union soldier in it. Either try to snipe him from behind the crates at the front of the tent, or you can equip two pistols and rush him. Either method should get the job done.



4 Find and Eliminate Any Sharpshooters, Part 1

As soon as you take care of the enemy soldier in the tent, a Confederate soldier named O'Brien is picked off by a Yankee sharpshooter. This triggers your next objective, which is to get rid of the sharpshooters surrounding the camp. Use the run button to dash quickly through the forest in the direction of the objective indicator, which marks the position of the first sharpshooter.



CAUTION

Don't run straight toward the sharpshooter, or you'll be picked off before you can get within range. Instead, keep the indicator ahead and to the left as you circle around the treeline, using the natural barriers of the forest as cover. You'll take a little damage, but it shouldn't be enough to kill you.

5 Find and Eliminate Any Sharpshooters, Part 2

Once you deal with the first sharpshooter, the objective indicator marks the location of the second one. Once again, keep the objective indicator ahead and to the left as you run toward the sharpshooter in an arc. Boulders, trees, and ditches provide plenty of cover. If you get into trouble, pause behind a large boulder until you are healed before continuing. Shoot the second sharpshooter to complete the objective.





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6 Go to the Officers Tent

With the Union forces closing in, Ray becomes increasingly concerned for his brother Thomas's safety. He decides to ask the camp commander for permission to join Thomas on the front lines. Follow the objective indicator back into camp to reach the tent and speak to Col. Barnsby to complete the objective.



On your way to the officers tent, you can explore the rest of the camp without having to worry about the Union troops. You can also pick up a bag of cash from a table inside a tent near the wounded soldier.

SECRET

Look near a wounded soldier lying on a cot near the flag in the center of camp to find a crate containing the chapter's second secret.



Secret 2 of 5 is in a crate near a wounded soldier.

The Trenches

With Col. Barnsby's permission, you can now leave the camp and help Thomas.

7 Save Thomas

Col. Barnsby orders Corporal Scott to lead you to the trenches. Follow the corporal along the stream that winds through the forest leading out of the camp. You don't have to worry about any enemy fire while you do so. When you reach the commander on the hill overlooking the battlefield, the objective is complete.



Just before you exit the camp, examine a nearby wagon to find a bag of money.

SECRET

Examine the stream near the commander's position to find a crate that contains the chapter's third secret.



Secret 3 of 5 is hidden in the crate next to the stream.

8 Create Chaos on the Enemy Side

Approach the commander to automatically speak to him. He instructs a soldier named Smith to show you the extent of the faltering Confederate forces. Follow Smith farther down the stream until he stops and tells you that's all they have. Continue down the ravine alone until you reach a line of five Union soldiers, and a Concentration Mode tutorial begins.

Press the Concentration Mode button, and then highlight the Union soldiers. Press the Concentration Mode button again before time expires to unleash a hail of bullets that cuts them down and gives your fellow Confederates an opportunity to press their attack.

You're not out of the woods yet, though—figuratively or literally. Quickly turn right and shoot the retreating Yankees to complete the objective.





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If you have shot enough Yankees to charge Concentration Mode, you can use it again to mow down the remaining enemies without risking your neck.

9 Report to the Officer

Search the bodies of the Yankees for ammunition and money, and then follow the objective indicator to reach the commanding officer, who is impressed at the way you managed to take down the Union soldiers. With a path to the trenches cleared, he sounds the charge to take back the trenches.



10 Follow the Squad to the Trenches

Run along with the squad toward the trenches. A handful of Yankees guards the way. Steer clear of the shore to avoid artillery fire and blast the enemy soldiers as you go.



Clear the Trenches of Enemy Soldiers

Now it's time to clear the trenches of Union soldiers. Start by opening the nearby ammunition crate to obtain some dynamite and a shotgun, both of which are extremely effective weapons in the trenches. The entrance to the trenches is blocked by debris, so equip the dynamite and throw it at the blockage with the left fire button to detonate it. A Yankee soldier hides behind some crates ahead. Rush him with the shotgun or hurl dynamite at him to dispose of him.



Move forward and stand on the glowing red action indicator at the corner near the Yankee's position to begin a Cover Mode tutorial. While standing at the edge of a corner, you automatically use it for cover. Use the left and right look controls to peek out from around the corner and aim at the three Yankees beyond it from relative safety. Pick them off and move out from behind the corner to proceed.



On the far left side of the trench is a barrel labeled EXPLOSIVES. If you shoot it, it detonates and gets rid of two of the three Yankees.

Pick up some ammo from the crate near the corner if you're getting low, and then follow the objective indicator to the next red action indicator, located near a box. Stand on it to duck behind the box automatically and begin another Cover Mode tutorial. This time, use the up and down look controls to pick off three Yankees ahead of and above you from behind cover.



Continue forward after the second tutorial and use the corner to the left as cover against three more Yankees. You can either shoot them individually, or you can snipe an explosive barrel behind them to clear them out in a single shot.



Proceed forward through the trenches. The path splits near the exploding barrel's location. Follow the path straight ahead if you want to pick up ammo from a pair of crates. A bag of cash sits in front of the second one, at the end of this dead-end path.





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When you backtrack from it, watch out for several Yankee soldiers who try to ambush you along the way.

Regardless of whether you take the ammo-and-cash detour, you eventually have to take the other path to continue through the trenches. By now, you should be starting to get used to the idea of using crates and corners as cover to pick off Yankees.

Turn right at the next junction to find several Yankees foolishly hiding among volatile barrels in an explosives depot. Shoot any of the barrels to clear the area out efficiently.

SECRET

From the explosives depot, turn left and then left again to find the chapter's fourth secret in a crate at the end of a long, narrow, dead-end trench.

That's the last of the Yankees, for now. Follow the trenches in the direction of the objective indicator to reach a large door that Thomas has hidden behind. Approach the door to trigger a cutscene and complete the objective.

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Secret 4 of 5 is at the end of a dead-end trench near the explosives depot.



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11 Defend Position and Force Enemy to Retreat

Thomas has the nearby bridge rigged with explosives, but the Yankees seized the rebel cannons and used them to take control of the battlefield. If the tattered remnants of the Confederate squad can't defend the trenches until Col. Barnsby's men arrive, they're done for. The first order of business is to use the nearby Gatling guns to cut down the charging Union army. When the cutscene ends, climb the ladder directly in front of you and press the action button to get behind the Gatling gun.

Hold the right fire button down to unleash a steady stream of lead at the onrushing bluecoats—this Gatling gun has unlimited ammunition. Sweep right and left across the entire battlefield, zeroing in on the closest Yankees first. If any enemy soldier gets within throwing range, he'll hurl dynamite at you, so don't let that happen.



CAUTION

In a pinch, you can press the action button again to release control of the Gatling gun and leap from the platform to avoid dynamite blasts. However, doing so virtually guarantees that more Union troops will draw near, and even the weak arms of the Yankees will be able to throw enough explosives to kill you or Thomas, resulting in a mission failure.



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In those brief moments between waves of enemies, keep an eye on the shattered covered wagon in the middle of the battlefield. The Yankees tend to use it for cover from your guns as they rush toward you from the bridge. Although Thomas will focus on enemies to the left of it, you will have to pick up some of his slack. Keep firing until the Union soldiers stop coming.

⚔ Fight Your Way Back to the Right Trench and Recapture the Cannons

Your Gatling gun prowess has bought the rebels some time, but unless you can recapture the cannons, you won't have long to savor the victory. Despite the fact that Thomas tells you to hurry, you're not under any time limit for this next objective, so don't put yourself at risk by rushing. Go through the door that Thomas was hiding behind and follow the friendly soldier through the trenches as explosions echo above you.

When the game autosaves, look for entrenched Union soldiers ahead. You can either use a crate for cover and pick them off, or you can hurl dynamite at them to blow them to smithereens. Proceed forward through the trenches cautiously, eliminating the Yankee defense as you go.



Not sure if your dynamite got rid of the enemy you threw it at? Watch your Concentration Mode meter in the screen's upper right corner. Whenever another skull-shaped bullet appears in the chamber, it means you've killed an enemy.

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When you come to the tunnel beyond the first group of Yankees, let your hapless companion run on ahead. Regardless of what you do, this is where he meets his end, at the guns of the next group of Union soldiers lying in ambush. Dynamite is a great way to notch a few more bullets in your Concentration Mode meter, and once it's full, you can eliminate the remaining bluecoats with Concentration Mode.

Be very careful when advancing farther, as the next section of trenches to the left is filled with more yellow-bellied Yankees hiding behind crates and other obstacles. Once again, dynamite is your friend here. If you don't have any left, hide behind crates and corners and pick off enemies from behind cover.

CAUTION

There are also several explosive barrels in this section of the trenches. Shoot them or detonate them with dynamite to use them to your advantage, but don't take cover near them, or you'll be doing half the bluecoats' job for them!

Don't miss the two ammunition crates in this area. The one near the red explosive barrel contains dynamite as well. Drop a stick into the next section of trenches below you to clear the area, and then drop into it to proceed.





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Shoot the exploding barrel on the ledge ahead of you to blow up a pair of Yankee riflemen, and then climb up the ladder to reach the ledge and the ammunition box on it. The game autosaves as soon as you do this—a sure sign that things are about to get interesting.

Grab the dynamite in the ammo box, turn left, and throw a couple of sticks onto the next ledge to clear out the Yankees hiding up there, one of whom has dynamite of his own that he's not shy about hurling your way.



You can't see it, but there's an explosive barrel in the far left corner of this next ledge. If you can drop a stick of dynamite anywhere near it, you'll get twice the explosive power by detonating the barrel with the dynamite blast.

Quickly climb up to the ledge and turn right. More Yankee soldiers are hidden among the crates ahead of you. By this point, you should either have Concentration Mode available or be very close to it. Either way, throw a stick of dynamite to soften them up, and then finish them off with some Concentration Mode gunslinging.

Take a moment to rest up, and then advance along cover toward the cannons, which are guarded by the remnants of the Yankee forces. Use Cover Mode, Concentration Mode, and/or dynamite to clear them out. Once you begin your attack, your fellow rebels finally join you and help.

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A bag of money sits on top of one of the crates near the cannons.

12 Prevent Enemies From Landing

As soon as the cannons are retaken, the next wave of Yankees starts crossing the river in rafts. If you don't keep them from landing on the shore, the meager Confederate forces will be overtaken, resulting in mission failure. Rush over to a cannon and press the action button to take control of it.



Unlike your firearms and the Gatling gun, you can't just aim the targeting reticle directly at the enemy that you're trying to blast with the cannon. The cannon shells travel in an arc, like thrown dynamite, so you need to aim above distant enemies to hit them. The farther from you an enemy is, the higher above them you must aim. Pay attention to where your shots land and adjust your angle accordingly.



Your best strategy is to sink the rafts before they land on the near shore. If two or more rafts are near each other, fire between them to catch them both in the blast. If any enemy soldiers make it to your side of the river, make them your top priority. Aim just slightly above their heads and fire the cannon at them. Even a near miss will take out every enemy within blast radius.





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13 Mine the Bridge

With the cannons back in rebel hands, you can now destroy the bridge. Follow the soldier marked with the objective indicator as he runs toward the bridge. Move quickly—Thomas will lay down suppressive fire with his Gatling gun as long as he has ammunition for it, but that ammunition is now finite.



Immediately after dropping down from the ledge with the cannons, check out the crate to the right to find a bag of cash lying on it.

Rush and shoot any Yankee soldiers that stand between you and the bridge, but don't go out of your way to look for gunfights. Run under the bridge and press the action button at the four support beams marked with objective indicators to place explosives on the beams.



SECRET

The fifth and final secret is hidden near the body of a Confederate soldier on the far side of a boulder near one of the support beams.

Secret 5 of 5 is on a boulder near the bridge.

14 Blow Up the Bridge

As soon as the final bomb is placed on the bridge beams, make a mad dash for the detonator, located behind a rock on the shore and marked with the objective indicator. Press the action button to blow up the bridge and complete the chapter.



Aftermath

With the bridge destroyed, Ray and Thomas hide from the impotent Yankee artillery in the Confederate trenches, waiting for reinforcements that never arrive. Sgt. O'Donnell arrives with new orders from Col. Barnsby. Contrary to the colonel's previous promise to counterattack the Yankees if the McCalls could take back the trenches, he's now ordering a general retreat so that they can reinforce the supply lines at Jonesboro and try to save Atlanta.

O'Donnell is unmoved by the McCalls's pleas to let them leave and try to defend their family's nearby homestead and threatens to charge them as deserters if they don't participate in the retreat. Ray and Thomas respond by drawing their pistols on O'Donnell, telling him to go back to Barnsby and let the colonel know that they're taking leave to protect their family, and that they held the line.





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War changes people. Lives are devastated and lost, and families are torn apart. The sacrifice is rarely worth the price. My brothers had to decide between the cause of the Confederacy and the lives of their family. When I saw them with our mother and heard that they had become deserters, I couldn't believe it. But I knew why they did it. For the family.

NOTE

At the Character Select screen at the start of the chapter, you must choose to play as Thomas. Ray is not available as a playable character in this chapter.

The icon for the first objective appears near the end of the McCall brothers' path through the chapter, but this is their first goal at the start of the chapter, and it's their ultimate objective. Objectives 2 through 5 are distractions that they must deal with along the way to that first objective.

To the Homestead

The chapter begins as the McCall brothers approach their family homestead. The signs of death and devastation that litter the nearby countryside spur them toward their destination with even greater urgency.

1 Go With Your Brother to the Family House

From the start of the chapter, follow Ray down the dirt road toward the McCall family homestead. Ray notes that the Yankees have slaughtered the cattle belonging to their neighbor, Jackson. Approach a corpse in the road to automatically see a demonstration of Thomas's Concentration Mode, which is slightly different than Ray's. Continue down the road for a chance to practice Thomas's Concentration Mode yourself; follow the on-screen commands to shoot the carrion birds from another corpse.



This charges up your Concentration Mode meter. Proceed farther down the road until three Yankees come over the rise in front of you. Enter Concentration Mode to eliminate them all quickly.

Follow Ray to Jackson's burning house, which is guarded by a pair of Yankees. Shoot them both, and then follow Ray to Jackson's house.

2 Rescue Jackson

NOTE

When this objective appears, it takes precedence over the first objective, which is not yet complete.

Jackson's muffled cries can be heard from inside the burning house. Approach the buckets of well water outside of the house and press the action button to pick one up. Approach the house (marked with the objective indicator) and press the action button again to throw the water and extinguish the flames.

Once the flames are out, try to open the door by pressing the action button near it, only to find that the door is stuck. Ray automatically steps in and kicks the door down, rescuing Jackson.





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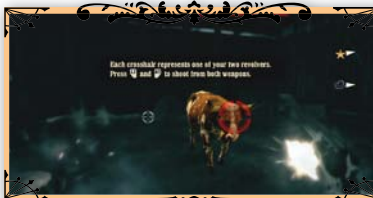
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3 Check the Stables

Jackson confirms that it was Union soldiers who set fire to his farm and slaughtered his cattle, and he gives the McCall brothers the sobering news that the Yankees took over their family estate. A noise from the stables draws the attention of the three men. Ray says that they need to check it out.

Follow Ray over to the stables and stand on the red action indicator for a quick Cooperative Concentration Mode tutorial. As you kick in the stable doors, track the pair of reticles. Pull the right or left trigger when the respective reticle moves over a target and turns red for a one-shot kill of that target—in this case, a very unlucky cow who does a pretty good impression of an ambushing Yankee soldier!



If you avoid shooting the cow, you earn the "Yankee Cow" Achievement/Trophy.

SECRET

Enter the stables, turn right, and look in the crate in the corner to find the first of five secrets hidden in this chapter.



A crate in the stables contains secret 1 of 5 for the chapter.

Next, pull yourself up to the upper level of the stables by pressing the jump button, and then stand on the red action indicator to pull Ray up behind you. Ray clears a path out of the stables. Follow it through the open door to go back outside.

As you exit the stables, you see Jackson make a run for it along the road. Yankee soldiers near a row of houses take aim and pick him off. It's too bad for Jackson but a stroke of luck for the McCalls, who can move closer to the houses and the soldiers, whose attention is distracted.

Take this opportunity to sprint for cover behind a wagon near the houses. Equip your rifle and pick off all visible enemy soldiers, using the wagon as cover. If you're using Cover Mode properly, you shouldn't take much damage, but if you do, duck completely behind the wagon for a few seconds until you're fully healed.

When no more Yankees are within range, cautiously approach the houses and move along the rear of them, using corners and crates as cover as you pick off the bluecoats. Ray helps you, but don't depend on him to do all of the dirty work for you—and remember, if either of you is killed, you have to restart from the last checkpoint. Keep moving down the line of houses until Ray suggests that you can search them for loot. This is your confirmation that all of the Yankees have been eliminated.





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CAUTION

Be careful not to take cover behind a crate that has an oil lamp on top of it. Enemy soldiers will shoot the lamp, causing it to explode and scald you with hot oil. Worse yet, you continue to suffer damage if you don't break cover from the now-flaming crate, so you're faced with the option of being burned alive or shot to death! You can, however, pick up and throw oil lamps like sticks of dynamite.



Crates with oil lamps on them make for bad cover.



Climb ladders to reach the rooftops.



Several of the houses have ladders leading up to the roofs. Climb up them to take the high ground and snipe the Union soldiers below, especially if you have Concentration Mode ready to go. If you start taking too much damage, just back off and heal up. Being on a rooftop makes it almost impossible for you to be ambushed by Yankees—just be careful not to fall off! You can also enter certain houses through holes in the roofs and pick off the Yankees through windows and doors.

Ray's suggestion to search the houses is a good one. Not counting the boarded-up building at one end of the row of houses, there are six houses you can enter and explore. Each contains valuable items, like weapons, ammunition, and cash. Search the fallen Yankees for item pickups too. If you spend time searching them, Ray complains at great length about you taking your time, but you can ignore him. No matter how much time you spend going through the houses, it has no effect on your progress or objectives.

SECRET

The houses hide two more secrets. The second house after the boarded-up building contains a chest that houses one of the secrets. The fifth house (second-to-last in the row) also has a secret in a crate on the upper floor.



Look on the ground floor of the second house and the upper floor of the fifth house for secrets 2 and 3 of 5 for the chapter.

Go With Your Brother to the Family House

NOTE

This is not a new objective, but a continuation of the first one.

After thoroughly searching the houses, follow Ray up the dirt road that runs parallel to the cornfield. As you reach Jackson's body, a Gatling gun opens fire on you. Leap the fence and follow Ray into the cornfield.





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Kill All Enemy Soldiers In the Cornfield Before They Find Your Brother

Six Yankees enter the cornfield in pursuit of you. Duck into a crouch to remain below the tops of the corn stalks. As long as you don't do anything to draw attention to yourself (like fire a gun or run right up to a Yankee soldier), the enemies will not notice you. However, it's just a matter of time before they find you and Ray, so take the initiative and eliminate them silently.

Creep around the cornfield in the direction of the Yankee soldiers. The easiest way to find them is to stand up, face them, and then quickly duck back down and move away from your previous location, but you're virtually guaranteed to take damage. If you stand up too close to them, they'll cut you down like the stalks you're hiding among. The safer option is to equip a gun and slowly sweep along the tops of the corn stalks while crouched. When the reticle turns red, you're aiming directly at a Yankee.

Equip your knives once you have a Yankee targeted and crawl straight ahead until you see him. Aim and throw the knife for a one-shot kill that never misses. Knives are silent weapons, so throwing them does not give away your position.



You can earn the "Catcher In the Rye" Achievement/Trophy by eliminating every Yankee soldier in the cornfield without being detected.

4 Get to the Tree

After you eliminate all six Yankees in the cornfield, follow Ray as he makes a dash for a safe zone. His plan is foiled by the Union soldiers, who light the edge of the cornfield on fire in an attempt to force the McCall brothers toward the Gatling gun. Ray tells you to climb a nearby tree and pick off the Gatling gunner from the top of it.



5 Find a Good Spot In the Tree to Take Down the Man On the Gatling

When you reach the tree, pick up the lasso at the foot of it. Equip the lasso as a weapon and aim at the area on one of the upper branches that is highlighted with a red marker. Press and hold the right fire button and follow the on-screen commands to swing and throw the lasso at it and climb the tree.



Once you're in the tree, equip your rifle and aim at the Gatling gunner (marked with the objective indicator). Wait until the reticle turns red, and then fire to silence his weapon once and for all. Drop out of the tree and follow Ray toward the Gatling gun. Shoot the remaining Yankees around it, using the nearby boulders as cover.



If you're quick, you can dash toward the Gatling gun and use it to eliminate the remaining bluecoats.



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The McCall Homestead

After seeing the overwhelming Union presence on their way to their homestead, the McCall brothers fear the worst, especially having been detoured by one distraction after another.

Go With Your Brother to the Family House

NOTE

This is the conclusion of the first objective, not a new objective.

With all of the Yankee soldiers around the Gatling gun eliminated, mount one of the nearby horses with a press of the action button and ride down the road with Ray to finally reach the brothers' family home. Several Yankees guard the entrance to the estate. Shoot them all and dismount from your horse.

With your rifle equipped, use the corners of the estate walls to pick off the Yankees lying in wait just beyond them, and then advance carefully along the lines of trees, eliminating bluecoats as you go. You should fill your Concentration Mode meter at least once during this gunfight, so be sure to take advantage of it as soon as it becomes available.

The trees and the short stone pedestals that line the road to the house provide excellent cover. Move along them patiently, waiting for the Yankees to dash for cover. That's your cue to let the lead fly. Keep your rifle reloaded, and search the bodies of the fallen bluecoats for additional ammunition.



Try to stay on the opposite side of the road from Ray. That makes it easier for you to pick off Yankees when they're distracted by shooting at him, and vice-versa.

Get Inside the Building

Approach the courtyard to finally complete the first objective, but an explosion of cannon fire keeps you from savoring the victory. The Yankees have placed a cannon directly in front of the main entrance of the house, and soldiers positioned in the windows, balconies, and roof of the house aim to keep you pinned down while the cannon finds your range.

The cannon is obviously your top priority, so get behind some cover and pick off its operator as quickly as you can. Time your shot after the cannon fires so that you don't expose yourself to its lethal charges. Keep up the pressure, because other Union soldiers will seize control of the cannon if it is unattended.

When all of the soldiers near the cannon have been eliminated, pick off the ones in the upper levels of the house. Once they're clear, Ray tells you to make a run for the doors. Follow him and stand on the red action indicator to kick the doors in and enter the house.

As you kick in the doors, you enter Cooperative Concentration Mode, which gives you the chance to pick off four Yankee soldiers inside if your aim is true. Use the left and right fire buttons to shoot the soldiers when the respective crosshairs turn red as they pass over each bluecoat.





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Charge up the stairs and shoot the Yankees at the top of them. A voice from behind the locked door to the master bedroom tells the McCall brothers that their mother and youngest brother are inside, and if the McCalls try anything, their family will pay the price.



SECRET

The fourth secret of the chapter is contained in a crate to the left of the locked bedroom door, as you face the door.



Look in the crate near the bedroom door for secret 4 of 5.

Get to the Balcony

Ray kicks open the door to the room adjacent to the master bedroom and tells you to get to the balcony outside of the bedroom to enter it and catch the Yankees in a crossfire. Jump up onto the windowsill and turn left. Equip the lasso and aim it at the target over the bedroom balcony. Follow the on-screen commands to throw the lasso and swing from it onto the balcony.



Step onto the red action indicator to enter Cooperative Concentration Mode. As you and Ray automatically kick in the bedroom doors, blast the Yankees from behind to eliminate them all and clear the house.

The McCalls have retaken their fam-



ily estate, but the victory is a hollow one. Their youngest brother, William, tells them that their mother died during the night. Thomas says that they can't stay there. They need to head to the harbor and try to find transportation.



6 Go to the Boat

Pick up the Yankees' money and ammunition from the bedroom floor and exit the room through the door that Ray kicked in. From there, jump through the open window to the right of the staircase to reach a balcony that overlooks the back of the house.



SECRET

The fifth and final secret of the chapter is in a crate on this balcony.



Secret 5 of 5 is in a crate on the balcony.

Drop down from the balcony to join Ray and William behind the house. A few Yankees are stationed around the wall that separates the back of the house from the marina. There isn't much cover, so take them out quickly with Ray's help. Seize the wall as quickly as possible and use it for cover as you fire down on the Union soldiers that guard the marina with a cannon and a Gatling gun.





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7 Use a Cannon to Destroy the Steamboat and Stop Any Reinforcements

Once you eliminate all of the blue-coats around the marina, a steamboat starts chugging toward your position. It's loaded with reinforcements, and if it can deploy them, that will be the end of the road for the McCalls. There are two cannons on the shore. Seize the leftmost one, which is already aimed out at the water, and start sending cannonballs into the hull of the ship.



With the ship sunk, assist Ray in eliminating the Yankees that managed to reach the dock. If he's not already using the nearby Gatling gun, jump on it. If he is, use the cannon to destroy them from a distance. There is also a second Gatling gun at the end of the dock, if you'd prefer to use that instead. Once the ship is sunk and the Union soldiers are taken care of, the objective and the chapter are complete.

The Aftermath

Their home is in ruins, and their mother is dead, but the McCall brothers don't have time to grieve or even bury their dead. But Ray vows that one day, they will return and rebuild the homestead, and it will be their home again.



Several hours later, the Confederate army led by Col. Barnsby reaches the McCall homestead and discovers dozens of dead Union soldiers. Although Sgt. O'Donnell is impressed with the McCalls' handiwork, Barnsby blames the burning of Atlanta on men like the McCalls, who deserted their unit and failed in their duty. He vows that, however long it takes, the McCalls will hang for this.





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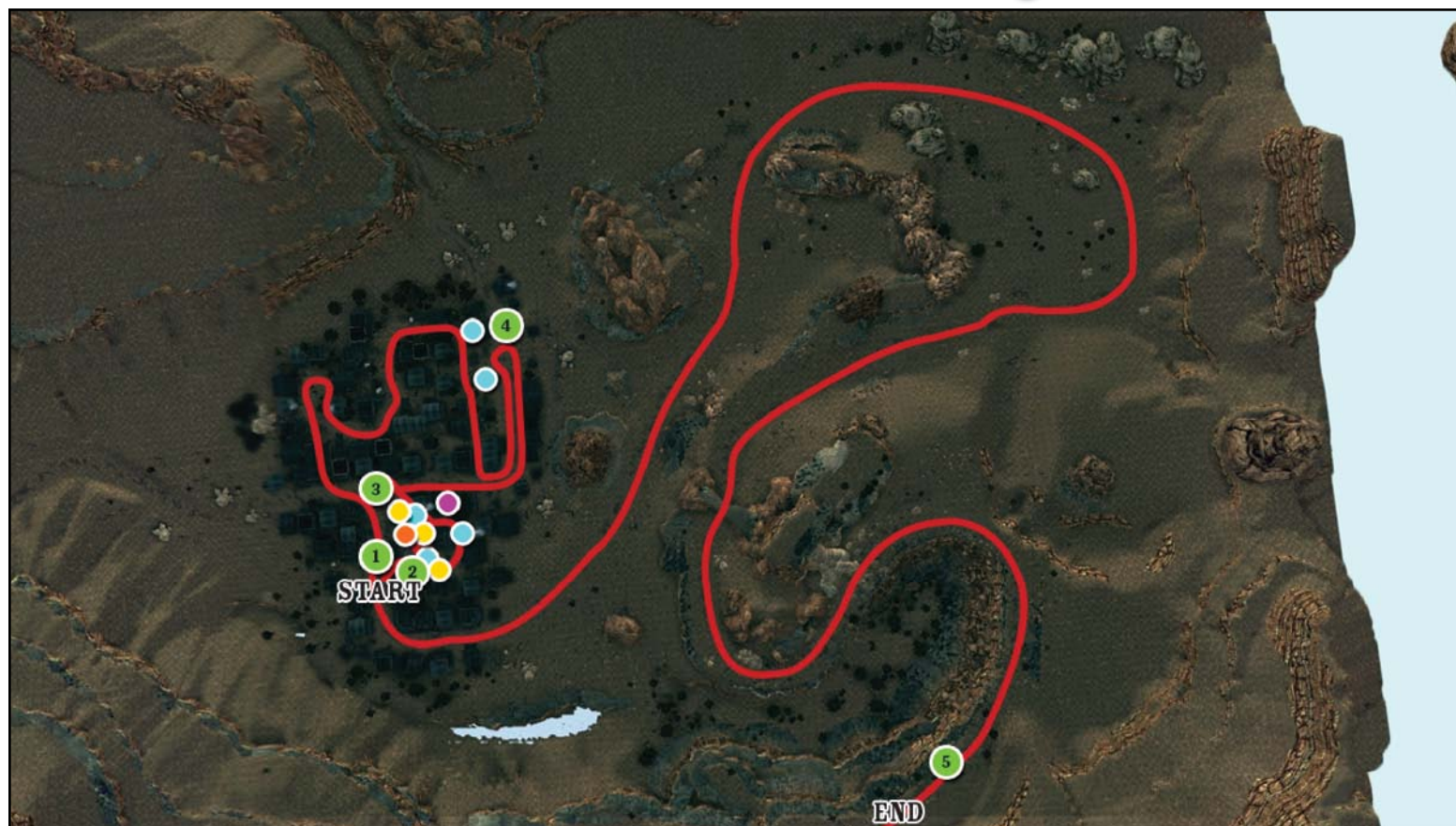
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On April 9th, 1865, the Confederate Army surrendered to the Union Army at Appomattox, ending the War Between the States. The battle was not over for my brothers, however, as Colonel Barnsby had yet to put down his arms and was determined to see them hang. The three of us headed west to Fort Smith, Arkansas, a lawless town full of gamblers, drifters, and gunslingers. A place where people knew better than to ask questions.

We still hoped to rebuild our family farm someday, but for now, that was only a dream. For you see, the war had changed my brothers. They had become cold and violent men who took what they wanted without care or conscience.

NOTE

At the Character Select screen at the start of the chapter, you can choose to play as Thomas or Ray. The chapter is similar for both characters.

The Great Escape

The chapter begins with William separating his brothers in a bar scuffle. Not only has Thomas "stolen" and impregnated a girl that Ray had his eye on, she just happened to be the daughter of a local US Marshal. Even worse, her father just found out about it, and he's determined to shoot one of the McCalls down in a gun duel outside of the saloon.



1 Defeat the Sheriff In a Showdown

This is the first of many showdowns you'll have to win during the course of the game, and the sheriff's age and emotional state make him an unfortunate but excellent practice target. To win a showdown, you must draw your pistol when the church bell rings and shoot your opponent before he can shoot you. Prior to the bell ringing, you must do two things, both of which are described with on-screen commands:



The first is to keep your hand as close to your pistol as possible without actually touching it. If you do touch the gun before the bell rings, your hand automatically moves away from it and cannot be moved for a few seconds. If the bell rings when this happens, you're at a severe disadvantage when it comes to outdrawing your opponent.

The second is to move left and right to keep your opponent in view; for example, if your opponent takes a step to his left, take a step to your left. As long as you match him step for step, he should remain in focus.

As soon as the bell rings, follow the on-screen command to pull your pistol, which causes a targeting reticle to move up and down your opponent's body. Obviously, the closer your hand is to the pistol before the bell rings, the faster you'll pull the gun. Pull the trigger to shoot him before he shoots you to win the showdown.



2 Get to the Saloon and Hide There

Winning the showdown against the sheriff is just the first of your problems, however. As soon as you gun him down, the townspeople get up in arms—literally—and start shooting at you and your brothers. Run back into the saloon and take up a position behind some solid cover. You can shoot the townsfolk through the windows of the saloon, or you can remain behind cover, safe from their bullets.





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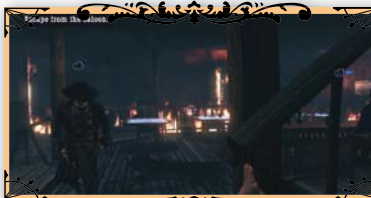
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Escape From the Saloon

Regardless of whether you shoot the townsfolk or not, they decide to drive you out of the saloon by setting it ablaze. Once the ground floor starts to catch fire, don't hang around or you'll be roasted alive. Run up the stairs behind the bar to reach the next floor.



SECRET

Look in the bookcase on the right wall at the top of the stairs to find the first of five secrets in this chapter.



The bookcase at the top of the stairs contains secret 1 of 5.



When you reach the room at the top of the stairs, pick up the bag of cash near the desk and the Quickshooter from the desk chair. If you are playing as Ray, you need to break open the door to a balcony leading outside. If you are playing as Thomas, Ray automatically kicks the door open for you. Go through the door and down the balcony stairs to the street to complete the objective.

SECRET

Look inside a hay shelter near the weapon shop to find the chapter's second secret hidden in a chest near the pile of hay bales.



Secret 2 of 5 is near some hay bales.

When the brothers reach the street level, Ray says that they need to get some horses and get out of town. Follow your brothers to the end of a dead-end street. If you are playing as Thomas, climb up onto the stacked crates below the balcony to reach the balcony, and then stand in the red action indicator to pull Ray up. If you are playing as Ray, wait for Thomas to get up to the balcony, and then walk up the inclined ramp to the crate with the red action indicator on it to have Thomas pull you up.



NOTE

Thomas can also get up to the balcony by throwing his lasso at the beam that hangs over from it.



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WEAPON SHOP



On your way to the balcony at the end of the dead-end street, you can enter your first weapon shop and spend the money that you've been picking up during your adventures. To view the cost and stats for a weapon, simply

approach it and aim the targeting reticle over it. If a weapon stat is green, it means that the weapon is superior to the one that you currently have equipped. A gray stat means that it is equivalent to the equipped weapon, and a red stat means that it is inferior.

To select the weapon that you want to replace with the newly purchased weapon (for example, to choose between two different pistols), equip the weapon that you want to replace before purchasing the new weapon. Knives and dynamite are also available in the weapon shop. Remember that only Thomas can use knives, and only Ray can use dynamite.

Here is a complete list of the weapons and items available in the weapon shop:

- Heavy Scoped (Rifle): \$528
- Knife: \$10
- Shotgun: \$225
- Dynamite: \$15
- Classic Rifle: \$460
- 12x Shotgun Shells: \$10
- Ranger (Pistol): \$168
- 21x Pistol Ammo: \$5
- Classic Gun (Pistol): \$60
- 21x Rifle Ammo: \$10
- Quickshooter (Pistol): \$236

Once the brothers are all up on the balcony, Ray needs to kick down the door to the room leading off from it. If you are playing as Ray, approach the door and press the action button to do so. If you are playing as Thomas, Ray automatically does it after you pull him up to the balcony. The woman inside the room is too terrified to stop the McCalls or raise an alarm.



Don't miss the bag of cash on the shelf near the window.

SECRET

The third secret of the chapter is contained within a chest at the foot of the bed on the left side of the room as you enter it.



Look in the chest near the bed for secret 3 of 5.

Exit the room via the window near the money bag to reach another balcony. Join your brothers at the end of the balcony, where they point out a stagecoach that could serve as their ticket out of town. Depending on which brother you're playing as, you have one of two roles to play during the stagecoach heist: Thomas steals the coach, while Ray covers him.





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3 Steal the Stagecoach From the Hotel (Thomas Only)

Thomas has the more dangerous objective in the stagecoach theft, because he must leave the balcony, dash across open ground, and grab the reins. Before dropping off of the balcony, equip your rifle and pick off the half-dozen townsfolk who open fire on you and Ray as soon as the objective appears. As long as you stay on the balcony, you can retreat quickly if you start taking too much fire. When all of the townsfolk have been eliminated, drop down from the balcony, run to the stagecoach, and press the action button to take control of it. You automatically roll the stagecoach forward so that Ray and William can jump in.



CAUTION

If you don't eliminate all of the townsfolk before stealing the stagecoach, they will continue to shoot at you. And while you can return fire and take them out, you don't have the luxury of being able to do so from behind cover, as you can on the balcony.

3 Cover Thomas (Ray Only)

If you are playing as Ray, your job is to cover Thomas as he makes a run for the stagecoach. You need to pick off the armed townsfolk, or at least draw their fire, so that Thomas reaches the stagecoach safely. If you purchased dynamite at the weapon shop, you can detonate townsfolk hiding behind cover. Dropping down to street level and blasting them with your pistols is also a good strategy for Ray, who excels at the direct approach. Once Thomas has control of the stagecoach, run to it and press the action button to hop up into the seat next to him.



CAUTION

Eliminating all of the trigger-happy townsfolk is practically a must before you get onto the stagecoach. Ray is best in close-combat situations, not picking off distant enemies while out in the open. Gunning down all enemies before getting up onto the stagecoach ensures a safe start to your escape from the town.

4 Escape From the Town

The McCalls' wild ride out of Fort Smith has begun. Whichever brother you've chosen to play as, you ride shotgun. Your primary goal is to pick off any townsfolk who appear along the route. The first few appear just before the first left turn you take after stealing the stagecoach. If you have a full Concentration Mode meter, you can use it to eliminate them quickly.



NOTE

The next objective begins before this one is complete. Once you complete the next objective, you resume this one.

5 Move the Hay Wagon (Ray Only)

Shortly after the first wave of enemies, a second wave rolls a hay wagon out of a barn and into the road to block your progress. If you are playing as Ray, you must jump off of the stagecoach immediately (by pressing the action button) and shoot all of the armed townsfolk in the area. Once they've been eliminated, an action indicator appears at the front of the hay wagon. Approach it and press the action button to start pushing the wagon.





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CAUTION

Don't stray too far from the stagecoach, because leaving your brothers behind results in instant mission fail.

As soon as you try to push it, however, another townsfolk runs into the barn through the back door and hurls an oil lamp onto the hay wagon, setting it on fire. You can't move it without being burned to death, so get back to the stagecoach ASAP and press the action button to start moving again in a different direction.



SECRET

The last two secrets of the chapter are found in this area. The best time to seek them out is after you have eliminated the townsfolk around the hay wagon but before Ray starts to push it. The first secret is in a chest located under a hay shelter near where your stagecoach comes to a stop. It is on the same side of the road as the barn. The second secret is a scroll on the left side of the barn floor as you enter it, hidden under an upturned bathtub. You need to move quickly to grab them both before it's time to start moving again. If you miss one or both, you must replay the mission (or restart from the last checkpoint) to get another crack at them.



Secrets 4 and 5 of 5 are hidden under a hay shelter and inside the barn in this area.

5 Cover Ray (Thomas Only)

When playing as Thomas, it's your job to protect Ray from the armed townsfolk while he tries to move the hay wagon. When the wagon first rolls out, you need to get off of the stagecoach and shoot the townsfolk around the wagon to clear a path for Ray to try to move it. If you follow him, you can shoot the townsfolk in the barn who throws the oil lantern and prevent him from igniting the wagon, but this just causes more townsfolk to show up and start shooting. Regardless of whether or not the wagon winds up on fire, you have to get back onto the stagecoach and take a different route out of town.



Escape From the Town

After the hay wagon ambush, the McCalls' ride out of Fort Smith becomes even more frantic. They make a 180-degree turn and head back the way they came, only to encounter another group of townsfolk. Pick off a few if you want, but it doesn't really matter, because your brother makes an abrupt right turn as soon as you're in range of their guns, taking you away from them and sending you crashing through several fences. A Cooperative Concentration Mode is triggered at the end of the fences, giving you the chance to blast two townsfolk without risking life or limb.



TIP

If you haven't already earned the "Frag Steal" Achievement/Trophy, hitting both townspeople during the CCM is an easy way to pick it up. You can also blast the explosive barrels to the right of them to take them out in a single shot.



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Your brother makes a detour through a barn and triggers a stampede of cattle that smashes through another fence. Your stagecoach follows them and runs into a handful of scattered townsfolk as it does. If you can pick them off on your first pass, you don't need to worry about them when the stagecoach reaches a dead end and has to turn around. Otherwise, they cut you off, guns blazing, and you have to shoot your way past them or risk being killed by their fire.

The stagecoach then crashes through the back of an indoor market. The only armed townspeople in here is the proprietor behind the counter on the right side of the screen. Shoot him to avoid taking damage, and then reload as you wait for the stagecoach to crash through the front of the market, continuing the McCalls' wild ride.

Back on the streets, the coach turns left and then right. Five armed townspeople rush out into the street ahead of you, triggering a Cooperative Concentration Mode. You can start shooting them before the CCM begins, but be sure that you're facing straight ahead to get the widest possible range of fire during the CCM.

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As you round the next corner, keep your sights set on the right side of the road, where five more townspeople rush out to ambush you, beginning another CCM. Between the first CCM ambush and this one, you must shoot at least half of the townspeople to survive on normal difficulty and continue out of town. If you are playing at a harder difficulty level, you need to be even more precise with your aim, or you will be gunned down.

Shortly after making it out of the town, your brother brings the stagecoach to a halt and tells you to get inside so that you can shoot the pursuing townsfolk on horseback. Dismount the stagecoach by pressing the action button, and then get into the coach by pressing the action button a second time. Face the rear of the stagecoach and be ready to shoot your mounted enemies (not their horses) as they approach in the following order:

1. One to your right
2. Two to your right
3. Two to your left and one to your right
4. Three to your right



CAUTION

The more damage you take during this fight, the smaller your margin of error will be for the next one, because you will not fully recover from the damage before the next wave of enemies appears.

NOTE

If you shoot 20 or more enemies from the stagecoach during the entire chapter, you earn the "Mayhem" Achievement/Trophy.



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After all nine mounted townspeople have been eliminated, there is a moment of calm, followed by a series of dynamite explosions that rock the stagecoach. Don't panic—there's nothing you can do to stop them, and they'll ultimately prove harmless as the townspeople accidentally blow themselves up with their own explosives, leaving the McCalls free to escape Fort Smith.



The Aftermath

Furious at his brothers, William tells them that their murder of a US Marshal will result in them being hunted to the ends of the earth. Ray suggests going to Mexico then, where he's heard tales of an Aztec treasure outside of Juarez. If they can find that treasure, they can return to their homestead and rebuild it. As William rides off ahead of them, Ray turns to Thomas and gives him a warning: if Thomas ever steals another woman from him, Ray will shoot him dead.



The scene shifts to a tribal council of Native Americans. The Apache chief, Running River, insists that they search for the Juarez treasure, despite the legends that say it is cursed. It belonged to their ancestors, it is a source of power, and they were given the key to its hiding place. Running River says that his son, Seeing Farther, will lead the journey to Mexico, where they can purchase weapons to fight the whites with. Much to Running River's chagrin, Seeing Farther says that they risk starting a war that could mean the end of their people, but he reluctantly agrees to follow his father's orders.





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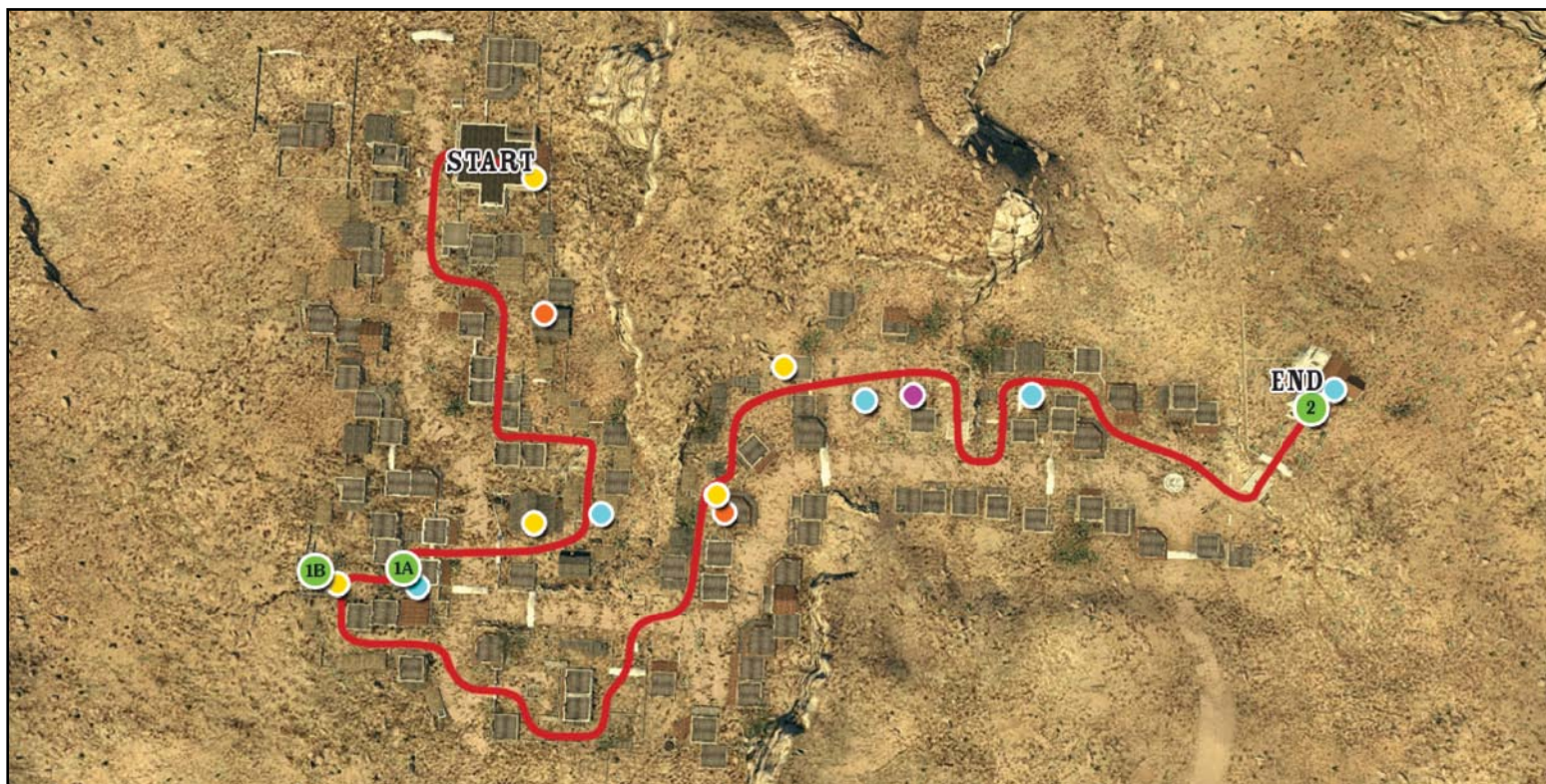
Act V: My Faith is My
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Act II: She Looked Like an Angel

Chapter Four: Mexico, vicinity of San Lorenzo, 1866. Present time.



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Mexico. What a godforsaken land. Ray heard tales of a great Aztec treasure hidden in the foothills near the border town of Juarez. It was said to be cursed, and that all who seek it will find only madness. The locals call this greedy fever The Call of Juarez. Ray laughed off the curse and convinced Thomas that we could use this treasure to rebuild our lives and our home back in Georgia.

We were talking about this very subject in a little cantina near San Lorenzo when my brothers first laid eyes on her. She looked like an angel. Looks can be...deceiving.

NOTE

At the Character Select screen at the start of the chapter, you can choose to play as Thomas or Ray. The chapter is similar for both characters.

Saving Marisa

The brothers McCall begin the chapter in a Mexican cantina near San Lorenzo. William doubts the existence of the Aztec treasure that Ray has convinced them to search for. Thomas is willing to make an effort to find it. Ray has consumed more than his fair share of tequila and is ready to find a woman of questionable moral character.



A beautiful Mexican woman named Marisa enters the cantina and is accosted immediately by a scarred gunslinger named Rattler, who works for a man named Devlin. Rattler's employer wants Marisa to share his bed, but Marisa has other ideas. After Marisa declines the invitation by slapping the taste out of Rattler's mouth, one of Devlin's miners grabs her and is promptly shot in the head by Ray. Marisa flees the cantina with Rattler in hot pursuit, and armed miners start pouring into the cantina to avenge the murder of one of their own.



Look in a rear alcove of the cantina near three stacked barrels to find a chest containing two bags of cash.

You start off behind the cantina bar, but don't remain there—the miners can shoot at you from both sides of the cantina, as well as anywhere on the upper balcony. Instead, run under the balcony on the right or left side of the cantina and use one of the stone arches for cover as you pick off the miners. There are about 10 in all, but your brother also shoots at them, so you may not pick off all of them.



NOTE

You can use the cantina chairs as weapons against the miners. Eliminating five enemies over the course of the entire game with chairs earns you the "Carpenter" Achievement/Trophy.



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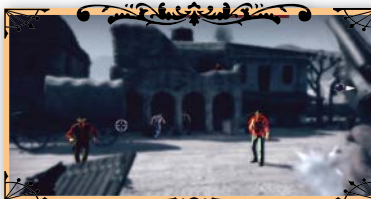
When all of the miners in the cantina have been killed, Rattler calls to the McCalls from outside the cantina, telling them to come on out if they think they can take "this whore" from him. Pick up the weapons and ammunition left behind by the deceased miners, and then join your brother at the cantina door. Step on the action indicator to trigger a Cooperative Concentration Mode event, where you can shoot up to six miners outside the cantina.

Use the doorframe of the cantina as cover as you pick off the remaining miners in the road and hiding in the buildings across the street. Look for them on the roof, on the balcony, and hidden among the arches on the ground floor. You will know that you have eliminated all of them when your brother runs out into the street. Join him to catch a quick glimpse of Rattler dragging Marisa away with him.

Rescue the Girl From the Bandits' Hands

Follow your brother as he takes off in pursuit of Rattler and be prepared for the predictable ambush that awaits you as soon as you round the corner. Use the low walls and sides of buildings as cover from the trigger-happy miners, and don't advance too quickly. Let your enemies come to you, and proceed only once they've stopped coming.

As you round the next corner near the large barn, watch out for the miner on the rooftop who throws dynamite down at you. Dodge the first stick he throws, and then pick him off before he can throw another one. Make him a top priority, because you can't remain stationary behind cover as long as his throwing arm can reach you.



TIP

Look on a crate inside the barn for some ammunition and a Prime Classic Gun.

Rattler stands in front of an open gate at the far end of the area, still holding Marisa hostage. If you approach or shoot him, he goes through the gate with her and locks it behind him. Go to the stairs next to the gate to trigger the appearance of William, who insists on following you despite the danger.



NOTE

There are several chickens in this area. If you are playing as Ray, and you don't mind wasting some dynamite, you can blow them up to progress toward the "Arkansas Fried Rooster" Achievement/Trophy. Ten blown-up birdies nets you the award.



Go up the stairs and climb up onto the rooftop at the end of them. If you are playing as Ray, wait for Thomas to climb up there, and then stand in the action indicator to get him to pull you up. If you are playing as Thomas, climb up onto the rooftop via the stacked crates, and then stand in the action indicator to pull Ray up after you.





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Cross the rooftop and descend the next set of stairs to reach a courtyard and another gun battle. Take cover behind the various objects and structures as you eliminate the miners, but be careful not to hide behind crates that have oil lamps on them. Unless you throw the lamp first, the miners are almost certain to shoot the lamp, burning you and driving you from cover.



At least one enemy will hide behind a row of sandbags at the far end of this area. On the sandbags are several oil lamps, which he throws at you. But you can shoot the oil lamps and set him on fire, or at least persuade him to run out into the open.

There are more armed miners down the next road, so carefully round the corner and stay near cover as much as possible as you pick them off. When your brother runs down the road, that's your cue that the coast is clear.



SECRET

Look in a small alcove to the right of a building near the wall of sandbags to find a chest containing the first of five secrets in this chapter.



Secret 1 of 5 is in a chest next to a building.

WALKTHROUGH

Follow your brother to the end of the road, picking up weapons, ammunition, and cash from the fallen miners. Investigate the barn on the right side of the road (as you're running down it) to find some more ammunition and a chest containing some money. Meet up with your brother at the end of the road to see that William is still following you, even though both of his brothers have told him to stay hidden behind cover.



NOTE

There is a sniper ambush around the next corner. How you handle it depends on which brother you're playing as.

1A Engage the Enemy In Battle, Cover Thomas (Ray Only)

As soon as you round the next corner, three snipers start shooting at you from a distant rooftop. The brothers quickly hatch a plan for Ray to distract them with gunfire, which will allow Thomas to sneak up on them and take them out. Your best strategy as Ray is to dash out from the corner and take cover in a small nearby shelter. Crouch down behind cover and pop up to fire a few rounds at the snipers. Don't expose yourself for more than a few seconds, though, or they'll pick you off.





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Although Thomas is in charge of taking out the snipers, Ray can also do it from this position, especially if he's got the Heavy Scoped rifle. If Ray kills all of the snipers before Thomas can kill any of them, you earn the "Sharpshooter Distraction" Achievement/Trophy.

SECRET

Look for a chest near this shelter that contains the second of five secrets for the chapter. Another chest at the foot of the building where the snipers are positioned contains some money.



A chest near the shelter contains secret 2 of 5.



Get On the Rooftop and Attack the Enemies From Behind (Thomas Only)

If you are playing as Thomas, wait for Ray to dash out from behind the building and take cover in the shelter. Once he starts shooting at the snipers, run out from around the building and toward the stairs at the right side of the snipers' building. You might take some damage along the way, but as long as Ray is doing his job and you're running at top speed, you should survive it.

Run up the stairs and jump up onto the large wooden crate on the landing. From there, jump up to the roof and pick off all three snipers. With Ray distracting them, you should be able to shoot at least two of them before they even notice that you're there. If you use Thomas's knives, he can eliminate all three of them without drawing their attention.



As Thomas, kill all three sharpshooters within 10 seconds of the objective appearing on the screen to earn the "Sharpshooter Destruction" Achievement/Trophy.

Rescue the Girl From the Bandits' Hands

NOTE

This is a continuation of the previous objective.

With the snipers disposed of, follow your brother down the road and be ready for another minor miner ambush. After this quick gunfight, join your brother on the action indicator next to the large wooden gate to trigger a Cooperative Concentration Mode event that gives you the chance to shoot up to four more armed miners.

Eliminate the other half-dozen miners that rush into the area, paying special attention to the one who appears in the balcony of the building ahead of you and throws dynamite at you. Once they're all down, follow your brother around the side of the building.





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⚔ Showdown: Rattler ⚔

Continue following the objective indicator until you see Rattler hand Marisa over to some miners, telling them that he'll meet them in the church. Rattler turns to the McCalls and asks them if she's really worth getting killed over. Rattler runs through his credentials, which include the murder of a Texas Ranger in El Paso and the Jericho Kid in Abilene. The McCalls say they've never heard of him, which provokes Rattler into a showdown.



This showdown is identical to the one from last chapter, except that Rattler is quicker on the draw than the poor old sheriff. Keep your hand close to your pistol grip, but don't touch it until the church bell rings. Circle Rattler to keep him in focus, and reach for your gun as soon as you hear the bell. Pull the trigger when the reticle turns red, and the legend of Rattler is over before it begins.



⚔ Rescue the Girl From the Bandits' Hands ⚔



NOTE



This is a continuation of the previous objective.



After the showdown, William joins his brothers and tells them that he knows the way to the church. Follow the objective indicator to a narrow street, where more miners rush in and try to fill you full of holes. Use your usual fighting tactics and move along cover as you proceed down the street and take out the miners.



TIP

Look under the stone arches at the end of this narrow street to find a crate containing cash and ammunition, as well as a Sawed-Off shotgun.

Continue following your brothers to the next gunfight. Enemies hide in and among the vacant stands of the outdoor marketplace, so keep your eyes peeled for sneaky gunslingers. You'll know that you've got them all when your brother breaks cover and runs toward the weapon shop.



TIP

On your way to this gun battle, look to the left side of the road to find a chest containing a bag of money.

SECRET

A chest is hidden among several barrels under the awning in the center of the marketplace. Open it to find the third secret of the chapter.



A chest in the center of the marketplace holds secret 3 of 5.



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WEAPON SHOP



Enter the weapon shop to replenish your ammunition and upgrade your weapons with the dollars that you've collected during the course of the game. You can buy the following items:

- Classic Rifle: \$460
- Prime Classic Gun: \$111
- Quickshooter: \$236
- Prime Ladies Gun: \$89
- Bow: \$200
- Knife: \$10
- 10x Arrows: \$20
- Dynamite: \$15
- 21x Rifle Ammo: \$10

Follow the objective indicator to the next gunfight, which takes place behind the weapon shop. Pay special attention to the small courtyard where a scrawny calf stands. If you clear a path to this courtyard and take cover behind the wall, you can fire down at oncoming enemies as they rush toward your brother.

SECRET

Look on the bench in the small courtyard with the goat to find a rolled-up scroll, the fourth secret of the chapter.



Secret 4 of 5 sits on a bench in the courtyard.

2 Get Inside the Church

When you reach the next objective indicator, you see Marisa break free of her captors in the distance and make a break for the church. As they start to fire at her, rush them and start shooting to draw their attention. Use the fountain in the middle of the wide-open area for cover as you shoot her three captors, and then run up the stairs to enter the church.

The brothers have no time for anything except the quickest of introductions as they bolt the church doors against the oncoming hordes of Devlin's men. Take a second to reload your weapons and prepare for battle.



SECRET

The final secret of the chapter is in a chest in a room to the rear of the church.



Secret 5 of 5 is in the church.



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When you're ready, stand in the action indicator near the church doors to kick them down with your brother and initiate a Cooperative Concentration Mode event that gives you a shot to thin out the miners' numbers. When it ends, continue shooting them. Look for them in three different areas: hiding among the structures in the church courtyard at close range, coming up the church steps at medium range, and sniping from a distant roof at long range.

Keep blasting away at Devlin's men until you see a commotion in the distance. A band of Mexican gun-fighters arrives and starts blasting away at the last of your enemies, ending the threat and concluding the chapter.

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The Aftermath

The leader of the Mexicans introduces himself as Juan Mendoza, or Juarez to his friends. Juarez warns you that you made a powerful enemy today, but he thanks you for rescuing "his" Marisa—which Ray doesn't take kindly to. Juarez invites the McCalls to his alcazar for an evening celebration.

At his alcazar, Juarez asks Ray and Thomas for their assistance in getting rid of Devlin, who is blowing up every mountain south of the border, looking for the Aztec treasure. Not only does the treasure belong to the Mexican people, says Juarez, but Devlin's also caused a great deal of pain and suffering among innocent civilians. If the brothers will eliminate Devlin or send him back where he came from, Juarez will share the treasure with them.





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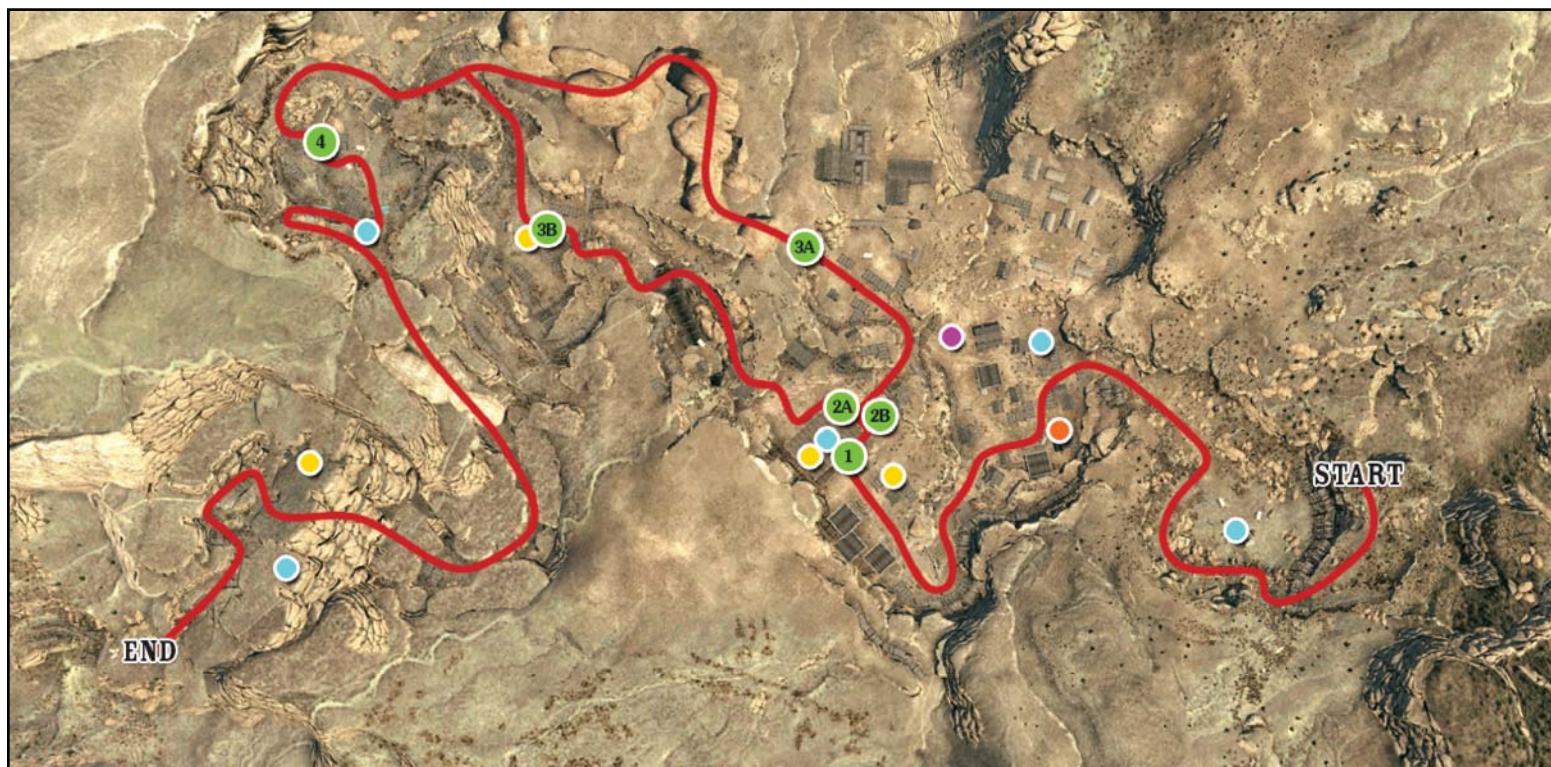
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Chapter Five: Mexico, vicinity of San Lorenzo, 1866. Present time.



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I used every argument I could to dissuade them from this madness, but my brothers pointed out that Devlin was, in fact, an evil bastard who wouldn't be missed by anyone. Juarez told us he was Irish born and made his fortune in Chicago. He's a thief and a cut-throat who takes what he wants, murdering settlers and prospectors for their lands and claims.

But as evil as he is, it is not my brothers' place to punish him. That is the Lord's work. Avenge not yourselves, but rather give place unto wrath: for it is written, Vengeance is mine; saith the Lord.



NOTE



At the Character Select screen at the start of the chapter, you can choose to play as Thomas or Ray. The chapter is similar for both characters, with a significant branching pathway.



Into the Excavation Site

Ray and Thomas begin the chapter on the upper ridge of the excavation site, where Devlin's men are detonating the hills around San Lorenzo in a destructive search for the Aztec treasure. They briefly contemplate doing this quietly, before laughing off the suggestion and resolving to raise the kind of hell only the McCalls can raise.



1 Find Devlin

Start by descending the spiraling pathway to the settlement at the start of the excavation site. Several of Devlin's men line the path, so move between areas of cover to eliminate them safely. They're spaced out enough that Ray can go in with both guns blazing and not have to worry about being overwhelmed, while Thomas is best suited to picking them off at range.



SECRET

Find the first of the chapter's five secrets in the first settlement at the bottom of the path. Open a chest near a covered wagon to find it.



Secret 1 of 5 is in the settlement at the start of the chapter.

Search the settlement for crates of ammunition, as well as cash and other valuable items found on the bodies of Devlin's men, and then follow your brother (and the objective indicator) down the path into a small mining camp that's crawling with armed miners. This leads to some intense close-quarters combat. Stay close to your brother and move along cover, but be careful not to hide behind anything that has an oil lamp on it.





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SECRET

A chest hidden among some crates under a shelter on the right side of the camp contains the second of five secrets for the chapter.



Secret 2 of 5 is hidden in the mining camp.



The Shotgun is an excellent close-quarters weapon, perfect for this fight. You can pick one up in the barn on the left side of the mining camp as you enter it.



By now, you've probably noticed that when the dramatic music stops playing, you've eliminated all of the immediate threats. This is a valuable cue as you proceed through your adventure.

WEAPON SHOP



Once you enter the mining camp, an icon indicating the location of a weapon shop appears on your screen. Once you've dealt with the armed miners, visit the weapon trader's wagon to purchase new weapons or

replenish your ammunition. The following items are available for sale:

- | | |
|--------------------------------------|----------------------------|
| • Prime Ranger (Pistol): \$246 | • Knife: \$10 |
| • Peppergun (Pistol): \$119 | • 12x Shotgun Shells: \$10 |
| • Prime Quickshooter (Pistol): \$306 | • 21x Rifle Ammo: \$10 |
| • Quickshooter (Pistol): \$236 | • 21x Pistol Ammo: \$5 |
| • Prime Classic Rifle: \$672 | • 10x Arrows: \$20 |
| • Dynamite: \$15 | |

Continue along the path leading out of the mining camp in the direction of the objective indicator. More of Devlin's miners lie in wait for you along the way, so proceed with caution and keep your weapons fully loaded. Pay special attention to the scaffolding that lines the outer edge of the curving pathway, as there is a miner who hurls sticks of dynamite down at you from one of the upper levels.



Devlin's house sits at the top of the path leading up from the mining camp. As you approach it, he comes out to express his distaste for the McCalls' methods. He'd considered offering them a job after they gunned down Rattler, but after all of the damage they've inflicted on his operation, he's changed his mind. Devlin goes back inside and orders his men to take care of the McCalls.



Chase Devlin

As soon as the scene with Devlin ends, get behind cover and start picking off his men. Look for them on the front porch of the house, as well as the upper balconies and windows and the rooftop. When they are all eliminated, your brother runs up to the front door, and an action indicator appears next to the door.





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Look under one of the shelters near the front of the house to find a chest containing some money.

Stand on the action indicator to trigger a Cooperative Concentration Mode event that gives you the opportunity to pick off several of Devlin's men as you and your brother kick open the front door. Follow your brother up the stairs and clear out the rest of Devlin's henchmen.



SECRET

Examine an upstairs bedroom to find a chest containing the chapter's third secret. Look on the nightstand in this same room to find a bag of cash as well.



The first floor bedroom holds secret 3 of 5.



Follow your brother out onto the balcony and pick off as many of Devlin's men as you can see. After you clear the area, you discover that Devlin escaped through the courtyard and blocked the gate behind him. Each brother has a unique role to play in the opening of the gate—Thomas has to open it, and Ray has to make sure that he's covered while he does so.

2A Cover Your Brother (Ray Only)

If you're playing as Ray, follow Thomas down to ground level and shoot Devlin's men as they appear. Your only priority is to make sure that neither you nor Thomas get killed while he lassos his way up to the other side of the gate.



But as soon as Thomas reaches the other side, it becomes obvious that the blockade was a set-up—a blast from the nearby explosives depot topples a water tower that completely blocks the gate, making it impossible to proceed past it, or for the brothers to reunite. At this point, the brothers' paths diverge, and Ray must look for Devlin in the mine shaft (3A).



2B Use Your Lasso to Get Over the Fence and Open the Gate (Thomas Only)

Although it's technically Ray's responsibility to shoot any of Devlin's men that try to stop you from reaching the other side of the gate, do yourself a favor and take a few seconds to help clear the area of enemies before lassoning the overhanging beam from the edge of the balcony. Swing to the other side of the balcony and follow it around the building to drop safely back down to ground level.



As soon as you reach the ground, Devlin's bandits detonate the water tower's support beams, sending it crashing down to the gate, keeping you from being able to get back over to Ray. While Ray takes the long way around and looks for Devlin in the mine shaft, Thomas has to pursue Devlin into the canyon (3B).





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Splitting Up

The booby trap sprung by Devlin's men forces the McCall brothers to go their separate ways for now.

3A Look For Devlin In the Mine Shaft (Ray Only)

Follow the objective indicator to a set of double doors and kick them in to proceed down a path that leads toward the mine shaft. Several of Devlin's miners await you at the bottom of the path. Eliminate them before proceeding into the mine shaft entrance, where you must fight more miners.



Look for ammunition crates in the encampment outside of the mine shaft to resupply before continuing.

Not far into the mine, the path forks, and each fork ends at a barricade made of planks and boulders. Blow up either barricade with dynamite to proceed. It doesn't matter which one you choose to detonate—the path rejoins just past the barricades. If you don't have any dynamite, look in the crates near the barricades to find some.

More of Devlin's men await you beyond the barricades, so proceed with caution and make good use of the boulders, mine carts, and crates for cover. Another barricade awaits your dynamite a little farther into the mine.



There's another squad of Devlin's seemingly inexhaustible supply of armed miners past this barricade. As soon as you eliminate them, run as fast as you can toward the end of the mine (marked with the objective indicator). Don't stop to open crates or examine your surroundings, because the miners have set off a series of charges behind you, and every detonation is nearer than the last! Shoot the miners as they flee ahead of you if you want, but don't worry if you miss them. Thomas is waiting for them—and you—at the other end of the mine. Approach him to complete the objective.



NOTE

Continue with Ray's chapter from 4.

3B Look for Devlin In the Canyon (Thomas Only)

Because Thomas was on the other side of the gate when Devlin's men sprung their trap to cover their boss's escape, you can follow the exact same path that Devlin took. Of course, it won't be easy—as soon as you pass the rickety shack at the beginning of the canyon, you need to pick off several miners on the opposite side of the canyon, as well as one on the canyon floor. Be especially careful of the miner standing near the top of the other side of the canyon, because he hurls dynamite down at you.





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Descend the first set of stairs after eliminating the first wave of miners and use your lasso to swing across the gap in the scaffolding. Run up the next set of stairs and immediately crouch behind a short wall for cover as you pick off several more miners on the opposite side of the canyon.

Once the coast is clear, look up and to the left of that short wall to find another beam that you can lasso. Do so and swing across another gap in the scaffolding. Drop off the end of it and onto a ledge on the other side of the canyon, and pull yourself up to a path leading forward along it.

As you go down the path, you can see Devlin and his bodyguard riding away along the canyon floor on horseback. You can't shoot them from here, but at least you know you're on the right track. Several more miners rush out along the canyon floor to attack you, but with the advantage of the high ground, you should have no trouble making short work of them.



An ammunition crate on the canyon floor near here allows you to resupply after eliminating these enemies. Farther down the path, you can also pick up a money bag from inside a tent near a team of horses.

Keep following the path toward the objective indicator, and don't worry about facing any more enemies. The next ones you see are the miners fleeing from the exploding mine shaft, with Ray in hot pursuit. Join your brother in gunning them down and reunite with him to complete the objective.



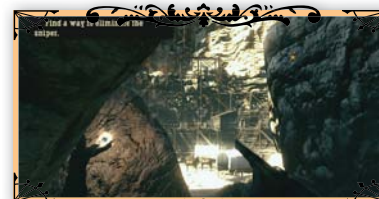
Hunting Devlin

With the brothers McCall reunited and Devlin not far ahead, the chase is almost at an end.

4 Find a Way to Eliminate the Sniper

Follow your brother toward the objective indicator, which takes you to an excavation lined with an extensive network of scaffolding in the canyon. Be careful, though—a sharpshooter in a watchtower has his rifle trained on the entrance to the area. Your brother volunteers to distract him while you find a way to get rid of him.

A mad dash into the area is almost certain to get you killed, so don't go through the stone arch that marks the entrance to the excavation. Instead, take the path to the right just before the stone arch to sneak up on the sniper from behind. Shoot him to eliminate the threat, and then aim down at the floor of the canyon to help your brother by picking off the miners that rush into the excavation site.



Find Devlin

NOTE

This is a continuation of the first objective.



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Meet up with your brother and follow him as the two of you ascend the scaffolding together, shooting Devlin's men as they appear. As long as the two of you stay close and respond to threats quickly, you should have no trouble cutting through your enemies.

SECRET

Your path up the scaffolding takes you right past a crate containing the chapter's fourth secret. It's at the end of one of the longer horizontal sections of scaffolding, and it's almost impossible to miss as long as you follow your brother's lead.



Secret 4 of 5 is on the scaffolding in the excavation site.

At the top of the scaffolding is a long, downward-sloping tunnel that leads into a deep excavation site. Eliminate the guards at the entrance, resupply from the nearby ammunition crates, and then enter the site.

As before, you need to follow your brother's lead along the maze of scaffolding that leads up and out of the site, but the miners in here are desperate, which makes them much more dangerous. Thrown dynamite is a common danger, and the dim lighting makes it difficult to see if a barrel is filled with explosives or is a harmless object that can be used for cover.



SECRET

Near the top of the excavation, you descend some wooden stairs that lead down to a small depression in the cavern with another set of stairs leading up nearby and several crates scattered around the stone floor. Look under one of the staircases to find a chest hidden among some barrels. Open the chest to collect the chapter's fifth and final secret.



Look under some stairs for secret 5 of 5.





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Showdown: Devlin's Bodyguard

Follow the objective indicator all the way to the end of the path to find Devlin and his bodyguard. Devlin pleads with his bodyguard to just shoot Ray and Thomas, but the bodyguard wants to prove that he's more than a match for the infamous McCall brothers, whose wanted posters he's seen in Arkansas, Oklahoma, and Texas.

After the bodyguard finishes taunting you, the showdown begins. Use the exact same techniques that helped you gun down Rattler and the sheriff of Fort Smith, and Devlin will quickly find himself with no one to protect him.



The Aftermath

Devlin pleads with Ray to spare his life, offering to better whatever offer Juarez made to them. Ray almost appears to consider the offer, until Devlin makes the mistake of referring to Marisa as "his little whore." Just as Ray is about to pull the trigger, Thomas appears and begs his brother not to do it.







Thomas assures Ray that, despite all of the blood on his hands, he's not beyond redemption. After all, Jesus Christ saved the soul of a wicked man who he was crucified next to, because that man repented. Ray responds by shooting Devlin dead and thanks his brother for the theology lesson.





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-  **Objective Locations**
-  **Player Path**
-  **Secrets**
-  **Money Bags**
-  **Weapon Shop**
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Ray is slowly succumbing to the darkness. And I can see that Thomas too is drawn to the succubus. Why did we come to this evil place? I pressed them to leave, but my brothers have fallen under the thrall of the Call of Juarez. It isn't just the money they want. It's her. The way Ray looks at her fills my heart with fear. And though Thomas hasn't yet revealed his true feelings, I see the way SHE looks at him. I'm afraid what happened in Arkansas will happen here.



NOTE



At the Character Select screen at the start of the chapter, you can choose to play as Thomas or Ray. The chapter is similar for both characters.



The Great Wide Open

This chapter is unique in that you can choose which objectives to take on and when to take them on. You can even decide to skip this chapter altogether and proceed to the next chapter and the start of Act III. There are three optional objectives:

- 1 Retrieve stolen cattle
- 2 Eliminate Ramos and his gang
- 3 Retrieve stolen property

To begin a side-quest, simply approach the warrant letters posted on the front of the weapon shop at the start of the chapter. Once you've accepted a side-quest, you must either complete or abandon it before you can accept another one. If you abandon a quest, you cannot restart it without replaying the entire chapter.



Complete any side-quest to earn the "Boy Scout" Achievement/Trophy.

After completing all of the side-quests (or whenever you decide to continue to the next chapter), simply approach your brother outside the weapon shop and press the action button to speak with him. As soon as you do so, the chapter is over. If you left any side-quest unfinished or any secret undiscovered, you must replay the chapter to complete them.

To see what happens after you speak to your brother and end the chapter, skip to "The Aftermath."



WEAPON SHOP



The weapon shop is located at your starting position in the chapter. When you don't have an active side-quest, an icon appears on the screen indicating the location of the shop. The shop is well-stocked and offers the following items for sale:

- Quickshooter (Pistol): \$236
- Prime Quickshooter (Pistol): \$306
- Peppergun (Pistol): \$119
- Prime Ranger (Pistol): \$246
- Prime Classic Rifle: \$672
- Prime Shotgun: \$335
- Prime Bow: \$300
- Knife: \$10
- Dynamite: \$15
- 21x Pistol Ammo: \$5
- 21x Rifle Ammo: \$10
- 12x Shotgun Shells: \$10
- 10x Arrows: \$20



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There are 12 secrets in this chapter, as well as several weapons and cash deposits. You don't need to collect them in any specific order—you can attempt to get any of them at any time. For the sake of convenience, we've listed each in the side-quest that takes you closest to it.

Before You Get Started

You can collect several items hidden around the weapon shop before you undertake your first side-quest. These items can also be collected between side-quests or at any time during a side-quest.



Use the ladder on the side of the weapon shop to climb up to the shop roof and find a chest containing a money bag.

SECRET

Examine the ruined house across the road from the weapon shop to find a chest near a pair of barrels. Open the chest to find a secret.



Look around the house near the shop for a secret.

SECRET

Run around behind the weapon shop to find a drunken Mexican passed out against a tree. A secret lies next to him. When you pick it up, he wakes up and tries to shoot you, so be ready to take him out before he can gun you down.



Another secret lies next to a sleeping Mexican near the shop.

SECRET

Standing behind the weapon shop with the shop behind you on your left side, cross over the top of the small hill ahead of you to see a house at the bottom of it. Climb a ladder leaning up against the house to get up onto the roof and find a chest that contains a secret.



The chest on top of the house at the bottom of the hill near the shop contains a secret.

1 Retrieve Stolen Cattle

Forty cattle were stolen from the government stables in San Lorenzo on July 12th. The Florez gang is responsible for this theft and is driving the cattle toward the border. The treasury is offering a reward of \$1 for every head recovered and an additional bonus of \$200 for eliminating the gang.



After accepting the side-quest, mount a nearby horse and follow the road in the direction of the objective indicator. The road forks as you continue along it. Both directions take you to the objective, but the left path takes you past a trio of bandits attacking a civilian, as well as a couple of secrets and a chest containing some cash (see following). You don't have to kill the bandits, but they will attack you regardless. The only things to be gained from eliminating them are the money and items that they leave behind.





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SECRET

As you start down the road leading to the side-quest, look behind a large boulder to find a gallows. Inspect the pack and crate at the foot of the gallows to find a secret scroll.



A secret is hidden at the foot of the gallows.



If you take the left fork in the road, look on the roof of the house to the left just after the fork and before the group of bandits to find a chest that contains a bag of cash.

The road leads to a path that runs along the edge of a ravine. If you took a left at the fork in the road, the path is longer, but it also takes you past a secret near the start of the ravine path (see following). Proceed with care down the ravine path, and be especially careful when the game autosaves, because enemies are just ahead. Dismount from your horse and proceed on foot, using boulders as cover as you pick off the first group of bandits.



SECRET

If you took the left at the fork in the road, look down into the ravine to see a body on a ledge below. On a higher ledge that's just below the level of the path are the unfortunate soul's belongings, including a rusty Classic Rifle, some rifle ammunition, and a secret. If you're playing as Thomas, use your lasso on the overhanging tree branch to get back up to the canyon path. If you're playing as Ray, enjoy your drop down into the ravine!



Look on a ledge below the canyon path to find another secret.

Eliminating this first group of bandits should be enough to fill your Concentration Mode meter, especially if you also killed the three bandits that were attacking the civilian previously. Save this CM until you round the next corner, just beyond the three horses. Bandits jump out from all directions to ambush you, but if you have a full CM meter, you can use it to kill them all in one fell swoop.



As you continue down the path, you start seeing the stolen cattle. Another group of bandits hides among them and shoots at you. You can earn up to \$40 bonus cash if you manage to kill all of these bandits and complete the side-quest without killing any of the cattle or allowing them to be killed by the bandits' gunfire. You lose \$1 of this bonus for every cow that doesn't make it.





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CAUTION

Using Concentration Mode isn't recommended in this area, unless you're willing to sacrifice a few cattle for the sake of offing the bandits more efficiently.



Explore the area to the left of the path near the stolen cattle to find a pup tent with rifle ammunition and arrows in it. A rusty Classic Rifle leans up against a nearby tree.

Proceed past the bandits' camp and down the path to an open natural "arena" with a pair of large boulders in the middle of it. Two bandits jump out at you just before you enter it, and this is a great opportunity to use your CM if your meter is full.

After you've eliminated all of the bandits, the only enemy remaining is the bandit leader, Florez. He stands on the rock ledge that overlooks the arena and hides behind the boulders that line it, shooting down at you with a powerful rifle. Two consecutive shots from it will kill you, so take cover behind one of the ground-level boulders and keep your eyes on the ridge directly in front of you. Don't leave cover to shoot at Florez every time he appears. Instead, just shoot him whenever he comes into your line of sight, and use the boulder as cover against his fire when he attacks from your flank.

After you shoot Florez four times, he challenges you to a showdown. All of the usual showdown strategies apply. Once you gun Florez down, the mission is complete, and you earn your \$200, plus \$1 for each surviving head of cattle.



Back to the Shop

Once you complete the side-quest, mount any saddled horse and start riding back to the weapon shop along the road that leads in the same direction as the shop indicator icon. A sharpshooter tries to pick you off from the left side of the road as you ride. You can either race by him and not worry about him, or you can plug him and continue.



If you didn't take the right path at the fork in the road that led to the cattle side-quest, you might want to explore the area to the left of the entrance to the ravine path on the way out. There, you'll find a pup tent that contains shotgun ammo, a bow, and some arrows. Nearby, the tent's former owner lies against a rock. You can take the knife sticking out of him.

SECRET

As you leave the ravine path, turn left and follow the ridge of hills to the corner of the map, where you'll find an abandoned house. Look in a basket behind the short wall in front of the house to find a secret scroll.



An abandoned house near the cattle ravine contains a secret.



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2 Eliminate Ramos and His Gang

Julian Ramos is the leader of a gang responsible for 14 murders committed in Durango, Mexico. The price on his head is \$100. After accepting the side-quest, follow the road in the direction of the objective indicator, which points toward Ramos's villa.

Along the way, you encounter some bandits harassing a woman. They turn and attack you as you draw near. You can either race past them or eliminate them and pick up the items that they leave behind.



SECRET

If you explore the hills between the weapon shop and Ramos's villa, you can find a destroyed wagon with buzzards circling around the debris. Explore the wreckage to discover a chest containing a secret.



A chest near a broken wagon holds a secret.

2A Entering the Villa: Ray's Method

If you are playing as Ray, ride straight up to the gates of the villa and shoot any members of Ramos's gang that are visible through the gates. Once you've cleared the immediate area, approach the gates and press the action button to place a stick of dynamite on them and blow them wide open, giving you access to the villa.



Enter the villa grounds and move clockwise around the villa, shooting gang members as you go. Use the crates, barrels, and other various structures in the courtyard for cover, but be careful not to stand too close to the explosive barrels that line the area. Once you clear the courtyard, kick in the door under the wooden stairs on the back side of the villa to enter the building.

Clear the ground floor of enemies, and then proceed up the stairs to the next floor, but watch out for the bandit who throws dynamite down the stairs at you. Open the door to the bedroom, which leads back out to the balcony and gives you a glimpse of Ramos escaping on horseback.



If you're extremely quick on the draw, you can eliminate Ramos here and not have to proceed to 2B to complete the side-quest.

Quickly eliminate the men Ramos left behind to cover his escape (a stick of dynamite works wonders), and then seize one of the saddled horses that they left behind.





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2A Entering the Villa: Thomas's Method

If you are playing as Thomas, ride to the water tower to the left of the villa's main gate. Shoot the bandits who can fire down on you from inside the villa grounds, and then use your lasso to snag the beam that extends out from the tower, and pull yourself up.



From the water tower, drop into the villa courtyard and shoot the gang members around the villa's exterior. Equip your lasso and throw it up at the beam that extends from the corner of the villa roof to pull yourself up to the villa's balcony.



Shoot all of the bandits on this balcony, and then go through the only door on the balcony that you can open; it's the one near the barrel at the foot of the stairs leading up to the roof. Shoot the pair of bandits just inside the door, and then go through the bedroom door to encounter another pair of gunslingers.



Entering the bedroom triggers Ramos's escape attempt. Eliminate the gang members in the bedroom as quickly as possible, and then run out onto the balcony to see Ramos escaping on horseback as his men cover his getaway. Shoot the bandits and seize a saddled horse to follow Ramos.



NOTE

It is possible to pick off Ramos here and bring the chapter to a successful close without needing to proceed to 2B.

2B Don't Let Ramos Get Away

With the villa cleared out and Ramos having made his getaway, it's up to you to follow him on horseback and ride toward the objective indicator to reach a small bunker where Ramos has holed up with an elite cadre of his men.

SECRET

Before you take off in pursuit of Ramos, be sure to look in the upper floor bedroom to find a chest that contains knives and ammo, as well as a safe that contains a secret.



The safe in Ramos's bedroom contains a secret.

CAUTION

Don't dawdle when pursuing Ramos. If you take too long to reach his hideout, you will suffer a mission failure and have to continue from the last checkpoint.

TIP

On the road to the bunker, you pass a sharpshooter who you can eliminate and get a Heavy Scoped rifle from, as well as a water tower that you can climb to find a chest containing dynamite and knives. These weapons come in handy when fulfilling the current objective.



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You need to eliminate Ramos's men inside the bunker without succumbing to their gunfire, which is easier said than done with the lack of cover around the bunker. If you killed the sharpshooter on the way to the bunker, you can use his rifle to zoom in on the windows from a distance and pick off the bandits. If you're playing as Ray, you can also throw dynamite through the windows to make short work of the enemies inside.

Once all of Ramos's men have been eliminated, the gang leader himself comes out and challenges you to a showdown. All of the usual conditions and strategies apply. If you're quicker on the draw than Ramos, the mission is a success and you earn \$100 for your troubles.

Back to the Shop

After you complete the side-quest, you can pick up several weapons, a few bags of cash, and a secret in the area near Ramos's bunker. Start by exploring the bunker itself to pick up the weapons left behind by the gang members inside, as well as some dynamite and ammunition.

As you face the front of the bunker, ride off to the hills to the right of it to find a compound guarded by six bandits. Shoot them all and explore the compound to find three chests containing money and ammunition. Two are on the ground around the compound and the third is on the roof.

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After raiding the compound, continue following the line of hills as you ride farther away from Ramos's bunker. This takes you to a small area with a grave marker. Lying in front of the grave marker are a bow and some arrows.

Now ride back to the compound and continue past it. This brings you to the ruins of a house, where you can find a chest containing some money among the burned timbers. If you are playing as Thomas, you can also use your lasso to reach the upper level of the wreckage and find a rusty Classic Rifle.

SECRET

After visiting the three areas that contain weapons and/or cash, keep riding along the line of hills away from the compound and Ramos's bunker to find a graveyard with three bandits in it. Shoot them all, and then look in an open coffin to find a secret.

On the road back to the weapon shop from Ramos's bunker, you encounter some bandits attacking a wagon. You can either stop and deal with them or ride on by and ignore them.

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A coffin in the graveyard contains a secret.





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3 Retrieve Stolen Property

Personal property of high sentimental value was stolen from Mr. Borubaro Pereiro's house in Juarez. For retrieving his property and punishing the criminals, Mr. Pereiro offers a reward of \$100. After accepting the side-quest, mount a horse and start riding toward the objective indicator.

Along the road to the objective, you encounter another bandit ambush on a pair of civilians. As with all of these minor encounters, you can either intervene or ride on by.

As you approach the canyon that leads to the bandits' cave, you have a bit of luck and get the drop on them. Eliminate them as quickly as possible, because if you can prevent any of them from running farther into the canyon, you can preserve the element of surprise with each subsequent group of bandits.

Proceed farther into the canyon and eliminate the next group of bandits. Use the explosive barrels in this area against your enemies—and don't get caught standing near one when you're being shot at! Replenish your ammo from the ammunition crates in the area; if you're playing as Ray, there is also some dynamite to pick up.



TIP

A rusty Classic Rifle sits on top of an ammo crate on a stone ledge that overlooks the canyon floor.

The last of the bandits guard the entrance to the cave that contains their ill-gotten gains. Shoot them and proceed farther into the cave to meet the bandit boss, who hides in the shadows at the far end of the cave. Get behind some cover and shoot him four times to get him to come out of hiding and challenge you to a showdown.

By now, you should be an old hand at showdowns. This one is no different from the others that you've taken part in thus far. Outdraw the bandit boss to complete the side-quest and earn your \$100.



Back to the Shop

SECRET

After you gun down the bandit boss, search the chests in the middle of the cave to find a secret, as well as plenty of ammo and cash. You can also pick up several of the bags of money that lean against the chests.



The chest in the cave contains a secret.



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If you are playing as Ray, examine the back of the cave to find a chest behind a gate that you must blast open with dynamite. The chest contains money. It does not appear if you are playing as Thomas.

Ride out of the bandits' canyon with caution, because four more bandits wait at the exit in ambush. Shoot them all, or just ride past them as fast as you can on your way back to the weapon shop.



SECRET

As you exit the canyon, turn right and follow the line of hills to find a dilapidated scaffolding clinging to the rock face. If you are playing as Ray, use the ladders to climb up to the top level of the scaffold, and then use dynamite to detonate a large boulder up there.

If you are playing as Thomas, use your lasso to climb up to the top of the scaffolding. Up there, you'll find a bucket that contains a secret scroll.



You'll find a secret at the top of the scaffolding.

SECRET

If you turn left from the exit of the bandits' canyon and follow the line of hills, you arrive at an abandoned mine entrance. Look inside the mining cart to discover a secret scroll.



The mining cart contains a secret scroll.

The Aftermath

After you've completed as many side-quests, found as many secrets, and purchased as many items from the weapon shop as you want to, speak to your brother to end the chapter. This takes you to a conversation between the McCalls and Juarez, who introduces them to Seeing Farther, the Apache brave who has come to Juarez seeking rifles. Seeing Farther knows of a medallion that indicates the precise location of the Aztec treasure, but he believes it to be cursed, because it has brought no end of misery to the Apache.





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So we headed north into the desolate lands of southern Arizona. Our goal was a gunrunner who promised to sell Juarez the rifles. The bandit leader brought his harlot but kept her close. Ray's eyes never left her.

I spoke often with Seeing Farther. He was curious about us whites and how we lived, and I was fascinated to hear of his life among the savages.

We set up camp in the hills outside of Tucson, and Juarez went alone to parley with his gunrunner. When he returned, everything had changed...



NOTE



At the Character Select screen at the start of the chapter, you can choose to play as Thomas or Ray. The chapter is similar for both characters.



Jailbreak

At the start of the chapter, Juarez reveals that his gunrunner was intercepted by the Pinkertons and is being held prisoner in a small Arizona town. The local marshals confiscated the rifles he was going to sell Juarez, and it's up to the McCalls to bust him out and liberate his wares.

Later, in another part of the bandit camp, Marisa wraps Ray even more tightly around her finger. She seduces him with the possibility of leaving Juarez for him, if Ray can get the Aztec amulet from Juarez and give it to her.



1 Get the Prisoner Out of the Jail

Begin by mounting a saddled horse and riding down the winding mountain path ahead of you. Don't worry about enemies—you don't encounter any along the trail. The road overlooks the town where Juarez's gunrunner is being held. As you ride toward it, you can see an explosion destroy one of the buildings in it.



As you enter the town, several frightened townsfolk run away. Ride on in and dismount near the covered wagon at the town's entrance; your brother does the same. Walk toward the objective indicator. If you are playing as Thomas, climb up onto a wooden shelter (indicated by an action indicator) and pull Ray up after you. If you are playing as Ray, stand in the action indicator below Thomas to get him to pull you up to the shelter roof.



Drop down off the other side of the shelter to reach a fenced-in area around the jail, marked with the objective indicator. Advance toward the prison, but be ready to jump behind cover, because Pinkertons appear on the rooftops and start firing down at you. One of the first Pinkertons throws dynamite at you; make him your top priority so that you can hide safely behind cover while picking off the remaining Pinkertons.



After surviving this first Pinkerton ambush, your brother checks the front door of the jail to find it securely locked. Follow him back around to one of the windows, which is secured with rusted bars that a strong horse could pull free.





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Ride a horse from the nearby stables over to the jail window to pull the bars free from the window and create an entrance. Jump in through the window, and join your brother at the door beyond it, marked with an action indicator.



This triggers a CCM event against four more Pinkertons in the room beyond the door. Shoot them all, and then scour the room for weapons and items, as well as a secret (see following).

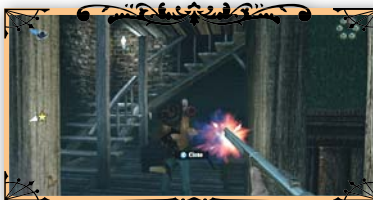


SECRET

Search the ground floor of the jailhouse where the Pinkertons were lying in wait to find a chest that contains the first of five secrets for the chapter.



Secret 1 of 5 is in the jailhouse.



Open the only ground floor door that you can open and blast two more Pinkertons waiting for you on the other side of it. Open the chest near them to get some dynamite if you need it, and then go down the ground-floor corridor past the stairs to find the cell that Juarez's gunrunner is supposed to be in. However, the cell door is locked.

Find the Cell Key

Go up the stairs near the locked jail cell and be ready to shoot a Pinkerton on the landing. Open the door at the top of the stairs to find another Pinkerton waiting for you in a large room.



TIP

Look on a bookshelf in this room to find a bag of cash.

Open a door in the large room to enter a smaller room with two more Pinkertons in it. Shoot them both, and then pick up the ring of keys lying on the table in the middle of the room.



Return to the locked jail cell with the keys in your possession. You can now open the cell door, but the cell is empty. The Pinkertons have moved the gunrunner to another location!





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Find the Prisoner

Backtrack out of the jailhouse the same way you entered, shooting a pair of Pinkertons as they run in through the window that you need to leave through. Follow your brother's lead as soon as you escape the jailhouse. If you turn left, you will run right into a killing field, courtesy of a Gatling gun in the middle of the street. You need to find a way to flank it, so turn right instead and follow your brother around the back of the jailhouse.



Climb Up the Tower and Look Around

As the McCall brothers run down the alley behind the jail, they see a water tower and decide that they should head for that and climb it to get a better view of the town. Proceed toward it with your brother, shooting Pinkertons as they rush into the alley and attack. One of the last Pinkertons to appear throws dynamite, so watch out for him.



After the alley is clear, Thomas must help Ray climb up onto a shelter roof and drop off the other side to arrive at a locked gate. Thomas has to open the gate, and Ray has to cover him.



Go Through the House and Open Gate from the Other Side (Thomas Only)

If you are playing as Thomas, lasso one of the beams above the balcony of the house that overlooks the gate. Equip a weapon and open the door on the balcony to enter the house.



While Ray battles the Pinkertons outside of the house, you can pick some off from inside the house by standing near the open window. Once you've got a clear path out of the window, leap out of it and drop from the roof you land on. Approach the gate and press the action button to open it, reuniting the McCall brothers.



Cover Thomas While He's Opening the Gate (Ray Only)

If you're playing as Ray, stand near the balcony that Thomas lassos himself up to and fire at the Pinkertons on the rooftops beyond the gate. Keep up the pressure—even if you're not hitting them as accurately as you'd like, you're still drawing their attention away from your brother. As soon as Thomas opens the gate, run through it and help him get rid of any remaining Pinkertons in the area.



Climb Up the Tower and Look Around (Thomas Only)

Thomas's next objective is to reach the water tower and climb it to get a better view of the town. Follow Ray to another gunfight near an explosives depot, but keep your distance from it. Shortly after the gunfight begins, the depot blows sky-high, obliterating the Pinkertons who were foolish enough to seek cover in it.





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Pick your way through the wreckage of the depot carefully to avoid the flaming bits, and then round the next corner with caution. Three sharpshooters in a two-story barn near the water tower start shooting at you as soon as they see you. If you have a full CM meter, rush forward and use it to shoot all three sharpshooters. If not, get behind some cover and pick them off carefully.



Enter the barn through the ground-level entrance below the sharpshooters to find some dynamite inside. You can also go up to the snipers' post to take their weapons and ammo, as well as a bag of money lying nearby.

SECRET

On the ground on the side of the barn opposite the sharpshooters is a chest that contains the chapter's second secret.



The chest near the barn contains secret 2 of 5.



Use your lasso to pull yourself up to the base of the water tower, and then climb up the ladder that leads to the top of it. As soon as you get to the top of the water tower, your attention is drawn to a saloon at the other side of town. The roof is crawling with Pinkertons, so that must be where the gunrunner is being held.



3 Cover Thomas While He's Climbing Up to the Tower (Ray Only)

If you're playing as Ray, your next objective is almost identical to Thomas's. Follow the exact same strategies to deal with the Pinkertons in the explosives depot and the sharpshooters in the barn, and join Thomas in the CCM event at the water tower gate. The only difference is that when Thomas is climbing up to the top of the water tower for a better vantage point, you have to shoot the Pinkertons that appear on the nearby rooftops and out from around the various buildings so that they don't shoot Thomas.



Get to the Saloon

Whether you're playing as Thomas or Ray, your next objective is to get to the saloon where the gunrunner is being held. Thomas should remain atop the water tower, using the side of it as cover, and fire down on the Pinkertons that rush into the area around the water tower. Ray should use the various objects on the ground as cover against those same Pinkertons and help his brother clear them out.





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When the coast is clear, follow your brother through the door marked with the objective indicator. From inside this building (an undertaker's, ironically), you can see a small army of Pinkertons outside, stationed around the Gatling gun you saw earlier.



A table on the upper floor contains dynamite. There is a bag of money on a upper-floor bookshelf near some shotgun ammo, as well as a second bag of cash on top of a cabinet in the corner of an upper-floor back room.

4 Get On the Wagon and Use the Gatling Gun

From inside the house, pick off the Gatling gunner on the covered wagon and shoot as many Pinkertons as you can aim at. The first shot you fire lets everyone know exactly where you are, but you can still use the walls of the house for cover, and eliminating the Gatling gunner is a top priority.

Clear a path to the wagon with the Gatling gun on it and make a break for it to seize control of the gun and turn it against the Pinkertons. Sweep back and forth across the street, aiming at the nearest Pinkertons first (since the Gatling gun is not a precision weapon). Pay attention to where you're getting hit from and who is inflicting the most damage.



Ray can detach the Gatling gun from its tripod and carry it around (slowly) by following the on-screen button command.

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5 Get to the Saloon

NOTE

This is a continuation of the earlier objective.

After you've had your fun with the Gatling gun, walk down the street toward the saloon, which is marked with the objective indicator. Enter the weapon shop if you need additional ammunition or want to upgrade your weaponry—this is your only opportunity to access this shop during this chapter.



WEAPON SHOP



The weapon shop has the following items available for sale:

- Prime Peppergun: \$185
- Prime Hybrid Gun: \$216
- Volcano Gun: \$192
- Prime Ranger: \$246
- Prime Quickshooter: \$306
- Prime Classic Rifle: \$672
- Knife: \$10
- Dynamite: \$15
- 21x Pistol Ammo: \$5
- 21x Rifle Ammo: \$10
- 12x Shotgun Shells: \$10



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Whether or not you enter the shop, stay on the extreme left side of the street once you pass it, because a covered wagon containing several armed Pinkertons thunders down the middle of the road and will run you down if you're in its way. Get behind cover if you're playing as Thomas and don't have a full CM meter. Ray

can throw a stick of dynamite into the wagon and eliminate all of the Pinkertons in one blast, and either brother can pick them all off by using CM, but it's extremely difficult and risky to shoot them all without using one of these tactics. It's better to let them pass on by than risk being killed.



If you are playing as Thomas, you can lasso yourself up to the balcony of the building beyond the weapon shop and get a better vantage point on your enemies, but there's also less cover if you take this upper route.

Fight all the way down the street toward the saloon, staying near your brother so that you don't get separated and pinned down by the Pinkertons. Look for enemies on both sides of the street, at ground level, on balconies, and on rooftops.

When you reach the saloon, you have to survive a gunfight with multiple Pinkertons. Your brother takes cover near a wagon in the center of the square, but you should stick to the front porches of the various buildings. Not only do the balconies over them help to protect you from gunmen on the rooftops, staying away from the wagon also keeps you from being caught in a blast that destroys it during the fight.

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In the final stage of the courtyard ambush, the saloon doors burst open, and several Pinkertons fire out from inside the saloon. Eliminate them all and enter the saloon.

SECRET

When you enter the saloon on the ground floor, go behind the bar to discover the third secret of the chapter, hidden in a chest.



Secret 3 of 5 is behind the saloon bar.



Be sure to pick up the bag of cash on the saloon bar.

Approach the foot of the stairs leading up to the next floor and shoot the Pinkerton at the top of them. Climb the stairs and go down the hallway to fight another one. Go through the open door behind the second Pinkerton to face two more who use overturned tables as cover.

Enter the room once the Pinkertons are eliminated to find Juarez's gunrunner, his face wrapped in bandages, his voice mute. Follow him downstairs to the entrance of the saloon.





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There is a bag of money in the room where the gunrunner was being held. Look on the bookshelf near the door to find it.

Escape from the Pinkertons

Having found the gunrunner, the McCalls need him to lead them to the rifles, and then get out of town.

Showdown: Pinkerton

As you attempt to leave the saloon, a Pinkerton challenges you to a showdown. Use the gunfighting techniques that have gotten you this far to shoot him down and continue.



6 Get to the Barn Where the Weapons Are Kept

Follow your brother and the gunrunner toward the objective indicator. Another wave of Pinkertons attacks just as you leave the area around the saloon. You'll know when you've eliminated them all, because the gunrunner will leave his hiding place and continue toward the rifles.

The road ahead is blocked by a pair of covered wagons, so the gunrunner climbs up some crates to reach the rooftops. Thomas must climb up onto the crates and pull Ray up behind him, and then climb up onto the roof from there and haul Ray up. Another Pinkerton ambush awaits you up here. Fight it off and follow your brother across the rooftops and back down to street level.



SECRET

When you return to street level after crossing the rooftops with the gunrunner, face the direction of the objective indicator, and then turn left to find a chest near some horses. Open the chest to find the chapter's fourth secret.



Secret 4 of 5 is in a chest near some horses.

SECRET

If you turn right instead of left while facing the objective indicator, you can find a chest under a wooden awning. Open the chest to find the chapter's fifth and final secret.



The chest under the awning contains secret 5 of 5.

Take cover among the crates and buildings near the gunrunner and your brother and shoot the Pinkertons ahead of you. The most dangerous one is the one manning the Gatling gun under the large open-air shelter. Pick him off and make sure none of the other Pinkertons reach the weapon. You can seize control of it yourself, but it can be tricky to cover that much open ground while there are still enemies in the area.





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Once you clear the area of enemies, don't miss the two bags of money hidden in the wagons parked outside of the barn.

When all of the Pinkertons have been eliminated, enter the barn marked with the objective indicator to complete the chapter.



The Aftermath

The McCalls ride out of town with Juarez's gunrunner and his cache of weapons. Later, in Juarez's private quarters, Juarez tries to renegotiate his deal with the gunrunner by telling him that he put a lot of men at risk to rescue him from the Pinkertons. The gunrunner corrects Juarez—they're not Juarez's men, they're his. As his bandages are removed, it is revealed that the gunrunner is Colonel Barnsby, and he has not relieved the McCalls of their duty to him. If Juarez wants to renegotiate their deal, he's going to have to be willing to deal the McCalls to Barnsby.





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The more I preached to them, the less they listened. They were outlaws now, and they didn't want my judgment. There was no longer any talk about rebuilding our home or our farm back in Georgia.

As we waited for Juarez to return, the time dragged endlessly. Finally, Ray boasted of Marisa's promise to run away with him if he could get the medallion. He said he was taking the cash and the girl and that no one would stand in his way. Thomas didn't say a single word, but I saw the fire in his eyes. He rode off in silence. Ray had no idea where he was going. But I did.



NOTE



At the Character Select screen at the start of the chapter, you can choose to play as Thomas or Ray. The chapter is similar for both characters.



Exploring Arizona

The chapter begins with a scene between Thomas and Marisa. Thomas accuses her of selling herself to Ray for the money, but Marisa claims that Ray said that he wanted the medallion, and she told him to take it—to benefit all of them. When Thomas says that he's as capable of taking out Juarez as his brother is, Marisa tells him that she doesn't want Thomas to be hurt, because he's the one she's in love with.



Like chapter six, you can choose which objectives to take on and when to take them on in this chapter by selecting the warrant letters on the wall inside the weapon shop at the start of the chapter. You can even decide to skip all three side-quests and proceed to the next chapter. There are three optional objectives:



- 1 Help Wanted! Looking to Hire Regulators!
- 2 Wanted Dead or Alive: Jim Peters and His Gang
- 3 Security Guards Wanted



Complete any side-quest to earn the "Boy Scout" Achievement/Trophy, if you haven't already earned it. If you completed all three side-quests in chapter six and all three side quests in this chapter, you earn the "Shield of Hope" Achievement/Trophy.



NOTE



Once you're ready to complete the chapter and proceed to the next one, meet your brother near the abandoned gold mine. For details, skip down to the "4 Head to the Meeting With Mendoza" section of this chapter.





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WEAPON SHOP



The weapon shop is located at your starting position in the chapter. Whenever you do not currently have an active side-quest, an icon appears on the screen indicating the location of the shop. The shop is well-stocked and offers the following items for sale:

- Superb Ladies Gun: \$214
- Superb Classic Gun (Pistol): \$244
- Prime Hybrid Gun (Pistol): \$216
- Prime Volcano Gun (Pistol): \$276
- Superb Quickshooter (Pistol): \$504
- Prime Classic Rifle: \$672
- Superb Classic Rifle: \$1,088
- Prime Sawed-Off (Shotgun): \$179
- Prime Bow: \$300
- Knife: \$10
- Dynamite: \$15
- 21x Pistol Ammo: \$5
- 21x Rifle Ammo: \$10
- 12x Shotgun Shells: \$10
- 10x Arrows: \$20



NOTE



There are 12 secrets to be found in this chapter, as well as several weapons and cash deposits. There's no specific order that you need to collect them in, and you can attempt to get any of them at any time. For the sake of convenience, we've listed each in the side-quest that takes you closest to it.



SECRET

Before you head out from the weapon shop, look in the apple cart around the side of the shop to find a secret scroll.



There's a secret around the side of the shop.

Help Wanted!

Looking to Hire Regulators

A local farmer named Freeman has posted the following handwritten warrant in the weapon shop: "I'll pay \$100 per hired gun. Contact me at the Freeman place, just outside of town."



1A Get to Freeman's Farm

Hop onto one of the saddled horses outside of the weapon shop and ride in the direction of the objective indicator. Watch the rocky outcropping above you and to the left as you ride toward it, because two sharpshooters hide in it and fire down at you. You can choose to either shoot them both or ride on by.





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If you choose to eliminate the sharpshooters, explore the outcropping where they set up their ambush, because there's a secret scroll hidden next to their backpacks near the campfire.

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Look for a secret scroll in the sharpshooters' perch.

SECRET

Between the weapon shop and the sharpshooters, you can find a farm that's been occupied by several bandits. If you shoot them all, you can pick up some money bags from the back of a covered wagon. Explore the perimeter just outside of the fence to find a secret scroll on a crate behind one of the barns.



Examine the farm near the weapon shop to find cash and a secret.



When you arrive at Freeman's farm, dismount from your horse and follow the objective indicator to find Freeman, who tells you that a man named Snipes wants to take his land. Freeman has already had to kill one of Snipes' men who came to intimidate him, but more are on the way. Freeman tells you to get up to the first floor balcony of the farmhouse and prepare for them to attack.

WALKTHROUGH

SECRET

Before speaking to Freeman or after repelling Snipes' men, look behind the goat shed in the corner of Freeman's farm to find a chest that contains a secret.



A chest behind Freeman's shed holds a secret.

Get On the Balcony of Freeman's House

Go inside the house and up the stairs to the next floor, where you'll find a veritable buffet of ammunition spread out on a table for you. If that's not enough, look in a chest near the open door to the balcony for more.



Step out onto the balcony, and you can see Freeman hunkered down below you behind some crates. It doesn't take long for Snipes' men to attack the farm. Look for them to come through the barn straight ahead of you at first, then from the right side of the farm (as you face out from the balcony), and then from the left side. Ray should use his dynamite to thin out their numbers, while Thomas is deadly with a rifle.



Not only do you have to help Freeman kill all of Snipes' men, you have to make sure that you both survive the melee. Remain a visible target for the gunmen as often as possible, so that they shoot at you instead of him. If you get into trouble, crouch down behind cover on the balcony, or duck back into the house to rest up, but don't leave Freeman alone for more than a few seconds.





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If you're having trouble finding enemies to shoot at, look down at Freeman to see in which direction he's shooting.

Once the shooting stops, one of Snipes' men tells Freeman that he'd better hand over the deed to the land if he ever wants to see his daughter again. They intercepted her when Freeman sent her away a few days ago and are holding her hostage. Freeman pays you the \$100 he promised you, which is all the cash he has. He begs you to save his daughter, but he can't afford to pay you for it.



NOTE



If you're truly heartless, you can abandon the quest here and keep the \$100, but you don't get credit for completing the quest. You also miss out on the secret and bags of money hidden at Snipes' compound.



1B Go to Snipes' Farm and Rescue the Girl

Ride in the direction of the objective indicator to find Snipes' farm. Just as you come within range of the defenders' guns, dismount from your horse and return fire, thinning out your enemies' numbers before you draw too near. Once again, Ray should put his dynamite to good use, while Thomas is deadliest with his rifle.



Fight to the front right corner of the farm (as you approach it) and enter the nearest building by jumping through the open window. Not only can you collect some ammo in here, you can fire out from the first or second floor windows and doorways at the remaining enemies, using the structure itself for cover from their fire.

SECRET

On the second floor of this building is a chest that contains some cash and a secret.



The chest on the second floor holds a secret.

Once the coast is clear, proceed carefully toward the building at the rear of the farm that is marked with the objective indicator. Open the front door and immediately shoot the gunman behind it. Pick up ammo, weapons, and money from the tables on the first floor, and then go up the stairs and open the door at the top of them.



Snipes and Freeman's daughter are in the room beyond the door at the top of the stairs. Snipes tells you that you don't know who you're messing with, and that he has more than a hundred guns backing him.





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⚔ Showdown: Snipes ⚔

Snipes isn't about to just hand over Freeman's daughter. You'll have to defeat him in a showdown first—and considering how many you've won by this point, that shouldn't be too much of a problem. Use the same strategies that you've used to win every other showdown thus far, and Snipes will be ready for a pine box in no time.



⚔ Back to the Weapon Shop ⚔

After gunning down Snipes, head back into the room where he held Freeman's daughter hostage to pick up several bags of gold from the floor. Freeman might not have been able to pay you anything for the rescue, but this goes a long way toward defraying your expenses.



SECRET

Explore the area beyond the tower in the corner of Snipes' compound to find a bandit camp next to the timbers of a burned-down house. Eliminate the three bandits, and then look on a crate near their campfire for a secret scroll. Examine the ruined house to find three bags of money as well.



The bandits near Snipes' farm have a secret and some cash.

As you ride back to the weapon shop, you encounter three bandits attacking a villager around some boulders near the shop. You can shoot the bandits and claim the loot that they leave behind, or you can ride on by and leave the settler to his fate.



Wanted Dead or Alive: Jim Peters and His Gang

Jim Peters and his gang have committed murder and mayhem in Tucson and the surrounding area. His gang is responsible for eight stagecoach robberies, the death of a driver and guard, as well as the theft of property worth more than \$600. For bringing this bandit and his gang to justice, the governor of Arizona offers a reward of \$100.



2 Eliminate Jim Peters and His Gang

After accepting the side-quest, mount a saddled horse and ride in the direction of the objective indicator. At the start of a rocky, horseshoe-shaped path that runs across a ravine, four bandits lie in ambush. You can't ride safely past them, so shoot them all.



SECRET

After eliminating the bandit ambush, explore the rocky outcropping on the left side of the path. There, you will find a secret scroll next to a backpack.



There's a secret hidden in the bandits' ambush site.



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Continue following the rocky path all the way down to Peters's hideout. As you approach, pick off as many of his men as you can from outside the tall fence. This will help to keep you from being overwhelmed when you enter.

If you are playing as Thomas, enter the hideout by lassoing the branch of a nearby tree and pulling yourself up onto the roof of a barn. From there, you can pick off more of Peters's men, with your high-ground advantage negating their cover.

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TIP

Pick up a bag of money from a crate on the ground floor of the barn.

SECRET

Look in a back corner of the barn to find a chest that contains a secret.



There's a secret in a chest in the barn.

Showdown: Jim Peters

As you leave the barn, Jim Peters steps out in front of you and challenges you to a showdown. Defeat him using the usual methods to complete the chapter and earn your \$100.



TIP

Look for a bag of cash on a picnic table near this barn.

If you are playing as Ray, place dynamite on the main gates and blast them open to gain entrance. Use the crates and other obstacles as cover as you clear the entrance area of enemies. Dynamite and a shotgun help to get the job done in record time.

Continue fighting toward the barn at the rear of the compound that is labeled with the objective indicator. Enter the barn, clear it out, and then exit the barn.





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Back to the Weapon Shop

SECRET

Exit Peters's hideout and walk around to the left side of it (as you face the entrance). Look for a plume of black smoke rising in the distance, and move toward it to find a smoldering campfire surrounded by several empty bottles of whiskey. Peer over the edge of the precipice beyond it to see a dead body next to another whiskey bottle—looks like he lost his balance and cracked his head. Next to the body is a secret scroll.



Pick up the secret next to the dead drunk by Peters's hideout.

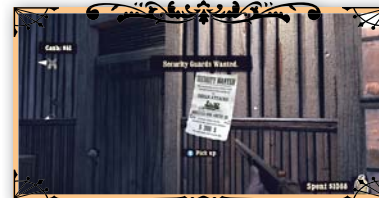


In the hills to the right of Peters's compound (as you face the main entrance), you can find an overturned mining cart and a boarded-up mine entrance. If you are playing as Ray, you can place dynamite on the entrance to the mine and blast it open to get some gold.

As you ride back to the weapon shop from Peters's hideout, you encounter a trio of bandits attacking a villager near a covered wagon. Shoot the bandits and claim their loot, or simply ride on by.

Security Guards Wanted

Indian attacks are hampering the construction of the railway through Tucson. The Douglas and Smith Company is hiring security guards to keep their workers safe. They're offering \$200 for every mile of tracks laid.



3A Protect the Railroad Workers

After accepting the side-quest, ride directly toward the objective indicator and either fight or speed past the bandits that ambush a pair of settlers along the way.



Follow the objective indicator to the railroad foreman, who tells you to be ready for an Indian attack. If you are playing as Thomas, go around a nearby building and pull yourself up to a ladder that extends to the rooftop, which gives you an ideal vantage point. If you are playing as Ray, cross the railroad tracks and take cover, keeping the rest of the railroad workers behind you.



CAUTION

Your primary duty is to make sure that the Indians don't kill the railroad workers. If the workers die, you fail the mission. Stay visible and shooting as much as possible to draw their attention (and fire) toward you, and don't hide behind the workers, or they'll become the Indians' primary targets.



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You'll hear the Indians before you see them. When they do attack, they come from the cliff ahead of you, over the roof of the barn to your right, and out from the woods around the cliff and barn. Concentration Mode attacks are a tremendous asset here. Not only do they help you clear the area in a hurry, filling the meter also briefly illuminates all enemies in the area. The Indians are stealthy attackers who often prefer bows to rifles, so this is the most effective way to find and eliminate them.

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3B Protect the Railroad Workers Across the Bridge

As soon as you repel the first wave of Indians, the foreman says that another group is attacking the second section of railway. Run as fast as you can along the railroad trestle in the direction of the objective indicator. Ray should switch to dynamite and a pistol if he's not already using them. Thomas will do best with a bow in this next section.

You take some fire as you approach the next group of railroad workers, but don't stop to return fire. Shoot any enemies that wander out into your line of sight, but the most important thing is to get to the workers and make yourself a target so that they aren't quickly overwhelmed, which leads to a mission failure.



WALKTHROUGH

Eliminate all of the hostile Indians in the immediate area, and then advance toward the forested plateau where the Indians attack from. Keep moving around cover and pick them off as they appear, putting your CM attacks to good use. Staying near this plateau guarantees that the Indians will always attack you first, rather than the railroad workers, so as long as they don't actually kill you, you can complete the chapter and earn your \$200 without having to worry about the workers.



SECRET

After you complete the side-quest, look under a wooden shelter near where you fought the second group of Indians to find a chest that contains a secret.



A chest near the second group of workers holds a secret.

SECRET

Look in the barn where some of the first wave of Indians attacked from to discover a secret scroll sitting on top of some crates near the entrance.



There's a secret in the barn at the start of the railroad.



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SECRET

Leave the railroad, heading toward the weapon shop, and follow the line of hills to the left as they lead you to a small cabin in the woods that is under siege by three Indians. Eliminate the Indians, and then look on a wood box near the front door to find a secret scroll.



Investigate the hut in the woods to find a secret.

4 Head to the Meeting With Mendoza

Once you complete all three side-quests (or decide that you're ready to proceed to the next chapter), ride in the direction of the hat icon on your screen, which indicates the position of your brother. Speak to him to tell him that you're ready to visit Juan Mendoza, aka Juarez. William says that Juarez suggested that they all lie low for a bit, since you drew considerable attention to yourself.



Ray is reluctant to lie low, but he allows himself to be talked into it by his brothers. Follow the path toward the objective indicator to reach the hideout and complete the chapter.

The Aftermath

A soldier in a tattered Confederate uniform directs the McCalls to the entrance of the hideout, saying that Juarez is inside. Thomas says that he's sure he knows the soldier from somewhere, but he doesn't realize that they served together in Col. Barnsby's army.



As soon as the McCalls enter the hideout, soldiers immediately press guns to their temples, and Col. Barnsby reveals himself to them, saying that Juarez has gone on without them. And because of the McCalls' betrayal of the Confederate cause, Barnsby will see them die a coward's death and burn in hell.





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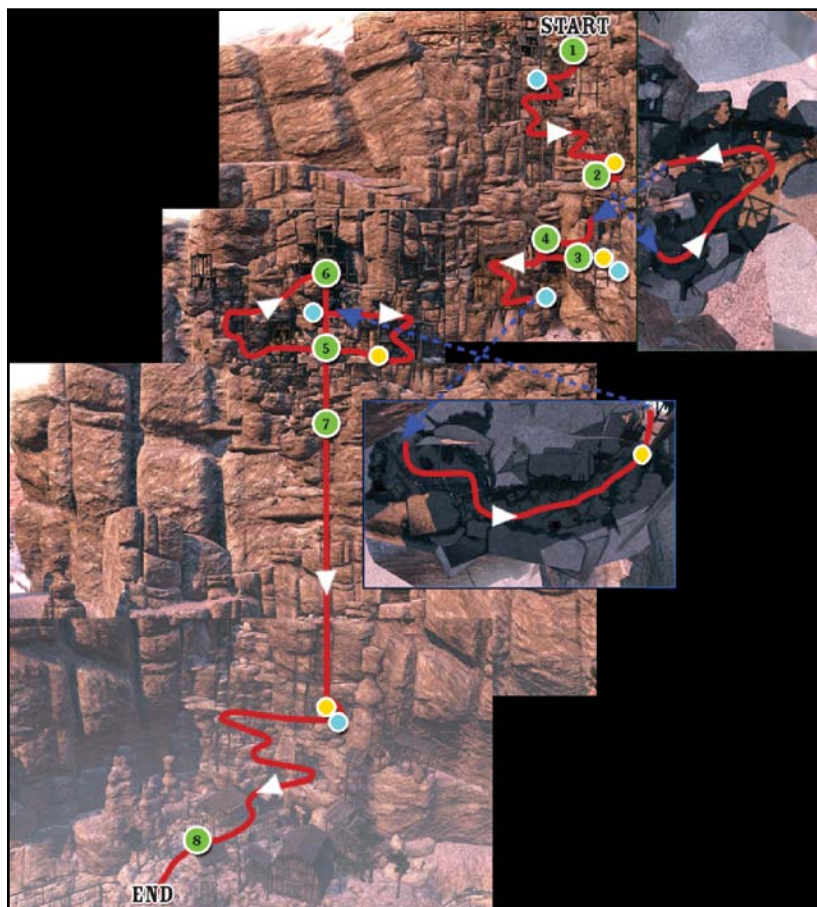
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- Objective Locations
- Player Path
- Secrets
- Money Bags





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Colonel Jeremy Barnsby never laid down his arms when the Confederacy surrendered. He raised an army of disaffected southern soldiers who weren't yet ready to admit defeat. He led his men through Arkansas and Oklahoma, where they robbed banks and trains and hijacked supply convoys. Hounded by the US Army, they were driven south to Mexico, crossing back and forth across the border, continuing to fight a war that had ended years before.

Hunted down by the Pinkertons, Barnsby was captured in Arizona. He was awaiting extradition when my brothers unwittingly liberated him.



NOTE



At the Character Select screen at the start of the chapter, you can choose to play as Thomas or Ray. The chapter is similar for both characters.



The Great Escape

The chapter opens with Col. Barnsby ordering Sgt. O'Donnell to beat Thomas until one of the McCalls tells him why Juarez wanted to buy the rifles from him. William is the first to crack and tells Barnsby about the medallion that indicates the location of the Aztec treasure, and how Juarez is exchanging the rifles for the medallion. Barnsby says that the rifles are rusty and useless, and William tells him that the Apaches don't know that, and that Juarez plans to swindle the medallion from them.



Barnsby leaves the room, ordering O'Donnell to hang all three of the McCalls high. After O'Donnell leaves to see to the preparations, Ray asks William how he knew about the rifles. Thomas tells Ray that he told William, which causes Ray to wonder how Thomas got that information.

1 Attack the Enemy with a Chair

When the cinematic ends, William manages to free himself and quickly unties Ray and Thomas. But the McCalls are still stuck in a room, surrounded by Barnsby's men, with no weapons.

The closest thing to a weapon in the room is a wooden chair, so pick that up and stand near the door. When Barnsby's soldier opens the door, swing the chair and crack it over his head to take him out and automatically recover your weapons.

Help your brother eliminate the other soldiers outside of the room where you were being held. Once the coast is clear, the McCalls take stock of their situation. They're at the top of a tall mining structure that's attached to a sheer cliff face, much to the chagrin of Ray, who hates heights. A path leads away from the site, but it's at the bottom of the cliff, hundreds of feet below.





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2 Go Down to Find the Escape Route

Follow your brother down the creaky wooden stairs of the scaffolding until you come to an improvised bridge made of several narrow wooden planks. Cross it and continue down the scaffolding.



Open the many crates along the path to find ammunition and dynamite. Whenever you've cleared an area, take a couple of seconds to search for them and keep your ammo supply high.

SECRET

At the other end of the plank bridge, look for a crate to the left of two barrels. Open the crate to find the first of the chapter's five secrets.



A crate across the plank bridge contains secret 1 of 5.



Go down two more sets of stairs, and be prepared for more soldiers to start shooting at you from another set of scaffolding near an elevator. Thomas sees the elevator as their way out. Ray doesn't want to go into one of those "deathtraps," but Thomas points out that they don't have many other options.

At the bottom of the next set of stairs, you have to fight another squad of rebel soldiers on the other set of scaffolding. Cross another plank bridge after defeating them, and then go down more stairs to reach a rocky outcropping.



Open the crate at the other end of this second plank bridge to find some cash.

Continue down the path and join your brother on an action indicator to trigger a CCM event where you shoot a group of rebels hiding just inside a mine entrance. Fight through the mine, keeping an eye out for small, red explosive barrels. Don't take cover near them, and shoot them from a distance to eliminate enemies quickly and efficiently.



Exit the mine, cross a third plank bridge, and then descend some stairs to reach an elevated drawbridge with enemies on the other side. Help your brother shoot all of the rebel soldiers in range.



SECRET

After eliminating the enemies on the other side of the drawbridge, look for a secret scroll and a bag of money hidden between two barrels on the scaffolding.



You'll find secret 2 of 5 near the drawbridge.



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3 Cover Thomas (Ray Only)

If you are playing as Ray, the only thing you can do at this point is stand on the scaffolding and cover Thomas as he climbs to the other side of the drawbridge and lowers it. Shoot every enemy that appears, and make a target of yourself so that they don't decide to start shooting at Thomas, who is totally exposed. Once the drawbridge is lowered, cross it and assist Thomas in eliminating any remaining enemies.



4 Get to the Top and Lower the Drawbridge (Thomas Only)

If you are playing as Thomas, you need to reach the other side of the drawbridge and lower it so that Ray and William can continue. Ray is supposed to cover you, but you'll make life easier for yourself if you help him eliminate any rebel soldiers in the area before you begin. After doing so, go back up a flight of stairs, equip your lasso, and cross the plank bridge to reach a platform that puts you in range of a beam that you can lasso.



Lasso the beam and swing to the other side of the gap in the scaffolding, and then equip a weapon and descend the next set of stairs. Approach the lever next to the elevated drawbridge and press the action button to pull it and lower the bridge. Shoot any rebel soldiers that Ray didn't take care of from his side of the bridge.

Go Down to Find the Escape Route

NOTE

This is a continuation of the earlier objective.

After reuniting with your brother, continue down the next set of stairs and be ready to fight more rebel soldiers on a distant section of scaffolding. Eliminate them all to convince your brothers to proceed across a fourth plank bridge that ends at another mine entrance.



SECRET

Look in the overturned mine cart near the second mine entrance to find the chapter's third secret.



Secret 3 of 5 is in the overturned mine cart.

As before, join your brother in a CCM event at the mine entrance and blast the rebel soldiers lurking on the other side of it. Thomas must then climb up to a short ledge and pull Ray up behind him to continue through the mine.





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The mine is crawling with rebel soldiers, so stay sharp and stick to cover whenever possible. Don't hide near explosive barrels, but don't miss an opportunity to detonate them from a safe distance either.



A bag of money sits on top of a crate near the mine's exit.

When you exit the mine, you see an elevator just above you. Ray doesn't want to use it, but Thomas insists it's the only way to get to the bottom of the cliff.



SECRET

Look behind a crate just outside the mine's exit to see a secret scroll hidden behind it.



Secret 4 of 5 is just outside the second mine's exit.

WALKTHROUGH

Cross a long plank bridge to reach another section of scaffolding and descend the spiraling stairs at the end of the bridge. Continue along the scaffolding at the bottom of the stairs to encounter more rebel soldiers, who fire at you from a distant scaffold. Help your brother eliminate all of them.



Look on top of a crate under the stairs when you reach the bottom of them to find a bag of cash.

5 Cover Thomas (Ray Only)

If you are playing as Ray, remain in the area where you fought the last wave of rebel soldiers and use the nearby crates for cover; they also have an array of ammunition on them, if you're running low. Keep your sights trained on the upper levels of the scaffolding where the last rebels appeared and eliminate the next group before they can shoot Thomas.



If you do your job, Thomas will be able to do his and lower the elevator. When it reaches the level of the scaffolding that you're on, step into it with William to continue your descent.





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6 Get to the Top and Activate the Elevator Lowering Mechanism (Thomas Only)

If you are playing as Thomas, cross the next plank bridge to reach a rocky outcropping. Equip your lasso and look up to find a wooden beam that you can lasso and use to pull yourself up to another level of the scaffolding. This triggers the appearance of more rebels above you. Although Ray is supposed to be laying down cover fire for you, it doesn't hurt to take a few seconds and pick them off if you can get a good firing angle.

Next, look up and lasso the next beam above you, just below where the last rebels attacked from. Climb up the rope, facing the cliff face, and drop down onto the narrow rocky outcropping below it.

From there, follow the path along the cliff face until you reach the scaffolding that leads out to the elevator. Jump across the gap in the scaffolding to safely land in the elevator, and then pull the lever (with the action button) to lower the elevator down to Ray and William.



7 Shoot Down the Dynamite Before It Damages the Elevator

Before the elevator starts to move, equip a weapon with a fast rate of fire and a quick reload speed (the Quickshooter is ideal for this, and you can pick up a pair from a crate near where you get on the elevator). Face the cliff and look up as you start to descend, because rebel soldiers start hurling barrels of dynamite down at you. You must shoot the barrels before they hit the elevator, or the elevator will be destroyed, and all three McCalls will plummet to their deaths.



TIP

There are six barrels in all. If you destroy all six before they hit the elevator, you earn the "Quite a Ride" Achievement/Trophy.

As soon as the explosions trigger a landslide above you, turn around and aim down at the scaffolding in the distance. Several rebels soldiers appear on it and start firing at you. There's no cover in the elevator, so crouch down and return fire to eliminate them quickly. Near the end of your elevator ride, the McCalls notice some horses just below—their ticket out of here.





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SECRET

Look among the crates near the area where you exit the elevator to find a chest that contains the chapter's fifth and final secret.



Find secret 5 of 5 at the end of the elevator ride.

8 Escape from the Mine on Horseback

Fight down the path leading from the elevator. The biggest threat is a rebel soldier carrying a Gatling gun. He stands on one level of a column of scaffolding that stretches up the cliff face, so locate him and eliminate him first.



NOTE



Your brother will not follow you until all enemies in the area have been eliminated. If he remains stationary, scan the scaffolding and the ground below for any remaining enemies.



Follow the path all the way down to the rickety shed at the end of it. Join your brother at the shed doors for a CCM event where you have the opportunity to shoot seven rebel soldiers.



If you nail all seven soldiers during the CCM, you earn the "Quick Hands" Achievement/Trophy.

When the area is clear, jump on a horse and ride down the hill as fast as you can. Sharpshooters try to pick you off as you make your escape, but you'll quickly ride out of their range if you don't stop to return fire. As soon as you're safely away, the chapter is complete.



The Aftermath

Colonel Barnsby stands outside of his hideout and watches the McCalls escape. He orders Sergeant O'Donnell to ready the men for pursuit. Barnsby wants the McCalls followed, because they'll lead the rebels straight to the medallion, and to a treasure that could finance the resurrection of the Confederacy.





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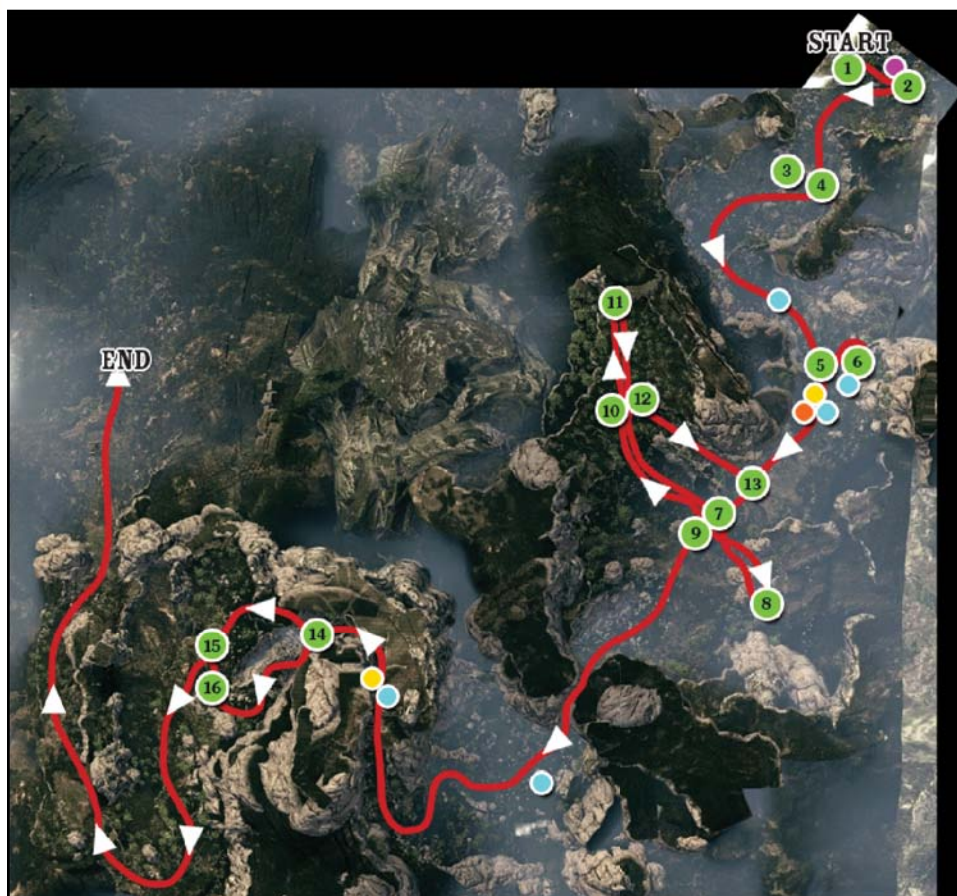
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Chapter Ten: Indian Territory, Northern Arizona, 1866. Present time.



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- Player Path
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- Money Bags
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We tracked down Juarez, and I expected violence, but he told us that he had no idea that the colonel wanted us dead. He claimed that Barnsby lied to him as well. I'm not sure my brothers believed him, but then they never really trusted him in the first place. Besides, Juarez had the girl and was leading us to the medallion. It served Ray's purpose to keep the peace.

As we continued on our way, there was a tense silence. The whole situation made my skin crawl. Seeing Farther was the only one I could talk to, and then one night, he just up and disappeared. We had no choice but to continue on without him, deeper into a wilderness few white men had ever seen.



NOTE



At the Character Select screen at the start of the chapter, you can choose to play as Thomas or Ray. The chapter is similar for both characters, with a couple of significant branches in the action.



A Tense Journey

At the start of the chapter, Juarez and the McCalls are wondering what happened to Seeing Farther and how they will be able to proceed without him. William recalls Seeing Farther mentioning something about a huge "weeping rock," so Ray and Thomas decide to climb a nearby mountain to get a better vantage point and see if they can find it.



1 Go with Your Brother to the Top of the Mountain and Examine the Surrounding Area

Stop at the weapon shop (see sidebar) to purchase any weapons or items you need, and then start ascending the mountain in the direction of the objective indicator. Thomas needs to pull himself up onto a ledge near the start of the climb and give Ray a hand up.



WEAPON SHOP



Before you leave to examine the surrounding area, check out the wares that one of Juarez's men has for sale behind his covered wagon. The start of the chapter is the only time you can purchase anything from him, so stock up now before completing the first objective. The shop has the following items for sale:

- Superb Classic Gun (Pistol): \$244
- Superb Peppergun (Pistol): \$342
- Superb Volcano Gun (Pistol): \$464
- Superb Quickshooter (Pistol): \$504
- Prime Heavy Rifle: \$632
- Prime Classic Rifle: \$672
- Superb Classic Rifle: \$1088
- Prime Heavy Scoped (Rifle): \$732
- Prime Bow: \$300
- Superb Bow: \$500
- Knife: \$10
- Dynamite: \$15
- 21x Pistol Ammo: \$5
- 21x Rifle Ammo: \$10
- 12x Shotgun Shells: \$10
- 50x Arrows: \$20



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On the way up, Ray asks Thomas how he knew about the rifles, and Thomas responds by saying that Ray talks too much. Ray counters by saying that Thomas talks too little. Approach the objective indicator at the end of the path to see the "weeping rock"—a cascading waterfall—in the distance, on the other side of some hills.



2 Return to Juarez

After discovering the location of the "weeping rock," backtrack to Juarez's wagons. Your brother gets into one of the wagons, and the convoy begins rolling.



Escort the Wagons

Mount the saddled horse near the wagons. Your next task is to follow the convoy and keep a sharp eye out for danger. If you stop, the wagons also stop until you resume moving. If you move too far away from them, the mission is a failure.



3 Search the Woods

A short distance into the ride, one of Juarez's men swears he saw an Indian in the forest. The convoy comes to a halt, and Juarez asks you to investigate. Dismount from your horse and head into the woods in the direction of the objective indicator. You quickly discover that the "Indian" was just a large bird.



4 Return to Juarez

Once you have finished searching the woods, backtrack to the convoy and saddle up to continue your journey. It doesn't take long before you see your first Comanche of the chapter, and this one is no bird. He stands on a rocky arch and calmly walks away once he is discovered.



SECRET

Look on the left side of the road just beyond the rocky arch where the Comanche appeared to see a covered wagon half sunk in the mud. Open the partially submerged chest next to it to discover the first secret of the chapter.



Secret 1 of 5 is next to a sunken wagon.

Comanche Attack!

The Comanche on the rocky arch was just a harbinger of things to come. The McCalls know that the Comanches are stalking them—but when and where will they strike?

5 Push the Wagon Out of the River

Continue riding near the convoy as it approaches a river crossing. One of the wagons makes it to the other side with no trouble, but the other wagon gets stuck in the river. When the red action indicator appears on the back of the wagon, dismount from your horse and approach the wagon to help push it out.





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As soon as you start pushing, one of Juarez's men is shot and killed by a Comanche. Several others creep out of the forest and open fire on the convoy. Get behind some cover and return fire to eliminate them all.



Ray's best weapons for dealing with the Comanches are his dual pistols and his dynamite, which you can hurl in a general direction if you're taking damage but can't see who's shooting at you. Thomas should fight fire with fire and use his bow, because drawing the string slows time, and he can replenish his quiver of arrows from the fallen Comanches.

6 Climb Up to the Ledge and Kill the Snipers

After you eliminate the first wave of Comanches, there's a moment of silence, followed by a second wave, armed with rifles. Several snipers are lined up along a ridge overlooking the river crossing, and you need to eliminate them. Start by running toward the ridge, so that the snipers can't fire down at you, and then run left along it to find a path leading up.



If you fill your CM meter during the first wave of Comanches, save it until the second wave shows up, and you should be able to take out several immediate threats.

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Along with your brother, fight up the path leading to the four Comanche snipers. When you reach them, eliminate them all quickly to complete the objective.



SECRET

Look in a grassy area at the top of the path that leads to the Comanche snipers to find a secret scroll sitting atop a woven basket.



Secret 2 of 5 is on a basket near the snipers.

Return to Juarez

After eliminating the ambushing Comanches, backtrack down to Juarez, where you find that the second wagon (the one that didn't get stuck in the river) bolted across the river, carrying William and Marisa with it.





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7 Catch Up With William and Marisa's Wagon

SECRET

Before you leave the area near the stuck wagon, look to the left of a nearby waterfall to find a small tent with a Heavy Scoped rifle in it (which can come in handy later in the chapter for either McCall). Next to the tent is a chest containing the chapter's third secret, and next to the chest is a bag of money.



The chest near the tent contains secret 3 of 5.

Saddle up a free horse and ride with your brother toward the objective indicator while Juarez and his remaining men push the stuck wagon out of the river. It isn't long before you see William and Marisa's wagon up ahead. William bolts out of it and runs to the left, while Marisa runs to the right.



Splitting Up

Ray and Thomas need to rescue both William and Marisa, but they're going to have to go separate ways, if they want to get to them before the Comanches do.

8 Rescue William (Ray Only)

If you are playing as Ray, ride along the left path toward the objective indicator. Turn left at the top of it to run into a group of Comanches in pursuit of William. Shoot them all and continue down the path toward the objective indicator (William).



CAUTION

Be careful not to overshoot William's hiding place! If you run past it, especially on horseback, you stand a good chance of careening right off of a nearby cliff!

William hides behind a boulder at the bottom of the path, deeply ashamed at the way he ran off and left Marisa. Ray tells him not to worry about it. Thomas has gone after her, and the important thing now is to meet Thomas back at the wagon.



9 Meet Thomas at the Wagon. Protect William. (Ray Only)

Now you need to backtrack toward the wagon that William fled from. You can remain on horseback if you want, but you'll have to move very slowly to keep from getting too far ahead of William. When you reach the spot where the wagon should be, though, you find that it's been stolen by the Comanches!



10 Find Thomas and Marisa. Protect William. (Ray Only)

The new plan is to go with William in the direction that Marisa fled, in the hopes of meeting up with her and Thomas. If you haven't already done so, you must dismount from your horse to proceed toward the objective indicator.





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And, of course, the journey won't be an easy one. Two ambushing groups of Comanches lie in wait for you as you climb toward the objective indicator. Ray's best weapons are still his dual pistols and dynamite, which allow him to aggressively attack Comanches on sight. Stay ahead of William so that he's not a target for the Comanches.



Remember that you can use your CM attack to pick off enemies who you can't see. Triggering the CM attack illuminates all nearby Comanches, making it easy to pick them off.

Ray finds Thomas and Marisa at the top of the hill and overhears Thomas saying something about being able to protect her. Ray gruffly interrupts the surprised pair and reminds his brother that Marisa already has a protector.



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11 Find and Protect Marisa (Thomas Only)

If you are playing as Thomas, ride up the right path toward the wagon that Marisa fled from. Shoot the nearby Comanches as they run off in pursuit of her, and then dismount from your horse and start climbing the hill toward the objective indicator.



As you pursue the Comanches, they turn and fight you. Once again, Thomas's best weapon for fighting them is his bow, which slows down time and is extremely accurate at range. Move quickly but not recklessly up the hill, eliminating Comanches as they appear.



Marisa is trapped against a cliffside, and she is relieved beyond words to see Thomas. Although shaken, Marisa is unhurt, and they can begin to reassemble the convoy.



12 Meet Ray at the Wagon. Protect Marisa. (Thomas Only)

To complete this objective, all you have to do is accompany Marisa toward the objective indicator. There are no Comanches to worry about. If you get too far ahead of her, you have to go back to get her. During the entire walk, Marisa talks about how she can't wait until she and Thomas can be together, which leads to a bit of awkwardness when they meet up with Ray and William more quickly than expected, and Ray overhears Thomas tell Marisa that he'll protect her. Ray reminds his brother that Marisa already has a protector—him—and that they need to get back to Juarez.





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13 Return to the Shallow River Crossing

Follow the downhill path toward the objective indicator, and watch out for ambushing Comanches on the way down. Use the nearby boulders as cover against their fire and work with your brother to eliminate them before they can kill any member of your party.

When you reach the second group of Comanches near the bottom of the path, you're almost home free. Unfortunately, Juarez is also fighting them with a mounted Gatling gun in the back of his wagon, so be careful not to get caught in his line of fire! Marisa calls off Juarez's fire just in time, and the convoy is reunited.



Together Again

The McCalls are reunited, although Ray is suspicious of Thomas's intentions. Now they need to continue their journey to the "weeping rock."

14 Recover the Wagon with the Remaining Hundred Rifles

Juarez is grateful to the McCalls for rescuing Marisa, but they need to also recover the other wagon and the 100 rifles on it if they are to complete their deal with the Apaches for the medallion. Saddle up and ride ahead of Juarez's wagon with your brother along the path in the direction of the objective indicator.



The path leads to another river crossing, where a horde of Comanches attack. CM attacks are extremely valuable during this battle, because there are so many enemies to fight off. Ray's dynamite also comes in especially handy. The Comanches hide everywhere around the crossing—even underwater!—so work quickly and methodically to eliminate them before Juarez's wagon shows up.

SECRET

Explore the island on the left side of the river crossing to find a beached canoe. Inside the canoe are a secret scroll, a bow, some arrows, and some ammunition.



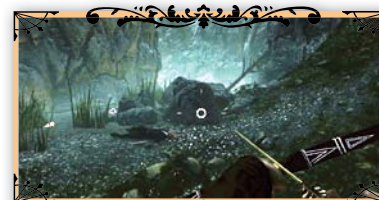
Secret 4 of 5 is in the canoe.

Once the wagon has safely crossed the river, saddle up a horse and continue along the mountain path. If you lost your horse in the battle, or if it's just too far away, you can use the saddled horses at the start of the mountain path.



SECRET

After you pass the shaft of light shining down in the darkest part of the mountain pass, watch the right side of the path as you continue riding up it. When you see a dead tree leaning diagonally against the right side of the pass, look slightly downhill from it to find a dead body with a bag of cash and the fifth and final secret next to it.



Look near the dead body in the mountain pass for secret 5 of 5.



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When you reach the top of the mountain pass, you can see the stolen wagon surrounded by Comanches. Ray and Thomas quickly hatch a plan to divide their forces and conquer the Comanches.

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15 Attack the Indians by the Wagon (Ray Only)

As usual, there's nothing subtle about Ray's tactics. His job is to run straight up to the Comanches around the wagon and blast them to kingdom come. His pistols and dynamite remain the best weapons for the job, but if he has a shotgun, that also comes in handy here. Once all of the Comanches around the wagon are eliminated, the objective is complete.



Remaining mounted on horseback gives Ray the speed and maneuverability advantage over the Comanches, who are caught by surprise and don't have their usual stealth advantage.

16 Climb the Rock and Cover Your Brother (Thomas Only)

Thomas must take the side path that runs toward the rocky ledge that overlooks the Comanches' ill-gotten wagon. At the large gap in the path, use your lasso to hook a tree branch above it and swing across.



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Cross a crude bridge made from two fallen trees and fight the pair of Comanches on the other side of the bridge. More Comanches come down the hill toward you, so take cover and pick them off.



Continue climbing all the way up the path until you reach the ledge that looks out over the area around the stolen wagon. Equip your rifle (a Heavy Scoped rifle is ideal, but a Classic Rifle gets the job done) and pick off any Comanches that Ray hasn't gotten to yet.



Return to Your Brother (Thomas Only)

Once all of the Comanches have been eliminated, climb down to where Ray is, but if you try to take the same path you used to climb up the hill, you will go too far from him and trigger a mission fail. To avoid this, either lasso the dead tree at the cliff edge and shimmy down the rope, or backtrack slightly and take a path that runs between a large round boulder and a pine tree.



Get on the Wagon and Use the Gatling Gun

As soon as you liberate the stolen wagon and rejoin your brother, Juarez thunders into the area on the other wagon with the entire Comanche tribe on his tail. There's no time to waste—you have to jump in the back of his wagon and use the Gatling gun to keep them from catching you.





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Ammunition for the Gatling gun is infinite, as long as you don't detach the gun and try to carry it (which you can't do in this particular case anyway), so there's no reason to ever take your finger off the trigger. Aim the reticle at the height of the heads of the pursuing horses, which gives you your best chance at shooting the riders off of them. You can shoot their horses as well, but it's less efficient to do so. The Gatling gun is an incredibly inaccurate weapon, so move it in small, slow increments, and give it a few seconds to take down whatever you're aiming it at.



CAUTION

The closer the Comanches get to your wagon, the more accurate the Gatling gun becomes. But the same goes for their weapons, so keep them at bay.

After a wild ride, the Comanches give up their pursuit. At first, the McCalls can't figure out why, and then they see that they've just passed the "weeping rock," marking their entry into Apache territory. The Comanches have taken enough losses today. They don't need another war on their hands.



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The Aftermath

When Juarez and company finally reach Apache territory, they find that their troubles are not yet at an end. Seeing Farther tells his father, Running River, that the rifles are no good, and that Juarez tried to swindle them. Running River orders his braves to kill them all, but Seeing Farther intervenes on behalf of William, who warned him of Juarez's treachery.



Running River asks William what reward he would like for his help, and William asks for the lives of Juarez and his men. Running River agrees and tells Juarez that he's keeping his horses, weapons, and wagons as ransom...as well as Marisa. Juarez has no problem with the deal, because Marisa was the only other person who knew about the weapons, so she must have been the one who betrayed him. Running River allows the McCalls to remain in camp to rest their horses, but warns them against expecting a warm welcome.





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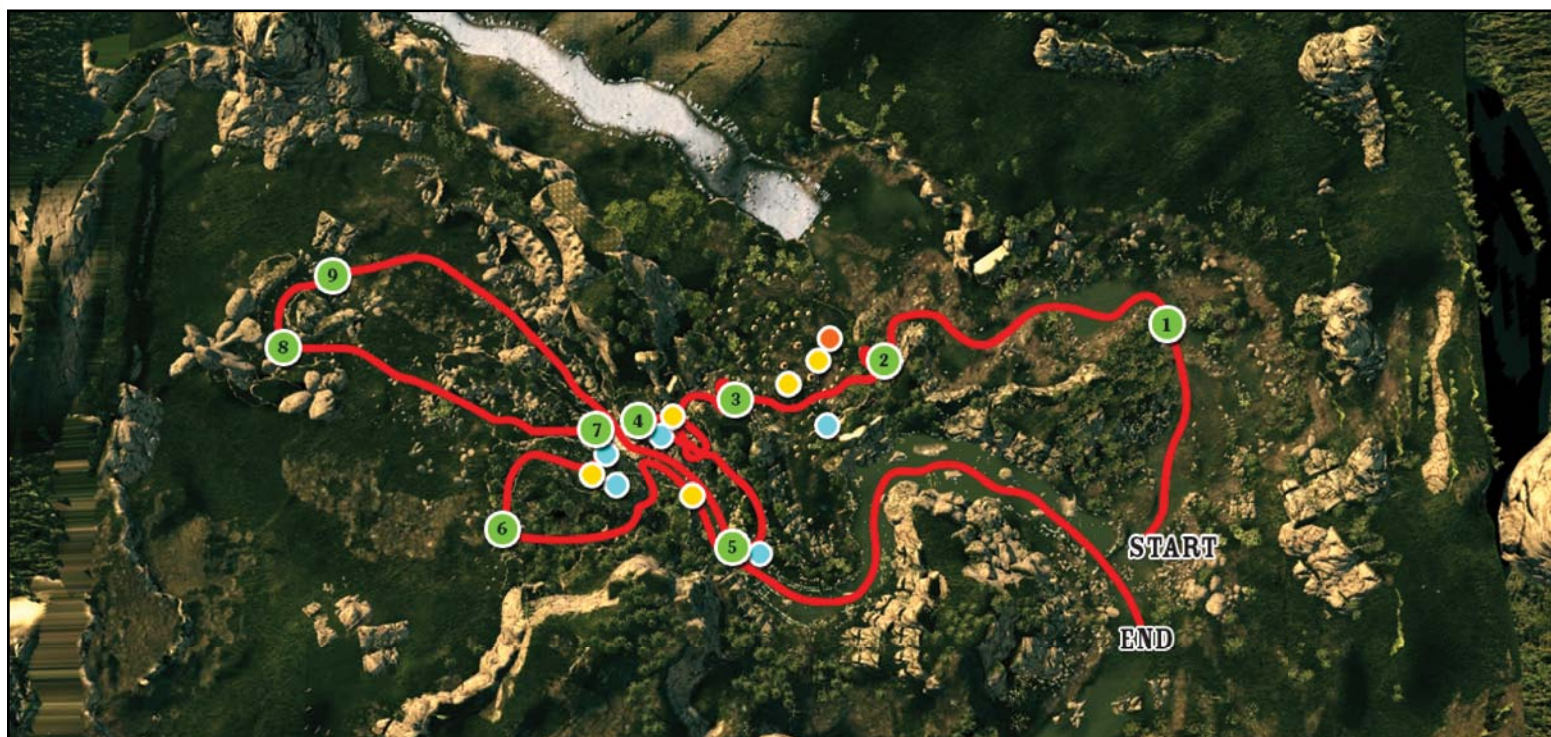
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Hounded by the army and pushed from their traditional lands, the Apaches hid out in the high mountains of Northern Arizona and scratched out a meager existence. They naturally distrusted us whites, and my brothers' cold and angry dispositions didn't help any. Ray didn't like the way the young braves looked at Marisa. He was restless and on edge, and I was afraid that at any moment, he might blow. I wanted to go before there was bloodshed, but Seeing Farther wanted to speak to us alone. About what, I wasn't sure, but I suspected that none of it would come to any good.



NOTE



At the Character Select screen at the start of the chapter, you can choose to play as Thomas or Ray. The chapter is nearly identical for both characters.



Retrieving the Medallion



NOTE



The chapter's first objective is "Find the Hidden Medallion and Protect Seeing Farther," but that's more of a general objective that extends through the entire chapter, as opposed to the first objective that you must fulfill. If Seeing Farther or your brother is killed during this chapter, it's a mission failure, and you need to resume from the last checkpoint.



The chapter begins with Seeing Farther talking to the McCalls about the amulet. He knows where it is, and he's willing to lead them to it, because he doesn't want his father to use it to purchase weapons for a war against the whites that the Apaches can't win. The medallion is in the hands of the Navajo. Believing it cursed, their medicine man submerged it in a mountain lake, where the Navajo guard it to this day. Running River had planned to merely show Juarez where the medallion was located and pit him against the Navajo, in the hopes of causing grief for both sides.



1 Kill All the Lookouts Before They Warn the Village

As Seeing Farther paddles the McCall brothers in a canoe, he warns them that the Navajo are close. Equip a long-distance weapon and train your reticle on the left shore to see four Navajo camped out there. Shoot all of them before they can escape, or they will warn their village of your presence.



The rest of the boat ride is uneventful. Seeing Farther tells the McCalls that he's following the spirit of the Gray Coyote, the spirit of his great-grandfather who sold the medallion to the Navajo. Seeing Farther says that the Gray Coyote wants them to go through the Navajo village for some reason.





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2 Watch the Village and Figure Out the Best Way to Pass Through It Unseen

Once Seeing Farther brings the canoe into shore, follow the path leading up the hill to reach a ledge that overlooks the Navajo village. Approach the edge of the ledge, marked with the objective indicator, to get a good view of the village and complete the objective.



Sneak Through the Village to the Stone Stairs

Only a few of the Navajo are awake, so the McCalls might be able to slip through the village unseen and reach the path (the "stone stairs") leading up to the Navajo burial grounds. Follow your brother down a path leading toward the village. Thomas must help Ray up and over the fence that marks the perimeter of the village.



SECRET

As soon as you cross that fence, look for a woven basket just past the first tent you see on the left side of the path to find the first of five secrets for the chapter.



Secret 1 of 5 is on a basket at the edge of the village.

3 Escape from the Village and Run up the Mountain Path

Just beyond the village entrance, a Navajo sentry high above you catches sight of your party and raises the alarm. There's no chance for stealth now—you've got to fight through the village as fast as possible!

It's impossible to kill all of the Navajo in the village. They just keep coming after you and your party, and if any of you are killed, the mission is a failure. Instead, focus on the immediate threats and move quickly toward the objective indicator at the foot of the mountain path.

There's only one good reason to enter the Navajo village, and it's really only critical if you are playing as Ray and don't have a powerful, accurate rifle. Instead of racing for the objective indicator, turn right at your first opportunity and run along the wooden fence to your left. Look near the campfire at the end of the fence to find a powerful Prime Heavy Scoped rifle.



NOTE

There are also two bags of money hidden in the Navajo village. The first is near the Prime Heavy Scoped rifle, and the second is outside a tent near the mountain path, on the other side of the fence from the path. But considering how heavy the Navajo resistance is—and how dangerous it is to leave your brother and Seeing Farther unattended—they're not really worth picking up.



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As soon as you reach the objective indicator, your two companions break cover and join you, so be sure that you've eliminated most, if not all, of the Navajo in the immediate vicinity before you make a break for it.



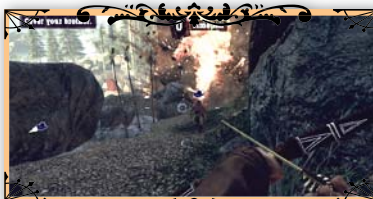
✧ Cut Off the Reinforcements from the Village by Causing a Landslide (Ray Only) ✧

If you are playing as Ray, advance up the path, shooting Navajo ahead of you, until you pass some precariously balanced rocks on the right side of the path. Approach them and press the action button to attach a stick of dynamite to the rocks. (This does not consume any dynamite in your inventory.) Once it is placed, you have five seconds to back away to a safe distance to avoid being injured by the blast.



✧ Cover Your Brother (Thomas Only) ✧

If you are playing as Thomas, Ray sets the dynamite charge on the boulder halfway up the mountain path, and it's your job to keep the Navajo from shooting him. Look down the path and over the edge to find the Navajo and shoot them before they can kill Ray. Once Ray sets the charge, you have five seconds to get clear of it and avoid taking damage.



✧ Follow the Path of Totems to the Burial Grounds ✧

The landslide caused by Ray's explosives prevents the Navajo in the village from coming up behind you, but there are still plenty of them around the burial grounds. Watch the upper ridge on the path's right side for several Navajo sharpshooters to appear. Eliminate them and continue up toward the burial grounds, where several more Navajo rush out ahead of you.



The resistance grows stiffer the farther up the mountain you go, and there's a lot more cover for the Navajo to hide behind, so proceed with extreme caution, and don't expose yourself to their fire for more than a couple of seconds at a time. Duck behind a boulder if you take severe damage and rest up completely before proceeding.



When you reach the top of the burial grounds, you see several Navajo on the opposite side of the canyon cut the ropes of the suspension bridge that spans the divide. Snipe them from your side of the canyon to eliminate their threat, and then take a well-deserved rest from combat.



SECRET

Climb up the ladder near the broken bridge to reach a litter bearing a Navajo corpse. The chapter's second secret scroll rests on it.



Pick up secret 2 of 5 from the Navajo corpse.



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There is a bag of money underneath another Navajo burial litter at the top of the mountain, near the litter that held the secret scroll.

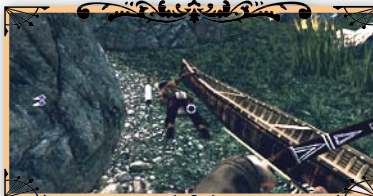
5 Find Another Way Across the Canyon

Go back down the hill and bear right at the fork, following your brother and Seeing Farther down toward the river. When you come to the dead tree with the action indicator on it, approach it and press the action button to help your brother push it over, forming a bridge to a path that leads down to the river. Be careful not to fall off the tree as you cross it.



SECRET

Just before you reach the river, take the path that forks off to the left to find a canoe and the body of an Indian next to it. Pick up the third secret scroll from the Indian's body.



Secret 3 of 5 is next to a dead Indian near the water.



If you are playing as Thomas, you can use your lasso on the indicated tree limb to climb up to a higher level and get a better vantage point on the battle. You'll also find a bag of cash up there.

As you proceed up the river, several Navajo sharpshooters appear at the top of the left bank and fire down at you. These snipers are the reason you want to stay on the left side of the river—it makes it much harder for them to hit you, and you can duck out to snipe back at them without exposing yourself to too much fire.



When you have gone far enough up the river, Seeing Farther points out a trail that leads up to the lake where the medallion can be found. Thomas must help Ray climb up onto a ledge at the foot of the path. Near the top of the path, you see Navajo smoke signals—they're warning the guardians of the medallion that you're coming!



6 Kill the Reinforcements Coming from the Nearby Navajo Villages

Yet more Navajo warriors await you farther up the path. Employ the same tactics you've been using to eliminate them and proceed toward the objective indicator. Your CM attacks come in especially handy in the dense forest.





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When you reach the lake end of the path, Seeing Farther says that this is where the medallion is submerged. Now you have to swim down and find it. Ray doesn't like that idea, and when Seeing Farther mentions that the lake is the creation of a dam, Ray suggests that you just blow up the damn dam. But you have to move quickly, because more Navajo are coming in response to the smoke signal.

Go Along the Shore to Reach the Dam

Follow Seeing Farther and your brother to the dam, eliminating more Navajo along the way. When you reach the pair of man-made shelters, turn left and follow the objective indicator down to the dam.



The shelters near the dam contain secrets 4 and 5 of 5.

7 Plant Dynamite and Destroy the Dam (Ray Only)

If you are playing as Ray, your job is to plant dynamite at three locations along the dam, indicated by objective icons. Planting this dynamite does not deplete your supply of dynamite. Press the action button at each location to set the charges, and then join your brother in eliminating the surrounding Navajo within 30 seconds so that you can move to a safe distance from the explosion.



7 Cover Your Brother (Thomas Only)

If you are playing as Thomas, you must shoot the Navajo as they appear around the dam to buy Ray time to set the dynamite charges. Watch the cliffs ahead of you, as well as the boulders on the ground, both of which are Navajo hiding spots.

Once the charges are set, you have 30 seconds to eliminate all of the Navajo around the dam so that you, Ray, and Seeing Farther can break cover and get to a safe distance from the explosion.





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8 Reach the Burial Mound

Enjoy a short reprieve and proceed toward the objective indicator without having to worry about attacking Navajo. Stop at the first shore you come to and wait for the water to recede (thanks to your detonation of the dam) before continuing toward the objective. Repeat the same procedure at the second shore. The burial mound is on the other side of what used to be the lake.

When you reach the burial mound, seven Navajo step out from hiding places in front of you, but this is sacred land, and they won't shed blood. The McCalls have no such issues, and a CCM event is triggered automatically.



If you haven't already earned it, this is another place where you can get the "Quick Hands" Achievement/Trophy if you shoot all seven Navajo during the CCM event.

Find the Hidden Medallion

Once you eliminate the medallion's guards, proceed straight ahead to trigger Seeing Farther's retrieval of the medallion. While he's getting the medallion, blast the Navajo who come up behind you from the now-dry lake bed.



9 Leave the Hostile Indian Territory

Once Seeing Farther has the medallion, follow the objective indicator to a canoe beached on the shore of part of the lake that was below the level of the dam and therefore not completely drained by the dam's demise. Of course, you need to fight another wave of hostile Navajo to get there.

When all three members of your party reach the canoe (which requires you to eliminate all of the Navajo in the area), you get in and start paddling to freedom. But the Navajo aren't about to let you get away that easily. Two canoes with three Navajo apiece appear in front of you, and you must pick them off to avoid taking critical damage from them.

After the first pair of canoes has been dealt with, turn around to find another pair, with six more Navajo between them. Once again, eliminate as many as possible to keep from being killed by their fire.



Eliminating all 12 Navajo in the canoes earns you the "Rowing-Race Cheater" Achievement/Trophy.



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Now turn around to face the front of the canoe again and pick off the three Navajo that appear on the cliffs to the left side of the lake. These are the last enemies you need to face in the chapter, and the last action you need to take. Everything else is cinematics.



The Aftermath

After picking off the last of the Navajo warriors, you take a wild ride over the destroyed dam and down into some rapids. Your canoe takes a beating on the rocks, but it survives intact, safely out of Navajo territory.



Thomas tries to offer his gratitude to Seeing Farther, but he rejects it. To him, the McCalls are a pair of mad wolves. They insulted the Navajo, violated their sacred place, and they will surely be punished for it.



Back in the Apache camp, Thomas and Ray both demand custody of the medallion, but Seeing Farther gives it to William, saying that Ray and Thomas will kill each other over it. Seeing Farther says that he will teach William its secret, and that without his help, they will never find the treasure.



Ray insists on leaving the camp with Marisa, and Seeing Farther says that he will lead her out, but the McCalls must distract her captors. Seeing Farther suggests that a fight is always a good distraction, and considering that they're both there for the woman, a fight will determine who deserves her affection.





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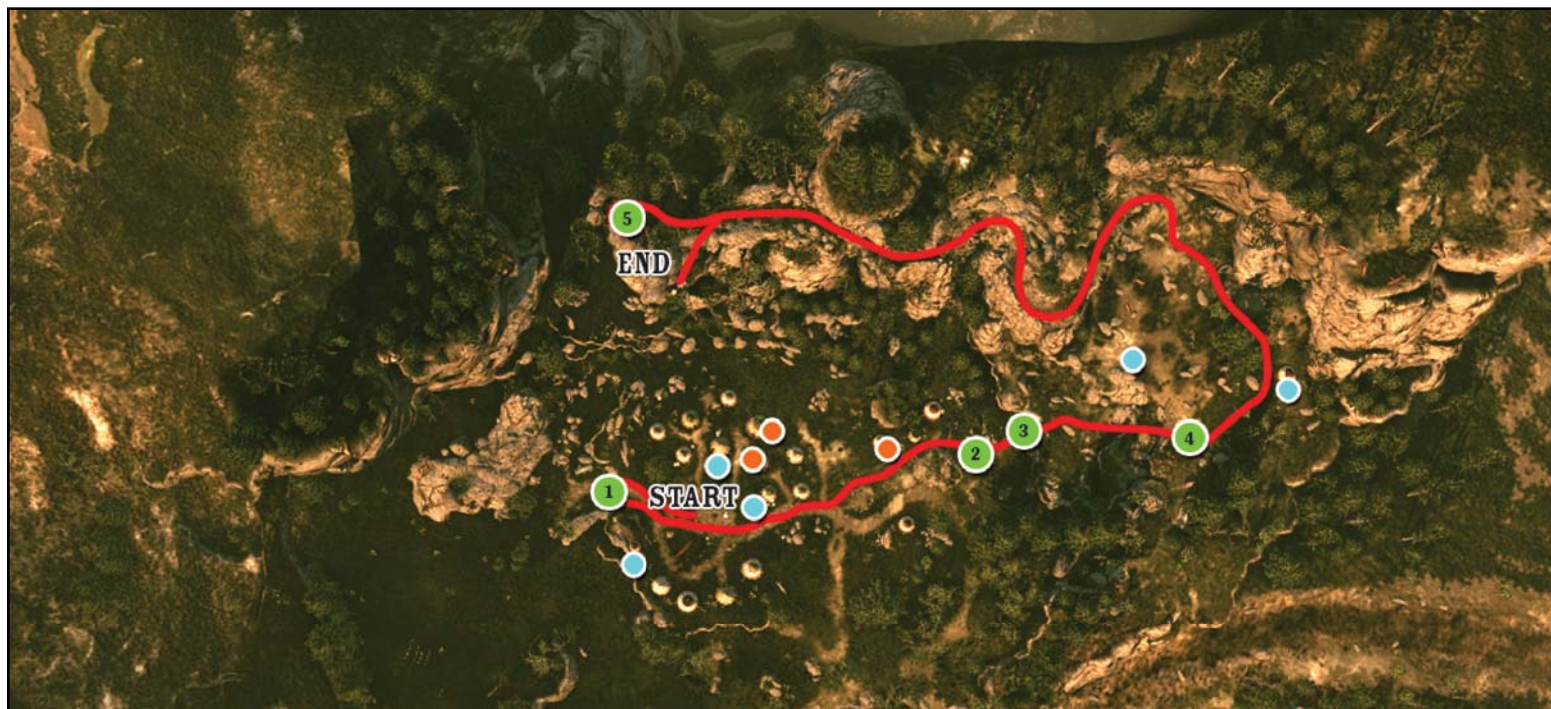
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The object everyone's been after, the very thing that caused so much pain and bloodshed, is now in my hands. Seeing Farther told me its secret, and now I too carry the burden. It hangs from my neck like a millstone. Ray gazes at it as lustfully as he does Marisa. Maybe it is better I hold it. Otherwise, my brothers would kill each other to possess it.

I pray to the Almighty for our safe passage from this dangerous place. Yea, though I walk through the valley of the shadow of death, I fear no evil. For Thou art with me.



NOTE



At the Character Select screen at the start of the chapter, you can choose to play as Thomas or Ray. The chapter is nearly identical for both characters.



Old Enemies, New Allies

At the start of the chapter, the McCall brothers create the distraction that Seeing Farther suggested, but it's not the result of any calculated show on their part. Ray is honestly furious at Thomas for once again stealing a woman from him, especially after Thomas tells Ray that his affair with Marisa has been going on since they met, and that Marisa only told Ray that she wanted him because she was hoping he'd kill Juarez for her. She's the only one who could have told Thomas about Juarez's swindle, and Ray was too blind to see it. Angry and humiliated, Ray throws a punch at his brother, and the fight is on.



1 Fight Back Barnsby's Men

The McCalls' fight ends almost immediately after it begins with an explosion in the heart of the Apache village. While the Apache were distracted with Juarez and the McCalls were stealing the medallion from the Navajo, Colonel Barnsby and his men managed to sneak up on the Apache village and unleash devastating artillery fire down on it.



This immediately drops you into the middle of a frantic, chaotic battle in the heart of the Apache village. Simply surviving this initial assault is a challenge. Repelling it is even harder. Start by finding some solid cover on the outskirts of the village (a boulder is ideal) and eliminating all rebel soldiers within your line of sight, especially the one near the cannon in the hills around the village.



SECRET

Three secrets are hidden in the Apache village. All three are in open woven baskets outside of teepees; two of the baskets are rectangular, and the third is round. Two are fairly near your starting position, and the other is a fair distance to the left of it, near the objective indicator. None of them are so far from your brother that you get the on-screen warning about not leaving your brother behind. Pick up the secrets before completing the first objective, because you will quickly find yourself driven out of the village as the chapter proceeds.



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Look for secrets 1, 2, and 3 of 5 in baskets around the Apache village.

Once you have secured some cover, identify another nearby point of cover, move to it, and then clear out any rebel soldiers around that as well. Continue using this method to eliminate the rebels that infiltrate the village, and then proceed toward the objective indicator. If possible, try to save up a CM attack and use it against a line of snipers in the hills near the objective indicator.

TIP

If you are playing as Thomas, you can pick up bows and arrows from the locations in the village marked with  on the map. The bow is an effective weapon for this battle, because pulling back on the string slows down time and buys you a few precious seconds to plan your moves.

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The very last enemies you should eliminate are the soldiers at the entrance to the village, near the objective indicator. If possible, shoot them from the small, grassy plateau on the left side of the path leading out of the village, because this positions you perfectly for the next objective.



Destroy the Enemy Gatling

If you aren't already on the plateau overlooking the village entrance, run there as soon as the first objective is complete. From here, you are protected from the Gatling gun that the rebel soldiers wheel up to the village entrance, and you're also perfectly positioned to snipe its operator, silencing the weapon.



Mow Down the Infantry with the Gatling Gun

Shoot the rebel soldiers surrounding the Gatling gun, and then drop down off the plateau and make a mad dash for the gun. Leap up onto the wagon and get behind the Gatling, firing a non-stop stream of lead at the oncoming rebel infantry. You're completely exposed, so there's no way to avoid taking damage, but if you quickly and efficiently shoot the enemies as they appear, you shouldn't be critically injured.



After you wipe out a half dozen or so rebels, another two cannons appear in the hills and start firing down at you. In the cinematic that follows, you suffer a near-direct hit and briefly black out before your brother revives you and tells you that you have to retreat.





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2 Retreat with Your Brother to the Hill

Run as fast as you can toward the next objective indicator, which is on the opposite side of the Apache village. During the retreat, the only threats are the cannonballs that rain down on the village (which you can't do much to avoid, except be lucky) and a rebel soldier who rushes in from the left side of the village as you approach the objective indicator. Be ready to shoot the soldier, because you can't afford to slow down or leave him standing.

When you reach the objective indicator, Thomas must pull himself up to the next plateau and give Ray a hand up from there. Don't stand at the edge, or you'll be a prime target for the advancing rebel soldiers and their cannons.

3 Repel the Rebels Attacking on the Hill

Get behind some cover and start picking off the rebel soldiers below. If you don't reach them before they get to the edge of the plateau, shoot them as they pull themselves up onto it. If you take heavy damage, don't hesitate to fall back and rest behind a large boulder until you've fully recovered.



3 Retreat to a Higher Level

After you pick off a few rebel soldiers, it quickly becomes obvious that you can't hold your ground. Retreat with the remaining Apache to the next level of the hill. Once again, Thomas must help Ray by pulling him up to the next plateau.

Find some cover and shoot the advancing rebel soldiers. If you have a full CM meter, now is the perfect time to use it, because you won't have another chance to for the rest of the chapter.



4 Talk to Your Brother

Follow the objective indicator to find your brother, who has taken cover behind a large boulder. The McCalls realize that they can't avoid being wiped out unless they take out those cannons. Ray doesn't have enough dynamite to do it, but he does have enough to trigger a landslide in the mountains above the cannons.





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5 Get Closer to the Cannons by Taking the Mountain Path and Drop a Landslide on Them

Follow your brother to a mountain path that leads up to the rocks that Ray needs to blast to trigger the landslide. Although the rebel soldiers continue to take potshots at you from the ground, you have nothing to fear from their attacks as long as you keep running, and you don't encounter any enemies along the path.



SECRET

Before you get onto the mountain path, you can pick up the chapter's final two secrets. The first is in a rectangular woven basket next to a teepee at the base of the mountain path. The other is in a woven basket underneath an elevated burial litter near the edge of the plateau.



Secret 4 of 5 is near the tent at the base of the mountain path.



Secret 5 of 5 is in a basket under a burial litter.

Plant Explosives on the Rocks (Ray Only)

When you reach the rocks at the top of the mountain path, you must place dynamite at three locations, if you are playing as Ray. As usual, planting this dynamite does not deplete your supply. The first location is clearly visible from the top of the mountain path. Run counterclockwise around the rocks to find the other two locations; all three locations are marked with objective indicators. Once all three charges have been placed, you have 10 seconds to backtrack in a clockwise direction to get clear of the blast and the resulting landslide.



CAUTION

The rebels catch onto your plan pretty quickly, so move fast to avoid being bombarded with cannon fire.

Cover Your Brother While He Plants the Explosives (Thomas Only)

If you are playing as Thomas, drop down to a small plateau on the left side of the rocks that Ray is setting charges on to secure the perfect perch to pick off the rebels below. Your first target must be the two cannon operators who fire up at the ledge that you're both on. Next, scan the area around them for more rebel soldiers and pick them off.





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If Ray is complaining about being shot at, you've missed at least one enemy. Ray will not set the charges until it is safe to do so.

Once Ray has set the charges, a 10-second timer begins counting down. You must backtrack and get clear of the rocks before the timer expires, or you'll be caught in the blast or the landslide that it causes.



The Aftermath

Destroying the rebels' artillery prevents them from finishing the job that they started, but Col. Barnsby has another trick up his sleeve—his men have captured Seeing Farther. Running River says that his son will face death bravely as an Apache, but Barnsby calls Running River's bluff. His village is gone, his people are dead, and if Running River allows his last male heir to be sacrificed, that will mean the end of the Apache people. Running River bows to Barnsby's demands and says that he will bring the medallion to him by sundown tomorrow.





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My faith is my shield. I have repeated these words over and over, for they are all I have left. Job never lost his faith, even though he lost everything he held dear.

**How can the good Lord allow such evil to go unpunished?
So much suffering and pain.**

I hold tight to my faith...for my faith is my shield.

NOTE

At the Character Select screen at the start of the chapter, you can choose to play as Thomas or Ray. The chapter is nearly identical for both characters.

The Ghost Settlement

Thomas and Ray begin the chapter by discussing Seeing Farther, Marisa, and their brother. They know that Seeing Farther has been captured, but they're not optimistic about Marisa or Thomas's survival, and they're agreed that Col. Barnsby is the one who should pay for that. But Ray tells Thomas that, once this is over, so are they. He never wants to see him again.



Find Colonel Barnsby
and Seeing Farther

NOTE

This is the general objective of the entire chapter, not the first objective that must be performed.

Mount the nearby saddled horse and ride with your brother toward the "ghost settlement" ahead of you, a white settlement that has been completely deserted. Along the way, you can stop at a weapon shop to purchase weapons and ammo from the trader from the back of his wagon (see sidebar).



WEAPON SHOP



Visit the weapon shop on your way into the ghost settlement. The seller's wares are limited, but they include the following:

- Prime Peppergun (Pistol): \$185
- Prime Heavy Scoped (Rifle): \$732
- Prime Ranger (Pistol): \$246
- Superb Classic Rifle: \$1,088
- Superb Ranger (Pistol): \$424
- Superb Bow: \$500
- Superb Volcano Gun (Pistol): \$464
- Dynamite: \$15
- Superb Quickshooter (Pistol): \$504
- 21x Pistol Ammo: \$5
- Superb Sawed-Off (Shotgun): \$314
- 21x Rifle Ammo: \$10
- Prime Shotgun: \$335
- 12x Shotgun Shells: \$10
- Superb Shotgun: \$516
- 10x Arrows: \$20



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MULTIPLAYER

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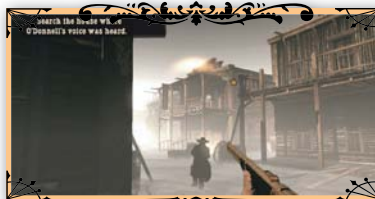
SECRETS, ACHIEVEMENTS AND TROPHIES

Dismount your horse at the settlement entrance and walk in with your brother. Follow him down the street until you hear the taunting voice of Sgt. O'Donnell coming from somewhere in the settlement.



1 Search the House Where O'Donnell's Voice Was Heard

Follow your brother (and the objective marker) toward an abandoned house in the settlement that has a rebel soldier on the balcony. Pick him off and search the house.



SECRET

Before you enter the house, but after shooting the rebel soldier, look around the side of the Federal Bank building next to it to find an open safe that contains the first of five secrets for the chapter.



Secret 1 of 5 is in a safe outside the Federal Bank.

If you are playing as Ray, simply kick in the front door and shoot the three rebel soldiers on the ground floor before ascending the stairs and shooting the soldier at the top of the stairs, as well as the one in the upstairs room.



If you are playing as Thomas, you need to clear the house in the opposite direction. Lasso yourself up to the balcony and go through the door. Shoot the two rebel soldiers, and then descend to the ground floor, where you must shoot three soldiers. Duck back up the stairs if you start taking too much damage.



TIP

The table in the middle of the ground floor holds two bags of cash and plenty of ammunition.

Once the house is clear and O'Donnell is nowhere to be found, go back out the way you came and rejoin your brother outside. O'Donnell's sneering voice again echoes throughout the deserted settlement. Follow your brother to the corner of another building.



TIP

Before or after entering the house, open the safe near where your brother stands to find a Prime Peppergun.



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2 Search Another House

O'Donnell's voice is coming from a nearby shed. Advance toward it, but be ready to pick off two more rebel soldiers on balconies ahead of you, as well as several more enemies who rush toward you from the front and left.

Go around the back of the building marked with the objective indicator, near where a pair of horses are standing, to enter the building. Four rebel soldiers wait just inside the door on the first floor, so a CM attack is the best way to eliminate them quickly. If you are playing as Ray, a stick of dynamite also gets the job done.

SECRET

Before you enter the second house, look for a chest near the horses. Open it to find another secret.



A chest outside the second house holds secret 2 of 5.

Go up the stairs and kill all four rebel soldiers in the upstairs room. Open a chest in here to get a couple of bags of money.

Go out onto the balcony with a weapon that is accurate at long range and pick off three more rebel soldiers on the ground below. Once they are eliminated, the objective is complete, and a cinematic plays:

Barnsby steps out of a saloon, flanked by guards. He demands the medallion, which the McCalls refuse to hand over. (In fact, they are unable to, because William has it. But they don't tell Barnsby that.) Barnsby walks back into the saloon and orders his men to kill them.

Barnsby's men appear on the rooftops around you, but your brother surprises them and shoots all of them except the ones on the saloon roof. Take cover in front of the saloon and help him dispose of them as well. Eventually, the rebels start hurling dynamite from the saloon roof. You can't hit them from the ground, so the McCalls have to cooperate to eliminate them.





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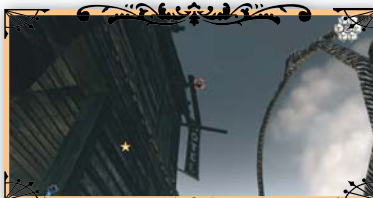
3 Cover Your Brother (Ray Only)

If you are playing as Ray, you have to remain on ground level near the saloon and shoot the rebel soldiers that appear in the upper windows and balconies to buy Thomas time to get into position to shoot the dynamite throwers on the roof. Continue shooting them and dodging the thrown dynamite until the objective is complete.



4 Get Upstairs and Kill the Bastards Throwing Dynamite (Thomas Only)

If you are playing as Thomas, run around the side of the building opposite the saloon as soon as the shooting starts. Lasso the hotel sign and climb up the rope to pull yourself into an upstairs window.



Aim out of the windows and pick off the two dynamite-throwing soldiers on the saloon roof, who are conveniently labeled with objective indicators. If for some reason you don't have a weapon capable of performing this task, there is a Rusty Classic Rifle and some rifle ammo in this room. When the objective is complete, drop back down to ground level.



5 Get Barnsby

You might have eliminated their explosives experts, but Barnsby's men still have a surprise up their sleeves, in the form of a Gatling gun positioned inside of the saloon! They fire it up and blast out the walls of the saloon in an attempt to take you out. Get behind cover and pick off the Gatling gunner as soon as you have a shot, and then join your brother for a CCM event at the front of the saloon to take out the rest of the rebel soldiers on the first floor.



SECRET

When you enter the saloon, look in the front right corner for a chest that contains a secret.



Secret 3 of 5 is in the saloon chest.

Defeat O'Donnell In a Showdown

Approach the stairs leading up to the next floor of the saloon to trigger the appearance of O'Donnell, who calls you out for a showdown. As you walk out of the saloon to face him, Running River appears and shoots a rebel soldier who was lying in ambush for you on the balcony, making it a fair fight. You should be an old hand at showdowns by now, so use the skills that got you this far to gun down Barnsby's right-hand man.





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Find Seeing Farther

After you defeat O'Donnell in the showdown, Barnsby's voice echoes out from the saloon, asking if the McCalls still want their Indian. He punctuates his statement with two gunshots, and Running River rushes into the saloon, closely followed by your brother. Go upstairs to find Running River hunched over his mortally wounded son. There's nothing the McCalls can do for him now...except make Barnsby pay.



6 Get Barnsby

Step out onto the balcony and turn left. Shoot three rebel soldiers who run toward the saloon, and then drop off the balcony onto a covered wagon below you, and from there down to the ground.

Head in the direction that the rebel soldiers came from to reach a dilapidated barn. Go around a water tower next to it and enter it from the rear to attack the rebel soldiers hiding within. Your brother should attack from the front entrance, confusing the rebels and keeping them from being able to properly defend themselves.



SECRET

Just outside the rear entrance of the barn is a chest containing the chapter's fourth secret.



Secret 4 of 5 is in a chest behind the barn.

Exit through the barn's side door to proceed toward the objective indicator. Two more rebel soldiers attack you from the left as you follow the objective indicator toward a church at the far end of a cemetery.

There's another Gatling gun inside the church, so advance toward the church from the side, using grave-stones and other solid objects as cover. If you have a CM attack ready to go, you can quickly dispatch the Gatling gunner and most or all of the soldiers surrounding him. If not, you need to take them out one at a time, starting with the Gatling gunner.



SECRET

Look for a chest to the right of the church (as you face it). Open the chest to get the chapter's fifth and final secret.



Secret 5 of 5 is in a chest outside the church.



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Take cover on either side of the church entrance and shoot all remaining rebel soldiers on the ground level. Barnsby is hiding in the belltower, but you can't get a clear shot at him.

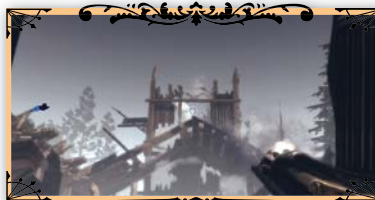
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✂ Cut the Bell Loose ✂

Once all of his men have been killed, Barnsby begins hurling dynamite down at you. As soon as you see the dynamite icon appear, back away from the church. The dynamite explodes harmlessly, bringing down a portion of the church structure in the blast.

After each thrown stick of dynamite detonates, approach the entrance again to get Barnsby to throw another one. Eventually, the wreckage traps him in the belltower, and your brother tells you to cut the bell down with the Gatling gun. Get behind the gun and fire at the bell at the top of the steeple until it comes crashing down on Barnsby.



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The Aftermath

When the chapter is complete, the McCalls return to Running River, who cradles Seeing Farther in his arms. Seeing Farther tells them that Juarez caught him, Marisa, and William, but he only traded Seeing Farther for horses and kept the other two as hostages. With his dying breath, Seeing Farther apologizes to his father for betraying the Apache and taking the McCalls to the medallion. Running River says that it was he who betrayed their people, by leading them to their slaughter.

As Seeing Farther passes, Running River turns his attention to Barnsby, who the McCalls pulled from the wreckage of the church and bound hand and foot. They turn and leave Running River alone with his dead son's murderer and a sharp knife...





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Chapter Fourteen: Mexico, Mendoza's Fort, Near Juarez, 1866. Present time.

NOTE

This chapter's opening voice-over is provided by Running River.

This place where you passed on is where I met your mother. For you see, she was my second wife, and you were my second son. White scalp hunters killed my family. And I avenged their murder. I raided this settlement and slaughtered every man, woman, and child. All but one. Her I took with me to take the place of my Apache bride. But my hatred of the white eyes burned inside my heart. When I looked at you, all I could see was the color of your skin. You tried to prove your worth, but I could not see who you were. Until now, in this place where it all began.

This day, my war will end. Running River will become Calm Water. I love you, my son. And I am sorry.

And there is but one last thing I must do.

(sound of Barnsby screaming)

NOTE

This chapter is divided into two parts. In the first half, you must play as Thomas. In the second half, you must play as Ray.

The Beginning of the End

The first of three cinematics that open the chapter shows William held hostage in the basement of Juarez's fort, refusing to answer questions about the medallion and calling upon his faith for strength. Juarez threatens to capture and torture William's brothers when they arrive, and when that tactic doesn't work, he reminds William that he himself said that riches were the root of all evil. His last gambit is to try to persuade William that they can still all work together, and everyone will get a share. William continues to refuse to assist Juarez, who walks away in disgust.



The second cinematic takes place in the same location, after Juarez has left. Marisa tries to comfort William, who asks her why she's destroying his family. Marisa shares her story about how she was abused by her stepfather as a child, and Juarez is no different. She is with child, and she needs to be free of him so that her child doesn't have the same experience. She needs someone who can protect her, and while Ray has the strength to do it, she doesn't love him. She slips a pistol to William, who protests, saying that he's not a killer. Marisa doesn't respond as she walks away, oblivious to the fact that Juarez is watching them from the shadows above.





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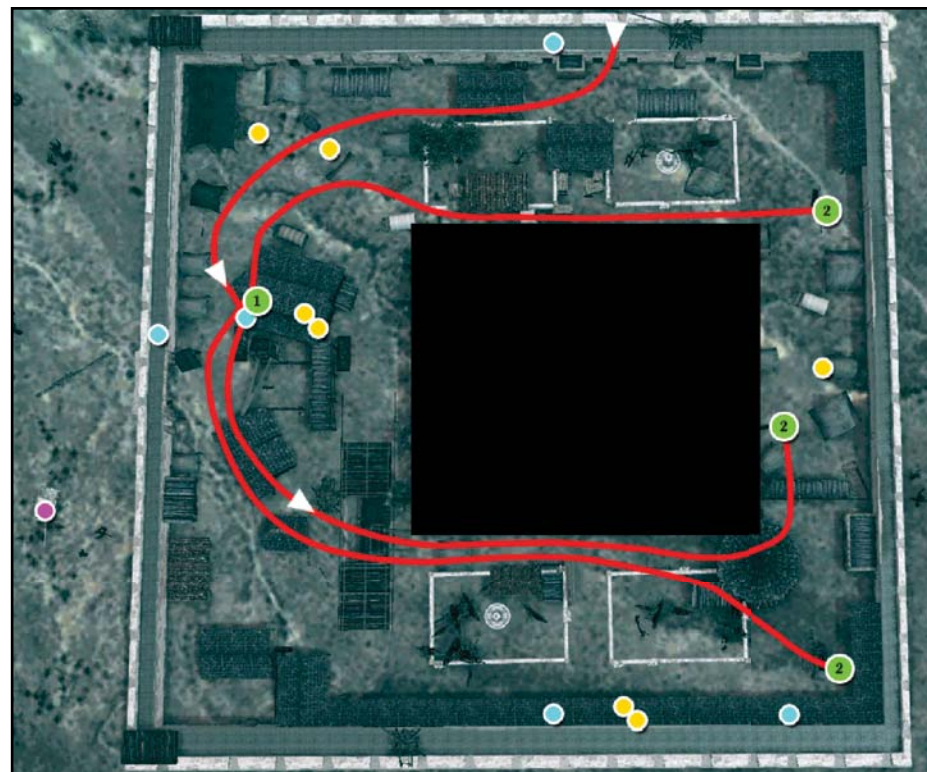
On a hillside overlooking Juarez's compound, Ray and Thomas discuss the long odds that await them. They are outnumbered and outgunned, and neither will have the other to back him up. Ray will look for William while Thomas tries to arrange an escape from the camp. Thomas tries to explain that he didn't mean to fall in love with Marisa, and that he lied about them being involved from the beginning, but Ray doesn't want to hear it. The only thing that matters is rescuing William.



Thomas

- **Objective Locations**
- **Player Path**
- **Secrets**
- **Money Bags**
- **Weapon Shop**

Thomas's chapter opens with another cinematic set in William's prison. Juarez frees William from his bonds, but not to let him go. Juarez wants to see what happens if the faith that William uses for his shield is compromised. He then orders a henchman to cut William's throat. The henchman, unaware that William is armed (unlike Juarez, who does know), moves to attack William. At the last possible moment, William pulls out the pistol Marisa gave him and shoots the man dead, just as Juarez intended. Juarez tells William that they are not so different now, so maybe William will tell him how to use the medallion after all.





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The scene is interrupted by the sound of gunfire. The McCalls have arrived. Juarez tells William that he no longer has any use for him. He can get Thomas or Ray to tell him what he needs to know. Juarez exits the room and leaves William at the mercy of his henchmen, and gunfire can be heard from the room shortly after the door closes. Marisa confronts Juarez in a fury, but he quickly overpowers her. She breaks down and tells him that she is pregnant with his child. Juarez says that he will let her live until the child is born, and then he will put her to work in his whorehouse.



As Juarez turns and walks away, Marisa hits him from behind with a heavy candlestick, knocking him out. She picks up the medallion as it falls to the floor and flees from the basement of the compound.



Get to the Fort

From your starting position outside of the fort, walk forward toward the beam marked with the objective indicator. Use your lasso to pull yourself up to the wall and get behind cover. The courtyard of the fort is crawling with Juarez's men, all of whom are heavily armed and on high alert. New bandits will take the place of any you eliminate, so don't stick around to fight them if they notice you.



1 Locate the Safe Place Near Fort's Exit

Just after you reach the wall, you hear an explosion, signalling that Ray has made his entrance. Start moving counterclockwise around the top of the fort's wall. You need to eliminate a bandit ahead of you on the wall. Use your knives if you want to do it silently, but there's a good chance that Juarez's men will figure out that you're up there and start shooting at you regardless.



Run forward to the first area of cover on the wall (a pile of crates) and shoot the bandits below to charge up your CM meter, and watch out for bandits who climb up onto the wall behind you. Dash to the next pile of crates to take cover and recover from any damage you've taken, and then continue running counterclockwise along the top of the wall. This next stretch is an extremely open area, so use your CM attack to clear out immediate threats if you run into trouble.



SECRET

Find the first of 10 secrets in the chapter (five in Thomas's half, five in Ray's) in a chest on top of the wall as you break from the second area of cover.



Secret 1 of 10 is in a chest on the fort wall.



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As you approach the barn marked with the objective indicator, drop down from the wall and run inside of it. Whenever you are inside this barn and the doors are closed, you are safe from enemy attacks. You can resupply with some ammunition in here and grab a couple of bags of cash, and the weapon shop is nearby as well (see sidebar).

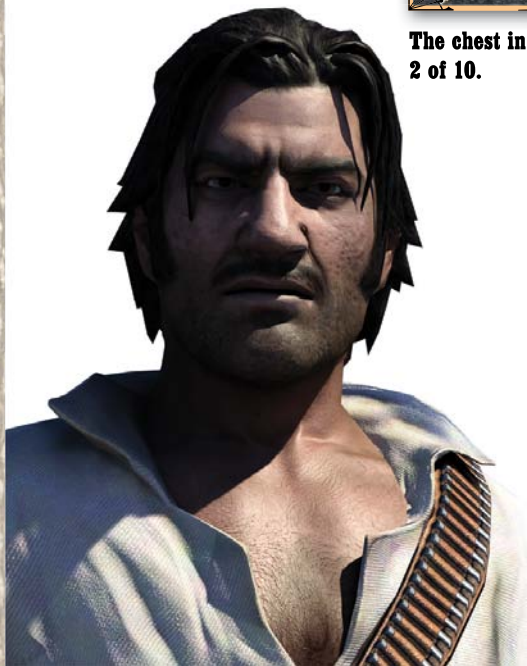


SECRET

In a corner of the barn near the entrance is a chest that contains the chapter's second secret.



The chest in the barn contains secret 2 of 10.



WEAPON SHOP



The main entrance to the fort is just outside of the barn that you use as a safe base of operations. Just outside the fort's entrance is a weapon vendor's wagon. You can access this weapon shop at any time during Thomas's half of

the chapter, but it is not available to Ray. The store has the following items for sale, but once an item has been purchased, it doesn't automatically come back into stock when you return:

- Superb Classic Gun (Pistol): \$244
- Prime Ranger (Pistol): \$246
- Superb Ranger (Pistol): \$424
- Superb Volcano Gun (Pistol): \$464
- Superb Quickshooter (Pistol): \$504
- Superb Shotgun: \$516
- Superb Heavy Rifle: \$1,068
- Superb Classic Rifle: \$1,088
- Superb Bow: \$500
- Knife: \$10
- Dynamite: \$15
- 21x Rifle Ammo: \$10
- 12x Shotgun Shells: \$10
- 10x Arrows: \$20

2 Get Three Horses to the Hideout

Your next objective is to locate three horses in the fort and bring them back to the barn. All of them are inconveniently located on the opposite side of the fort. You reach two of them by turning right as you exit the barn and moving clockwise around the fort. Getting to the third requires you to turn left out of the barn and go counterclockwise around the fort.





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NOTE



All three horses are marked with objective indicators in the game and are labeled with the same icon (2) on the map at the start of this chapter. You can get them in any order you want.



CAUTION

It's impossible to give precise strategy for recovering each horse, because the fort's defenders appear randomly as you proceed. But a general rule of thumb is to move from area of cover to area of cover, keeping as close to the fort wall as possible so that enemies can't sneak up behind you. When you are pinned down behind cover, pop out and take quick shots at your attackers to clear the area and charge your CM meter, but don't expose yourself for more than a second or two at a time. The bandits have high-quality weapons, and they always enjoy numerical superiority.



Several bags of money are hidden around the fort's open courtyard (see map), but it's extremely risky to go out in search of them. Unless you're hard up for cash and just a few dollars away from an item you need, it's probably not worth the danger. And even then, you're probably still better off just shooting bandits and picking up the cash, weapons, and items that they drop.

Also, be sure to take full advantage of the small bunkers built into the fort's walls, some of which have cash and secrets in them (see following). Duck into them to recover your health when you're in trouble, and shoot through the doors and windows to eliminate enemies and charge your CM meter quickly and safely.



SECRET

You can find two more secrets in the bunkers of the fort's wall if you go clockwise along the wall from your barn hideout.

Look for secrets 3 and 4 of 10 in the bunkers that are built into the fort's walls.

SECRET

Another secret (the last found in Thomas's half of the chapter) is hidden in a chest by some hay bales near the horse that's located in a counterclockwise direction from the barn.



Secret 5 of 10 is near one of the horses.



If you are having trouble reaching the horses by moving along the fort wall, you can also try moving along the outer wall of the villa in the middle of the fort.



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Once you reach a horse, mount it quickly and ride it as fast as you can to the barn, ignoring all enemies on the way. If you stop and fight them, you or the horse is likely to be killed, and either outcome means a mission failure. Use your CM attacks to clear out bandits around the horses before jumping onto them.



NOTE



The game autosaves after every horse you bring to the barn, so even if you are shot down after retrieving two of them, you still only have to get one more to complete the objective.



After each horse you retrieve, you might want to make a dash for the weapon store. In a worst case scenario, you'll be killed going there or coming back from it, but you'll continue from the point immediately after bringing the last horse into the barn.

Put Out the Fire and Eliminate Juarez's Men

Once you bring the third horse into the barn, Juarez's remaining men set the barn on fire in an attempt to smoke you out. Pick up one of the water buckets from inside the barn and use it on the fire to douse it.



Once the fire is out, equip a weapon that is good for short ranges and open one of the barn doors. Quickly shoot one of the Mexican bandits and duck behind the closed barn door for cover. Pop back out again when you have fully recovered from any damage you have taken and shoot another one. Continue using this method to eliminate seven bandits on the fort wall and the courtyard around the barn.



The bandits will not come into the barn after you, so you can always retreat to it and recover.

Showdown: Bandit

After taking out seven bandits, the last remaining one challenges you to a showdown. Defeat him in the showdown to complete Thomas's half of the chapter.



After emerging victorious from the showdown, Thomas is surprised by the sudden appearance of Marisa, who just knocked out Juarez and made her escape from the villa. She runs into his arms and begs him to leave, telling him that William is dead and Ray is almost certain to join him. Even if Ray survives, he'd kill the both of them anyway. She shows Thomas the medallion and tells him that she knows how to use it to find the money.





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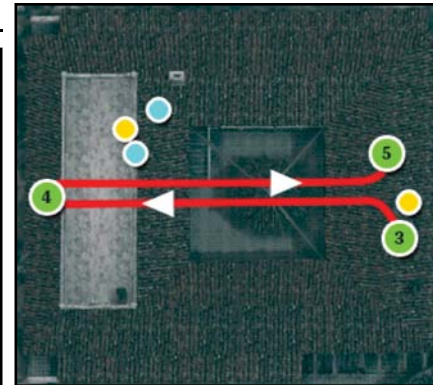
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Ray



- Objective Locations
- Player Path
- Secrets
- Money Bags
- Weapons





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Although you start playing Ray's chapter after Thomas's half is concluded, the two brothers' adventures start at the same time and take place simultaneously. Ray hides above the room where William is being held prisoner, just after William shot Juarez's man. When Juarez leaves the room, Ray leaps down and shoots the henchmen he left behind, which explains why Marisa thought that William had been shot. Ray tells William that they need to get moving, but William is in a state of shock from having taken a life for the first time. Eventually, Ray convinces William that there is no time for him to sit around regretting his decision.



3 Get to the Main Level of the Fort

Your primary objective is to protect William as you fight your way out of the fort. Start by opening the door in the room that you start off in to see Juarez recovering from Marisa's attack. When he catches sight of Ray, he runs out of the room, and several of his men rush in and open fire. Using the door frame as cover, eliminate them.



Look under the stairs in the room that you start in to find two bags of cash. In the room where you see Juarez, a crate contains dynamite.

Open the door that Juarez escaped through and shoot the bandits on the other side of it. Three are visible as soon as you open the door, so a stick of dynamite is a good idea. Go through the door to the right of the one you just came through to proceed to the next room.



SECRET

The first secret of Ray's part of the chapter (the sixth of the chapter) is found in a chest behind some crates in this room.



Secret 6 of 10 is in a chest in the second room.

Enter the next room carefully, using the doorway as cover, and shoot the four bandits hiding inside it. Two more bandits hide at the end of the hallway leading out of the room. Snipe them from a distance, or hurl a stick of dynamite at them to clear them out.



Pick up a money bag from the crate next to the bandits at the end of the hallway.

Don't go all the way down the hallway where the bandits were hiding. Instead, take the first right turn and enter a large room lined with pillars and large crates that your enemies hide behind.



You will know that you've cleared the room of enemies when Ray tells William that it's safe to enter.



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SECRET

Once you have cleared the room with the pillars and the crates, look for a chest near a wrought-iron gate. The chest contains a secret.



The chest near the gate holds secret 7 of 10.

Follow the stairs leading up and out of this room, but watch out for the bandits lying in wait on them. Dynamite or a CM attack will clear them out quickly. Go up the stairs, shoot the lone bandit at the top of them, and go through the door to enter the main floor of the fort's villa.



Near the top of the stairs, you can pick up some gold from a chest.

4 Get to the Main Gate

When you reach the main floor of the villa, break open the only door that you can. It leads to the atrium, which contains four bandits. Eliminate them all, and then go through the door marked with the objective indicator.



SECRET

Look in a corner of the atrium's ground floor to find a chest that contains a secret.



Secret 8 of 10 is in a chest in the atrium.

The door leads to the villa's foyer and the door leading out to the courtyard. But when you open the door, you're greeted by a huge squad of Juarez's men who open fire as soon as they see you, and Thomas is nowhere to be found. Back away from the door immediately, and William closes it for you. Looks like you won't be going through the main gate. William says that there was a drainpipe in the cell floor that has to lead somewhere.



SECRET

Before you open the main door of the villa, look in a corner of the foyer to find a chest that contains the chapter's ninth secret.



The chest in the foyer contains secret 9 of 10.



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5 Go Back to the Stairs

Backtrack through the atrium toward the stairs leading down to the basement. More of Juarez's men come up from the basement, so be ready for a firefight when you enter the atrium.



On your way back through the basement, look for a pair of Superb Rangers lying on a barrel near a wall.

6 Get to the Drainpipe In the Fort's Dungeon

Keep following William through the basement hallways. Don't dawdle, because Juarez's men are hot on your heels, and you can't fight them all.



Blow Up the Crates to Get to the Drainpipe

If you're out of dynamite, pick some up from a crate in the room with the drainpipe. Throw a stick of dynamite onto the drainpipe grate to blow it up (making sure to stay back from the explosion) and replenish your dynamite supply. Then drop down through the drainpipe to reach the sewers under the fort.



Find a Way Out

From this point on, there are no more secrets to collect or items to find, so just follow the objective indicator through the sewers and sub-basement of the fort, fighting Juarez's men as you go. You will know when you've cleared an area, because William comes out of hiding and joins you.



SECRET

As soon as you land in the sewer, grope around in the darkness to find a crate. Open it to find the final secret of the chapter and the game.



Secret 10 of 10 is in a chest at the start of the sewer.



If you have found and collected every secret, you earn the "Gotta Catch 'Em All" Achievement/Trophy.



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7 Defeat Juarez

When you reach the end of the tunnels, Juarez and his men attack you from a balcony. They hurl dynamite down at you, which destroys the two pillars in front of the balcony, your best cover in the melee. Once they are gone, retreat into the tunnel and use its wall as cover against their attacks. Eventually, it comes down to just you and Juarez. Shoot him repeatedly to get him to challenge you to a showdown.



If you're low on ammo, look for the ammunition crate under the balcony.

Showdown: Juarez

This is your final meeting with Juarez. Use the gunfighting skills you've acquired over the course of the entire game to shoot him down like the dog he is and send him to a watery grave.



8 Find a Way Out

As Ray looks for Juarez's body to verify his demise, William climbs up onto a ledge and calls Ray over. Let William pull you up after him, and then follow him all the way out of the fort and to the end of the penultimate chapter.





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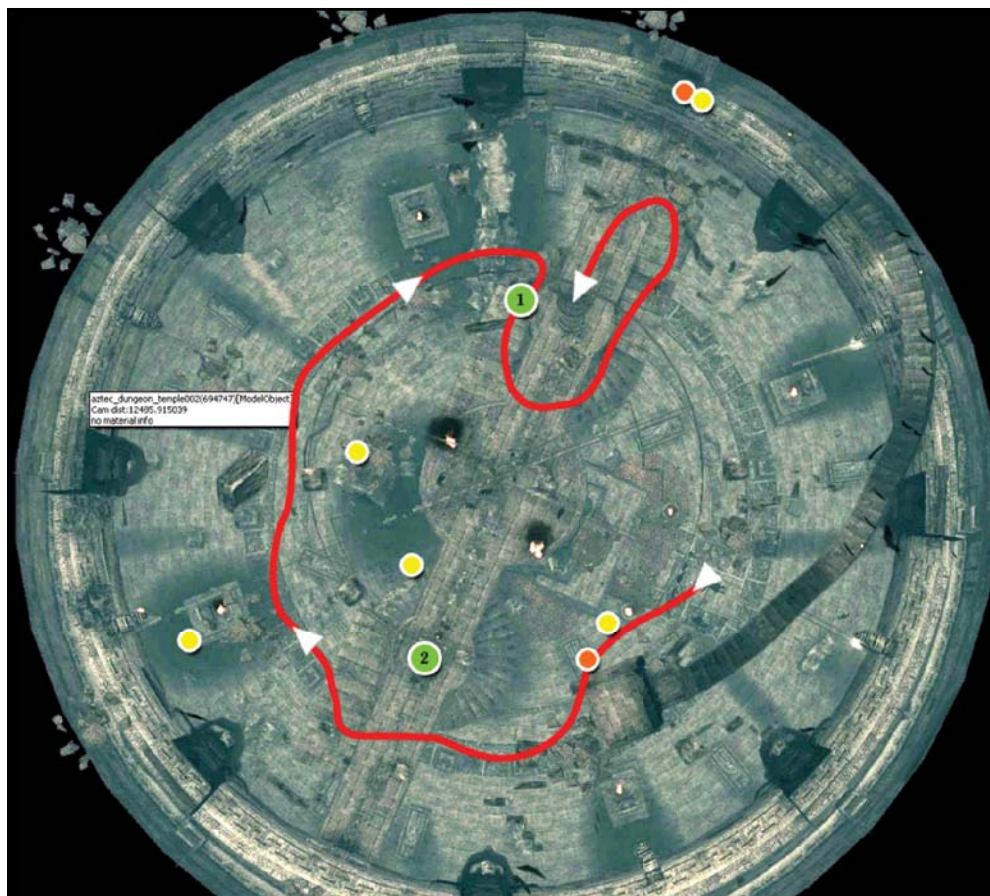
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Chapter Fifteen: Unknown Location in Mexico, 1866. Present time.



- Objective Locations
- Player Path
- Money Bags
- Weapons



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Thomas wasn't at the gate, and Ray fought like a wild cat. We barely made it out of there alive. He was out of his mind and still out for blood, so I told him the secret of the medallion. I figured it was a fairy tale, but at least it would keep him busy. But it was true. It was real.

The medallion led us to the entrance of an ancient vault. The door was already open. And I suspected why. Thomas. Somehow, I just knew.

We followed the faint light through a passage constructed centuries ago. It was right then and there that I made up my mind. I knew what I had to do. I had to save my brothers.



NOTE



At the Character Select screen at the start of the chapter, you can choose to play as Thomas or Ray. The chapter is identical for both characters.



The End

The chapter starts with Ray and William descending into the underground temple where the Aztec treasure is hidden. They surprise Thomas and Marisa, who beat them there. Ray pulls a gun on Thomas, reminding him of what he said he'd do if Thomas stole another woman from him. In a rage, Ray tells Thomas and Marisa that he loved them, and they betrayed him, and now they're going to die for it.



In a desperate bid to save his brothers, William steps in front of Ray's gun and tells him that if he wants to kill Thomas, Ray will have to get by William first. William reminds Ray that he's a murderer now, just like Ray, and if Ray doesn't back down, William will draw on him and shoot him down. William counts to three and reaches into his coat. Ray pulls the trigger and guns William down, realizing too late that William was going for his Bible, not his gun.

The Bible lands at the feet of Colonel Barnsby, who says that Running River took his knife and set him free with no explanation. It wasn't hard for Barnsby to follow the McCalls' trail, and now that he's found the money, he'll be able to restore the army of the Confederate States of America.

⚔ Kill Barnsby and His Men ⚔

As soon as you choose your character, the final battle between the McCalls and Barnsby's army begins. Use the sarcophagi and statues as you battle the rebel soldiers who rush into the temple. The first soldier who enters wields a Gatling gun, so make him your first target.

You cannot afford to take any chances with the rebel soldiers. They are as well-armed as Juarez's men were in the previous chapter, and there are almost always three or more in the immediate area firing at you. Always remain behind or very close to cover, and pop out only for a couple of seconds at a time to pick off a single enemy. Whenever you duck back behind cover, don't leave it until you have fully recovered from any damage you have taken.





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CAUTION

There is an ammo cache (marked with ) and some money bags scattered around the floor of the temple, but it's extremely risky to try to collect them. And you won't be visiting another weapon store before the end of the game.

1 Climb to a Higher Level

There's another reason not to take too many chances: you can't kill all of the soldiers, and you don't even want to try. Once you have eliminated a certain number, an explosion triggers an ancient mechanism that starts to fill the temple with sand. Your brother tells you to climb the spiral staircase in the middle of the temple, or you'll be buried alive.

Make a break for the stairs in the temple's center and start running up them. Barnsby's men fire at you from the upper levels, and there's no time to eliminate them all, so your best defense is just to keep running. You encounter two rebel soldiers on the stairs on your way up, as well as a third at the top of the stairs. Equip a short-range weapon, and be ready to shoot them all on sight.




As you're ascending the stairs, pay attention to when you're being hit by enemy fire. If you reach a location on the stairs where you're momentarily safe from the rebel soldiers, take a few seconds to recover your health before continuing.

2 Kill Barnsby and His Men

When you reach the top of the stairs and kill the soldier up there, immediately turn to the center of the temple and run straight to the large central column. Barnsby and his remaining soldiers are on the other side of this column, but as long as you're using it as cover, they can't hit you.



There is an ammunition cache (marked with ) and some cash on your side of the upper pathway, near the outer wall of the temple.

Barnsby's men use two main attacks against you. The first is dynamite, thrown at the pillar in the middle of the room. When you see a dynamite icon, move a few feet straight back from the pillar so that it explodes relatively harmlessly. You still suffer some splash damage, but the blast isn't enough to kill you if you're healthy. Do not expose yourself to their fire until you have fully recovered from this damage.



The soldiers' other attack is lethal sharpshooting. If you expose yourself to their fire for more than a second, you run the risk of taking a near-critical shot from one of their sharpshooters. A single shot will not kill you, if you're fully healthy, but a second one will, so don't break cover for more than a second at a time.





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So, here's your strategy: with an accurate, long-range weapon equipped, remain behind the pillar until you are fully healed and no dynamite icons appear on the screen, and then move slightly to either side of the pillar, shoot one of Barnsby's men, and duck back behind the pillar until you have fully recovered from any damage you suffered. Repeat until all of Barnsby's men have been eliminated.

The only time you should risk shooting more than one rebel soldier is if you have a full CM meter. Not only does this give you a chance to shoot several soldiers in one go, it also lets you get a good look at where they're arranged, in case you can't hit them all.

Showdown: Colonel Barnsby

Eventually, the fight comes down to you and Barnsby. Shoot him several times while dodging his fire, and he eventually agrees to a duel with you on the field of honor—the McCall family name versus the pride of the Confederacy. Emerge victorious from the showdown to finish your blood feud with Barnsby, the chapter, and the game.



The Aftermath

Mortally wounded, Barnsby falls from the upper level of the temple onto the rising tide of sand below, disappearing beneath the grains with the body of William and the Aztec treasure, lost forever.

Ray delivers the story's epilogue:



There were three of us in those bitter days, and each of us would have braved the fires of Hell for the other. No one could stand against us when we stood together. Three brothers.

William, he was the best of us. A man of faith. He sacrificed his life to deliver me from evil. Like the Savior himself, dying for our sins. Like Running River, who spared the murderer of his own child. William wanted me to find the Lord, and in his sacrifice, I did.

We left the money. We knew it was cursed. I put away my guns and dedicated my life to serving the Almighty. I became the preacher my brother William always wanted to be and joined Thomas and Marisa in holy matrimony.

William, I know you're looking down on us, and I want you to know your passing was not in vain. And though nothing is like it used to be, one thing remains. We are still a family.



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Multiplayer

Go online with Xbox Live or Playstation Network to compete against the quickest draws in the West...or East, North, or South. You can choose from five multiplayer modes and 13 different character classes in online play. All of the tactics and techniques that you've mastered in single-player mode will serve you well in multiplayer.

Multiplayer Modes

Choose from the following five multiplayer modes, all of which are available from the start of the game:

SHOOTOUT is a classic deathmatch style of multiplayer where everyone is out for themselves, and no one is safe. Gun down any other player to increase the bounty on your head. The player with the highest bounty at the end of the time limit wins. (See the following section for an explanation of the bounty system.)

POSSE pits two teams of players against each other in a head-to-head deathmatch. Each player on a team tries to improve their personal bounty by eliminating members of the opposing team. The team with the highest total bounty at the end of the time limit wins the match, but each player's \$100 of "starter" bounty does not count toward this total.

WANTED is a lethal game of tag. One player is designated as the "wanted" player, and he raises his bounty for every player he kills. The other players try to kill the wanted player in order to become wanted themselves.

Non-wanted players can only increase their bounties by eliminating the wanted player, but the wanted player's bounty increases by taking out any other player. Because becoming the wanted player is the best way to raise your bounty, there's no incentive for non-wanted players to work together. The player with the highest bounty at the end of the time limit is the winner.

MANHUNT is a team version of Wanted. The wanted player is the top player on one of the teams. His team tries to protect him from the other team for 60 seconds. If he survives for the full minute, his team scores. If the wanted player is killed, the other team scores, and the player with the highest bounty on that team becomes the wanted player. The winning team is determined by the score at the end of the match, but bounty and cash can still be earned.

WILD WEST LEGENDS is a team-based mode where Lawmen and Outlaws clash while trying to fulfill specific, historically themed objectives within the time limit. Usually, one team is trying to accomplish certain goals, and the other team tries to prevent them from doing so. Some of the objectives have more than one way to accomplish them, so creative thinking is an asset. The team who completes all of their objectives wins the match. If neither team completes all of their objectives, the team that completed more of them is the winning team; a draw is also possible.

⚔️ Bounty ⚔️

In every multiplayer mode, each player starts the game with a bounty of \$100 on their head, and that bounty increases according to how many other players they eliminate and how they do them in. Therefore, the better a player performs in a multiplayer match, the greater the bounty on their head. Three of the multiplayer modes (Shootout, Posse, and Wanted) require a player or team to accumulate the highest bounty in order to win the match.

NOTE

All bonuses are cumulative, so if you dispatch two rivals with headshots within five seconds, you earn a +\$40 bounty bonus (2x Headshot at +\$15 each, plus One Pair at +\$10).



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Bounty Bonuses and Penalties

BONUS	DESCRIPTION	AMOUNT
Standard Kill	Eliminate any rival player	+\$10
Headshot	Eliminate any rival player with a headshot	+\$15
One Pair	Eliminate 2 rivals within 5 seconds	+\$10
Three Of a Kind	Eliminate 3 rivals within 5 seconds	+\$20
Four Of a Kind	Eliminate 4 rivals within 5 seconds	+\$40
Full House	Eliminate 5 rivals within 5 seconds	+\$80
Straight	Eliminate 4 rivals without dying	+\$25
Straight Flush	Eliminate 8 rivals without dying	+\$50
Royal Flush	Eliminate 12 rivals without dying	+\$100

CAUTION

Suicide (accidentally blowing yourself up, running off of a cliff, etc.) incurs a fixed penalty of \$1 to bounty and cash.

You can spend the bounty that you collect during the match to upgrade your character up to two times (Tier 1 and Tier 2), enhancing your abilities across the board with each upgrade. This upgrade only lasts for the duration of the current match. You can also save your cash and use it to permanently unlock additional character classes after the match is over.



NOTE



Know the difference between “bounty” and “cash.” Your **bounty** is the price on your character’s head and is used to determine the victor in three of the five multiplayer modes. The bounty on rivals’ heads is the cash reward you get from eliminating them. **Cash** does not determine your ranking in the match—it is only used to upgrade your character or unlock new character classes.



Character Classes

Five character classes are available in multiplayer play from the beginning of the game. You can unlock an additional eight classes by purchasing them with U.S. dollars collected during the game. Each character class specializes in its own unique assortment of weapons and cannot use any other weapons in multiplayer.

Initially Unlocked Classes

These character classes are available without needing to be purchased first.

★ RIFLEMAN

HEALTH: 3.5

SPEED: 2.5

EQUIPMENT: Classic Rifle, Classic Gun (x2)

The Rifleman is a well-rounded character with no particular strengths or weaknesses and is useful in most situations.

★ GUNSLINGER

HEALTH: 3.5

SPEED: 3.0

EQUIPMENT: Quickshooter (x2), Dynamite (x2)

Gunslingers are fast assault troops. They excel at penetrating defenses, thanks to their superior speed, fast rate of fire, and explosive expertise.

★ MINER

HEALTH: 4.0

SPEED: 2.5

EQUIPMENT: Sawed-Off, Ranger, Dynamite (x5)

Miners are tactical combat experts who can control the field of battle with dynamite, and their high health and Sawed-Off shotgun makes them ideal for close-quarters combat, where their low speed isn’t as much of a weakness.



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★ SNIPER

HEALTH: 3.0

SPEED: 2.5

EQUIPMENT: Heavy Scoped, Ranger

A Sniper isn't very fast, but ideally he doesn't have to move around much either. He's at his best when he's hidden in a stationary position and picking off enemies from a distance.

★ NATIVE

HEALTH: 3.5

SPEED: 3.0

EQUIPMENT: Bow

Natives are fast, stealthy, and perfect for sneaking up on and surprising enemies with a few lethal arrows in the back.

✎ Unlockable Classes ✎

Each of the following character classes must be unlocked by purchasing them with in-game gold.

★ SCOUT

UNLOCK PRICE: \$10,000

HEALTH: 3.0

SPEED: 2.5

EQUIPMENT: Classic Scoped, Classic Gun

A Scout is basically a faster version of a Sniper, but his Classic Scoped rifle isn't as powerful as the Sniper's Heavy Scoped rifle.

★ TRAPPER

UNLOCK PRICE: \$15,000

HEALTH: 4.5

SPEED: 2.0

EQUIPMENT: Shotgun, Ranger

Trappers are best used on defense, where their high health can offset their slow speed. Their Shotguns let them inflict severe damage up close.

★ GUNSMITH

UNLOCK PRICE: \$20,000

HEALTH: 3.5

SPEED: 2.5

EQUIPMENT: Hybrid Gun, Peppergun

A Gunsmith is a versatile character who dual-wields two different pistols, so you need to keep in mind which is which and how they're best used.

★ SPY

UNLOCK PRICE: \$40,000

HEALTH: 2.0

SPEED: 4.5

EQUIPMENT: Ladies Gun, Dynamite (x3)

Spies are best used for slipping past enemy defenses and unleashing severe damage with their dynamite. Their Ladies Gun fires quickly but does not inflict much damage.



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★ HOMBRE

UNLOCK PRICE: \$45,000

HEALTH: 4.0

SPEED: 3.0

EQUIPMENT: Sawed-Off (x2)

Hombres are the ultimate close-quarters fighters. Their dual Sawed-Off shotguns let them unleash hell on any enemy at close range, and their high health and decent speed make them tough to take down.

★ OFFICER

UNLOCK PRICE: \$50,000

HEALTH: 3.5

SPEED: 2.0

EQUIPMENT: Ranger (x2)

The Officer's dual-wielded Ranger pistols strike an excellent balance between damage, rate of fire, and reload time, which gives them great versatility in most combat situations.

★ DUELIST

UNLOCK PRICE: \$70,000

HEALTH: 2.5

SPEED: 3.5

EQUIPMENT: Volcano Gun

Duelists can dish out plenty of damage with their Volcano Gun, but they can't absorb much punishment, due to their low health.

★ VETERAN

UNLOCK PRICE: \$75,000

HEALTH: 3.5

SPEED: 2.5

EQUIPMENT: Heavy Rifle, Classic Gun

A Veteran has all the versatility of a Rifleman, but his Heavy Rifle inflicts more damage at a lower rate of fire, so this class is best used by players with especially good aim who can make every shot count.

Multiplayer Weapon Statistics

Although all of the weapons from the single-player game appear in multiplayer, their stats are slightly different.

Multiplayer Weapon Statistics

WEAPON	DAMAGE	RATE OF FIRE	RELOAD TIME
Classic Gun	3	8	8
Quickshooter	3	9	10
Ranger	6	7	8
Hybrid Gun	5	8	7
Peppergun	6	10	7
Ladies Gun	3	10	5
Volcano Gun	7	6	1
Sawed-Off	10	10	3
Shotgun	7	10	3
Classic Rifle	8	4	4
Classic Scoped	8	4	3
Heavy Rifle	10	2	2
Heavy Scoped	10	1	2
Bow	9	2	6



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Achievements, Trophies, and Secrets

Achievements and Trophies

There are 47 Xbox Live Achievements and 48 PlayStation 3 Trophies to earn in *Call of Juarez: Bound in Blood*. Most can be earned only by playing through the single-player mode, a few can be earned only in the multiplayer modes and a handful are available in both single and multiplayer modes. There is one PS3-exclusive Trophy.

Single-Player Only

NAME	GAMERSCORE	TROPHY TYPE	REQUIREMENTS
Act I	30	Bronze Trophy	Complete Act I.
Act II	30	Bronze Trophy	Complete Act II.
Act III	30	Bronze Trophy	Complete Act III.
Act IV	30	Bronze Trophy	Complete Act IV.
Crowbait	40	Bronze Trophy	Finish the game on at least easy difficulty.
Between Hay and Grass	40	Bronze Trophy	Finish the game on at least normal difficulty (also earns you "Crowbait").
Curly Wolf	40	Silver Trophy	Finish the game on at least hard difficulty (also earns you "Crowbait" and "Between Hay and Grass").
Old West Legend	40	Gold Trophy	Finish the game on very hard difficulty (also earns you "Crowbait," "Between Hay and Grass," and "Curly Wolf").
Ray's Story	30	Silver Trophy	Finish every chapter playing as Ray (except chapters where you're forced to play as Thomas).
Thomas's Story	30	Silver Trophy	Finish every chapter playing as Thomas (except chapters where you're forced to play as Ray).
D-Day	15	Bronze Trophy	In chapter 1, destroy all Yankee rafts with the cannon before they land.
Catcher in the Rye	15	Bronze Trophy	In chapter 2 in the field, kill every Yankee soldier using knives without being detected.
Yankee Cow	15	Bronze Trophy	In chapter 2, don't kill the cow in Johnson's barn.
Mayhem	15	Bronze Trophy	In chapter 3, kill 20 enemies while riding the stagecoach (in one ride).
Sharpshooter Distraction	15	Bronze Trophy	In chapter 4, playing as Ray, kill the three sharpshooters without Thomas's help.
Sharpshooter Destruction	15	Bronze Trophy	In chapter 4, playing as Thomas, kill the three sharpshooters within 10 seconds of the objective appearing.
Quite a Ride	15	Bronze Trophy	In chapter 9 on the elevator, destroy all of the dynamite barrels that are thrown at you.



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NAME	GAMERSCORE	TROPHY TYPE	REQUIREMENTS
Rowing-Race Cheater	10	Bronze Trophy	In chapter 11, kill all 12 of the Navajo in the boats during the canoe chase.
Man of the Hood	15	Bronze Trophy	In chapter 12, playing as Thomas, use the bow as your only weapon throughout the entire chapter.
Gotta Catch 'Em All	40	Silver Trophy	Collect all secrets.
Boy Scout	5	Bronze Trophy	Finish one side-quest in chapter 6 or 8.
Shield of Hope	20	Bronze Trophy	Finish all six side-quests in chapters 6 and 8.
Quick Hands	10	Bronze Trophy	Kill 7 people during one Concentration Mode (Cooperative Concentration Mode also counts).
Frag Steal	10	Bronze Trophy	Kill all enemies in a single Cooperative Concentration Mode.
Arkansas Fried Rooster	10	Bronze Trophy	Blow up 10 chickens with dynamite.
Untouchable	20	Silver Trophy	Finish any chapter, except for 6 and 8, without being severely wounded.
Fireworks	10	Bronze Trophy	Shoot 2 enemy dynamite sticks in mid-air.
None Shall Hide	5	Bronze Trophy	Shoot an enemy through a wall.
Carpenter	5	Bronze Trophy	Kill 5 enemies with chairs.
Vindicator	15	Bronze Trophy	Kill a total of 30 enemies with a detached Gatling gun (Ray only).

Single-Player and Multiplayer

NAME	GAMERSCORE	TROPHY TYPE	REQUIREMENTS
99 scalps	25	Bronze Trophy	Score 99 headshots (ranked play counts).
Pistol Expert	25	Bronze Trophy	Kill 250 enemies using pistols (ranked play counts).
Rifle Expert	25	Bronze Trophy	Kill 250 enemies using rifles (ranked play counts).
Shotgun Expert	25	Bronze Trophy	Kill 250 enemies using shotguns (ranked play counts).
On the Right Track	30	Silver Trophy	Collect a total of \$200,000 (ranked play counts); this also unlocks Prime weapons in multiplayer.
Goldrush!	50	Gold Trophy	Collect a total of \$1,000,000 (ranked play counts); this also unlocks Superb weapons in multiplayer.
Forgiveth Me, Lord	50	Gold Trophy	Kill 2,000 enemies (ranked play counts).
High Noon	5	Bronze Trophy	Kill 4 enemies between 12:00 p.m. and 12:15 p.m. (local time, ranked play counts); you can reset the system clock to earn this award in single-player mode.
Drive-By	15	Bronze Trophy	Kill a total of 5 enemies while horseback (ranked play counts).



CALL OF JUAREZ

BOUND IN BLOOD



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MULTIPLAYER

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Multiplayer Only

NAME	GAMERSCORE	TROPHY TYPE	REQUIREMENTS
Welcome to the Frontier	10	Bronze Trophy	Finish a full Wild West Legends game (ranked only).
Crime Does Pay	10	Bronze Trophy	Win 5 rounds as an Outlaw (ranked only).
Tin Star	10	Bronze Trophy	Win 5 rounds as a Lawman (ranked only).
Been There, Done That	15	Silver Trophy	Play a full Wild West Legends game on every level (both match and revenge match count; ranked only).
Magnificent Thirteen	30	Silver Trophy	Unlock all 13 character classes (ranked only).
Jack of all Trades	30	Bronze Trophy	Play a full game as each character class (ranked only).
Well Invested	10	Bronze Trophy	Buy 20 second level and 10 third level upgrades (ranked only).
Unforgiven	15	Bronze Trophy	Kill 10 enemies as an invincible wanted (ranked only).

PS3 Exclusive

NAME	TROPHY TYPE	REQUIREMENTS
Ace of Spades	Platinum Trophy	Collect all other trophies.

Difficulty Modes

Initially, there are only three difficulty modes for the single-player game: Easy, Medium, and Hard. Complete the single-player story on any difficulty level to unlock a fourth mode: Very Hard.

Secrets Gallery

There are 89 secret scrolls to find over the course of the single-player game. Either playable character can find every secret scroll in every chapter. Most chapters have five secrets in them, with the following exceptions:

- Chapter 6 has 12 secrets.
- Chapter 8 has 12 secrets.
- Chapter 14 has 10 secrets.
- Chapter 15 has no secrets.



NOTE



Refer to the walkthrough chapters that appear previously in this guide for detailed instructions on how to find each of the following secrets.





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Chapter One



SECRET

As soon as you go through the stuck door, turn left to find a crate containing the first of five secrets in this chapter.



Secret 1 of 5 is behind the stuck door.



SECRET

Look near a wounded soldier lying on a cot near the flag in the center of camp to find a crate containing the chapter's second secret.



Secret 2 of 5 is in a crate near a wounded soldier.



SECRET

Examine the stream near the commander's position to find a crate that contains the chapter's third secret.



Secret 3 of 5 is hidden in the crate next to the stream.



SECRET

From the explosives depot, turn left and then left again to find the chapter's fourth secret in a crate at the end of a long, narrow, dead-end trench.



Secret 4 of 5 is at the end of a dead-end trench near the explosives depot.



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SECRET

The fifth and final secret is hidden near the body of a Confederate soldier on the far side of a boulder near one of the support beams.

ALLIES AND ENEMIES



Secret 5 of 5 is on a boulder near the bridge.

WALKTHROUGH



SECRET

The houses on Jackson's farm hide two more secrets. The second house after the boarded-up building contains a chest that houses one of the secrets. The fifth house (second-to-last in the row) also has a secret in a crate on the upper floor.



SECRET

The fourth secret of the chapter is contained in a crate to the left of the locked bedroom door, as you face the door.

MULTIPLAYER

SECRETS, ACHIEVEMENTS AND TROPHIES



Look on the ground floor of the second house and the upper floor of the fifth house for secrets 2 and 3 of 5 for the chapter.



Look in the crate near the bedroom door for secret 4 of 5.

Chapter Two



SECRET

Enter the stables, turn right, and look in the crate in the corner to find the first of five secrets hidden in this chapter.



A crate in the stables contains secret 1 of 5 for the chapter.



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SECRET

The fifth and final secret of the chapter is in a crate on the balcony of the McCall house.



Secret 5 of 5 is in a crate on the balcony.



SECRET

Look inside a hay shelter near the weapon store to find the chapter's second secret hidden in a chest near the pile of hay bales.



Secret 2 of 5 is near some hay bales.

Chapter Three



SECRET

Look in the bookcase on the right wall at the top of the saloon stairs to find the first of five secrets in this chapter.



The bookcase at the top of the stairs contains secret 1 of 5.



SECRET

The third secret of the chapter is contained within a chest at the foot of the bed on the left side of a room as you enter it.



Look in the chest near the bed for secret 3 of 5.



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Chapter Four



SECRET

The last two secrets of the chapter are found near the hay wagon. The best time to seek them out is after you have eliminated the townsfolk around the hay wagon but before Ray starts to push it. The first secret is in a chest located under a hay shelter near where your stagecoach comes to a stop. It is on the same side of the road as the barn. The second secret is a scroll on the left side of the barn floor as you enter it, hidden under an upturned bathtub. You need to move quickly to grab them both before it's time to start moving again. If you miss one or both, you must replay the mission (or restart from the last checkpoint) to get another crack at them.

Secrets 4 and 5 of 5 are hidden under a hay shelter and inside the barn.



SECRET

Look in a small alcove to the right of a building near the wall of sandbags to find a chest containing the first of five secrets in this chapter.



Secret 1 of 5 is in a chest next to a building.



SECRET

Look for a chest near the shelter by the snipers to find the second of five secrets for the chapter.



A chest near the shelter contains secret 2 of 5.



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SECRET

A chest is hidden among several barrels under the awning in the center of the marketplace. Open it to find the third secret of the chapter.

ALLIES AND ENEMIES



A chest in the center of the marketplace holds secret 3 of 5.

WALKTHROUGH

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SECRET

The final secret of the chapter is in a chest in a room to the rear of the church.



Secret 5 of 5 is in the church.

Chapter Five



SECRET

Look on the bench in the small courtyard with the goat to find a rolled-up scroll, the fourth secret of the chapter.



Secret 4 of 5 sits on a bench in the courtyard.



SECRET

Find the first of the chapter's five secrets in the first settlement at the bottom of the path. Open a chest near a covered wagon to find it.



Secret 1 of 5 is in the settlement at the start of the chapter.



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SECRET

A chest hidden among some crates under a shelter on the right side of the mining camp contains the second of five secrets for the chapter.



SECRET

Examine an upstairs bedroom in Devlin's house to find a chest containing the chapter's third secret.

ALLIES AND ENEMIES



Secret 2 of 5 is hidden in the mining camp.



The first floor bedroom holds secret 3 of 5.

WALKTHROUGH



SECRET

Your path up the scaffolding takes you right past a crate containing the chapter's fourth secret. It's at the end of one of the longer horizontal sections of scaffolding, and it's almost impossible to miss as long as you follow your brother's lead.



SECRET

Near the top of the excavation, you descend some wooden stairs that lead down to a small depression in the cavern with another set of stairs leading up nearby and several crates scattered around the stone floor. Look under one of the staircases to find a chest hidden among some barrels. Open the chest to collect the chapter's fifth and final secret.

MULTIPLAYER

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Secret 4 of 5 is on the scaffolding in the excavation site.



Look under some stairs for secret 5 of 5.



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Chapter Six

There are 12 secrets in this chapter. They're listed here according to the side-quests that take you nearest to each.

NEAR THE WEAPON STORE



SECRET

Examine the ruined house across the road from the weapon store to find a chest near a pair of barrels. Open the chest to find a secret.



Look around the house near the store for a secret.



SECRET

Run around behind the weapon store to find a drunken Mexican passed out against a tree. A secret lies next to him. When you pick it up, he wakes up and tries to shoot you, so be ready to take him out before he can gun you down.



Another secret lies next to a sleeping Mexican near the store.



SECRET

Standing behind the weapon store with the store behind you on your left side, cross over the top of the small hill ahead of you to see a house at the bottom of it. Climb a ladder leaning up against the house to get up onto the roof and find a chest that contains a secret.



The chest on top of the house at the bottom of the hill near the store contains a secret.

RETRIEVE STOLEN CATTLE



SECRET

As you start down the road leading to the side-quest, look behind a large boulder to find a gallows. Inspect the pack and crate at the foot of the gallows to find a secret scroll.



A secret is hidden at the foot of the gallows.



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SECRET

Look down into the ravine to see a body on a ledge below. On a higher ledge that's just below the level of the path are the unfortunate soul's belongings, including a rusty Classic Rifle, some rifle ammunition, and a secret.



Look on a ledge below the canyon path to find another secret.



SECRET

As you leave the ravine path, turn left and follow the ridge of hills to the corner of the map, where you'll find an abandoned house. Look in a basket behind the short wall in front of the house to find a secret scroll.



An abandoned house near the cattle ravine contains a secret.

ELIMINATE RAMOS AND HIS GANG



SECRET

If you explore the hills between the weapon store and Ramos's villa, you can find a destroyed wagon with buzzards circling around the debris. Explore the wreckage to discover a chest containing a secret.



A chest near a broken wagon holds a secret.



SECRET

Before you take off in pursuit of Ramos, be sure to look in the upper floor bedroom to find a chest that contains knives and ammo, as well as a safe that contains a secret.



The safe in Ramos's bedroom contains a secret.



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SECRET

Ride along the line of hills away from the compound and Ramos's bunker to find a graveyard with three bandits in it. Shoot them all, and then look in an open coffin to find a secret.

ALLIES AND ENEMIES



A coffin in the graveyard contains a secret.

WALKTHROUGH



SECRET

As you exit the canyon, turn right and follow the line of hills to find a dilapidated scaffolding clinging to the rock face. If you are playing as Ray, use the ladders to climb up to the top level of the scaffold, and then use dynamite to detonate a large boulder up there. If you are playing as Thomas, use your lasso to climb up to the top of the scaffolding. Up there, you'll find a bucket that contains a secret scroll.

MULTIPLAYER

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You'll find a secret at the top of the scaffolding.

RETRIEVE STOLEN PROPERTY



SECRET

After you gun down the bandit boss, search the chests in the middle of the cave to find a secret, as well as plenty of ammo and cash.



The chest in the cave contains a secret.



SECRET

If you turn left from the exit of the bandits' canyon and follow the line of hills, you arrive at an abandoned mine entrance. Look inside the mining cart to discover a secret scroll.



The mining cart contains a secret scroll.



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Chapter Seven



SECRET

Search the ground floor of the jailhouse where the Pinkertons were lying in wait to find a chest that contains the first of five secrets for the chapter.



Secret 1 of 5 is in the jailhouse.



SECRET

On the ground on the side of the barn opposite the sharpshooters is a chest that contains the chapter's second secret.



The chest near the barn contains secret 2 of 5.



SECRET

When you enter the saloon on the ground floor, go behind the bar to discover the third secret of the chapter, hidden in a chest.



Secret 3 of 5 is behind the saloon bar.



SECRET

When you return to street level after crossing the rooftops with the gunrunner, face the direction of the objective indicator, and then turn left to find a chest near some horses. Open the chest to find the chapter's fourth secret.



Secret 4 of 5 is in a chest near some horses.



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SECRET

In the same area, if you turn right instead of left while facing the objective indicator, you can find a chest under a wooden awning. Open the chest to find the chapter's fifth and final secret.

ALLIES AND ENEMIES



The chest under the awning contains secret 5 of 5.

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HELP WANTED! LOOKING TO HIRE REGULATORS



SECRET

Eliminate the sharpshooters on the way to the objective and explore the outcropping where they set up their ambush. A secret scroll is hidden next to their backpacks near the campfire.



Look for a secret scroll in the sharpshooters' perch.

Chapter Eight

There are 12 secrets to be found in this chapter. They're listed here according to the side-quests that take you nearest to each.

NEAR THE WEAPON STORE



SECRET

Before you head out from the weapon store, look in the apple cart around the side of the store to find a secret scroll.



There's a secret around the side of the store.



SECRET

Between the weapon store and the sharpshooters, you can find a farm that's been occupied by several bandits. Explore the perimeter just outside of the fence to find a secret scroll on a crate behind one of the barns.



Examine the farm near the weapon store to find a secret.



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SECRET

Before speaking to Freeman or after repelling Snipes's men, look behind the goat shed in the corner of Freeman's farm to find a chest that contains a secret.

ALLIES AND ENEMIES



A chest behind Freeman's shed holds a secret.

WALKTHROUGH

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SECRET

Explore the area beyond the tower in the corner of Snipes's compound to find a bandit camp next to the timbers of a burned-down house. Eliminate the three bandits, and then look on a crate near their campfire for a secret scroll.



The bandits near Snipes' farm have a secret.



SECRET

On the second floor of one of the buildings on Freeman's farm is a chest that contains a secret.



The chest on the second floor holds a secret.

WANTED DEAD OR ALIVE: JIM PETERS AND HIS GANG



SECRET

After eliminating the bandit ambush in the ravine, explore the rocky outcropping on the left side of the path. There, you will find a secret scroll next to a backpack.



There's a secret hidden in the bandits' ambush site.



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SECRET

Look in a back corner of the barn on Peters's farm to find a chest that contains a secret.



There's a secret in a chest in the barn.



SECRET

Exit Peters's hideout and walk around to the left side of it (as you face the entrance). Look for a plume of black smoke rising in the distance, and move toward it to find a smoldering campfire surrounded by several empty bottles of whiskey. Peer over the edge of the precipice beyond it to see a dead body next to another whiskey bottle—looks like he lost his balance and cracked his head. Next to the body is a secret scroll.



Pick up the secret next to the dead drunk by Peters's hideout.

SECURITY GUARDS WANTED



SECRET

After you complete the side-quest, look under a wooden shelter near where you fought the second group of Indians to find a chest that contains a secret.



A chest near the second group of workers holds a secret.



SECRET

Look in the barn where some of the first wave of Indians attacked from to discover a secret scroll sitting on top of some crates near the entrance.



There's a secret in the barn at the start of the railroad.



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SECRET

Leave the railroad, heading toward the weapon store, and follow the line of hills to the left as they lead you to a small cabin in the woods that is under siege by three Indians. Eliminate the Indians, and then look on a wood box near the front door to find a secret scroll.

ALLIES AND ENEMIES



Investigate the hut in the woods to find a secret.

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SECRET

After eliminating the enemies on the other side of the drawbridge, look for a secret scroll hidden between two barrels on the scaffolding.



You'll find secret 2 of 5 near the drawbridge.

Chapter Nine



SECRET

At the other end of the first plank bridge, look for a crate to the left of two barrels. Open the crate to find the first of the chapter's five secrets.



A crate across the plank bridge contains secret 1 of 5.



SECRET

Look in the overturned mine cart near the second mine entrance to find the chapter's third secret.



Secret 3 of 5 is in the overturned mine cart.



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Chapter Ten



SECRET

Look behind a crate just outside the second mine's exit to see a secret scroll hidden behind it.



Secret 4 of 5 is just outside the second mine's exit.



SECRET

Look among the crates near the area where you exit the elevator to find a chest that contains the chapter's fifth and final secret.



Find secret 5 of 5 at the end of the elevator ride.



SECRET

Look on the left side of the road just beyond the rocky arch where the first Comanche appeared to see a covered wagon half sunk in the mud. Open the partially submerged chest next to it to discover the first secret of the chapter.



Secret 1 of 5 is next to a sunken wagon.



SECRET

Look in a grassy area at the top of the path that leads to the Comanche snipers to find a secret scroll sitting atop a woven basket.



Secret 2 of 5 is on a basket near the snipers.



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SECRET

Before you leave the area near the stuck wagon, look to the left of a nearby waterfall to find a small tent with a chest containing the chapter's third secret.

ALLIES AND ENEMIES



The chest near the tent contains secret 3 of 5.

WALKTHROUGH



SECRET

After you pass the shaft of light shining down in the darkest part of the mountain pass, watch the right side of the path as you continue riding up it. When you see a dead tree leaning diagonally against the right side of the pass, look slightly downhill from it to find a dead body with a bag of cash and the fifth and final secret next to it.

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Look near the dead body in the mountain pass for secret 5 of 5.



SECRET

Explore the island on the left side of the second river crossing to find a beached canoe. Inside the canoe is a secret scroll.



Secret 4 of 5 is in the canoe.

Chapter Eleven



SECRET

As soon as you cross the fence surrounding the Navajo village, look for a woven basket just past the first tent you see on the left side of the path to find the first of five secrets for the chapter.



Secret 1 of 5 is on a basket at the edge of the village.



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SECRET

Climb up the ladder near the broken bridge to reach a litter bearing a Navajo corpse. The chapter's second secret scroll rests on it.

ALLIES AND ENEMIES



Pick up secret 2 of 5 from the Navajo corpse.

WALKTHROUGH



SECRET

The final two secrets of the chapter are found in a clearing, in chests placed in shelters that look like the ones built by Devlin's men.

MULTIPLAYER

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The shelters near the dam contain secrets 4 and 5 of 5.



SECRET

Just before you reach the river, take the path that forks off to the left to find a canoe and the body of an Indian next to it. Pick up the third secret scroll from the Indian's body.



Secret 3 of 5 is next to a dead Indian near the water.



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Chapter Twelve



SECRET

Three secrets are hidden in the Apache village. All three are in open woven baskets outside of teepees; two of the baskets are rectangular, and the third is round. Two are fairly near your starting position, and the other is a fair distance to the left of it, near the objective indicator. None of them are so far from your brother that you get the on-screen warning about not leaving your brother behind.

Look for secrets 1, 2, and 3 of 5 in baskets around the Apache village.



SECRET

Before you get onto the mountain path, you can pick up the chapter's final two secrets. The first is in a rectangular woven basket next to a teepee at the base of the mountain path. The other is in a woven basket underneath an elevated burial litter near the edge of the plateau.

Secret 4 of 5 is near the tent at the base of the mountain path.



Secret 5 of 5 is in a basket under a burial litter.



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Chapter Thirteen



SECRET

Look around the side of the Federal Bank building to find an open safe that contains the first of five secrets for the chapter.



Secret 1 of 5 is in a safe outside the Federal Bank.



SECRET

Before you enter the second house, look for a chest near the horses. Open it to find another secret.



A chest outside the second house holds secret 2 of 5.



SECRET

When you enter the saloon, look in the front right corner for a chest that contains a secret.



Secret 3 of 5 is in the saloon chest.



SECRET

Just outside the rear entrance of the barn on the way to the church is a chest containing the chapter's fourth secret.



Secret 4 of 5 is in a chest behind the barn.



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SECRET

Look for a chest to the right of the church (as you face it). Open the chest to get the chapter's fifth and final secret.



Secret 5 of 5 is in a chest outside the church.



SECRET

In a corner of the barn near the entrance is a chest that contains the chapter's second secret.



The chest in the barn contains secret 2 of 10.

Chapter Fourteen

There are 10 secrets in this chapter, 5 in Thomas's half and 5 in Ray's.

THOMAS



SECRET

Find the first of 10 secrets in this chapter in a chest on top of the fort wall as you break from the second area of cover.



Secret 1 of 10 is in a chest on the fort wall.



SECRET

You can find two more secrets in the bunkers of the fort's wall if you go clockwise along the wall from your barn hideout.

Look for secrets 3 and 4 of 10 in the bunkers that are built into the fort's walls.



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TRAINING

TRAINING

WEAPONS

ALLIES AND ENEMIES

WALKTHROUGH

MULTIPLAYER

SECRETS, ACHIEVEMENTS AND TROPHIES

WEAPONS



SECRET

Another secret is hidden in a chest by some hay bales near the horse that's located in a counterclockwise direction from the barn.

ALLIES AND ENEMIES



Secret 5 of 10 is near one of the horses.

WALKTHROUGH



SECRET

Once you have cleared the room with the pillars and the crates, look for a chest near a wrought-iron gate. The chest contains a secret.

MULTIPLAYER

SECRETS, ACHIEVEMENTS AND TROPHIES



The chest near the gate holds secret 7 of 10.

RAY



SECRET

The first secret of Ray's part of the chapter (the sixth of the chapter) is found in a chest behind some crates in the second room you enter.



Secret 6 of 10 is in a chest in the second room.



SECRET

Look in a corner of the atrium's ground floor to find a chest that contains a secret.



Secret 8 of 10 is in a chest in the atrium.



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SECRET

A chest in the corner of the foyer contains the chapter's ninth secret.



The chest in the foyer contains secret 9 of 10.



SECRET

As soon as you land in the sewer, grope around in the darkness to find a crate. Open it to find the final secret of the chapter and the game.



Secret 10 of 10 is in a chest at the start of the sewer.



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PRIMA[®] OFFICIAL GAME GUIDE

Written by **Bryan Stratton**

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Bryan Stratton is a nine-year Prima veteran. He has more than 60 strategy guides to his credit, including guides for *Spore*, *Mass Effect*, *Mirror's Edge*, *Lord of the Rings: Battle for Middle-Earth*, *Doom 3*, *The Legend of Zelda: The Wind Waker*, *Super Mario Sunshine*, and several games in the *Myst* and *World Wrestling Entertainment* game series. In his time at Prima, he has worked with some of the industry's biggest names, including Nintendo, Microsoft, Sony, Electronic Arts, id Software, LucasArts, UbiSoft, Sega, and Atari.

In addition to authoring strategy guides, Bryan is the co-author of *Paid to Play: An Insiders' Guide to Video Game Careers*. He has also scripted the storylines for five years' worth of THQ's WWE wrestling games and has been published in a variety of video game publications, including *Electronic Gaming Monthly*, *Official Xbox Magazine*, *Bitmob.com* and *GameSpy.com*. Prior to his freelance career, Bryan held staff positions at Computec Media's now-defunct *incite* video game magazines and Ziff-Davis's *Gamers.com* website. Bryan has a B.A. in English from Middlebury College and currently resides in Portland, OR with his two cats and a harem of sexy female assassins.

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