



Introduction

You may have won the first battle, but the war's just heatin' up. It's called escalation; you up the force to defeat your enemy and the enemy retaliates by one-upping you. With this war going on for years, you can imagine that \$#!& is pretty hairy these days.

It'll take strategy and cunning to overcome the locust horde, so we've developed this *hardcore* guide to help you out. With over 40 hidden collectibles to find and countless headshots aching to be made, the classified intel contained in this guide will prove invaluable to green rookies and veteran cogs alike.

In this *Gears of War 2* strategy guide, you'll find:

- **BASICS** // Basic gameplay strategy explained, with tips for slaying the locust swarms.
- **WALKTHROUGH** // Our *Gears of War 2* walkthrough tailored for *hardcore* difficulty, packed with tactical suggestions and the locations of hidden collectibles and ammo stashes.
- **SECRETS** // A collectibles cheat sheet plus info on unlocking hidden characters.

Guide by: Mark Ryan Sallee

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Gears of War 2 Basics

«	Battle Tactics	Using Cover, Reloads & E-Holes	Weapons	»
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Battle Tactics

Though combat in Gears of War 2 *does* depend on skillful execution, sound tactics will actually decide your fate in battle. No matter how sweet you are with the headshot, you won't last long without a solid plan of attack and at least a hint of strategy.

Flanking

BATTLE TACTICS

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

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

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

Suppressive Fire

BATTLE TACTICS

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

Retreat

BATTLE TACTICS

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

The Bum Rush

BATTLE TACTICS

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

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

«	Battle Tactics	Using Cover, Reloads & E-Holes	Weapons	»
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Using the Cover System

Before braving the demanding battles of Gears of War 2, take time to familiarize yourself with the subtly deep cover system. Press the cover button to "slide" towards cover; swat turn to quickly change position; press into a corner and push the cover button to "cover slip" away from the wall and quickly move into a sprint; press into a short wall and tap the cover button to quickly hop over the ledge. Though it's very simple on the surface, there are some uses for cover that may not be obvious. Once you've mastered the controls, you should be able to implement these advanced tactics.



Cover for Stealth

USING THE COVER SYSTEM

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

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

Super Speed

USING THE COVER SYSTEM

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

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



Active Reload

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

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

Emergence Holes

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

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

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Rifles

Lancer

RIFLES

OUR RATING // □ □ □ □

EFFECTIVE RANGE // Close - Medium

The Lancer's got great power for tearing through enemies at close to medium range. A clip full of actively-reloaded ammo is good for a couple of kills, which is important when reloading your gun becomes a liability. And while the chainsaw bayonet is great in one-on-one encounters, it'll leave you vulnerable if you get surrounded, making it terrible against enemies like wretches and in crowded online spaces. If you go for a chainsaw kill, make sure there are no other enemies around.

Hammerburst	RIFLES
OUR RATING // <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	EFFECTIVE RANGE // Medium - Long
<p>We think the Hammerburst is the best overall weapon in the game. Its power isn't a match for the Lancer, but its accuracy and, more importantly, its zoom make it great for keeping opponents at a distance. The melee attack isn't as effective as the Lancer's in one-on-one battles, but the single butt of the Hammerburst is great for dispatching wretches.</p>	
Gnasher	RIFLES
OUR RATING // <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	EFFECTIVE RANGE // Close
<p>In situations tailored for the shotgun, the Gnasher is the best weapon in your arsenal. In tight quarters where you're forced to get in the faces of your enemies, the Gnasher's ability to drop most enemies with a single shot makes it the gun of choice. The melee is effective against wretches and also good for following up on shotgun blasts that may have slightly missed their targets. If you pull the trigger to quickly and merely wound an enemy, you can follow up with a melee butt to finish the job. Generally, we'd say the Gnasher is better in multiplayer matches than in single-player skirmishes.</p>	
Longshot	RIFLES
OUR RATING // <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	EFFECTIVE RANGE // Medium - Long
<p>The worst thing we can say about the Longshot is that its ammo capacity is pretty low, which means you'll want to avoid using it until you <i>really</i> need to. For that reason, it's difficult to make it your main weapon. But the Longshot is strangely effective in most every situation of the single-player game since you can always take cover from afar and pick off the enemies. Online, you've got more to worry about and should definitely use the Longshot more for surprise rather than your main offense. Still, the one-shot kills to the head give the gun a puncher's chance in any situation and can instantly turn the tide of a battle when used effectively.</p>	
Pistols	
Snub Pistol	PISTOLS
OUR RATING // <input type="checkbox"/> <input type="checkbox"/>	EFFECTIVE RANGE // Medium - Long
<p>The Snub Pistol is bare-bones weaponry that, we're sad to say, should generally be your last resort. It's not the worst gun in the game, but it doesn't have any real strengths. The zoom on the gun makes it a good choice for picking off distance enemies if your only other choice is the Lancer, but the Snub's not got much power so it'll take a lot of accurate shots to drop an enemy.</p>	
Gorgon Pistol	PISTOLS
OUR RATING // <input type="checkbox"/> <input type="checkbox"/>	EFFECTIVE RANGE // Short
<p>Think of the Gorgon Pistol as a weird shotgun with a long recoil. It's got good power and even better range than the Gnasher shotgun, but between each shot of the Gorgon Pistol is a long gap of time where you're helpless. We don't really recommend the pistol, but it's not a terrible last resort.</p>	
Boltok Pistol	PISTOLS
OUR RATING // <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	EFFECTIVE RANGE // Medium - Long
<p>This is by far our favorite pistol to have. Unlike the other single-handed weapons, the Boltok's got a unique use in its uber-powered shot that'll one-shot kill many enemies if you get 'em square in the head. The zoom on the pistol is very good, too, making it great for picking off opponents whose heads just barely peek out from distant cover. The Boltok's clip is very limited, however, so make sure shots count. Should you miss the crucial headshot, quickly follow up with a melee attack to try and finish off the enemy.</p>	

Others

Scorcher Flamethrower

OTHERS

OUR RATING // ☐

EFFECTIVE RANGE // Close

In the single-player game, we found the Scorcher pretty much useless. It doesn't stop enemies in their tracks, and it doesn't kill enemies quickly. These traits are bad to have in a close-range weapon. We figure that online, the Scorcher has some use in confusing opponents and overwhelming them, but the single-player enemies aren't so afflicted and we suggest pretty much anything over this gun.

Boomshot

OTHERS

OUR RATING // ☐ ☐ ☐ ☐

EFFECTIVE RANGE // Medium - Long

If you've got the opportunity to pick up a Boomshot you probably should do so. The gun is not only effective at taking out big enemies that would otherwise eat up lots of your ammo, but it's also good for taking out groupings of enemies as well as enemies that are hiding behind cover (just drop the shot behind their cover and the blast will take them out). Obviously, the limitation is that Boomshot ammo is hard to come by so don't get too attached to the weapon. When you drop a gun to pick up the Boomshot, swap it for something you can easily replace once the Boomshot has spent its load.

Torque Bow

OTHERS

OUR RATING // ☐ ☐ ☐

EFFECTIVE RANGE // Medium - Long

The Torque Bow's strength is in its instant-kill power. No matter where you hit an opponent, so long as your shot sticks, you're pretty much guaranteed an instant kill unless up against one of the bigger enemies in the single-player game. The big limitation of the gun is the wind-up time before you can launch the arrow and stick it into your target. Before you pop out of cover to take aim, pull the bow's trigger to start this wind up. When the bow is fully cocked, then you can pull out from cover to aim the shot at your target. Release the trigger to tag the enemy.

Hammer of Dawn

OTHERS

OUR RATING // ☐ ☐ ☐ ☐ ☐

EFFECTIVE RANGE // Medium - Long

The Hammer of Dawn needs a flat surface with a view of the sky. Pick your target and hold it for a second while pulling the trigger to bring down the Hammer. Once the fire starts raining from the sky, you can then move the marker around to lead the beam toward enemies. It's deadly effective at sweeping over enemies in cover and even good online for attacking popular areas where enemies may be. Even if you don't see an enemy doesn't mean he's not there, so use the Hammer preemptively. It's a deadly effective weapon, though only if you've got ample cover to hide behind and your opponents don't catch onto what you're doing. Its slowness means that aggressive enemies can get to you before the Hammer drops.

Mulcher

OTHERS

OUR RATING // ☐ ☐ ☐

EFFECTIVE RANGE // Medium

The Mulcher has uses, but they're not as broad as other weapons. But what's great about this chaingun is that you can pick it up without sacrificing any of your current weapon stock, lugging the Mulcher around until it's served its use and then tossing it by the wayside. Set up behind cover and plop the Mulcher on top to unload a seemingly endless barrage of bullets to stop a horde in its tracks. Accuracy is not a strong suit of the gun, but that's okay—it's still effective in suppression or tearing up any enemy that dares to step in the line of fire.

Mortar	OTHERS
OUR RATING // <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	EFFECTIVE RANGE // Medium - Long
<p>The Mortar has very specific uses, generally good against large vehicle and enemies in outdoor environs. Aim the Mortar to drop down and pull the trigger to charge up the range. A meter in the center of the screen displays the range charge, so pay attention. Simply tapping the Mortar trigger will usually give you a shot that's short of your target. The Mortar rounds are slow to fall from the sky, so hope that your target is stationary or try to anticipate its movement. The damage potential is enormous—entire battles can be squelched with a single shot—but the Mortar isn't good for everything.</p>	

Gears of War 2 Walkthrough

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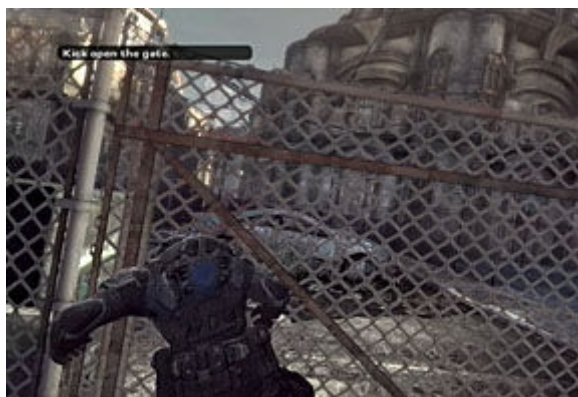
Welcome to Delta	2 COLLECTIBLES
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At the start of the game, you're given the option to go through a brief tutorial. You start the tutorial with a bit of walking and a lot of talking—more talking than we, as uber manly men, are comfortable with. Around the time you're asked to take cover, look on the ground for **The Eagle Newspaper** behind an up-turned desk. A bit later, Dom asks you to show the rook' how to shoot. Take aim at the bottles on the other side of a nearby car and follow Dom's suggestions as he has you swap between blind fire, normal aiming, and shooting with your pistol.



Just around the corner, after the rookie gets scared, hop over a nearby barricade by taking cover behind it and then pressing into the barricade while also pressing amazing cover/evade/run/mantle button. You can bash down a fence in the area beyond the barricade with the interact button, which is about when you hit a checkpoint.



Stock up on grenades with the conveniently placed stash on the basketball court. You get a chance to test your throwing arm just ahead—toss a grenade into the second story of a nearby building to take out a hiding wretch. When the rookie screws up, revive your teammates and continue to the garage.



Switch to the Lancer machinegun so you can saw through the barricade and move into the garage. There's not much up here, though you can stock up on ammo via the stash in the corner before climbing down the ladder at the far end of the garage. A point-of-interest view urges you toward a nearby street, though if you turn the opposite direction you can head into a warehouse and examine a dresser for the **Ambulance Driver's Log**. Go to the highlighted road to hit the next checkpoint.

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Desperation

5 COLLECTIBLES

Follow the team upstairs and you'll soon see your first bit of action. The upstairs hall splits in two directions, both halls surrounding the open courtyard below. Go either way, take cover against the windows, and wait for the small batch of locusts to march in. As the enemy group surrounds the cart of explosive canisters, fire on the canisters to take out the group in one go.



If you took a left at the previously mentioned branch in the hallway, look for an opened door opposite the windows overlooking the courtyard. There's a small hospital room with a **Doctor's Journal** of Dr. Nicolette Shannon on the floor in front of a the cabinet. Follow the crew down the hall to another large room and a checkpoint.

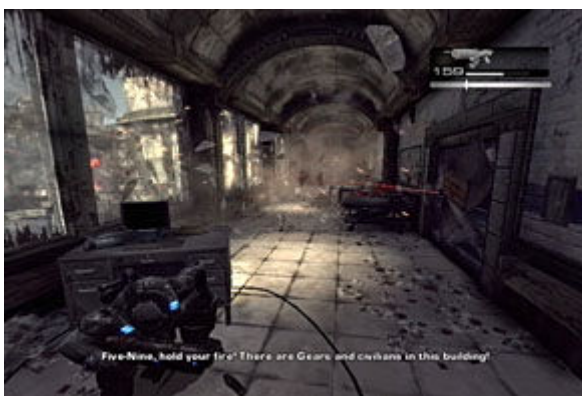
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You can press up against the railing overlooking the room below and drill the locusts trying to flee along the left side. After taking care of them, go left and take cover at the close end of the walkway as a couple of baddies start firing at you from the far end. Clear 'em out from cover, then head to the end of the walkway and collect the dropped guns from the locust carcasses.

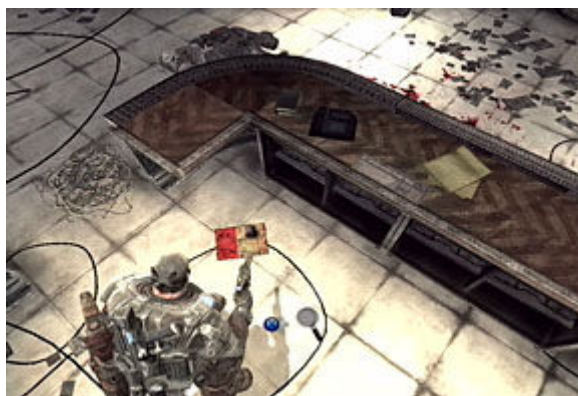


The path splits here and Marcus urges Dom to the right. Take the left route and cover behind something while a pair of locusts appear at the end of the hall. They get drilled to death by fire coming through the windows, saving you the hassle of picking 'em off. Round the next corner and take cover just outside a sliding doorway that leads into a disheveled laboratory. There's a pair of locusts inside that you can safely pick off with fire, or toss in a grenade—there's more grenade stock in the side room left of the locusts. Go into lab when it's clear, but watch out for another enemy through the doorway on the right.



Go through the next door and down a gated stairway to the lower level. There's nothing in the room just past the stairwell, but in the larger room beyond that is a locust or two that your buddies are fighting from the other side. Help 'em out, then join the crew in the large room. On the counter in the center of the room you'll find the **Jacinto Medical Center File** of Jonathan Harper.

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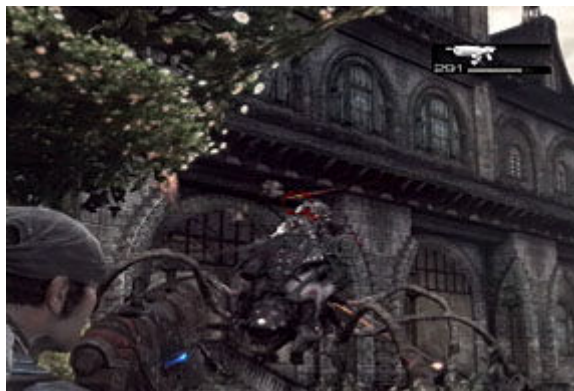


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Desperation (cont.)

5 COLLECTIBLES

Lead the crew through the next doorway (they're taking cover around it) and you'll hit another checkpoint while stepping through an automatic door and out to a large courtyard. Take cover behind the nearby railing and clear out any locusts in the courtyard before venturing out there. As you reach the far end of the yard, a reaver swoops down. Unload on the reaver, but don't be surprised when it takes off after absorbing just a few shots.



Head up the stairs on the opposite end of the yard and back indoors to hit another checkpoint. Follow the hall that turns right and then left, leading to another large hospital room with a few locusts inside. Take cover outside the room, against the windows, and fire in to clear it out.

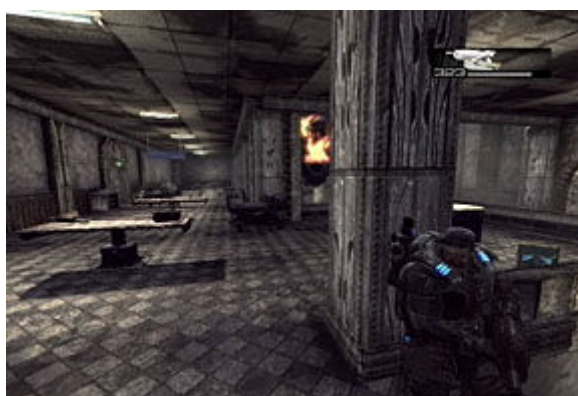


The next hall splits left and right, both directions surrounding the hospital mess hall in the center. Take the left path and look for a small side room with a desk and the **Cog Letterhead** which you can grab before stepping into the mess hall to clear out the few locusts inside. If you're low on ammo, go into the kitchen adjacent to the mess hall and look for a door you can kick down, leading to a freezer with a nice stash of bullets.

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Past the mess hall is two-tiered foyer. As you step out to the lower floor, a friendly ship crashes through the ceiling as a few locusts ambush you from above. There are stairways on either side of the foyer that lead to the upper level. Quickly take to the nearest stairway and flank the locusts while they think they've got the upper hand. Drill 'em into submission from the side.



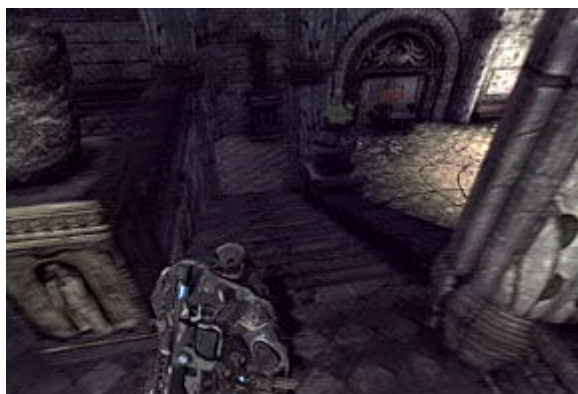
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Desperation (cont.)

5 COLLECTIBLES

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Press forward and you'll reach the top of a dual-directional grand stairway. Go to the right on the upper level and at the end of the walkway is the **Cog Proclamation** on the ground. Grab it, then head downstairs for another checkpoint.

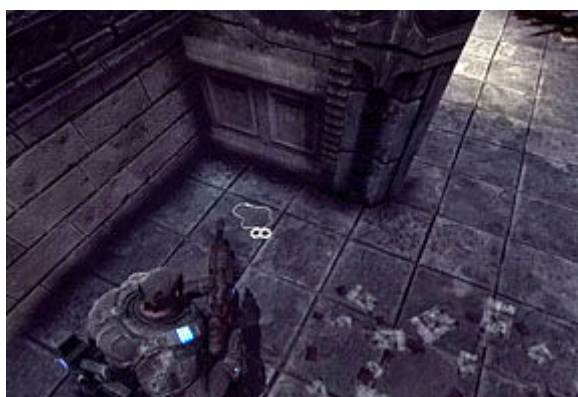
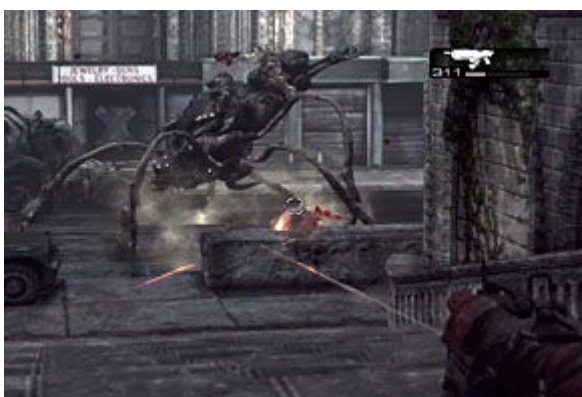


The checkpoint and setting should be enough to let you know that stuff's about to go down. Quickly take cover behind the box-shaped counter in the center of the large room. From behind the counter, you've got 360 degrees of cover, which is good as locusts start pouring into the room from the surrounding doorways. Pick 'em off and feel free to exercise your grenade throwing arm to clear out the small groups of enemies. When the enemies are dead, the power comes back on and the next doorway opens.

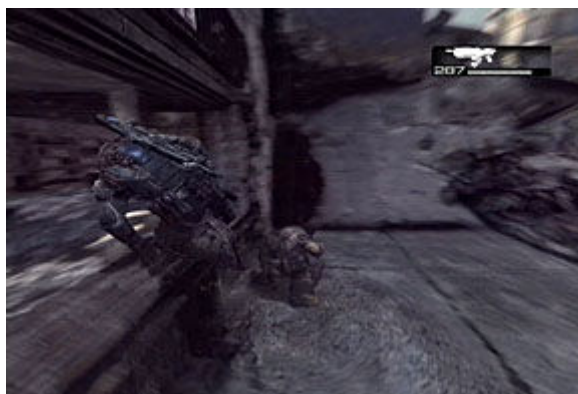


Through the next couple of doors, you'll hit the streets which are currently overrun with locusts. Take cover at the stoop of the building and fire down to clear what enemies you can see. Before heading down the stairs, look just right of the doorway you came through to reach the streets and you'll find **Cog Tag** CSID:085177-MJ3V5-PB.

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Go down the stairs (any of the three or so stairways) and watch the right for enemies down the street. You need to start pushing down the street, taking cover behind cars to get closer and closer. Watch the left side of the street for an opening in a storefront—you can mantle through the window and push through the empty store to flank the locusts from the left. Make your way to the end of the street to trigger a cut scene that brings you to the next stage.



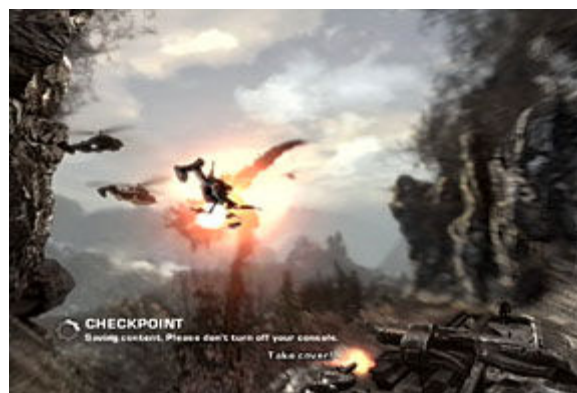
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Rolling Thunder

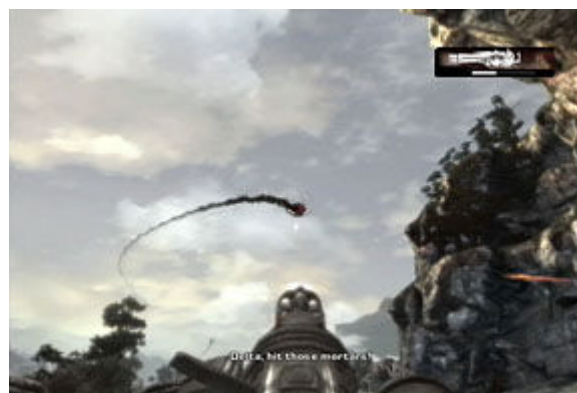
2 COLLECTIBLES

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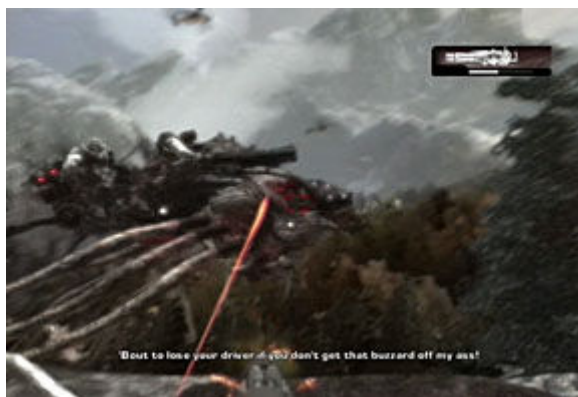
The first collectible is right behind Fenix at the start of the stage, attached to a wall of the rig you're riding. Grab the **Grindlift Notice** before a cut scene takes over and a checkpoint hits.



Quickly run up to the turret mounted on a platform on the left side of the rig and man the gun. There's nothing you can do to save your compatriot vessels, so just worry about yourself. At first, there's nothing for you to shoot, though you can practice with the gun. After a rock falls and almost topples your rig, you'll need to start destroying the incoming mortar rounds—get hit three times and you'll have to start over.



A couple of tips: 1) The turret has to build up speed before it will start firing. Constantly feather the trigger to keep the turret's barrel spinning so that when you need to fire you can simply hold down the trigger and shoot without waiting for the turret to gain momentum; 2) The turret will overheat if you fire a constant stream of bullets for too long. To cool down the barrel more quickly, rapidly tap the reload button. You'll get a chance to lay into the trigger as a reaver pulls up along your left side and tries to ram the rig. Drill it until it goes away.



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Rolling Thunder (cont.)

2 COLLECTIBLES

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A cut scene gives you another checkpoint as you hop off the rig and need to defend your position. You can take cover behind the fallen columns on the ground and wait for a few locusts to come from the far end of the yard, though we suggest quickly running to the left to grab some ammo, some grenades and, more importantly, the **Munitions Requisition Form**.



The locusts come up from an emergence hole, which is the first yet you've encountered in the game. If you played lots of the first game, you know how to take these out: toss a grenade into it. The first e-hole crops up on the left behind the enemy's cover and the second is on the right. Take cover behind the fallen column on the left and drill the enemies until they expire.



Soon, a host of locusts appear on the upper level to your right. Take cover behind something that'll put your back parallel to the enemy fire—we found the end of one of the broken columns easiest for cover and having a good shot. Before long, another quick batch of locusts crop up from an emergence hole behind the first two. You're getting overwhelmed, so when prompted run back to the rig and climb the ladder to the top of Betty.



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The Big Push

0 COLLECTIBLES

Run up to the turret on the upper platform of the rig and man it. A scripted scene plays out with swarm of locusts pouring onto the scene. Feel free to spray your bullets, but there's not much that's pressing until another rig pulls up alongside you. This rig is overrun by locusts, so get to shooting, making sure especially that you keep all enemies away from the turret on the other rig.



Enemies will keep mounting the other rig, usually in pairs. Eventually, they'll start mounting your very own Betty. You may be able to shoot 'em with the turret, though the two guys helping you out should be able to take care of the enemies. Just focus on defending against the other rig and, when prompted, shoot through the front windows of the other rig to kill the driver. And remember that you can speed up the cooling process of your gun barrel by rapidly tapping the reload button.



After the brief cut scene, you're still on the rig and once again must run up to the turret to take control. This time, however, you'll be defending against the brumaks approaching your convoy, mostly from the left. Target the brumaks' faces and drill 'em, being sure to watch the heat of your gun and to rapidly tap the reload button to cool it down between targets. The first brumak shows up on your immediate left, the second on the left and ahead of you, to fourth crosses right in front of you and stays on your right just before a corpser pops up in front of the rig and stops you in your tracks.



Drill the corpser a bit and it'll retreat, re-appearing on the mountainside as a final brumak emerges in front of the rig, down the road a bit. Focus on the brumak to bring it down before the rig reaches it, letting you continue to the next stage.



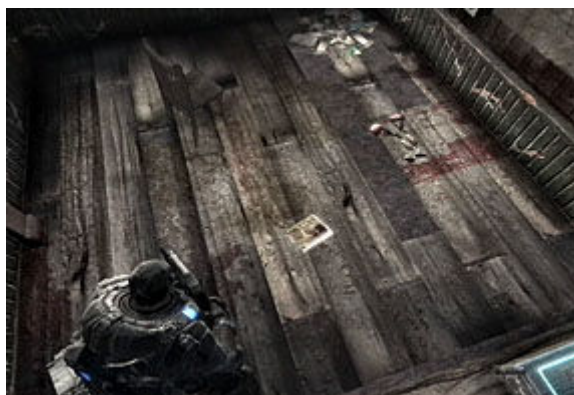
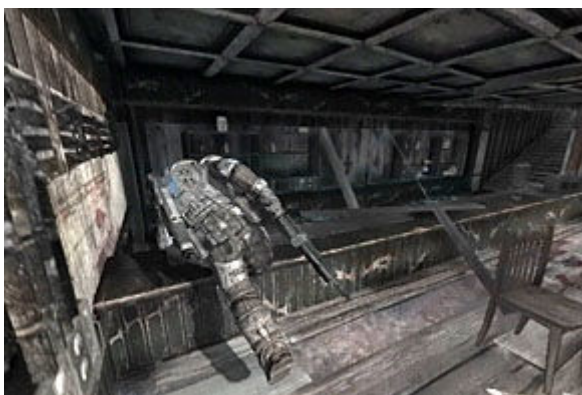
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The Roadblocks

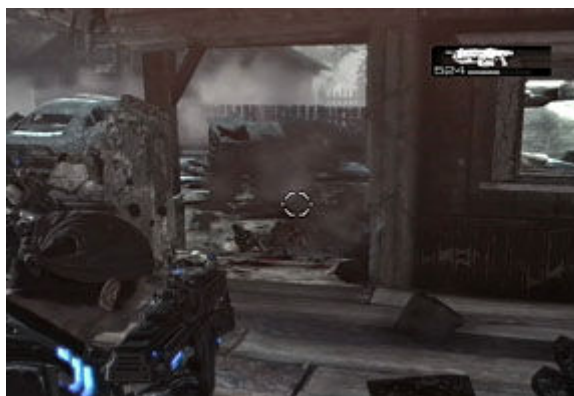
4 COLLECTIBLES

1 / 4

Your crew gathers around the doorway into a nearby building. Kick the door three times to knock it down, then head into the bar. Hop over the bar and you can grab some ammo before going upstairs for even more ammo, the **Jacinto Sentinel Newspaper** and some grenades.



Go back downstairs and through the hall on the lower level. There are tickers just outside the building and you've gotta clear 'em out so that the rig can continue down the street. The tickers are basically little kamikaze guys—they've got no range attacks, their only goal to get close to you so that they can explode. Thankfully, they don't explode immediately. When a ticker gets close enough, it'll stop in place and start the exploding process, which gives you time to dive out of the way and avoid the ensuing blast. You can also pepper the little guys with bullets from afar to detonate them before they even get near.



Go out to the yard beyond the next door and watch for a couple of tickers that blast through a fence on the other side of the street. Go through the hole in the fence to a back alley and follow it around the next building. You'll have to chainsaw through some boards to get back to the street where you can expect another batch of tickers—coming from a hole in a wall across the street and further down to the right—you need to keep at bay.



With the kickers gone, march down the street and look for a small cemetery to the right. You can grab the **Memorial Inscription** from off the wall along with a couple of grenades from the ground. Continue down the street behind your compadres and you'll soon hit a checkpoint.

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The Roadblocks (cont.)

4 COLLECTIBLES

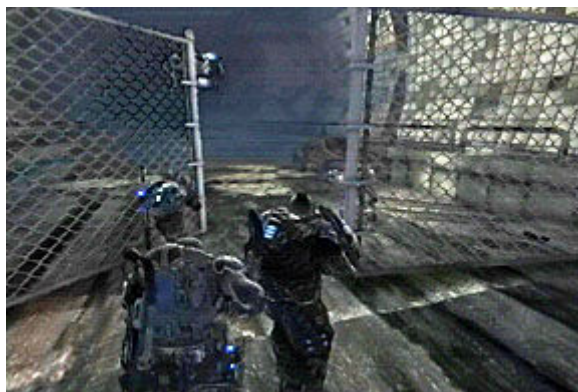
See the nemacyst floating in the air above? Time to shoot 'em down! They don't take many bullets to kill, but they will be launching mortars at you while you fire so take cover. As well, a locust takes up a turret further down the street, making cover all the more important. Shoot down the nemacyst and then push closer to the turret so you (or your buddies) can take it out. Wait for the Troika gunner to turn away from you so that you can pick off his head with a zoom weapon (pistol or Hammerburst).



The street leads to a larger yard ahead with another Troika gunner to the left. Just take cover and don't risk getting yourself killed against it. Before long, a friendly rig will smash the turret gunner from behind, taking him out for you. With the gunner killed, it's safe to hit the next cross street. Go inside the gas station and look for the **Truck Driver's Note** on the floor.



On the end of the street opposite where the last Troika gunner was, look for a low fence to the left that you can hop over to circumvent the massive fence blocking the street. There's nothing to watch for on the next road until it leads you into a dark, dark tunnel. You'll hit a checkpoint just before another batch of tickers starts scurrying toward you from the dark.



Stand back and try to pick off the tickers from a distance. As before, they only take a bullet or two to explode so be quick to scan the area and zap anything that moves. Nailing your active reloads here is key as being stuck in the reload animation is enough to get you killed. Don't move forward past your team until you're sure the current crop of tickers is done.



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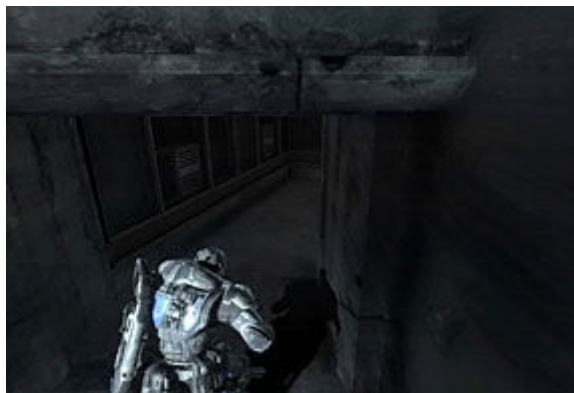
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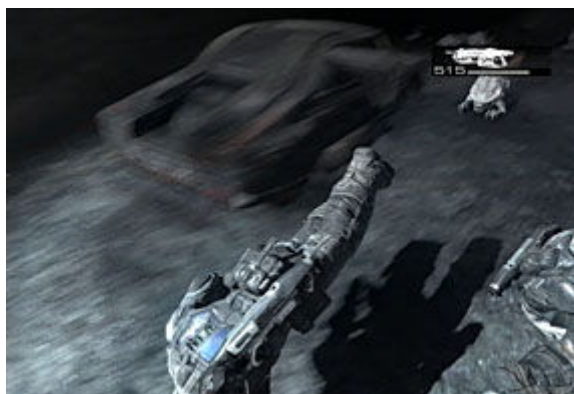
4 COLLECTIBLES

4 / 4

You won't get much further into the tunnel before even more tickers arrive. Don't bother taking cover behind the nearby car as it'll just get in the way of your shots (and won't protect you against getting blown up). When you clear this batch of tickers, look for small passage that branches off the left side of the tunnel. On the floor you'll find **Cog Tag** CSID:59 5 50 6-GK8C6-9A.



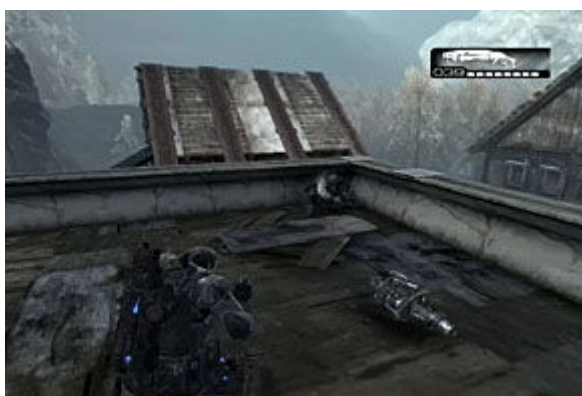
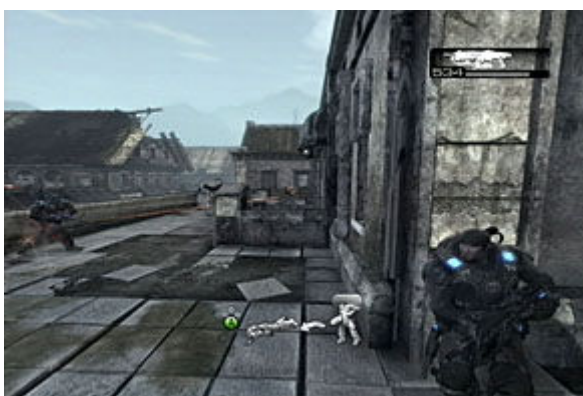
Return to the main tunnel and go up a small stairway that leads to a room that runs parallel to the tunnel. There are a few tickers to watch for here as you move through the room and out the other side, back to the tunnel. Keep pushing forward through the darkness and through the tickers. If a ticker gets close to you, remember that it's better to dive out of the way than it is to blow up the ticker while it's in your face.



As you near the end of the tunnel, a reaver drops down to block your path. Take cover behind the ruined car to the left and drill the locust sitting on the back of the reaver to knock it out while your squad focuses on the reaver's head. After killing the locust rider, put your own bullets into the reaver's head to drop it, letting you out of the tunnel to hit a checkpoint.



The street ahead is under heavy mortar fire and you're given the option to take to the hotel or the rooftops. For the sake of this guide, we'll take the rooftops path to the right. Run upstairs and you'll take on a couple of locusts on the rooftop. Clear 'em, then go around the next corner and climb a ladder to the upper rooftop. Expect a lone locust with a mortar in hand to be huddled up near the wall. Take him out (shotgun or chainsaw works), then grab his mortar launcher.

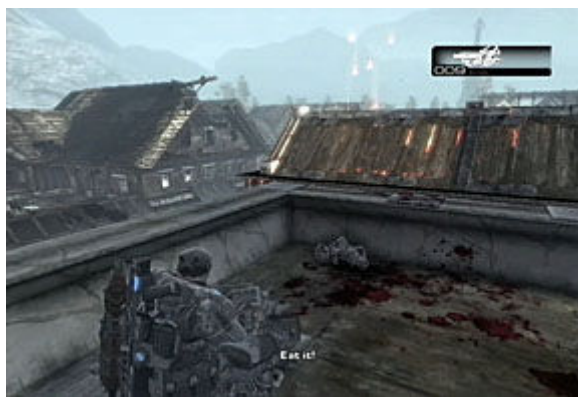


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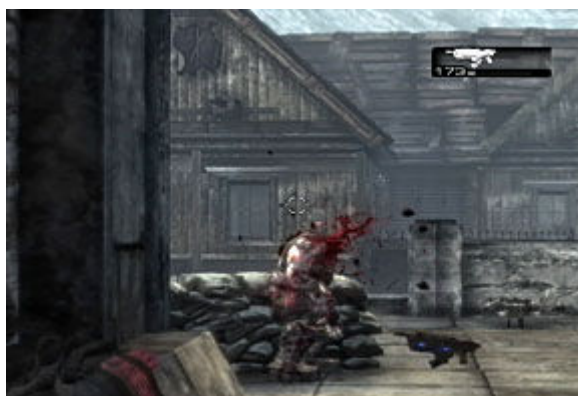
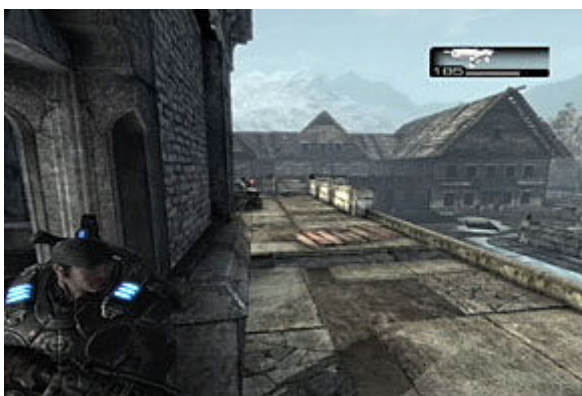
The Roadblocks (cont.)

4 COLLECTIBLES

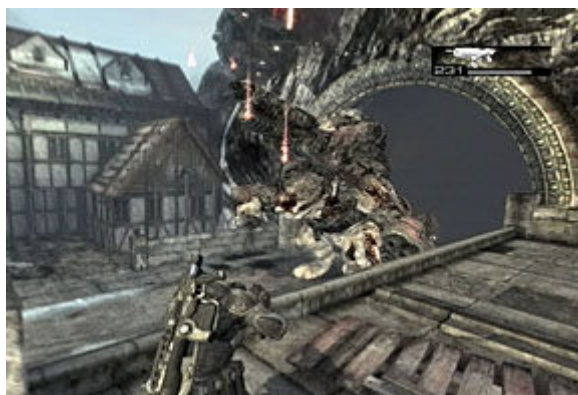
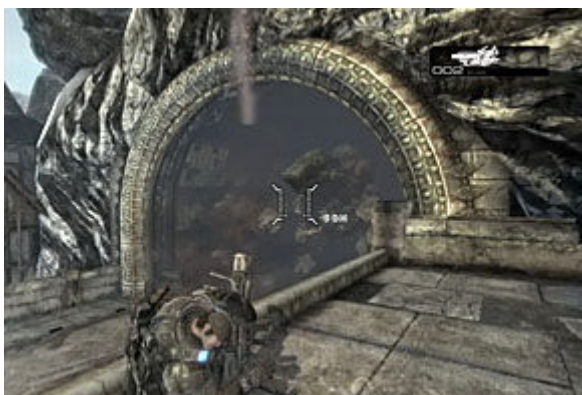
A point-of-interest view highlights a weakened rooftop across the way that you can blow up for the two guys that took the hotel route. Aim the mortar and hold down the trigger to charge up the range to the max before releasing the shot. You can now return to the base of the ladder and wait for your bot, Jack, to cut open the next doorway. As you're waiting, return to the rooftop, grab the mortar, and start lobbing shots over the top of the rooftop on your side of the street. There's a balcony you can't see right now (we promise it's there) with more locusts and you can thin 'em out now if you mortar the balcony before going there.



Go back to the base of the ladder and kick in the door that Jack cleared for you. You'll pass through an empty building to the other balcony we suggested you motor. Take cover in the doorway and clear out any remaining baddies before stepping out, collecting ammo, and then grabbing a well-stocked mortar launcher.



With the mortar launcher in hand, go back toward the doorway and note the tunnel opening in the mountainside. A brumak plods out the tunnel and you need to kill it before it can take down your friendly rig (it's on the streets behind you). Go to the corner of the balcony nearest the tunnel opening and just before the brumak steps outside the tunnel, tap the trigger to launch a close mortar. It should catch the brumak as it emerges. Time your active reload so you can quickly launch another mortar, always just tapping the trigger (don't charge it!) to make sure you don't overshoot the target. After nailing the enemy with a few rounds, it'll breathe its last.



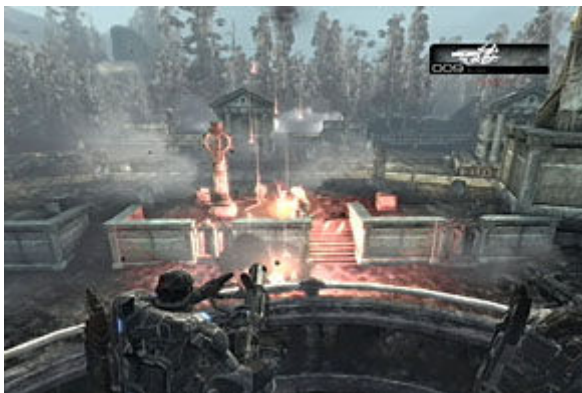
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Digging In

0 COLLECTIBLES

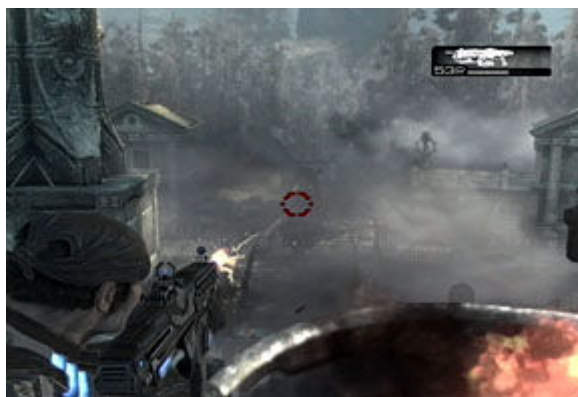
If you don't already have one in hand, immediately grab a nearby mortar launcher and aim at the cemetery off the front end of the derrick. An emergence hole opens up just right of a tallish spire between two stairways. After that, some locusts pour into the graveyard from the right. Lob mortars—charged about halfway before releasing—to take out the enemies in groups.



Watch carefully for mortar-wielding locusts that appear at the far-right end of the cemetery and be sure to target them immediately so that they don't get you first. A squad of boomers also enters the scene and while they're not as nasty as the mortar crew you'll still want to get 'em quickly.



Near the end of this battle, a pair of reavers drop into the graveyard and take aim at your rig. If you've got mortars left (and we hope you do), launch 'em at full charge to hit the distant enemies. If they don't go down from the mortar rounds, finish the pair with machinegun fire. The rig's turret is open, but unless you're real lucky it's probably already destroyed.



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Scattered

0 COLLECTIBLES

At the start of this chapter, Marcus urges Dom to split up and you're left in a relatively non-linear cavern. There are many ways to go, though follow these directions to mimic our path through the cavern. Turn around and climb a ladder to an upper level, then follow that path to the left. Just as Anya radios you, you'll reach a split in the path, with one route going left and over a bridge. Follow the bridge to the left and the path will curl left uphill.



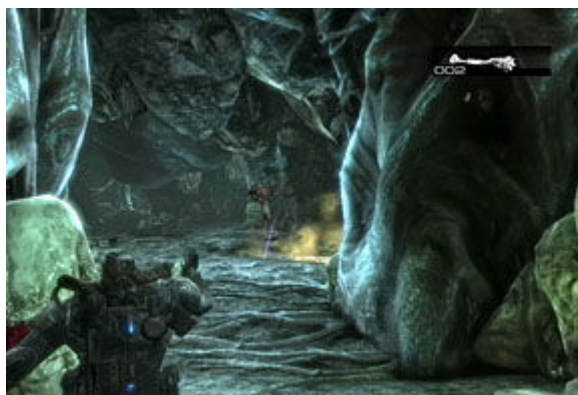
You'll keep straight for a while before the cavern closes up a bit. You'll reach another split in the path—stay right and hug the right wall to find some vines that you can chew through with your chainsaw. Through the wall of vines, the cavern opens up again and you'll do battle with a horde of locusts that are, at present, fighting Carmine at the opposite end of the cavern.



Quickly take cover behind a short wall and start drilling the enemies from behind. Clear the area and then reunite with Carmine at the far end of the cavern to collect ammo and some grenades from in front of the broken grindlifts. You'll need a functional grindlift to chew a hole through the cavern wall. Marcus puts Jack the bot on repair duty just as emergence holes open up where you just finished killing enemies.



Turn toward the enemy advancement and run to the right side of a large wall that separates the plateau you're on from the locusts below. There's an emergence hole along the wall to the right and it's within range of a grenade. Drop a grenade into it to shut it up, then pick off any locusts that've come from it. Note that we encountered a bug that caused the e-hole to stay open even after we dropped grenades right into. This occurred twice out of the three times we played the section, so keep it mind.



After closing up the emergence hole on the right, go to the left side of the same wall you're hiding behind and try to thin out the locusts enough that you can step out and toss a hail mary grenade at the e-hole in the far left corner of the cavern. If you can't get to it, no worry—you can also just hold your ground and drill away at the enemies. Eventually, a handful of tickers will swarm you. Keep 'em away (or jump out of the way).



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Scattered (cont.)

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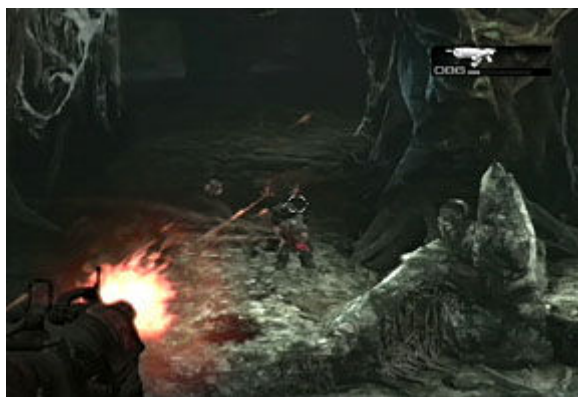
Just as you've cleared out the invasion, Jack finishes repairing the grindlift. You should stock up on ammo dropped by the locusts (definitely want a Hammerburst handy) before activating the grind lift to tear a hole in the cavern wall. Follow the grindlift as it clears a path for you. It'll open up to another large cavern and a checkpoint, leaving you and your crew on an upper walkway. Your posse tears down the hill to the left, but if you've got a Hammerburst you're better off staying where you are.



Instead of turning left down the hill, turn right to the edge of the upper walkway. Look below and you can spot a locust horde pushing left toward your crew. From this vantage point, take aim and zoom in on the locusts to pick 'em off from above. You're very safe where you are and should be able to fire relentlessly, only occasionally taking breaks to let your health regenerate. Watch for locust reinforcements that come through the tunnels to the right one and two at a time.



Eventually you'll have to watch for some tickers that come from the tunnels and take them down before they can explode your squad. After them, a pair of boomers slowly plod toward you. They'll launch mortar-like rockets at you, though you can easily dodge them. As a bonus, since they're aiming all their shots at you, your crew is left to drill the boomers with fire without getting blown up.



When you've cleared the area below, go ahead and regroup with your team, stocking up on ammo from the fallen enemies. You can even grab the Boomshots dropped by the boomers to add some punch to your arsenal. Look for a ramp that leads you into the left tunnel. Follow the tunnel into a dark cavern to hit another checkpoint.



Move through the darkness, following a trail of red-glowing plantlife that marks the trail. As you further into the darkness, a pack of wretches bears down on you. Fire on them while they're at a distance, but once the wretches get close don't even think about trying to gun 'em down. Instead, focus on melee attacks to put them down and then continue down the path. There's another wall of vine that you can break through with melee attacks, though there's also a conveniently placed Lancer rifle on the ground if you prefer to saw through the problem.



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Indigenous Creatures

2 COLLECTIBLES

Take special note of the giant rockworm cruising around just ahead of you. A point-of-interest view highlights a glowing plant on the cavern ceiling—shoot the plant down and the worm will rush to it, forming a ring-like barrier. Go ahead, get close to it. You can take cover behind the worm without worrying about it hurting you. Think this'll be important later on? We do!



For now, follow the cavern pathway and watch the left wall. After the path narrows around a tree and then widens again, you'll find a vine covering on the left that you can tear through with melee attacks to get to an ammo stash and the **Gear's Journal**. Return to the main path and it'll split up ahead, just as you reach a checkpoint.

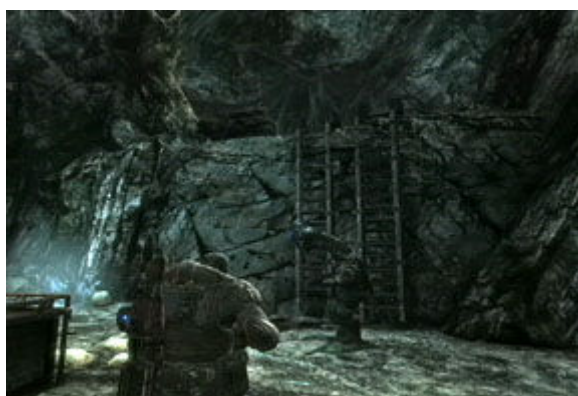
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Bucking tradition, we suggest taking the route to the left. There's a locust checkpoint just ahead complete with a Troika turret. Run toward the camp and look for cover on your right. There are actually two suitable cover spots, but you need to get behind the cover that's nearest to the locusts—when you reach it, a rockworm will crawl out from the left toward the glowing plant between you and the enemies. Run up behind the worm and take cover along its side. From this close, you can easily toss a grenade behind the Troika gunner to move the odds of the battle in your favor.



With the turret disabled, you can focus on picking off the remaining enemies from your spot behind the worm. Make certain that no other locust takes up Troika duty and watch for more enemies to come from the upper area behind the locust checkpoint. When the enemies are all dead, scour the checkpoint for ammo, including a couple of crates of Boomshot rounds.



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Indigenous Creatures (cont.)

2 COLLECTIBLES

Climb the ladder behind the locust checkpoint and watch for a couple of tickers that come at you from the right. The path splits; to the left is a dead end, but there're also grenades and Boomshot rounds worth grabbing before following the path to the right. Expect a couple more tickers, but more worrisome is the emergence hole that opens up just ahead. There's ample cover for getting close—use the rockworm to your advantage—so that you can toss a grenade into the hole and close it up.



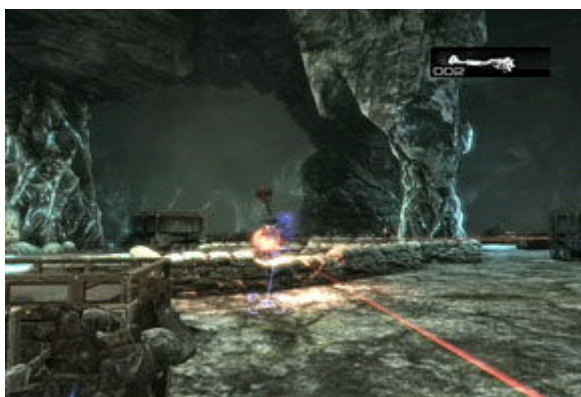
You hit a checkpoint just ahead as the cavern opens up and enemy snipers take aim at you from afar. Grab the Longshots at the base of the grindlift to the right and then take cover behind the sandbags on the left. From here you can very safely and systematically pick off the snipers and Troika gunner that are holding you down in your position. Hold your spot until you're sure all of the snipers are down, then make your way over the bridge-like pass ahead.



The path splits again and we see to reason not to resume the tradition of keeping to the right. Take the right path and you get a chance to pick off a small group of locusts far, far below if you've got a Longshot handy (there's one nearby if you don't). We're not certain on this, but we believe killing these guys now spares you having to fight them a little later on. Continue up the path and, just as you climb a ladder, it'll soon reach another locust checkpoint guarded by myriad locusts, including a Troika gunner.



There's lots of cover to get behind, letting you push closer to the Troika turret. If you go left, you can get close and be able to toss out a grenade from complete safety to take out the gunner. As you're clearing out the rest of the enemies, your buddies that took the other path join you in the fight.



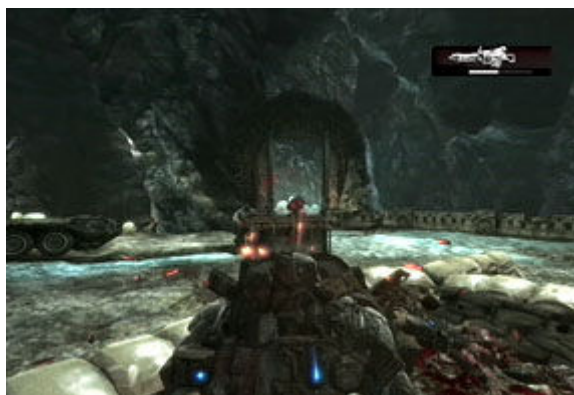
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Indigenous Creatures (cont.)

2 COLLECTIBLES

When all of the locusts are dead, quickly take control of the Troika turret and point it all the way to the left. A reaver swoops down but you can tear through it quickly with the power of the turret. After killing the reaver, Marcus urges the crew to scour for ammo though we suggest sticking to the turret. A large service door nearby soon opens up, letting in a ticker, a wretch, a few locusts (we think fewer if you sniped the roving pack earlier) and two dangerous boomers. If you're behind the turret you've got nothing to worry about.



With the checkpoint finally cleared, look for the **Kantus Scroll** behind a short transport cart. Move through the door and follow the path as it winds down to a checkpoint, eventually leading you behind a group of locusts terrorizing your homies with mortars. Converge on the locusts quickly to take 'em out—a grenade or Boomshot round will do the trick nicely.

2 / 2



You're not done here yet. You can further help your fellow cogs below by manning the nearby Troika turret and mowing down the line of locusts taking cover behind some short walls to the right. Alternatively, you can grab one of the mortar launchers dropped by the locusts you just faced. When you've finished here, follow the path to the right, going further downhill to the next chapter.

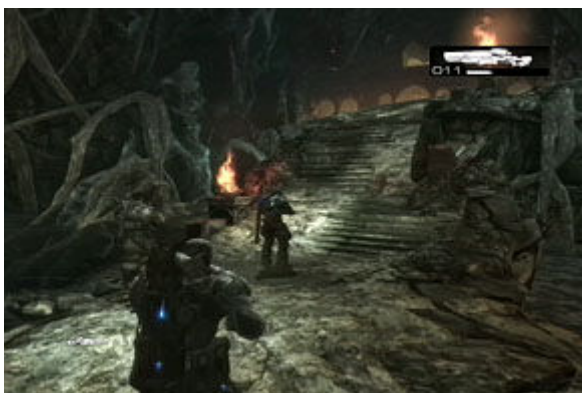


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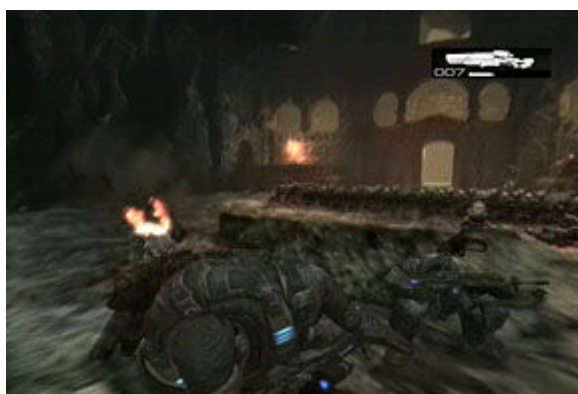
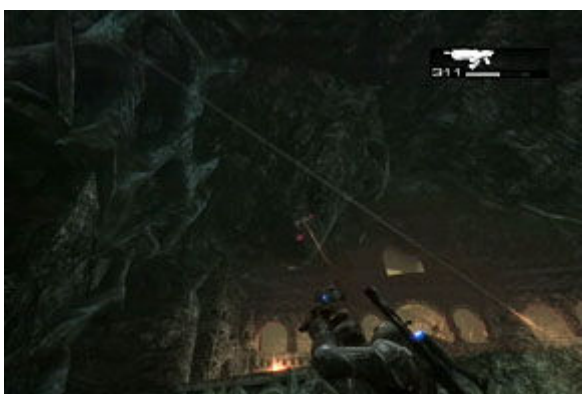
Disturbing Revelations

1 COLLECTIBLE

You'll wade through the water a bit before hitting more dry land ahead. At the base of a tall stairway is a sniper rifle you can grab—we opted to drop our Boomshot in exchange for the Longshot and later sorta regretted it. At the top of the stairs is a locust fortress that you've got to assault. Hide behind the nearby cover and move toward the left side of the battlefield. If you took the Longshot, you can use it to snipe the heads of the locusts taking cover near the structure.



Look at the ceiling to the left and you can spot a piece of glowing plantlife that you can shoot down to attract a rockworm from the side of the battlefield. If you don't have the Longshot, the rockworm will provide useful cover for getting closer to the enemies. Watch out for a few tickers that crawl out toward you—we sort of ignored them until they got close, then just dove out of the way before they exploded.



And eventually, the main doorway of the locust fortresses opens up, unleashing a pack of wretches backed by the pressure of the katus. Try to lay out the wretches first since they'll blitz you and then unload your Longshot/Boomshot rounds on the kantus's face. When the area is clear, move through the doorway they left open and look for the **Locust Emblem** on the ground to the right, next to a box of Boomshot ammo.



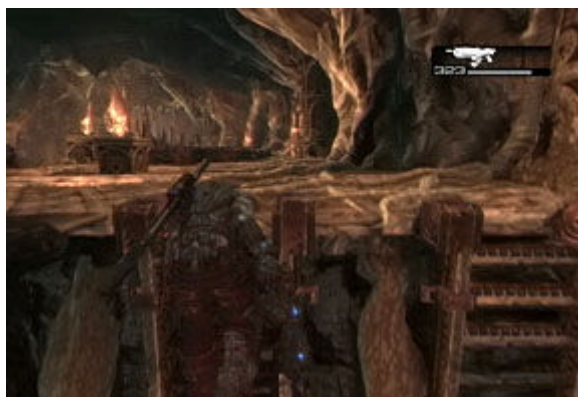
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Disturbing Revelations (cont.)	1 COLLECTIBLE
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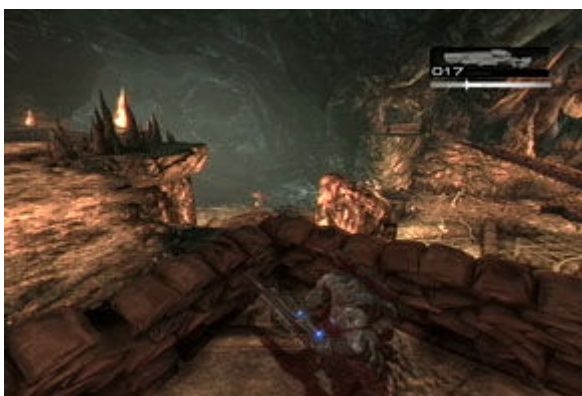
Move further forward and you'll soon hit a checkpoint just before getting the option to take a route to the left or to the right. Go to the right and your left. The passage leads you alongside a locust dugout with a pair of Troika gunners aiming for you. Thankfully, there's also a roving rockworm that you can take cover behind. If you've got a sniper rifle, move to the rockworm's head before stopping to pop the heads off the gunners. If you don't have a sniper rifle, just keep cover and follow the rockworm around to the other side of the dugout where you can hit the turret gunners from the side.



With the turret nest cleared out, move inside and pull the lever to the right to open up a large door. Follow the next path to a ladder and climb up to an upper level with a Troika gunner to your left. Be ready with a close-range or rapid-fire attack to take out the locust since you've really got no cover, and then continue forward.



Further ahead and on your left is a locust squad holding down your squadmates further back. You've got the upper hand so you should have no problem sniping the Troika gunner and then thinning out the rest of the baddies. Watch out especially for the kantus who won't hesitate to toss toxic grenades your way.



Your buddies will eventually storm the trenches below but we suggest keeping to higher ground to provide support. A boomer will show up eventually and you should be totally safe to tag him in the face from a position behind cover on this upper landing. When all enemies are killed, a cut scene takes over and leaves you in the next chapter.



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Sinking Feeling										
2 COLLECTIBLES										

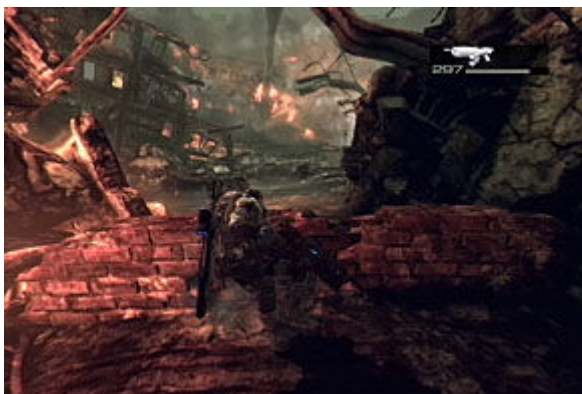
Follow the crew down into the ruined city of Ilima. You won't see any action until after you hit a checkpoint, but when the

bullets do start flying you'll want to take cover behind a car to the left. There are some locusts to concern yourself with but not until after you've downed the bloodmounts charging about. Target the heads of the bloodmounts to take 'em down quickly, then clear the immediate area. There's a mortar launcher amid the concrete dividers to the left that should help.

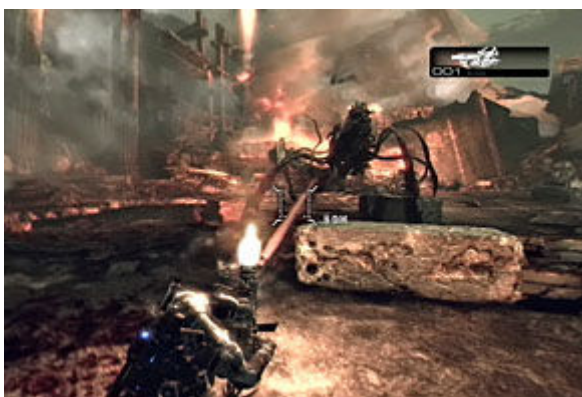


When you can, look to the right side of the street for an ammo box. Just behind the ammo box is a short wall you can vault over and just past that, to the right, is a pair of locust snipers. Take cover and pick them off, then look behind an upside-down car for the **Ilima City Help-Wanted Ad**.

1 / 2



If you don't have it already, go back and grab the mortar launcher we mentioned earlier and then start moving down the street to catch up with Carmine and Dom. As your camera conspicuously wobbles a bit, crouch down and get ready to lob a mortar at the reaver that lands straight in front of you. Just tap the trigger to launch the mortar a short distance and it should rain down on the enemy. Repeat as necessary, then regroup with the team around the corner and move down the street to a checkpoint.



Watch the point-of-interest view that highlights a corpse retreating into the hillside as a massive bridge shoots out. If you managed to lug the mortar launcher this far (we did!), start charging up a full-range shot to the center of the bridge as soon as it sets. A pack of locusts will pour down the bridge and start firing on you, and a mortar is a good way to start the fight. There's a sniper rifle and some grenades behind you and to the left if you need to stock up.



After killing a number of the locusts, a reaver swoops down and lands on the other side of the wall that provides your only cover. Toss a grenade under its belly to soften it up and (hopefully) take out its riders. With the riders killed, it should be easier to poke your head out to apply some fire to the beast, though you'll still have to watch out for the rockets launched by the reaver. When the reaver's dead, the wall to the right collapses.

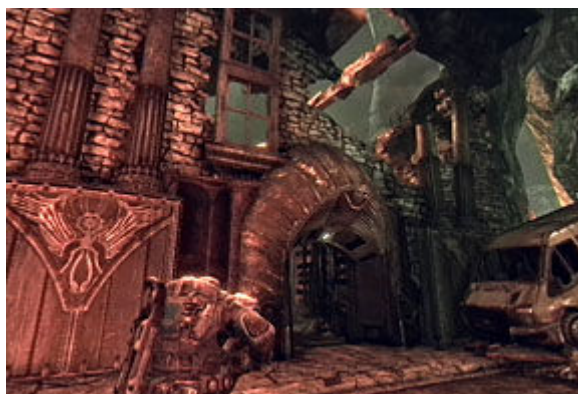


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Sinking Feeling (cont.)

2 COLLECTIBLES

Go through the fallen wall and the path splits left and right, though both routes lead to the same area. Still, we suggest going left to find some spare ammo and 'nades before finding the entrance to a building just across the burning bridges. There's a checkpoint as you step inside just before an ambush takes your team by surprise.

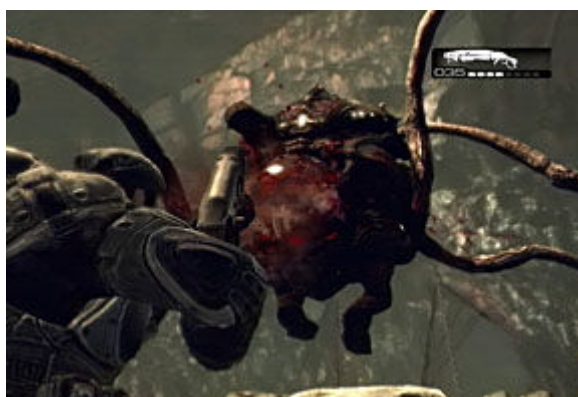
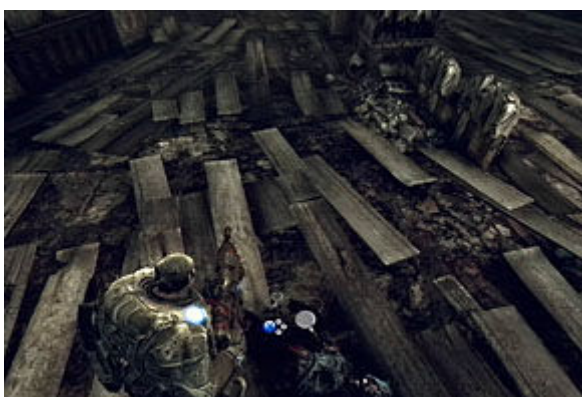


Immediately after the cut scene, turn right and take cover in the covered area at the corner of the building. From here you've got a good shot on most enemies. Focus first on the shotgun-wielding, occasionally-grenade-throwing guys on the far left side of the second level. But don't risk too much in this battle—before everyone's killed, a surprise hero shows up and bails you out of the fight.



After the lovefest cut scene, look on the other side of a wall left of the hall where your homies for a corpse and **Cog Tag** CSID:085177-MJ3V5-PB. Move outdoors and you'll hit a checkpoint upon reaching the base of an uphill graveyard. Quickly take cover behind a nearby gravestone as a reaver descends upon the crew. You can unload some shotgun blasts into the belly of the beast for a quick takedown, or simply drop a grenade underneath it.

2 / 2



Of course, the reaver isn't the only enemy here. Start pushing uphill, moving between gravestones to keep safe as you push toward the locusts that threaten to cross the bridge at the top of the yard. After going through a few standard locust soldiers, watch for tickers that'll scurry over. Blow 'em up early in hopes of causing explosions that damage the kantuses that are also at the other end of the bridge. Clear the area, then cross the bridge, stock up on ammo, and move forward to the next chapter.



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Captivity

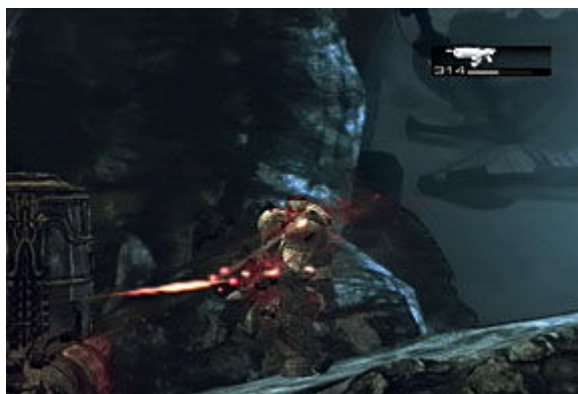
1 COLLECTIBLE

1 / 1

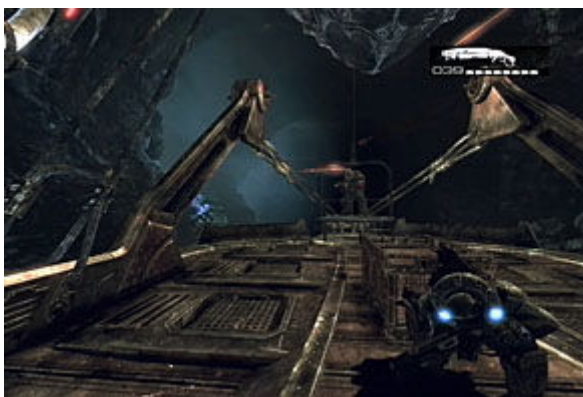
Lead the crew forward, through a worm hole, and to a checkpoint before reaching a bunch of locust capsules. You'll find another familiar face inside one of the capsules. After regrouping, follow the crew to an open area with some cages and look to the right for the **Stranded's Journal** of Jennifer.



Go back to the main path and a point-of-interest view will show a beast barge in the not-so-distant distance. Just around the corner to the left is a pair of locusts and another locust or two comes off the barge in front of a boomer. Take cover behind the nearest tipped-over capsule and take out the closest guys first. From here you can also pick off the boomer as he lumbers down the ramp off the barge, though if you let him get to the base of the ramp before killing him you can grab his Boomshot before a cut scene moves you onto the ship.



Immediately turn right on the ship and take cover behind the last protrusion on the ground. A lift platform drops down at the right end of the ship and with it comes a grinder enemy, a boomer-style biggun armed with a nasty chaingun. You should be able to drill him dead pretty quickly from where you are, then grab his gun and ride the lift up to the next level.



There's a lever on the second level that opens up the surrounding holding cells but there's no one in them. Head to the top level of the ship and you'll find a pair of locusts to deal with. With the locusts dead, locate another switch that moves the barge forward. Immediately after starting the barge, run to the Troika at the back end of the ship to intercept the reavers that swarm you from behind.

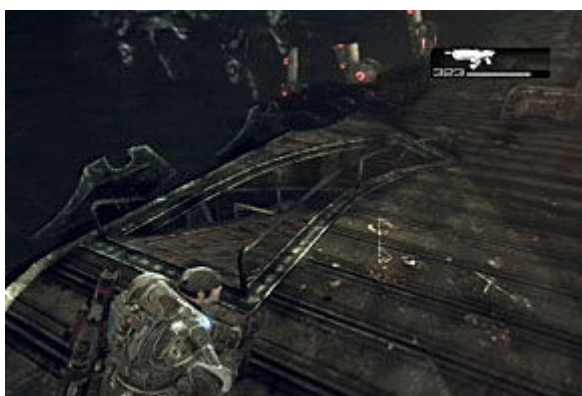
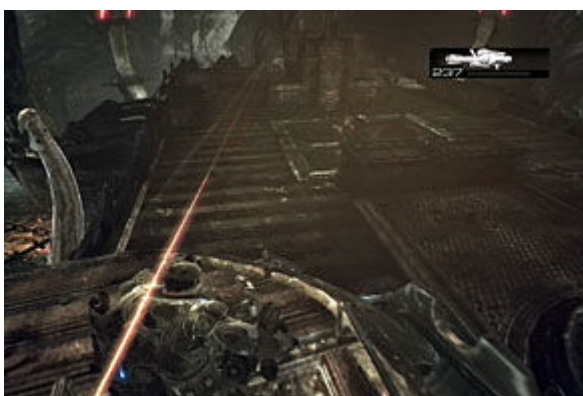


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Captivity (cont.)

1 COLLECTIBLE

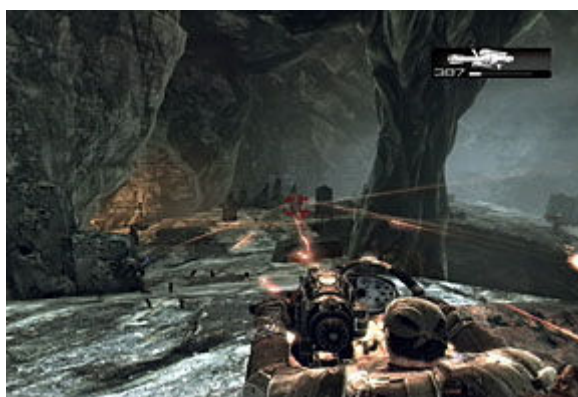
The barge soon bumps into an adjacent beast barge, and this one's got even more locusts to tear through. Hop onto the second barge, take cover, and clear the locusts, then head to the lower level to pull the switch that opens the holding cells. This will trigger a cut scene after which you're left on the top level of the ship with locusts assaulting from nearby land.



Take cover behind the short walls of the beast barge and take aim. A draw bridge will drop onto the barge's edge, though as long as you aggressively shoot anyone that approaches the top of the bridge you should keep any locusts from daring to come down it. Watch out especially for another grinder that approaches the top of the bridge and take him down before he can crowd your space.



With the landing clear, cross the bridge and look to the left for some grenades. Also be sure to grab the grinder's Mulcher chaingun and carry it with you as you tread to the left. A point-of-interest view only distracts you by showing you a pair of bloodmounts below. Ignore them for now and try to cover as much distance straight ahead so that you can take cover behind a block while having a good view of the path below. Enemies will swarm up the hillside and you can easily mow through 'em from a good position.



The cave winds linearly forward, so follow it until you hit a checkpoint. As the cave turns left, you'll encounter some enemies from far down the way including a bloodmount. Take cover behind a nearby block and do what you can to take out the bloodmount before it gets near. There are some locusts further away, but the bloodmount and following tickers are more important for now. Clear the area to hit another checkpoint.



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Captivity (cont.)

1 COLLECTIBLE

Move toward the burning buildings and run up to the cover just past a rusting, ruined car. There are a few immediate locusts to take out before you can move further into the city. Move past the building with the fallen "LUNCH" sign and take cover behind the concrete divider to the left. A pack of locusts, including a grenade-tossing kantus. Throw out a grenade of your own.



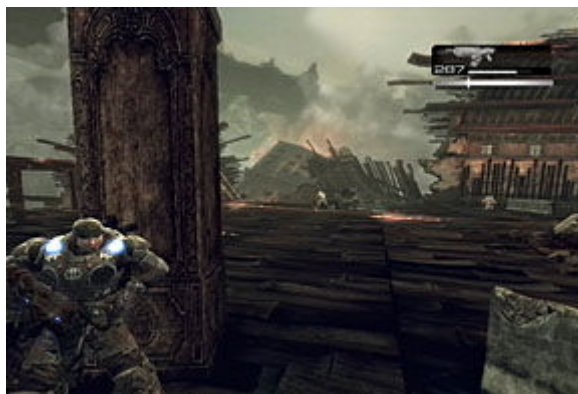
With that batch dispatched, a reaver swoops down on the left. Again, we prescribe a well-placed grenade under the reaver to cure the problem, though you'll probably have to clean up with a few rounds of gunfire. Past the reaver, look for a couple of batches of grenades on the left and continue to the right to engage a few locusts near some concrete dividers.



Past the dividers the path gets pretty hazy; you can go multiple directions, but we'll guide you through the most obvious. Stay right, going past a building with an overhang covering a burning car. Make your way to the far side of the building and you can engage a few locusts on your left. Move between cover to get close to them and bring them down. With the streets clear, a point-of-interest view shows you an extraction point on the roof of a nearby building.



Move toward the left side of the building, head inside and ascend the stairs to the roof. You'll hit a checkpoint just before an ambush of locusts swarms the area. Take cover behind the blown out walls that form a barrier on three sides of you. From here you can hold your position against the onslaught of locusts that come in infinite numbers. Watch out for a few tickers that try to rush you and a kantus that'll be bad news if he gets in close. You merely need to hold off the attack until the countdown timer ends and a cut scene brings you to the next chapter.



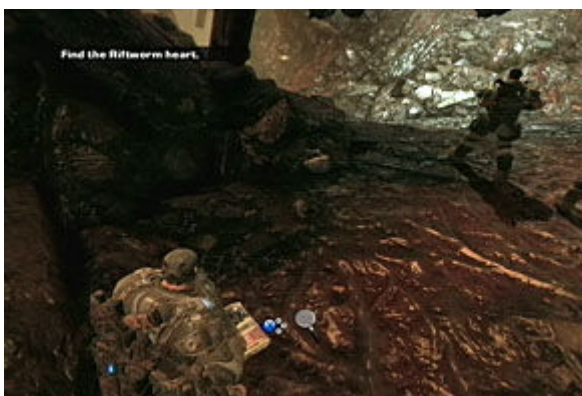
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Intestinal Fortitude

2 COLLECTIBLES

1 / 2

At the start of the chapter, look to the left for the **Car Gold Magazine**. Move forward and don't be surprised if you get knocked down by a rumbling in the riftworm. You'll soon run into some "digestive teeth" that smash down rhythmically. The first two are easy enough to get by—wait for them to smash down then quickly run by.



The third tooth is arranged length-wise and if you try to simply run through it you'll get chomped. Move as far forward along the left side of the tooth, wait for it to smash down, then cross the long tooth perpendicularly to spend as little time as possible under the gnawing bone. Past the third tooth is a long series of teeth that mash down too quickly for you to time an escape through them. Instead, just roadie-run underneath them and make sure you don't let up until you reach the other side.

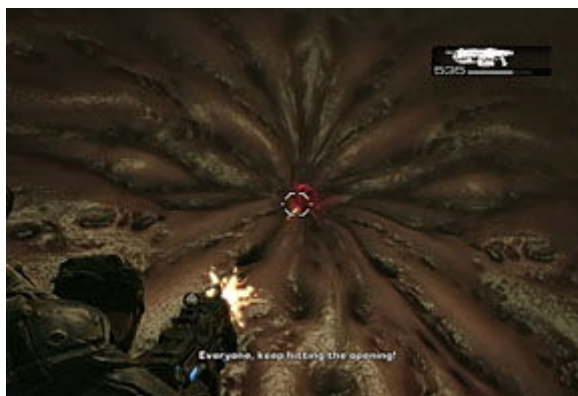


You hit a checkpoint just before reaching more assortments of teeth. Patiently wait for an opening and move through the teeth, one set at a time, to reach the other side. A bit further ahead, a quick cut scene shows a new enemy type. Use your Lancer to drill the buggers as they charge straight toward you, or simply use melee attacks to knock 'em out.



After a cut scene plays out, you're left to run away from a rolling ball of crap. While you don't have time to dink around, look about 20 feet past Carmine's body for **Cog Tag** CSID:838186-22AO3-SF. After that, don't think, just run, using the roadie-run to charge forward quickly. Make sure you don't accidentally run into the spikes that line many of the walkways as they'll chip away at your health. Soon up the way, you'll reach a dead end and have to coerce an "opening" into letting you through. Shoot the center of the sphincter and it'll eventually open up.

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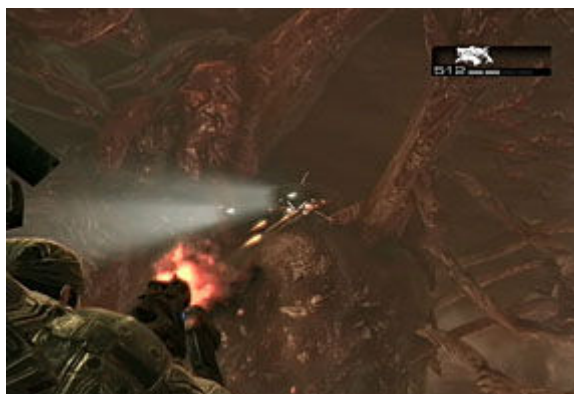
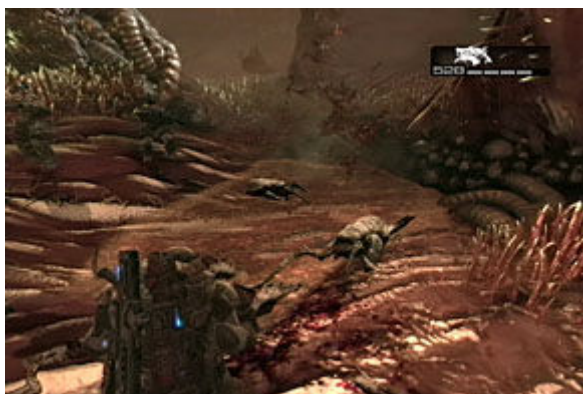
Intestinal Fortitude (cont.)

2 COLLECTIBLES

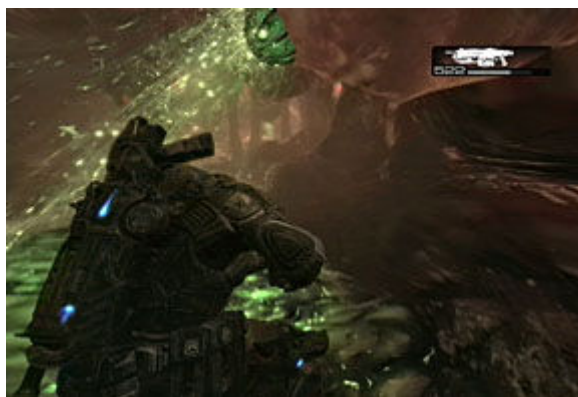
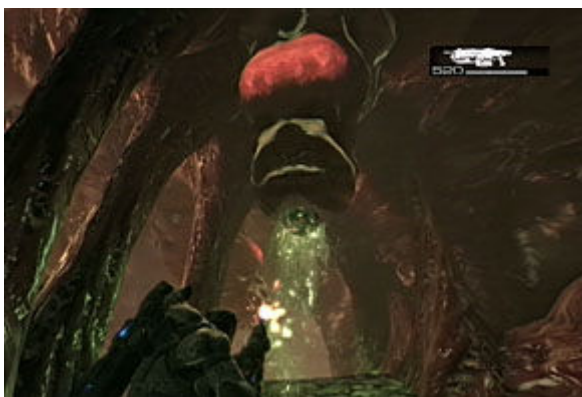
Just past the sphincter, more critters crawl out from the ground. You can stop to shoot 'em if you'd like, but that's likely to get you killed by the rolling mass. Instead, we suggest just running by them to catch up with your squad. Just ahead is another dead-end, though you can use the Lancer's chainsaw to chew through a thin membrane to open up an escape path.



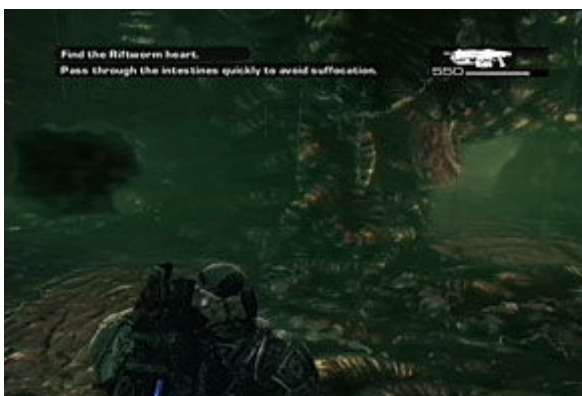
Through the membrane, keep running and be extra careful around the spiked floor. Expect more critters emerging from the ground but ignore them all. At the next dead-end, look overhead for a teetering car. Pepper it with a few shots and it'll fall down, creating a bridge you can run over to continue.



There's another thin membrane you can saw through ahead, and once through it you'll end the chase sequence. But the obstacles don't stop there. Next up is a series of acid nozzles that squirt down and threaten to kill you instantly. To the right is a single nozzle, behind it a load of Lancer ammo, and to the left is the main path. You can time your running to move past the nozzles when there's a clearing, but it's easier to simply shoot the tips of the nozzles with a bullet or two to stop their squirting long enough for you to roadie-run past.



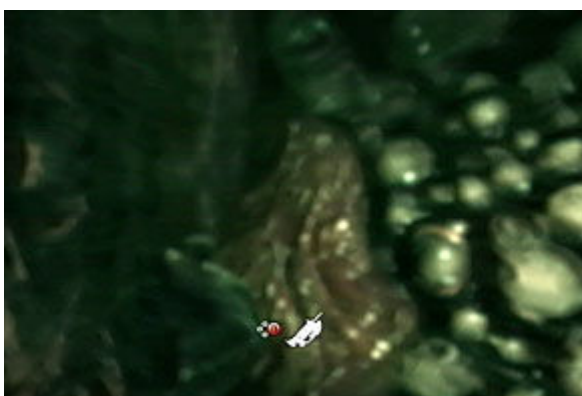
Once past the acid nozzles, you'll approach a dark, stank (some might say "dank") tunnel that you've got to lead your crew through. The tunnel splits in multiple directions, though getting through is as easy as following the light. If you've got multiple paths to choose from—such as at the very beginning of the tunnel—look for the path with the most light behind it—such as the path to the right at the very beginning of the tunnel. Run through as quickly as possible because the increasingly toxic air will blur your vision and make it harder to make out the details of the slimy tunnel.



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Intestinal Fortitude (cont.)	2 COLLECTIBLES
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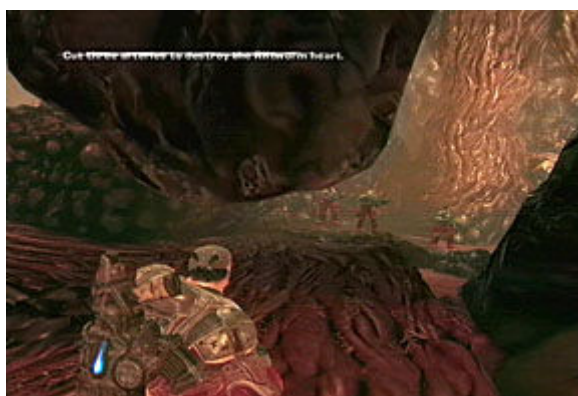
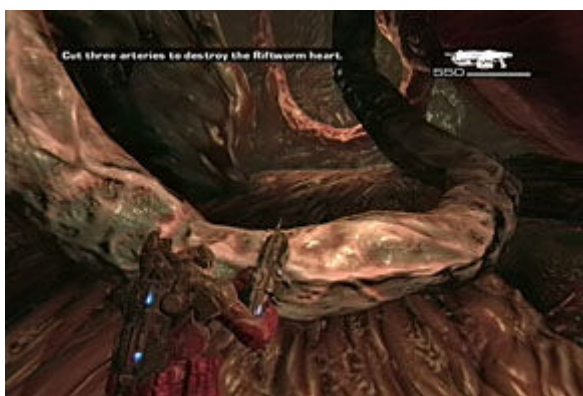
You'll have to use your Lancer's chainsaw to buzz through a thick membrane at the end of the passage, so don't be alarmed if the light seems to lead you to a dead end. You get a checkpoint on the other side of the juicy membrane. You'll march forward a bit, down a few levels, before reaching another membrane to cut through.



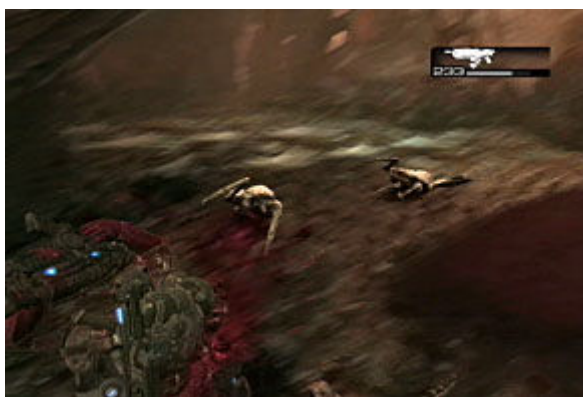
At long last, welcome to the heart. There are two large arteries (read: blood tubes) leading into the heart that you can saw open with the Lancer. Cut both arteries and an opening will appear that lets you move out to the next level and another checkpoint. In the next hall, watch for a mound that pops up ahead of you and from which spawn a string of critter enemies. Just past them, don't drop down the small ledge right away. Keep the high ground and wait for another batch of critters so you can kill 'em from above.



Once more, *with feeling*, saw through a membrane to reach another heart (or pair of hearts). Go to the left and saw through the three arteries lined up consecutively while going uphill. When you get through the third artery, a large bit of flesh will move out of the way, letting you regroup with the squad and turn left through an opening to another checkpoint.



You'll have to cut through one more thin membrane ahead before reaching the final heart chamber. As you move around the area, expect the creepy crawlers to come out of the ground and attack. We suggest walking around the room to exterminate them all with the butt of your gun before attacking the four arteries, in sets of two on either side of the heart. Saw 'em all to end the chapter.

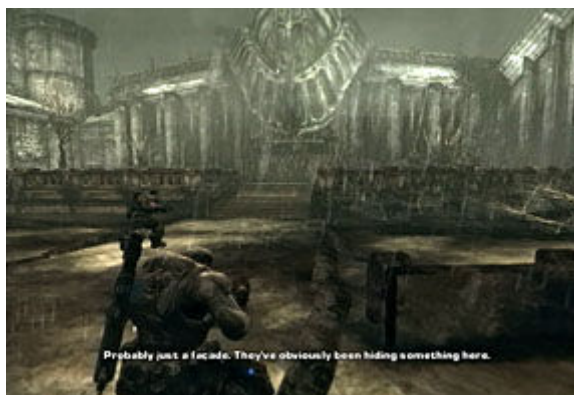


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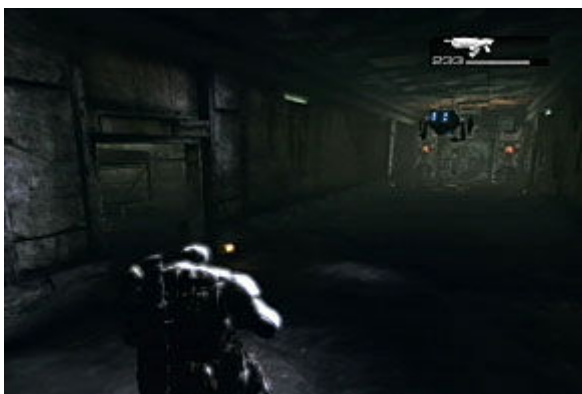
Dirty Little Secret

0 COLLECTIBLES

Lead Dom down the street and around the corner to the right. Despite talk of wretches and snipers, there's nothing to worry about for now. Watch your right for an entranceway to a building. Make your way inside the warehouse and head down the hall to the right.



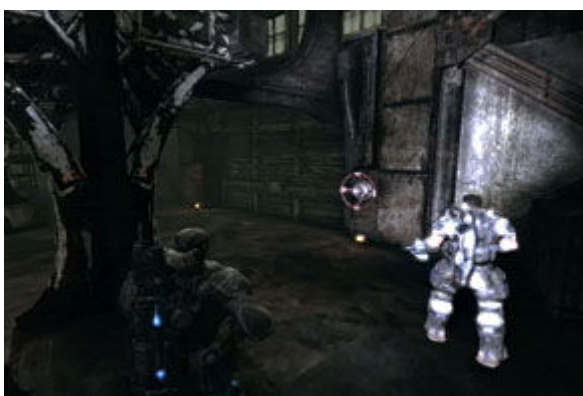
There's some ammo (and glimpses of wretches) in one of the rooms to the left, but nothing else. Reach the back door and you'll hit a checkpoint that leaves you in an adjacent hall to look for power. Keep moving through various halls and rooms until you chance upon a forgotten Scorcher flamethrower. With the constant threat of wretch attack, it might just be the gun of choice.



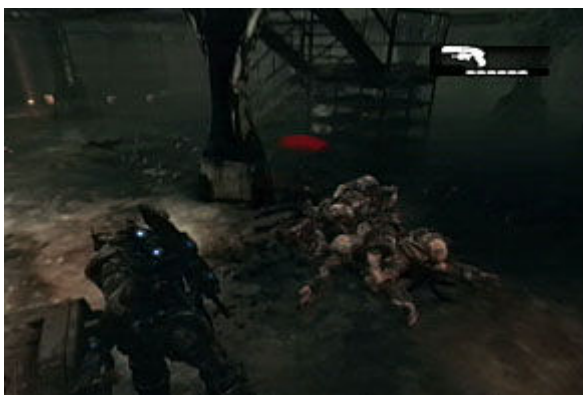
The power switch is in the very next room and upon flipping it you'll hit a checkpoint. Backtrack to the previous warehouse room and you can now open up a doorway to the right which'll lead you to a larger area packed with catwalks and wretches. While we very much encourage you to check out what your flamethrower can do, you can also get through this swarm with simple melee attacks.



There's ammo you can stock up with on the catwalks before opening the doorway that Dom's standing by. The door leads you right back to the Centaur vehicle and the other members of your crew so that you can grab the explosives that Baird's prepared. While carrying the heavy explosives, you'll be limited to using whichever single-handed weapon you've got handy. March toward the lift in front of the garage door to make your way back into the warehouse.



As you step back into the warehouse, expect another rush of wretches. If you want to make thing difficult, feel free to try and keep 'em back with your pistol, though you can very easily just knock 'em over the head with melee strikes to keep the suckers down. Jack opens up a doorway directly across from the first garage door and once through there you can turn right down a familiar hall. Expect more wretches but nothin' else. Just melee your way to the security door to end the chapter.



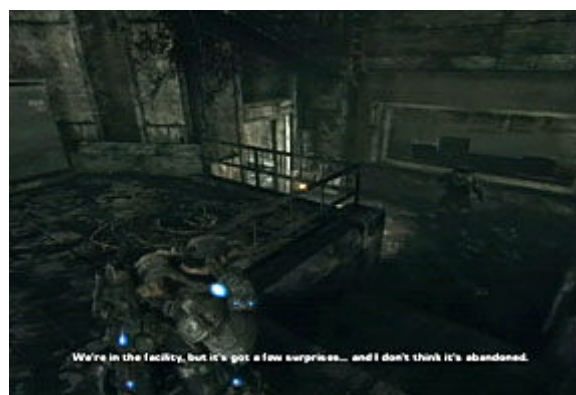
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Origins

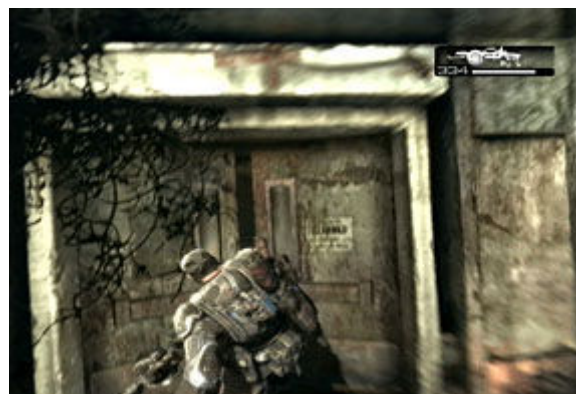
3 COLLECTIBLES

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Walk into the circular doorway you've just opened and look for a side office to the right. Inside the office and between some desks is the **Interoffice Memo** of Niles Samson. Go back to the main room and look around a bit until Marcus radios HQ and another doorway at the far end of the room opens up.



You'll go through a couple of rooms before reaching a hall that runs parallel to a room packed with wretches. Don't open the door to the wretches just yet and instead look to the right for a doorway that opens to a small security room. There's a switch on the control panel in front of a window that'll activate some security guns inside the room of wretches and lay waste to the little guys. Disable the security, then go back and kick in the door to enter the room.

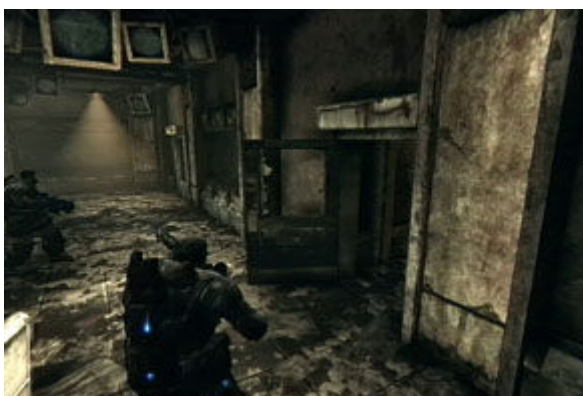


Go past the dead wretches and into a hall to the right which opens up to a larger hall that goes in two directions. To the left is a room with a security turret that'll kill you if you just step in front of it. Wait for the light of the turret to rotate to the right before running into the room and going through a doorway on your immediate left. You can hit a switch inside this room to deactivate the security system outside.



For what reason? We're not sure. Go back to the hall and follow it the other direction, looking for a door to the right that'll lead to a door you can kick down which, in turn, leads to a small room with the **Memo** of Dr. Doug Sato. Go back to the main hall, turn right and you'll hit a checkpoint.

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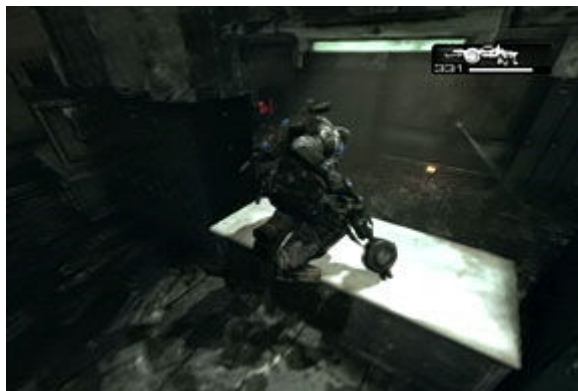
Origins (cont.)

3 COLLECTIBLES

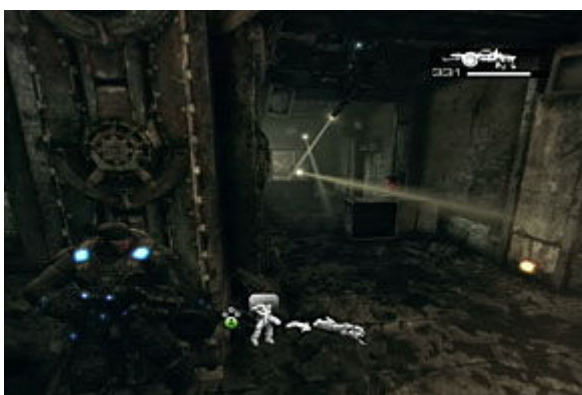
Just around the corner to the left is a hall guarded by a security turret. Wait for it to turn to the right and then take cover behind a knocked-over filing cabinet. From this position, wait for the turret to turn right again before moving to the next piece of cover that's even closer to the turret. When the turret then turns to the left, dive into the doorway to the right and look for a switch just inside the room that'll disable the turret so Dom can join you.



There's nothing of interest in the room you're in but it does have a couple of doors that lead to the same locker room which has got a few wretches and, more dangerously, security turrets armed with flamethrowers. Take out the wretches if they manage to get near you, then sneak into the locker room when the turrets aren't looking. Take cover behind the low white desk that's in front of the turret to the left. When the turret turns right, jump over the desk and go to the left to hit the switch that disables the turrets.



Go to the next hall and as it winds right and then left you'll see a trio of security turrets criss-crossing the way. Wait for the furthest turret to turn all the way left and then dive sideways to kick in the door to the right and move into a shower room. At the other end of the shower room is another door to the turret-infested hall from which you can turn left and easily hit a switch to disable the security.



There's a checkpoint in the next room. Knock down a doorway and go into the rainy outdoors where you can expect a couple of wretches to deal with. Go right through the courtyard and you'll reach another door you can bust down. Behind this door is a much larger pack of wretches, so be ready with a flamethrower or shotgun to drop 'em.



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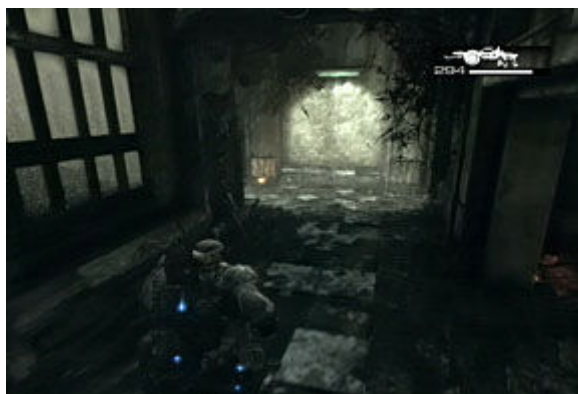
Origins (cont.)

3 COLLECTIBLES

Go indoors and inside the first hall is a turret to the left. Wait for the turret to turn right so that you can scoot by it and into the adjacent room on the left where a switch will disable the turret and let you pass. Beyond the turret is a kitchen with two turrets at the far end. Stand around and let the turrets take out the few wretches scavenging the kitchen.



With the kitchen cleared of enemies, focus on the turrets. Wait for the closest turret to turn all the way to the right before running by it on the left and taking refuge in the blind spot between the turrets. When the second turret turns away, you can run out of the kitchen (disable the security with a switch just left through the next door if you wish). Follow the next halls a way until you hit another checkpoint.

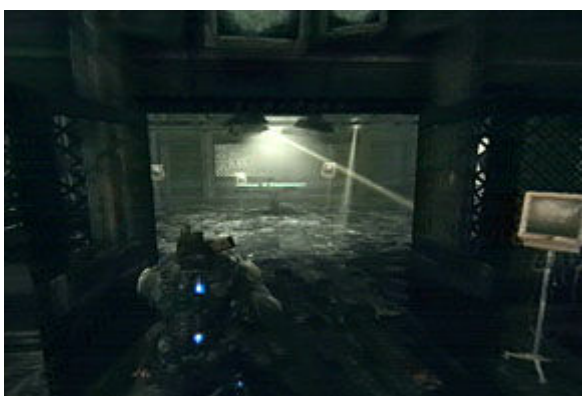


The next room has security in just one section, with turrets overlooking a table in the center of the area. To the right of this area is a switch to disable the turrets, though we suggest leaving them on until a pack of wretches makes there way into the room. Behind the switch is a semi-hidden room on the floor of which is the **New Hope Medical File** for Ruth.

3 / 3



Go ahead and disable the security over the table when the wretches are gone, though you don't go far before seeing the next set of security. There are two turrets scanning the center of the room, though you can easily circumvent them by turning left into the room and then hugging the back wall behind the view of the turrets. Continue past this room, downstairs and through some halls to reach a checkpoint.

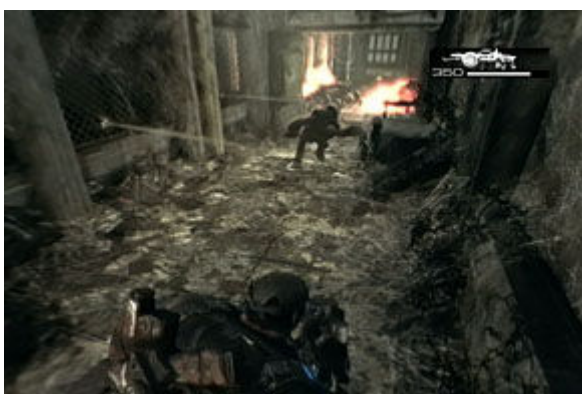


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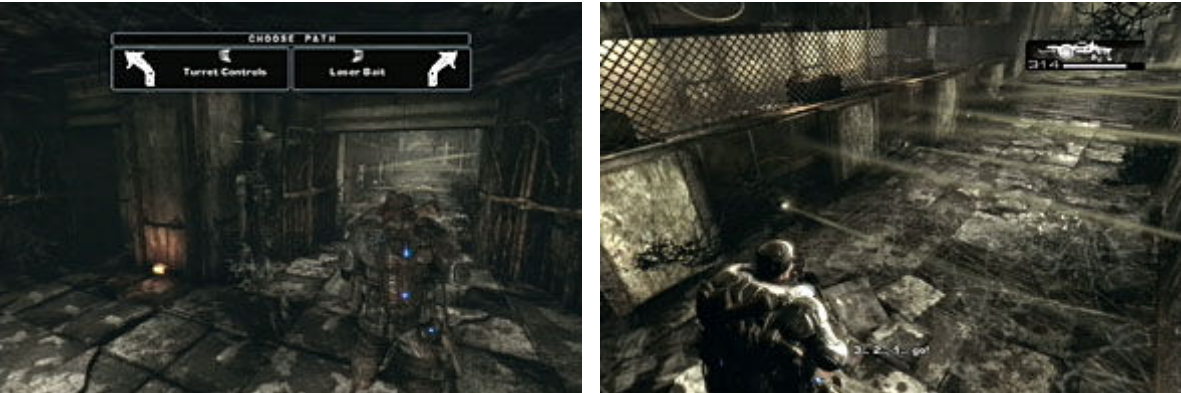
Origins (cont.)

3 COLLECTIBLES

A few wretches show you the danger of the end of the hall that's crowded with hospital beds. Take out any wretches that get through the torches and before worrying about how you'll get yourself down the hall. Take cover against the wall to the left and start sidling it down the hall. Marcus should automatically crouch under the line of sight of the turrets, letting you safely make it to the far end. Jack breaks through a gate just as Marcus radios Baird.



There's a checkpoint as you go downstairs and just before reaching a choice in paths. Tradition mandates we go right, so go right. Dom will disable the turret sights ahead, but only in small groups at a time. When one set of sights is disabled another turns back on, so wait for him to turn off the sights ahead of you and then quickly move into the space they vacate to avoid the sights that re-enable where you were standing.



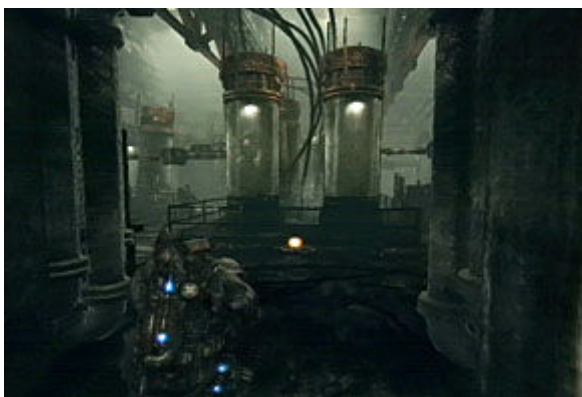
Once through the secure hall, use a switch to open up a door into the next room and simply run through it to a stairway (if you're too fast, the stairway may be gated but it'll open automatically). The stairs lead up to a pretty serious looking room. As Jack turns on the lights, flip a switch in the center of the room to end the chapter.



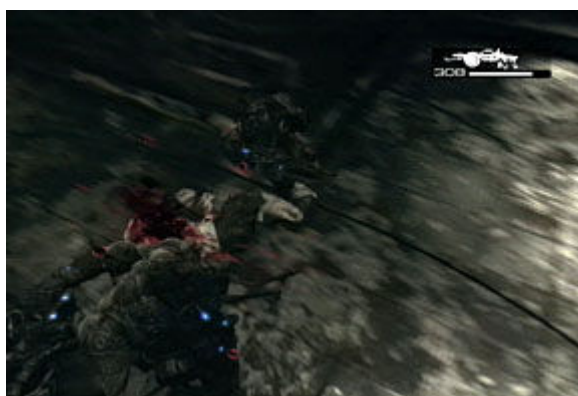
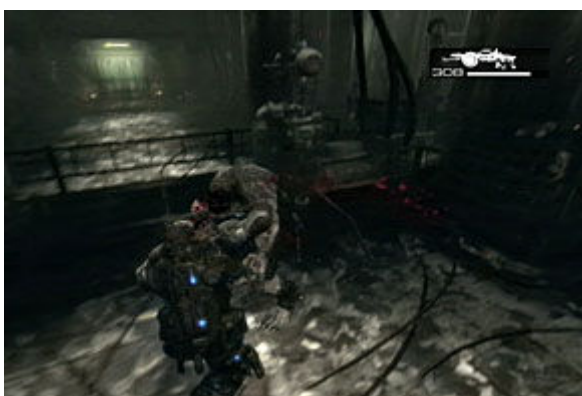
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Rude Awakening	2 COLLECTIBLES
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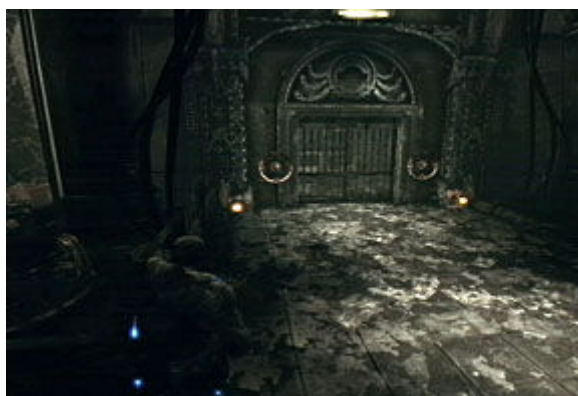
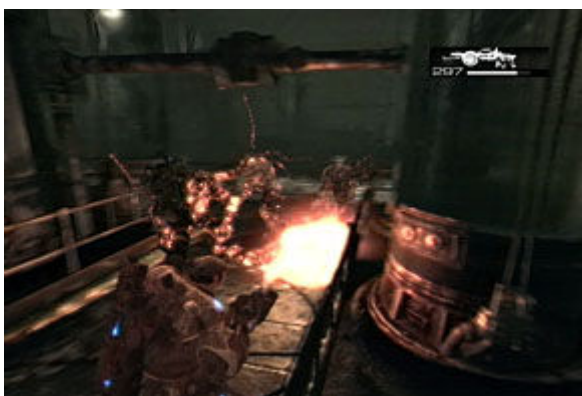
Head downstairs to the stasis chamber holding area and move forward until a cut scene introduces you to the sire enemies. Think of these guys as more resilient wretches, since they don't have any projectiles attacks and can be defeated entirely with melee strikes. If you've got a Lancer rifle, you can chainsaw through these guys easily, though standard melee attacks will work as well.



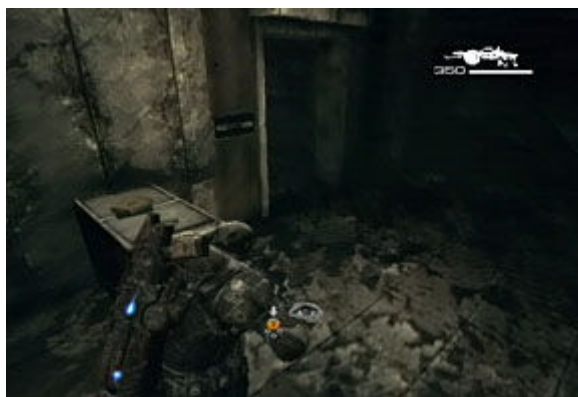
A couple of points to note when fighting the flood, er, the sires. Their attack range is longer than their arms suggest, but it only extends out in front of them. If you strafe around to the side of a sire it won't be able to strike you. As well, knocking down a sire doesn't mean it's dead. If you knock one down with melee strikes or gunfire, don't stop attacking it until you stop knocking blood out of the body. If blood is still squirting, the sire is still alive.



Move around the corner to fight more sires, down a hall to another room packed with sires and eventually to a room with more sires and a doorway that's opened via two circular cranks. You can try to get the door open with Dom between knocking sire skulls, or you can elect to just fight the sires until they stop spawning, letting you easily open the door to get out of the stasis chamber holding area.



Once out of the sire storage rooms, look for a switch to the left that'll power down the obnoxious security system. A doorway at the far end of the room opens up, letting you down a long, linear hall that leads to a checkpoint. As you enter the room with the checkpoint, you've got two options for preparing yourself against the locust assault that soon busts through a wall to the left. 1) You can take cover in the small office enclosure on your immediate left, or 2) you can run to the far right side of the room and look for a back room inside which is a switch that *enables* a security turret.



If you elect for option one, hold your cover and wait for the flamethrower-armed locusts to take up position just across from you. You should be able to toss a grenade next to them for an easy kill and then turn to the non-flaming enemies and pick 'em off with regular gunfire. If you choose to use the security system, hope that Dom doesn't come with you because he steals the only usable cover outside the security room. Though it's not a big deal if he does, because you can simply stand behind Dom and be out of the range of the enemy flamethrowers.

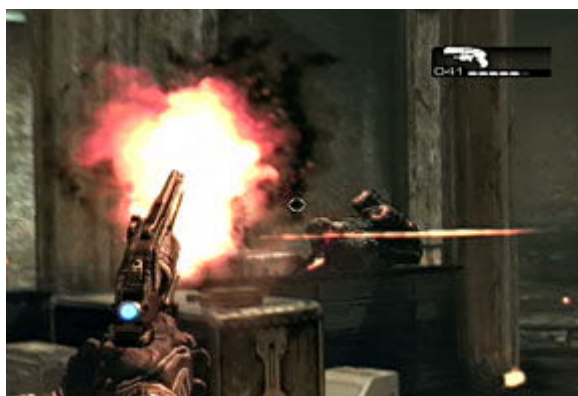
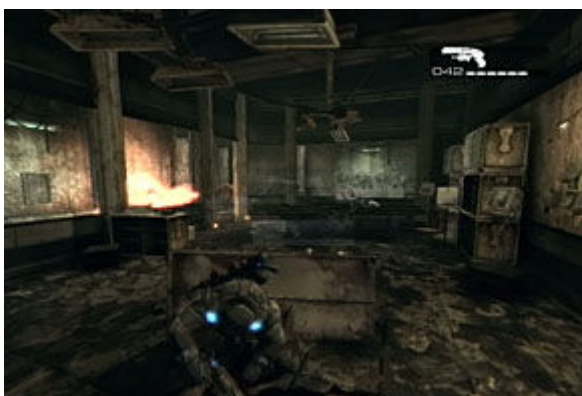


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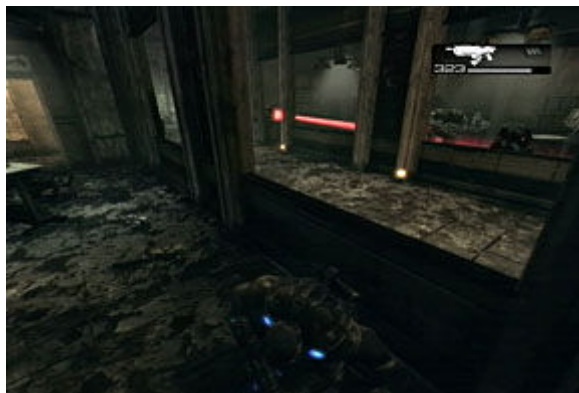
Rude Awakening (cont.)

2 COLLECTIBLES

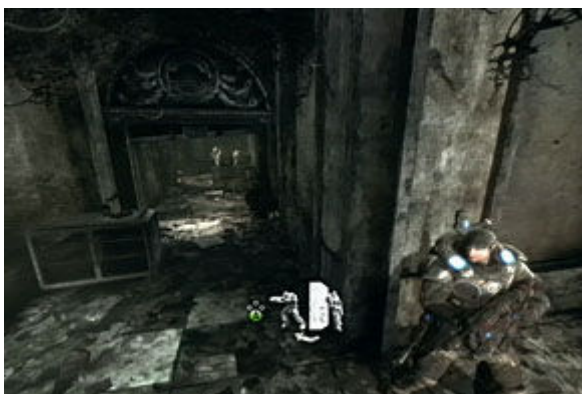
Clear the room, gather ammo, then go through the hole in the wall to the next room. Another torcher and a normal locust show up at the far end of the room, so quickly take cover. If you can shoot the torcher's backpack you can cause him to explode, possibly taking out the other locust with him. Now from this room there are two exits on the left, one of which leads to a hall with a security turret with the other leading to an adjacent room.



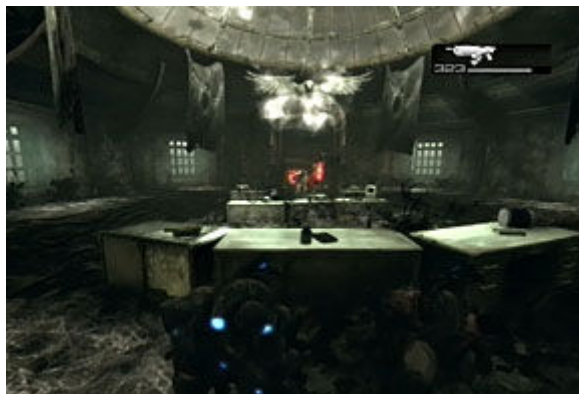
Go into the adjacent room and look for a security switch that'll disable the turret in the hall. More importantly, the switch *enables* a security turret the room across the hall that's currently packed with locusts. When you turn on the security in that room, lure the locusts to the far right end of the room by taking cover to the right and they'll get mowed down by the turret, sparing you the effort.



Go out to the hall and follow it left. Just after a kink in the hall, take cover against a desk to guard against the torcher and Lancer-toting locusts down the hall. Kill them, follow the hall around two left corners, and then take cover just inside a right corner. There are two normal locusts around the corner and a flamethrowing guy with them. Try to hit the flamethrower's backpack to explode 'em all.



You get a checkpoint before bashing in a door that opens to a large room. >*Immediately* toss a grenade to the far end of the room and you'll catch a pack of locusts, including a flamethrower and a grinder, as they enter the room. Don't expect the grinder to go down from just the grenade, but you should be able to safely take cover and pick off the grinder as he marches toward you. A couple more locusts will come through the door late. Pick them off, then go outdoors while avoiding the stream of deadly hail falling through the busted glass roof.



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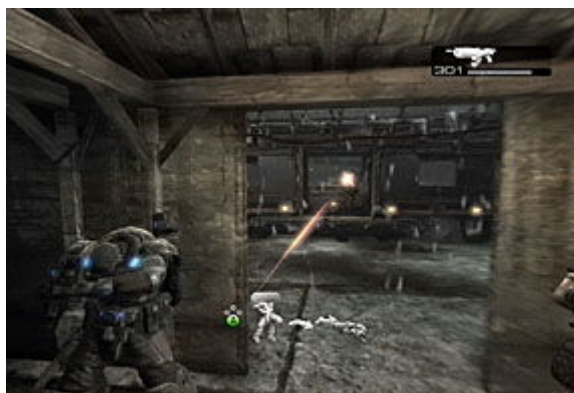
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Rude Awakening (cont.)

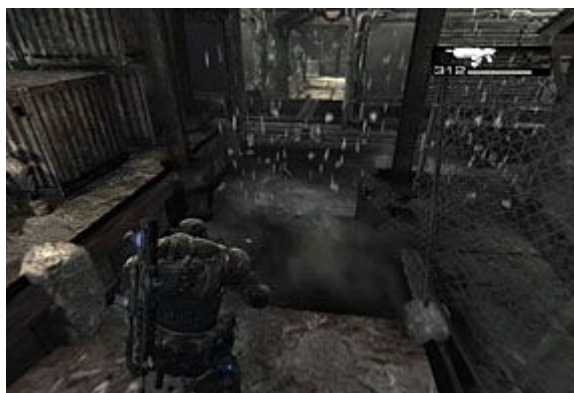
2 COLLECTIBLES

1 / 2

Once outdoors, turn to the right and roadie-run through a bit of hail to a nearby shed. At the back of the shed is the **Doctor's Journal** of Dr. Stephanie Zimmer. Leave the shed and return to the overhand just outside the building doorway and then roadie-run to the other side, through the hail, and into the shed Dom ran to. Your next objective is to run into the train car just outside the shed, though you'll need to take cover and kill the lone locust inside the train car before you can roadie-run out and hop into the car.



An emergence hole opens up on the other side of the train car though you can simply pull a lever to get the train moving and take cover to avoid the fight altogether. When the train car stops, hop off into another covered area and go to the right. Before you can run through the hail and into another train car, you'll have to kill a couple of sniper locusts inside the car (their rifles will come in handy later). Run through the train car to a covered path on the other side, take cover and clear out the remaining locusts before following the covered walkway to a building.

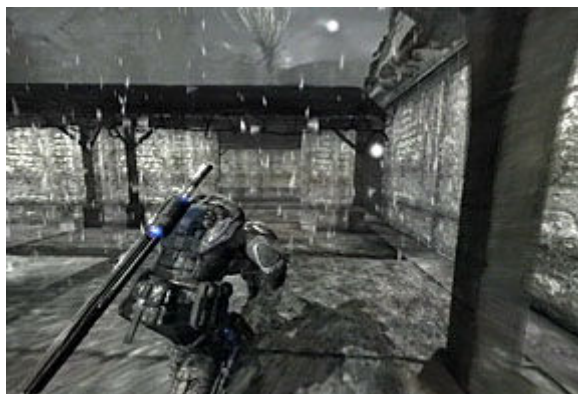


There's lots of razor hail and a couple of locusts in this roof-deficient building. Kill the enemies, then open up the nearest garage door to the left so you can take cover and snipe the locusts hanging out in the nearby train cars. There's a second garage door that you can open after mantling a short wall to the right. Go through the door and look to the right for a third wheel crank you can use to open yet another door.



Pass through the building and it'll lead back outdoors almost immediately. Run through the hail to meet up with Dom just outside a train. He'll run into the train, but you should follow the covered walkway around the corner to the right. You'll have to run through a bit of hail to reach another shed inside which is an ammo box and the **Captivity Marks** from the wall. Run back to the covered walkway and hop into the train with Dom to hit the brake release lever and start rolling away from the boomer, grinder and other enemies.

2 / 2

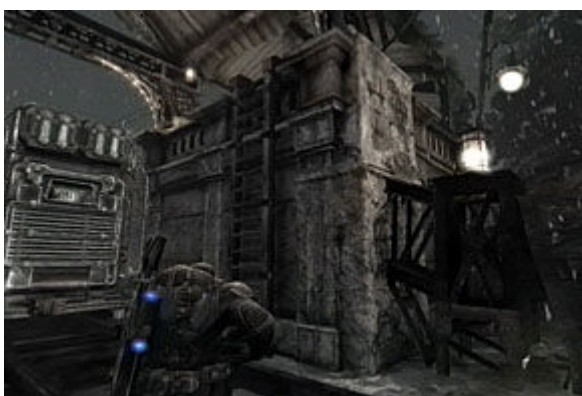


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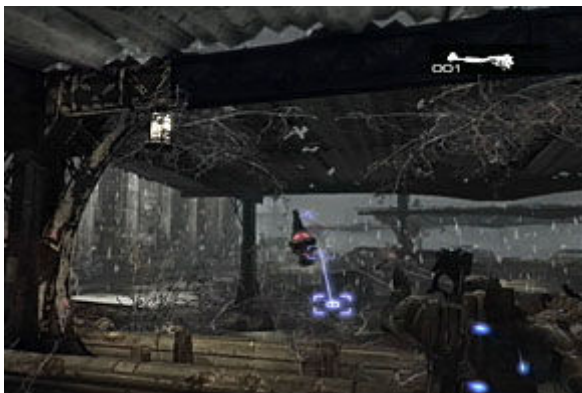
Rude Awakening (cont.)

2 COLLECTIBLES

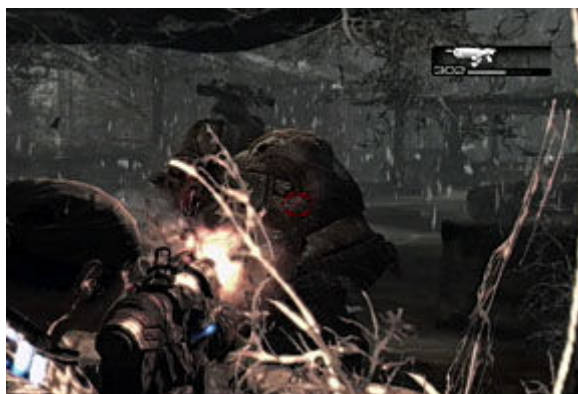
When the train stops, run out the back of it and turn left to climb a ladder to an upper level. You'll reach a checkpoint just before having to roadie-run through the hail to another covered area just ahead. After a quick transmission with Baird, run outside and to another covered area.



Just as you do, an emergence hole opens up ahead, just a bit to the left and in between a couple of ruined cars. Toss a grenade into the hole to seal it up and then pick off any remaining enemies from cover. Push forward to the next set of cover and another e-hole opens up, though this one's tougher to spot. It's behind a car on the right—place a grenade just over the top of the car and it should seal up the hole so you can get to finishing off the remaining grubs.



Move up to the next set of cover and two maulers, shielded boomers armed with maces, march up to you. Try to keep some space between you and Dom as the maulers get close. As they turn to face either you or Dom, they'll expose their backs to the other so that at least one of you can shoot around their shields. When the two are dead, hop over the barrier and grab a shield. The hail stops and turns to rain, so it's no longer deadly to walk without cover.



There's another emergence hole just ahead, and while we ran out of grenades and couldn't close it up it didn't seem to matter since no locusts past the first batch came out. Clear the streets then make your way to the far end of the road where you'll regroup with the rest of the cast. You'll have to hold off a couple of reavers while Baird finishes with repairs, and both land to the left of the Centaur, down the road from where you came. Take cover behind a nearby concrete divider to bait them into trying to skewer you, dive out of the way of the attack, and then run under the reaver to gut it from below. Before long, a cut scene takes over and ends the chapter.



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Ascension

0 COLLECTIBLES

Take a second get familiar with the controls of the vehicle. If you've played Halo, it should feel familiar as you move forward in whichever direction your turret is facing. Early on the course, the path splits left and right. For the sake of the walkthrough, turn left (yes, *left*). You'll soon come up to an enemy installation with a blocked gate and the warning of Troikas. Zoom in from afar and launch rockets to take out the enemies you can spot, then knock down the low barrier with rockets to reveal even more enemies behind them. When the installation is cleared, move on.



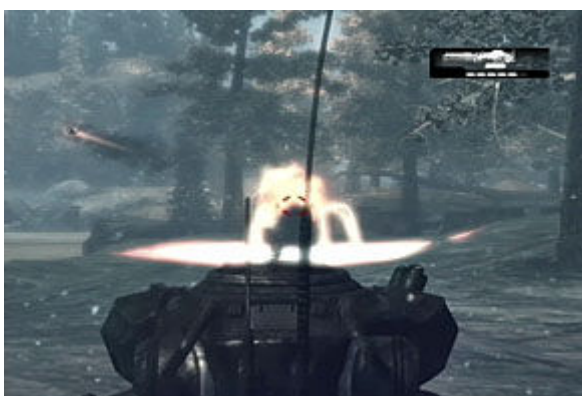
After launching off a ramp you'll hit a checkpoint. Watch the left side of the road ahead for a mass of locusts that you can take out with just a couple of well-placed shots. Behind them and further to the left is a Troika gun installed on a raised platform. Watch for it and take it out, as it's the biggest threat to your dear Centaur. Go past the building, under an overhang and, as the road turns left under another overhang, watch out for myriad locusts and reavers near the base of a building ahead. There's another Troika gun on the upper level to take care of, as well.



There's a big jump ahead that you can launch off with the thrusters. The road ends ahead and you've got to cross a frozen lake which will, upon your crossing, be assaulted by mortars that blow holes in the ice. Move forward *slowly* so that you can stop on a dime should a hole open up in front of you. You can turn in place with the vehicle stopped completely, so you shouldn't have too much problem crossing the lake as long as you're patient.



There's a pair of reavers waiting for you in the distance to the right and past them, the road ends again and you've gotta cross another lake. Making matters worse on this lake, reavers land on the ice and attack you while you're dodging the forming holes in the lake surface. Again, patience is key. Try not to shoot on the run or you're likely to lose track of the holes and fall in. Once you're crossed the lake, you'll get a checkpoint.

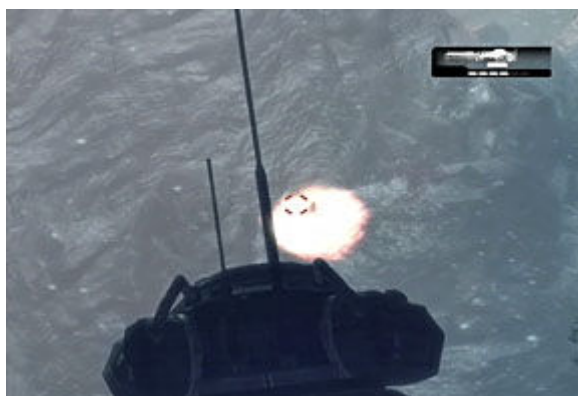
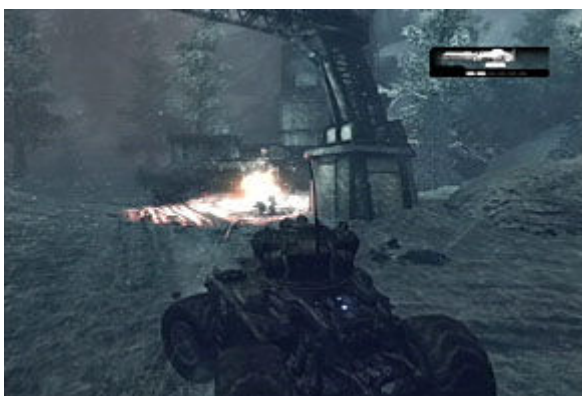


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Ascension (cont.)

0 COLLECTIBLES

We took the route to the right at the next fork. At another call of reavers ahead, expect two of the bad boys, one at a time. Past them, you approach another compound that's teeming with locusts and boomers. Clear the troops from afar before moving in to take out the Troika gunner mounted on the building to the right. More reavers ahead, yadda yadda, and you'll soon get bombarded by a pair of seeders affixed to the mountainside in the distance. Zoom in with the cannon and aim until your cursor turns red. It'll take about two shots to kill each of the seeders so that you can continue.



Under some very high bridges ahead is another pair of reavers that you can pick off before they fight back. The logging bridge that you need to cross is knocked out, but look to the right of it and you'll spot a rock face that slants upward. Get a running start and boost off this makeshift ramp to launch over the chasm, bypassing the bridge.



Follow the path ahead and it'll lead you to a cliff overlooking a fortress below. Stay up top and immediately take aim on the locusts you can barely see at the base of the fortress. There are two reavers that are flying around and a host of locusts and boomers that'll run up the path to meet you. Hold your position until all of these guys are dead before you even think about approaching the fortress at the base of the hill.



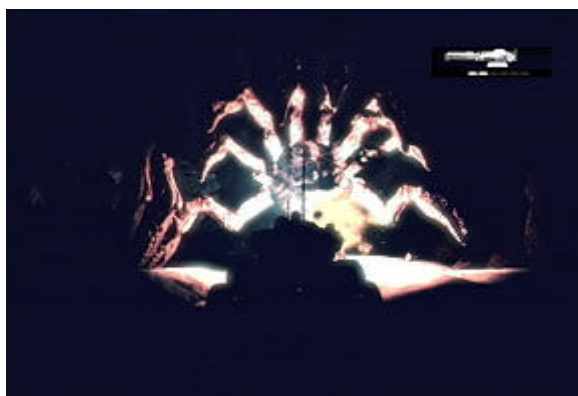
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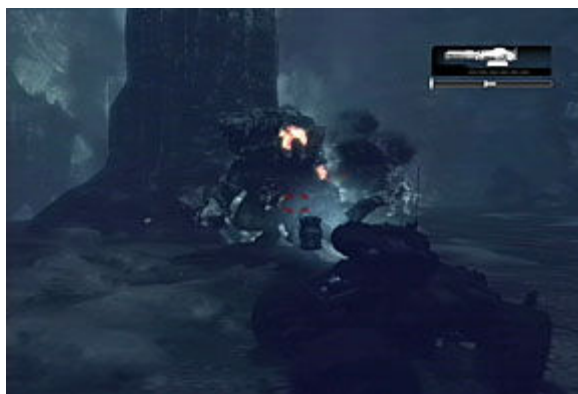
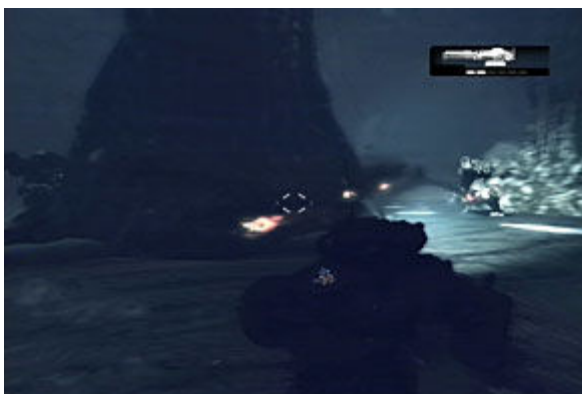
When you're sure all of the enemies are dead, start riding downhill just far enough to trigger an onslaught of turret and rocket fire. Immediately turn around and retreat up the hill where you can safely target the top of the tower. Bombard it with fire to topple the tower and it'll take out all of the turrets so you can finally approach the fortress in safety.



You'll ride through the darkness of the cave for a while before a corpse pops out momentarily to create an opening for your rig. Keep riding until you hit a checkpoint and then get ready to take some quick actions. After launching off a high cliff, the Centaur loses power and everything goes dark. While Baird's gettin' things working again, you'll notice the glowing eyes of three corpses as they close in around you. Before the power comes on, aim at the corpse to the right. As soon as you can, fire a round and the corpse will raise its legs, revealing its face. Another shot will put it away as the other two corpses expose their heads one after the other. Kill 'em quickly to avoid getting trashed.



The tunnel lightens up ahead as you reach another checkpoint and start taking brumak fire. You cannot sit still. Your best bet is to charge toward the brumaks and circle them while taking pot shots when you can. The brumak missiles are impossible to dodge unless you're moving perpendicular to their travel, so always try to circle the brumaks to keep from moving parallel to the shots. Use turbo boosts to get up to speed if you have to stop and back up. When the brumaks are dead, the chapter ends.



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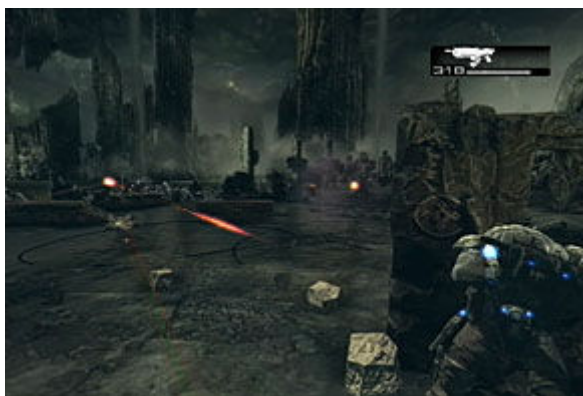
Displacement

1 COLLECTIBLE

Move across the narrow footpath and you'll soon be reintroduced to the theron guard. Theron guards are typically armed with Torque Bows that'll kill you in an instant if they can land one on you. We had a leftover sniper rifle from before that let us easily pick off the guard from afar, though if you're not so fortunate you can take to the dugout to the right and flank the theron guard from the side.



Keep straight and the path opens up to a large yard with lots of cover. You can double back along the beach to grab an ammo box before venturing into the crowded yard and hitting a checkpoint. As soon as you see the checkpoint, take cover. There are a few shotgun-armed locusts in the field and, more dangerously, a theron guard. To make things more interesting, a locust gunship flanks you on the left. Ignore the gunship and use cover to take out the locusts. When you've killed the theron guard, the gunship will take off.

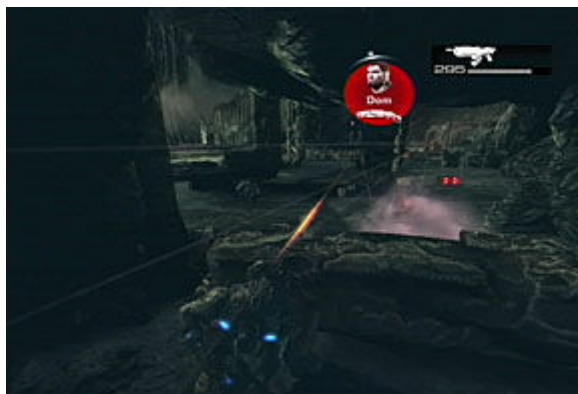


Move a bit further down the yard and as you near a short set of stairs on the right you'll get a fresh batch of wretches to dispatch. Melee 'em into the ground, then run up the stairs to trigger the spawning of more enemies. There's a theron guard, a flamethrower, tickers and some normal enemies, not to mention the return of the gunship. The cover you get from the stairway should be sufficient, though watch out for the kantus to the left who's likely to toss grenades at you. To take out the gunboat, target the glowing explosives on the deck of the ship and it'll blow.



When you've cleared the area, go to the top of the stair structure to find the **Stranded's Journal** of Stu. Move down to the destroyed gunboat and use it to cross the water to the other side. Yet another gunboat will arrive to back the force of more locusts, including a kantus that hangs out at the far end of the beach. Take cover early and clear out any nearby enemies before worrying about the kantus. The gunboat should take care of itself, though you will have to watch out for tickers that occasionally flank you from the left.

1 / 1

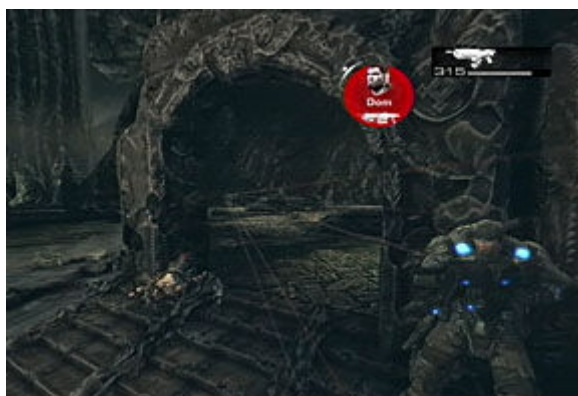


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Displacement (cont.)

1 COLLECTIBLE

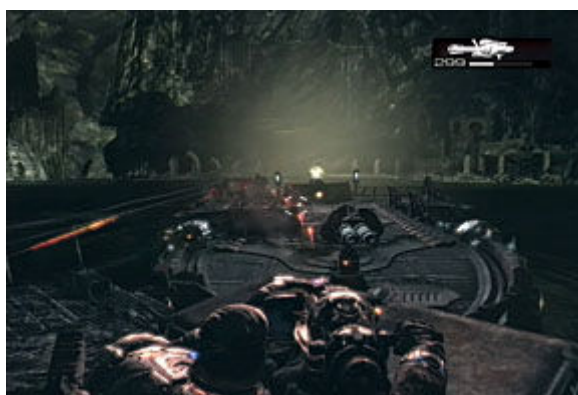
Past the kantus, the beach is lined with alternating pillars. Ready the Torque Bow to nail the bloodmount that charges at you from behind the pillars, then move up to the cover just outside the structure ahead. There's a locust inside the structure and beyond it is a grenade-tossing kantus to worry about. With the nearest locust dead, you can take cover outside the structure to chip away at the kantus from a distance.



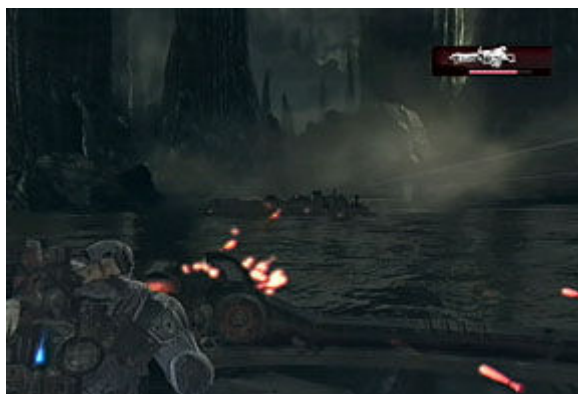
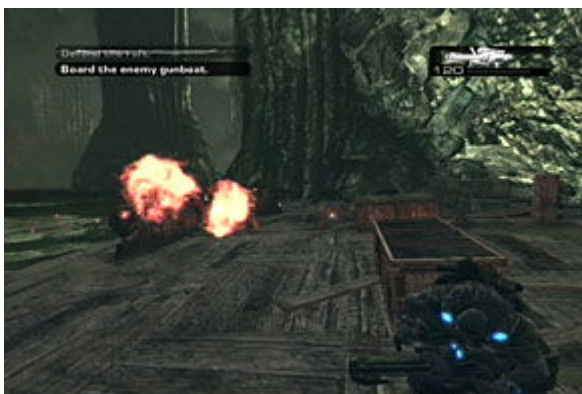
Next up, you'll start making your way down a large dock toward the rowboat you spotted earlier. Though before you can reach the end of the dock, another gunboat shows up and offloads some locusts and a grinder at the far end. Move forward through cover, though don't put much faith in the wooden boxes in the center of the dock. The standard locusts will get closest to you, and once you take them out you can get a bit closer to unload a Torque Bow shot on the massive grinder for massive damage.



Make your way to the end of the dock, grabbing the grinder's Mulcher gun on the way, and a quick cut scene and checkpoint leaves you on a square platform to fend off another gunboat. The Mulcher will do you good in taking out the locusts on the ship. Once you've killed the locusts, ignore the ship even though it keeps running into you and take cover so that you're facing the opposite direction. A second gunboat pulls up next to you and you can take it out the same way.



After a long silence, another gunboat shows up with just a single grinder. Take him out and quickly board the gunboat for another checkpoint. Other boats loaded with locusts will flank you and fire on you, though we found that you can just sit between the tall cover near the front of the ship and sit through this scene. If that sounds boring to you, man the turret mounted at the front of the ship and shoot anything that moves. Or even stuff that doesn't move if that suits you.



The boat chase ends as your gunboat enters a narrow cave. Just sit back and enjoy the ride as you cruise to the end of the stage.



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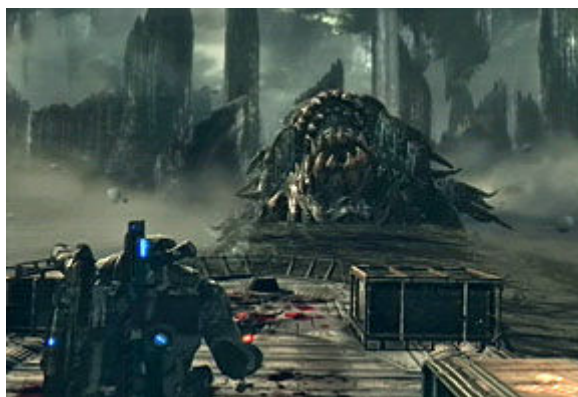
Brakish Waters

0 COLLECTIBLES

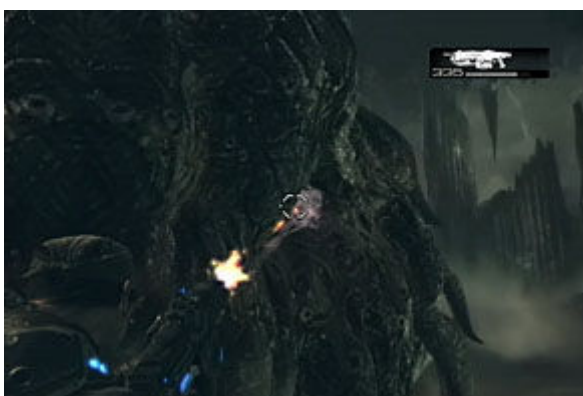
This stage comprises just a single battle against a massive sea creature. Perhaps you'll note that at the start of the stage, there is a Lancer and a stack of grenades on the ship which weren't there before. That's 'cause you need them. Grab both and watch the port side of the ship for a massive tentacle that shoots up into the air. The tentacle will slam down across the boat, so get out of the way. Quickly run up to the tentacle and chew away at it with your Lancer's chainsaw.



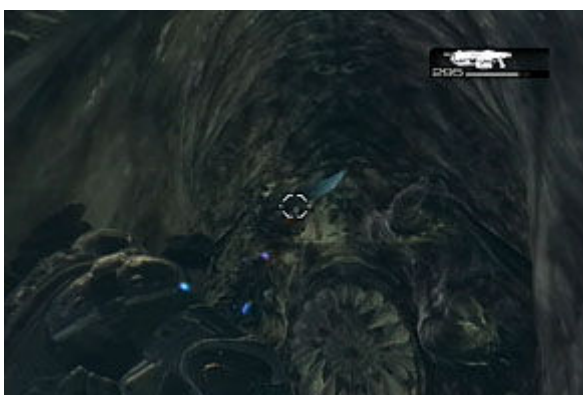
The tentacle will repeat this two more times, popping up in random locations on either the left or right side of the boat. While you're watching out for the tentacle, stay in the center of the boat—if you're at either far end, it's possible that the tentacle will drop and drag your ship underwater before you can get to it with the chainsaw. We also suggest roadie-running up to the tentacle to get to it quickly and prevent a cheap death. After successfully fending off the tentacle three times, back away from the front of the boat.



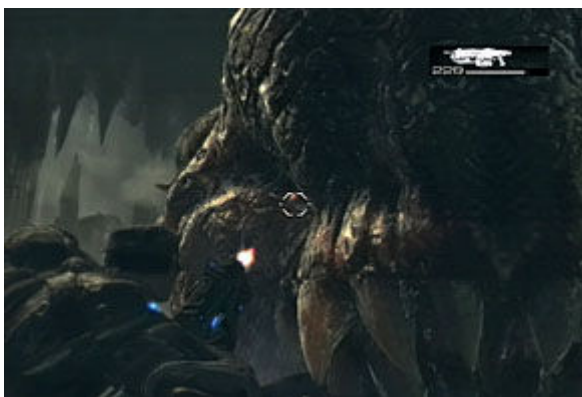
The fish will swim under the boat and eventually clamp its jaws around the front of the boat. Target one of its eyes and unload just a spurt of ammo to chase it away. Almost immediately, the sea beast comes back for another bite of the ship. Again, shoot its eye, though this time the creature reacts differently, opening its mouth to let you run inside. As you run inside, be sure to reload your gun—you're gonna need a full clip.



Once inside, back away from the creature's throat as far as possible, up against the inside of the mouth. Tentacles surrounding the throat will take turns twirling before striking down on you, but you can dissuade them by giving them by delivering a quick burst of fire to the white tips of these flicking bits. Don't spend too much ammo on each tentacle because it's going to suck if you have to reload in the middle of this. After shooting a few of the tentacles, the sea creature's throat will open up, letting you toss in a grenade.



You may or may not have to repeat the inside-the-mouth tentacle act before the monster retreats to the sea and resumes trying to sink the ship with its massive tentacle that you need to chainsaw away. You'll soon get another chance to force-feed some grenades to the monster and, after three successful rounds, the monster will eventually die.

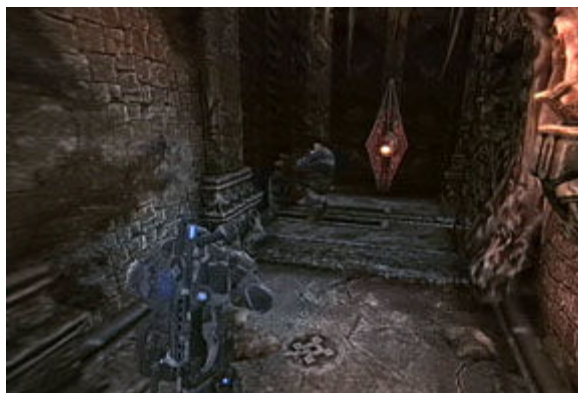


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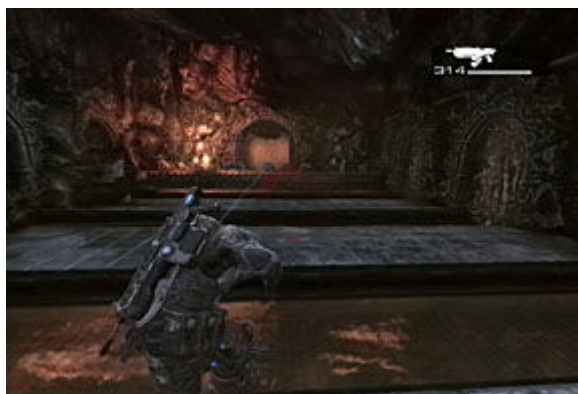
Priorities

1 COLLECTIBLE

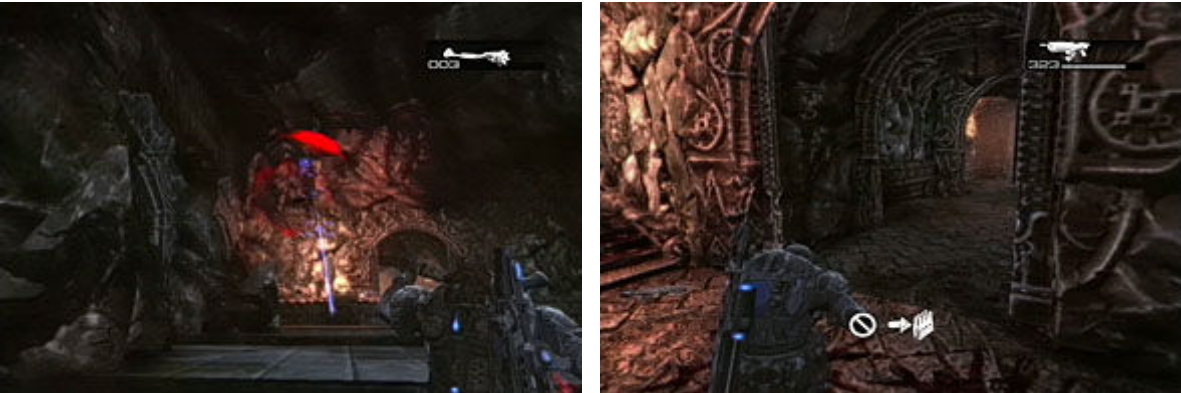
Simply walk forward a long way until a cut scene takes over and leaves you with a checkpoint. Dom leads you into a building where you'll have to mantle over a short wall before reaching a lift platform you can activate to rise to the next level.



You'll hit another brief cut scene ahead before taking a second lift down to another checkpoint. Turn a nearby crank to close flood gates in the room so that you can cross the watery area between the spot you're at now and the dry landing across the room. As you mantle over the wall into the formerly-watery area, locusts flood in from the other side and one of them tries to open the flood gates from the far side.



Try to push forward past at least the first bit of cover before quickly taking aim at the locust to the left that's trying to flood you out. Watch out for incoming frags and consider tossing in one of your own. One of the locusts is armed with a sniper rifle and will drill you dead pretty quick if you don't target him early. Kill the baddies and then hop onto their landing to ride another lift to another checkpoint.



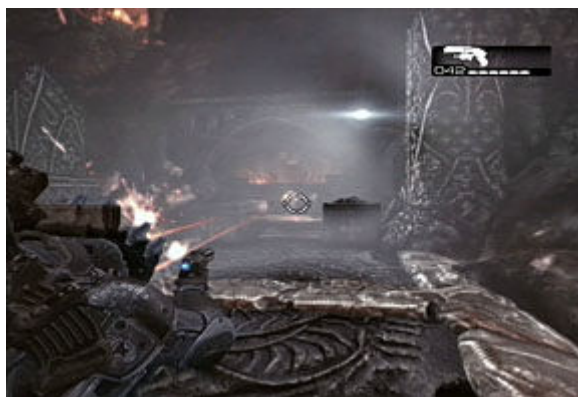
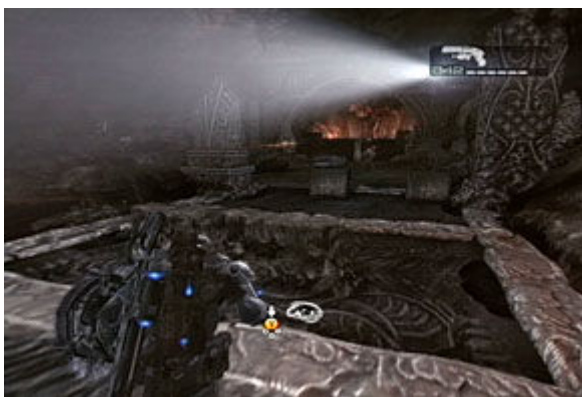
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Priorities (cont.)	1 COLLECTIBLE
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You can stock up on Longshot ammo before stepping outside to an onslaught of wretches and a single mauler. The wretches come from the left and can be more or less ignored early. Focus your attention on the mauler that enters the scene from the right and snipe his head as he marches toward you. Try to take out the mauler first before concerning yourself with the wretches, which you can then take out with melee strikes to clear the field.



Grab the mauler's shield and move to the bridge to the left. As you start to cross it, more locusts attack, including one at the helm of a Troika turret. Take cover behind the mauler shield and you should be able to push forward close enough to headshot the Troika gunner. There are a couple of theron guards to watch for as well, but behind your shield you're practically invincible. Just watch out for the standard locusts armed with chainsawing Lancers.



With the area cleared, go up the short stairset to the left to find a couple of terminals. One of the **Locust Terminals** is a secret you can find. Activate the other terminal to trigger a cut scene and another checkpoint that leave you behind a wall and to the next chapter.

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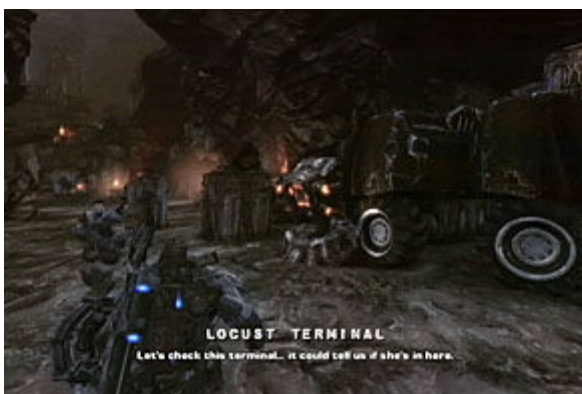
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Answers

1 COLLECTIBLE

Follow Dom to another terminal and activate it before Dom runs off again. Just ahead, you'll want to crouch behind cover to avoid the locust patrol in the distance. When they move off, run to another terminal and look to the left, near the base of the large locust lorry, for the **Prisoner's Journal** of Jonathan Harper.

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Activate the second sign terminal before resuming the silent tail of the locust patrol ahead. When they've moved out of

the way, you can step forward to another sign terminal, only to get shot down again. You'll repeat this process two more times before finally finding the terminal with the sign Dom's looking for. Checkpoint.



Unfortunately, the locusts have also found you. You'll fight this fight on two different fronts, at the first batch of enemies come from the right. A pack of locusts and a charging bloodmount make their way toward you. Try to drill the bloodmount from afar, ignoring the wretches until you absolutely must deal 'em a melee strike to the dome.



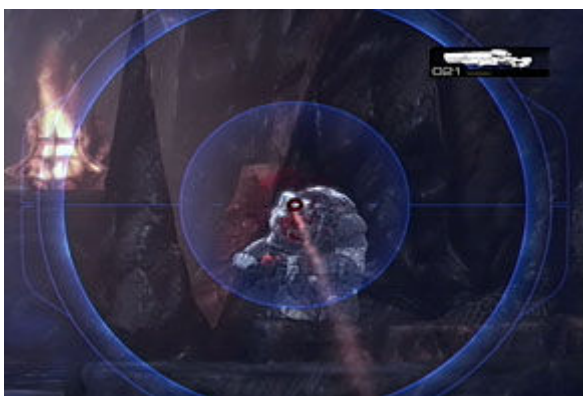
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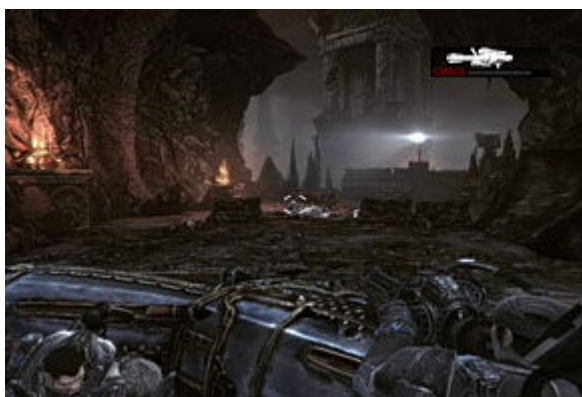
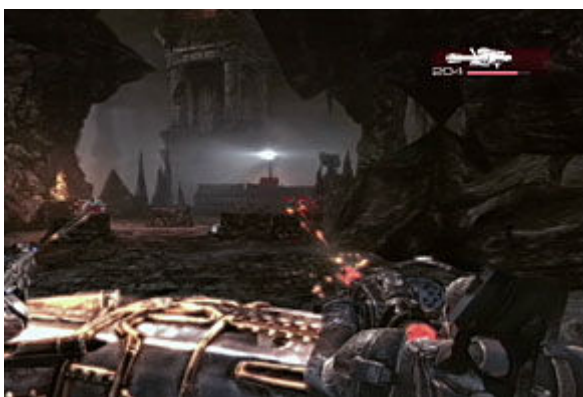
When you've killed off this batch of enemies, another identical group attacks from the left. Again, target the bloodmount, drilling the head of the beast to take it out before picking off the rider. When this attack is over, watch the right again for a group of locusts and a grinder (not a boomer, as Dom states, though you could argue that a grinder is a variant of a boomer, but then that conversation gets ridiculous as you realize that it is just a videogame).



Try to snipe the grinder's head if you've got the Longshot, or toss a grenade in his very straight and slow path to take him out before turning your attention to the lower locusts. When group is dead, we suggest running up to grab the grinder's Mulcher chaingun and then turning left to intercept the last attack from the other front.



A couple more locusts backed by two Torque Bow-wielding theron guards. Focus on the theron guards, firing on them even if you don't have a good shot just so that you can keep them from firing their instant-kill bow shots. If you picked up the Mulcher chaingun, you shouldn't have a problem dispatching the last of the enemies to end the chapter.



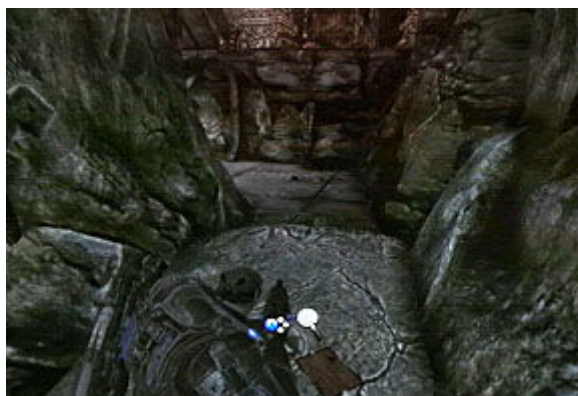
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Hornets' Nest	2 COLLECTIBLES
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You can grab a Torque Bow in the far corner of the room before grabbing the ammo box to supply the

1 / 2

weapon. Head down the hall ahead and it splits in two directions. Go right, under a self-moving draw bridge and just as you turn around the corner look out for the **Locust Jailer Document** on the ground.



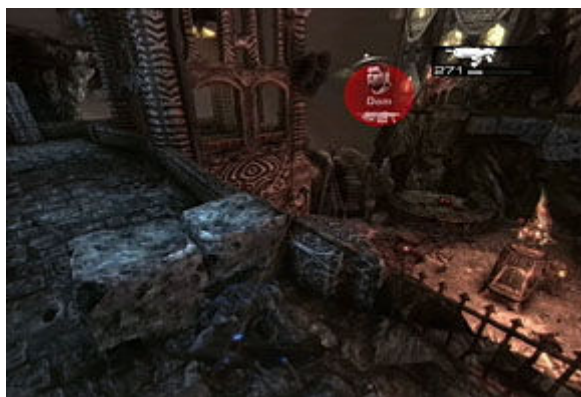
Kick through the door at the end of the hall for a checkpoint. Quickly run down the stairs to the left and take cover at the base of the stairway to engage the locusts in the nearby arcade. Take out the guys on the upper level and just inside the lower level before moving up to the next line of cover to take out the guys further back. Be careful about peeking out for your shots against the crew in the back as there's a theron guard with a Torque Bow on the second level of a tower in the distance. If you listen carefully, you can hear the Torque Bow tensing up, which means you should stick to cover until the shot fires (and misses) before popping up for your own offense.



With the theron guard take out, you can venture even closer to the tower but you'll want to stay behind cover as even more locusts flood the area from the left, both upstairs and below. The lower enemies aren't much to worry about though the sniper on the second level can give you trouble. When you've cleared the area, look for the stairway to the right that winds up to the second level of the tower. There's a switch that opens a door in the lower hallway.



As soon as you hit the switch, step out of the tower and turn left to take cover on the upper level. Flame-throwing locusts, standard locusts and a theron guard charge through the door. The torchers immediately make for the stairs that lead up the tower, giving you a perfect opportunity to toss a grenade at the base of the stairs to blow 'em both up at once. Take cover and then listen for the tension of the Torque Bow from the theron guard to time your emergence from cover.

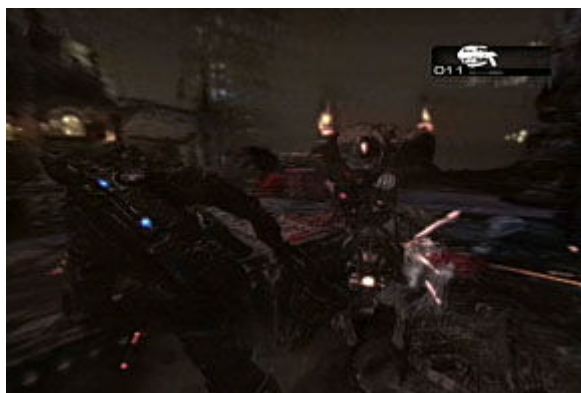


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Hornets' Nest (cont.)

2 COLLECTIBLES

When you've cleared the area below, go through the doorway you opened up. Just around the corner, you'll run into more locust resistance. Take cover behind the nearest ledge and drill the one locust that charges you and Dom with a Boltok, then ready a Torque Bow shot to intercept the incoming bloodmount. It'll likely take a couple of bow shots to kill the bloodmount so that you can focus on picking off the rest of the basic enemies in the yard.



Collect ammo and grenades before going down the stairs toward a glowing lever that opens doors in the building ahead. Before you can even touch the lever, the doors bust open and a single locust falls out. Kill him, then head inside for a checkpoint.



At the base of the spiral staircase is a set of grenades you can collect before going into the next room. Immediately turn to the left and take cover behind the large panel that's standing alone. At the far end of the yard is a bunch of locusts and you can get the drop on them with a quick hail-mary grenade toss. A lever behind you will let more cover panels pop out of the floor, and though they're not necessary for fighting off the locusts far away (a nearby Longshot rifle will help) you still want to pull up the cover. Eventually, one of the locusts will run up to a lever at the far end of the yard and try to drop your cover panels. Take him out to keep the cover.



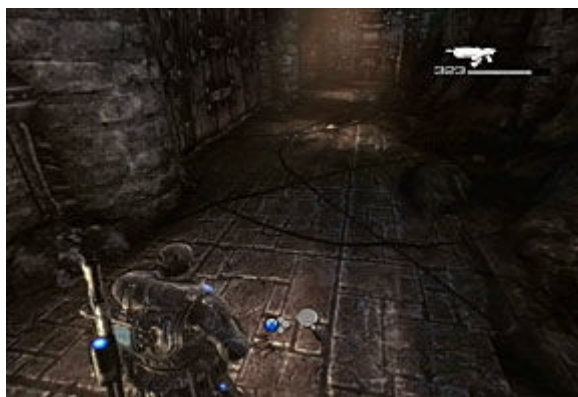
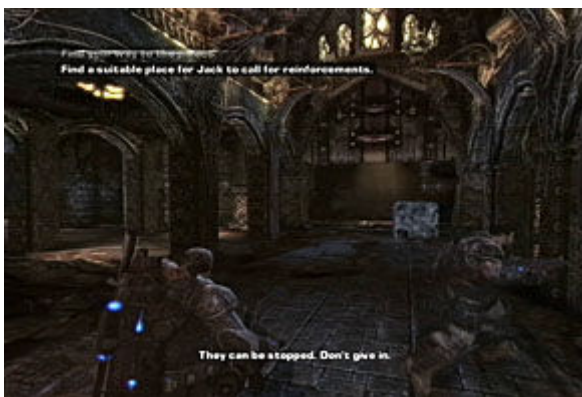
The real reason you want the cover is to defend against the reaver that lands between you and the locusts. With the cover in place, the reaver won't be able to get close, letting you peg it with Torque Bow shots if you've got the arsenal. After clearing out the reaver and remaining locusts, move across the yard. You'll need to take cover behind the cover panels on the far side as a pair of grinders bust through a large door. Drop a grenade between them and finish them off with gunfire to finally close the battle.



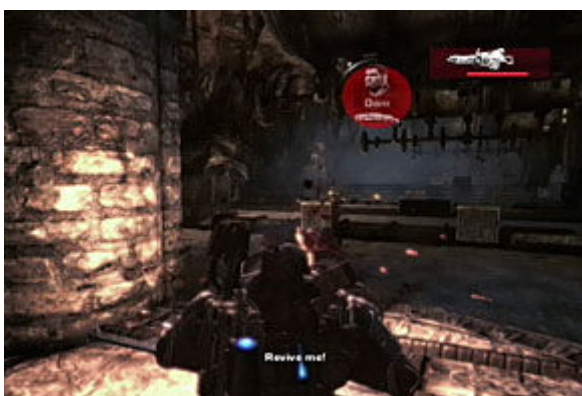
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Hornets' Nest (cont.)	2 COLLECTIBLES
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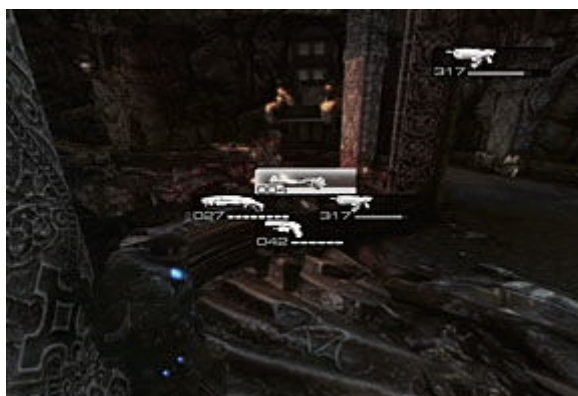
Follow the indoor hall around the corner and it'll open up to a large room. Just as it does, notice that a door in front of you starts to close. There's a second door—up the short staircase to the right—that's also closing, though you can run into it to find the **Human Finger Necklace** on the ground to the right.



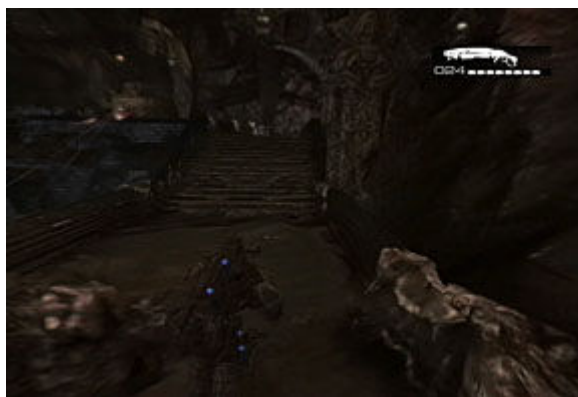
To the left is a Troika turret, which you should man after flipping a switch to open a hidden door. From the seat of the turret you can mow down the myriad locusts in the outside room. Clear as many as you can before heading out to the trenches. More enemies will spawn at the far end as you push through the trenches. Take cover and be patient so as to not get cornered by a flame-throwing locust.



When you've crossed the trenches and entered the next hall, you'll get another checkpoint just as the queen delivers another message. Look through a door to the left and you should be able to spot a torch-thrower on a bridge. He doesn't know you're there so you can pop a couple of shots to his backpack to blow him up, taking down the bridge with another locust. Move into the room and take cover against the short wall.



There are locusts on the upper level of the room firing down on you with seemingly unlimited bullets. While they're drilling you from above, two maulers slowly make their way toward you from the path to the right. Intercept the maulers with grenades (you can tag a grenade into the floor to set a trap for the second). With the maulers killed, move along the path to the right to take cover closer to the Lancer-gunners above and patiently pick them off. If you're daring and properly equipped (*with a Gnasher shotgun*), you can bum rush the pair and flank 'em from the side.

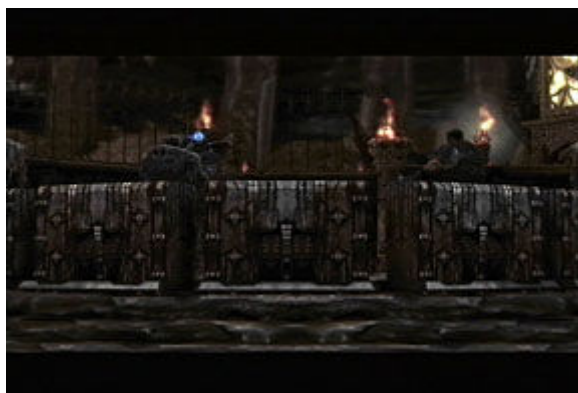


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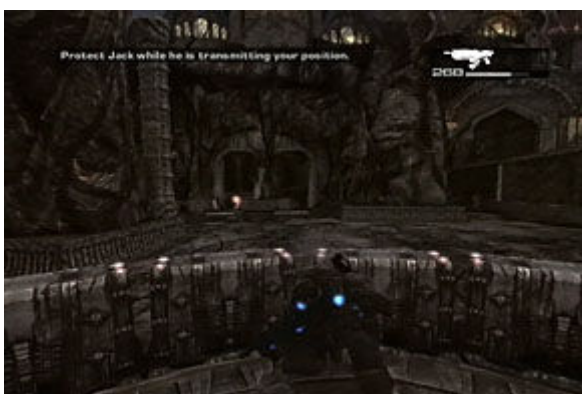
Hornets' Nest (cont.)

2 COLLECTIBLES

The next hall opens up to a switch on your left and a clearing to the right. Flip the switch to the left to generate some cover in the clear area and hide behind it. A few locusts will take from from the other end of the clearing. From cover you can nail 'em with a grenade, or just patiently pick them off. Make your way to the cover the locusts were hiding behind for a cut scene and a checkpoint.



Immediately after the cut scene, pull the lever you're next to to bring up cover around you and look straight ahead for a swarm of locusts (one sniper) and a host of tickers. You can pretty much ignore the tickers entirely if you've put up the cover since they can't seem to find their way in. Take out the sniper first and try to clear the rest of the locusts before Dom announces two reavers that are looming overhead.



If you've cleared the area before the locusts land, run to a spot behind the pillar that the locusts knocked down for cover earlier. A reaver will land in almost exactly that spot, and if you're waiting for it you can quickly run under the belly of the reaver and tear it open with a Gnasher shotgun. When you've killed it, quickly run to the opposite end of the yard, behind the circle of cover you were using, and wait for a second reaver to land. Repeat the strategy of killing it from underneath.



With the second reaver killed, a large gate behind it opens with a lone locust bearing a mortar launcher. Don't worry about taking cover, just drill him dead as quickly as possible. If he gets off a shot, make sure you run like stink to avoid the incoming barrage. Kill the dude and move into the area with a switch. Are you thinkin' what we're thinkin'? 'Cause we are! Grab the mortar launcher and then hit the lever in the clearing.



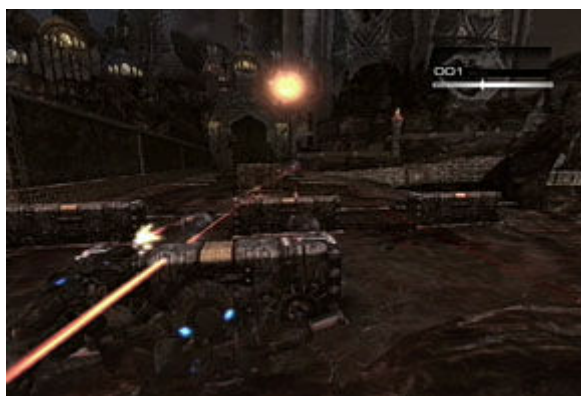
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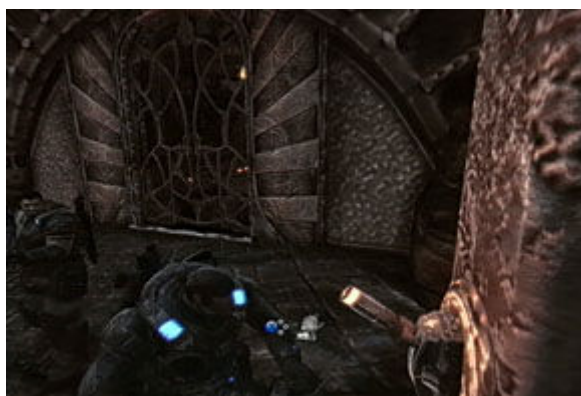
You get a checkpoint after a quick scene and walls behind you drop revealing a bunch of locust behind cover. Immediately drop to your knees and lob a half-powered mortar to bomb the locust crew. When they're dead, a wall behind the drops to reveal another batch of baddies. Move toward them and look for a tall wall with a lever. Pull the lever to create just ahead and from behind the first layer of cover you can launch a full-range mortar to clear out the pack (though expect a mortar or two in return if you don't kill them quick enough). Try to kill these guys from afar and feel free to use up the mortars you've got as one of the guys you killed in the first batch of locusts dropped another launcher you can collect.



When you've killed off the second batch, make sure you're stocked up on mortars and start moving toward the location of the last locust group. As you near it, a point-of-interest view highlights incoming grind lifts, which is your cue to turn around and high tail it for cover far, far away. We suggest waiting behind the cover we used as a measuring point for the last mortar salvo and charging up your rounds to full-range again. There are two grinders, a couple of locusts and a number of tickers that come from behind the next wall that drops. Launch a few full-range mortars into the area (look out for enemy mortars, too) to kill 'em off without having to deal with them face-to-face.



With the battle finally won, make your way to the area where the grinders were and up some stairs to the right to trigger a cut scene and a checkpoint. Just around the corner is a lever—pull it to move to the next chapter.



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No Turning Back

2 COLLECTIBLES

You'll have to defend the ski lift you're on from a few reavers that do fly-bys and try to knock you off the rail. They all come from the left side of the lift so be ready to drop bullets into them as they approach and fly away.



When you've killed all three reavers, another lift pulls up alongside you and it's packed with locusts. Toss a grenade onto the other lift to thin out the enemies and then play clean up with your guns. You'll need to mantle over the lift wall to hop aboard the second lift before the one you're on collapses.



Two more reavers try to snipe you out of the air, both coming from the same direction (but opposite direction of the first three). The lift will land, letting you hop out and go into a hall to the left for a checkpoint. In the following room, go up a set of stairs and look for the **Locust Calendar** to the left—it's big.

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A stairway ahead leads back down the other side of the plateau you're on. Flip the switch at the base of the stairs to bring up some cover so you can protect yourself against the locust onslaught from ahead. A grenade placed in the middle of the pack will clear out most of the baddies, though you'll likely have to watch still for a couple of tickers and a kantus pulling up the rear. Clear the area and then head down the stairs behind the locust carcasses for a checkpoint.

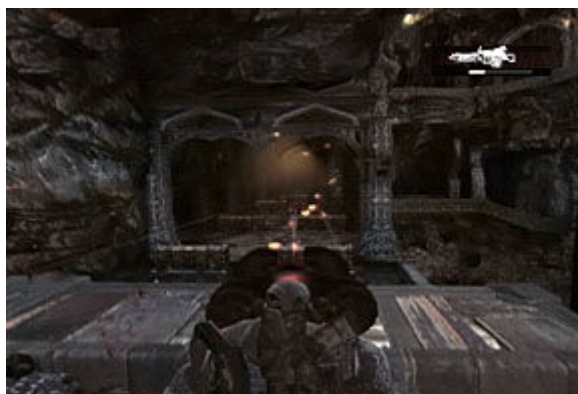
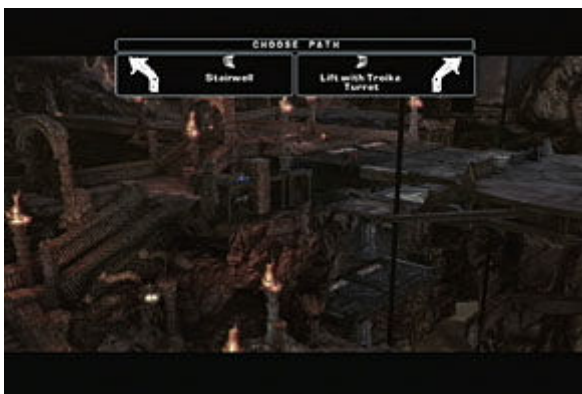


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No Turning Back (cont.)

2 COLLECTIBLES

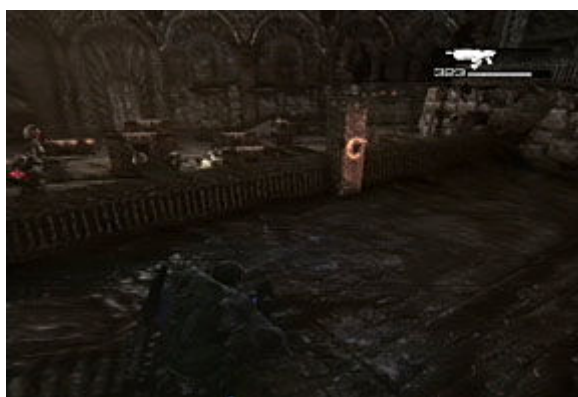
There's a lever at the top of another set of stairs. Pull it and you'll be given a choice to go right or left. Go right and man the Troika turret. As the lift moves down to the lower level, light up the locusts that pour down the hall. There are even some glowing explosives you can use to help take 'em out.



The third lower level is a bit more dangerous, so act quickly. There's a grinder or two to the right that you should focus on first. Target explosives by them and then just drill them with Troika fire to clear the final stage of locusts on this lift ride. Hop off the lift and stock up on ammo (even grab a Mulcher chaingun if you wanna lug it around—we recommend it) and then hit a switch ahead to go indoors to a checkpoint.



You'll regroup with the squad before turning down some stairs to a large open area. There's a pack of locusts, including two boomers, at the base of the room. Set up with the Mulcher on the top landing and rain bullets down on them to clean up the baddies. Watch for boomer explosives as well as the occasional ticker that comes in from the right. When you've cleared the area, look for a switch down the stairs to the left that creates a small bridge to the right. It's possible that your squad flipped it for you.



Across the bridge and through an archway, turn left and look for the **Locust Defense Plans**. Pull a lever in this same hall to create a stairway outside that'll let you down to the level of the dead locusts. Stock up on ammo (and grab a Boomshot) before approaching the green-glowing corpse in the center of the room to trigger a cut scene.

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No Turning Back (cont.)

2 COLLECTIBLES

After you get another checkpoint, ready the Boomshot to take out two grinders that appear from behind two massive doors. Oddly, there's nothing behind the dead grinders, though a lone locust breaks through a door behind you, giving you a new path.



Down the hall and down some stairs is a group of locusts, including a kantus. You can stay at the top of the stairs and pick off the dangerous guys (like the flame thrower) before moving downstairs to play clean up, using cover to move forward. You get a checkpoint when the battle is over and you go through a doorway at the back of the large room.



Through the door, keep straight and look for the first bit of cover to the right. The cover overlooks the walkway below as well as what appears to be a large chasm behind it. Ready a grenade and arch it high, into the chasm. Watch the grenade aiming reticle and when it "fills in" with squares, lob the grenade. There's a massive lift that fills that void in the ground and on it is a load of very powerful enemies, including a kantus, a couple of theron guards, and two maulers.



The grenade isn't enough to kill them, so we hope you've still got the Boomshot from earlier. Focus first on killing the theron guards as they'll kill you the quickest, and then turn to the maulers to drop them before they get close enough to tear you up. When all enemies are dead, a cut scene takes over that ends the chapter.



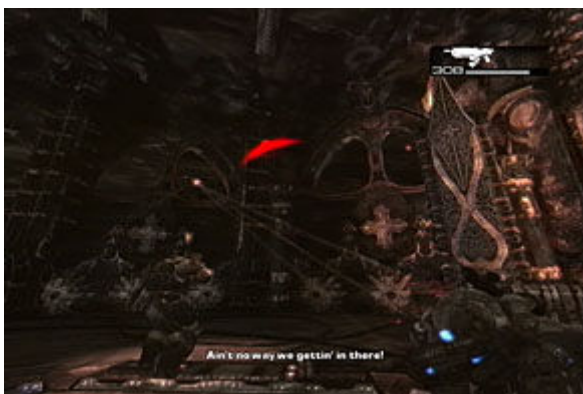
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The Best-Laid Plans

2 COLLECTIBLES

Head up the stairs to the palace entrance and a cut scene will preview a quick battle. There's a circular bit of cover in the center of the palace entrance and you can use it to fight off first the enemies to the left and then a flanking set of enemies to the right. You may need to hit the switch in the center of the circle to re-raise the cover, or you can simply retreat to the stairs to very safely pick off the attackers in the windows.

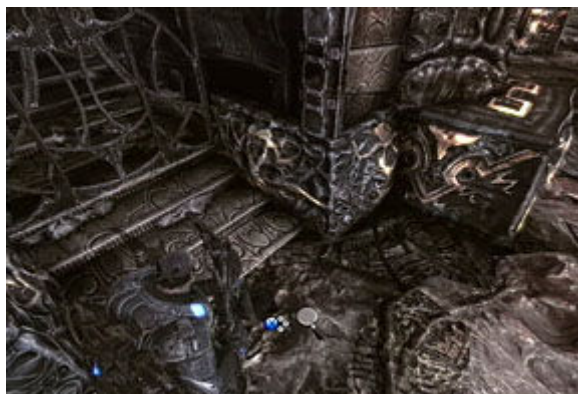


With the palace entrance locked up, go back down the stairs and look for a path to the right that leads around the side of the palace. Note the cover panels that pop up when you step on pressure plates as you'll need them soon. A group of locusts ahead, including a Torque Bow-wielding bloodmount, try to stop you. Focus on hammering the bloodmount first, flicking up shots to the rider to deter him from firing his deadly bow.



A locust lift rises ahead on the lift, bearing a locust and a kantus. Target the kantus first as it'll try tossing toxic grenades at your crew if you don't drill him into submission. Before stepping onto the lift, go past the lift and look to the right. The **Locust Invasion Map** is at the foot of one of the locked doorways.

1 / 2



Hop on the lift and pull a switch to ride it down to a checkpoint. March through the bloodmount holding pen and pull a switch to get the option of traveling left or right. We go right, and as you near the end of the hall a doorway will close in your face as another pair of gates to the left open up.



Take cover against the walls to the left and target the mauler inside, shooting his knee caps if he covers up. If you've got a Torque Bow, use it now. There's also a flame-throwing locust inside. Target his backpack to blow him up.



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The Best-Laid Plans (cont.)

2 COLLECTIBLES

Keep to the hall until you see a bloodmount charge toward you from the outside room. Nail it with a Torque Bow shot if you've got one and then cover up. The rider's also got a Torque Bow so stay out of his line of sight for longer than you need to. When you've killed the bloodmount, you get a checkpoint and the door that closed in your face earlier opens up.



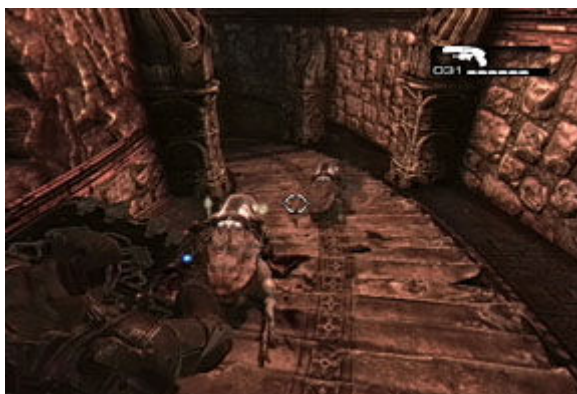
Move into the hall through the door that earlier closed your face and to the left of an ammo box at the base of the stairs is the **Trinity of Worms Artifact**. Go down the long hall, grabbing the mauler's shield along the way, and you'll regroup with the crew at the far end of the room before stepping outdoors.

2 / 2

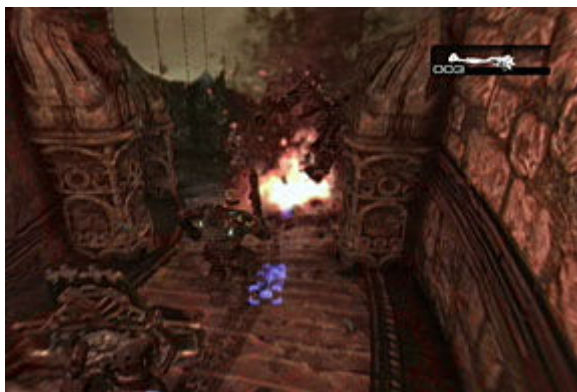


Follow the stairs to the right and you'll run into a trio of theron guards, one of which is armed with a Torque Bow. From

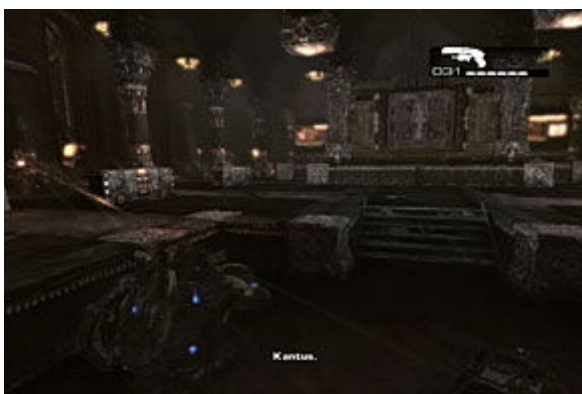
behind the cover of the shield you should be pretty immune to their attacks. Just march forward and cap 'em with your pistol of choice. Past the first three is another set of guards preceded by a group of tickers. Just sit behind your shield and you can absorb the explosions of the tickers.



The stairway goes on a while, and the whole time you're butting up against theon guard resistance. Watch out especially for the guys with Torque Bows and don't turn your back (or your side) to them for even a second. If you run out of pistol ammo, drop the shield and take up a shotgun or something similarly effective at close range. Use cover to get near enemies and quickly take them out so that you can get back to cover to avoid Torque Bow arrows.



At the base of the long, long stairways is the entrance to a building. Head inside and try to quickly get out of the lower area you start in, immediately turning to the right to take cover behind some pillars. There's a theon guard nearby that you'll want to kill before he can zap you, but once he's dead you can move to the back corner of the room for loads of ammo, grenades, and a Mulcher chaingun that you can use to clean up the rest of the scum in the room.



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Royal Inquisition

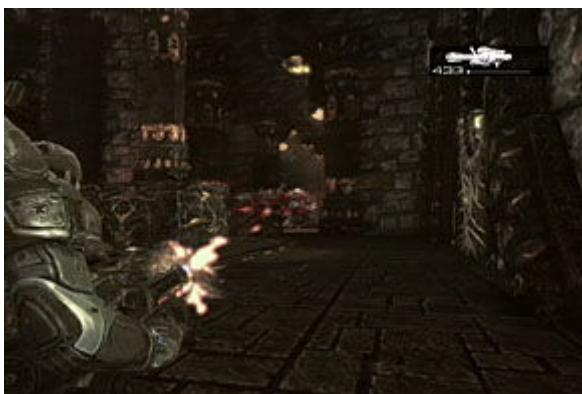
1 COLLECTIBLE

1 / 1

Leave the room through the newly-opened door right of the massive terminal and take a sharp left through the doorway. Near the far corner of the very large room, sitting between two columns, you'll find the **Locust Tablets**. Also in this large room is a lever. Pull it and you get the option of going left or right.



Go right and we hope you've brought the Mulcher chaingun with you. As you go through the first hall of pillars, a couple of theron guards and a mauler come in from the far side. Drop down and chaingun 'em to death and then move to the next hall. There's another theron at the end of this hall and with him a pack of tickers. Keep the tickers away because with the chaingun in hand you can't quickly dive out of the way.



You'll eventually have to turn left out onto a very vulnerable walkway. Do your best to clear the walkway from behind cover before venturing out because there's not much to hide behind. As the path bends to the right to meet up with another pillared hallway, watch for a mauler on the same walkway as you. Drill him with your Mulcher if you've still got ammo (we ran out on him) and then focus on the theron guards crowding the pillared hallway (watch for Torque Bows!).



When the hall is cleared, hop over the railing and continue to the left. As you get near to the end of the hall, another mauler appears in the doorway and charges toward you. Hit him with something powerful if you've got it (like a Torque Bow) or just backpedal and dive around like a chicken with its head cut off while drilling the mauler in the face. Through the doorway that the mauler came through, your path will reconvene with the other two members of your squad.



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Royal Inquisition (cont.)

1 COLLECTIBLE

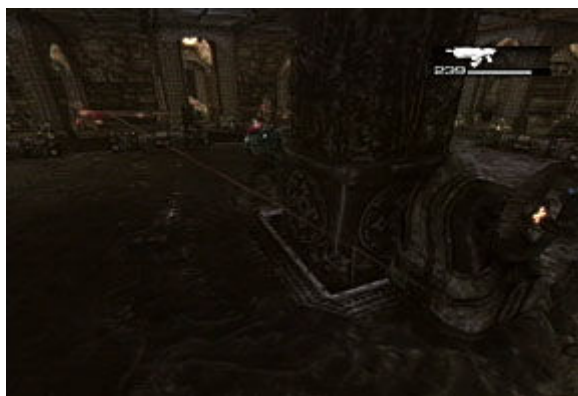
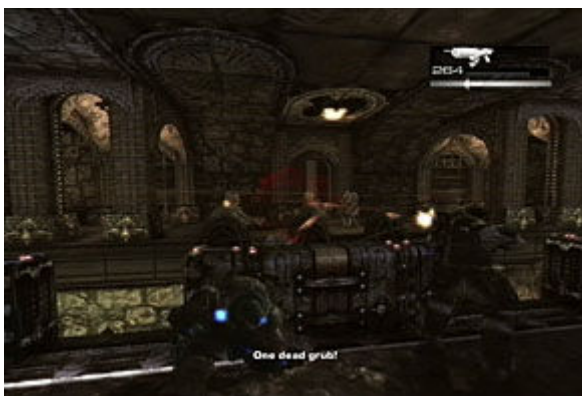
Hop onto the nearby locust lift and ride it down to the next level. As you enter the very large room ahead, a bunch of theron guards appear on the far side and hide behind some pop-up cover. There's pop-up cover for you and your crew as well, plus a mortar launcher to the right if you want an easy bunch of kills. Watch out especially for the guys with Torque Bows, as usual. You can chill and snipe the group dead, though if your arsenal isn't properly equipped there's another option. To the left of your cover is a switch on the wall that creates stairs. The stairs will let you onto one of two walkways that flank the enemy. Take cover behind the pillars alongside the theron guards and pick them off with grenades and/or whatever you want.



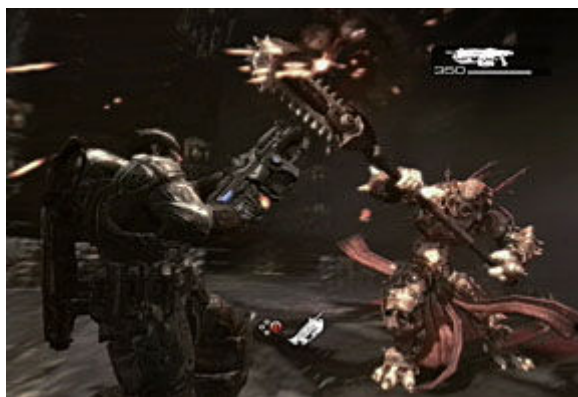
When the enemies are dead a floor panel will reform so you can start crossing the room. Just ahead, another floor panel drops out, locking you away from the next batch of theron guards. Again, focus first on the enemies with Torque Bows and listen carefully for the tensioning of the weapons so you don't pop out of cover when they've got the bow loaded. Kill this batch, the floor reforms, and you can move forward to the next batch of guards. They take refuge behind some pillars to the right so the mortar launcher won't work. Be patient with sniping them.



You get a checkpoint after killing the third batch of theron guards. Move forward and a cut scene leaves you on a platform that drops down into an ambush. Take cover to the left and defend against the theron guards. Focus first on taking out the guy with the Torque Bow before worrying about the others. When they're dead, another batch of guards will appear to the right. Before they do appear, quickly look for a wheel crank on the platform and start turning it to move the platform back up to the previous room. Mash your heart out to leave the ambush.



Through the next door is a cut scene that leaves you to battle Skorge, the Predator-looking baddy from earlier in the game. Fortunately, he's not as tough as his exterior suggests. When the fight starts, get ready to mash the chainsaw button to beat him in a chainsaw battle and chase him away.



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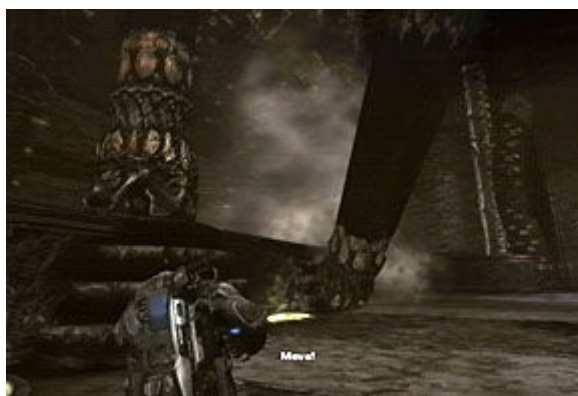
Royal Inquisition (cont.)

1 COLLECTIBLE

Skorge retreats to platforms behind tall pillars at one side of the room. Take cover and avoid his gunfire, but don't bother wasting ammo—shooting Skorge does nothing. You'll want to instead focus on avoiding gunfire, the occasional ticker, and the incoming ink grenades that Skorge tosses at you. Skorge will eventually give up shooting and jumps to the ceiling to knock down a stalactite—make sure you get out of the way.



Next, Skorge jumps to behind a pillar and starts tearing at it with his chainsaw. The pillar will eventually fall, and—get this—it *tracks* you. To avoid getting crushed, try to get as far away from the side of the room that Skorge is at. The pillar will not reach all the way across the room. After the pillar misses, Skorge jumps down to engage you with his chainsaw again. Go back to mashing the chainsaw button until he retreats. You'll go through this whole pattern once more before the fight ends.



With Skorge defeated (or at least run off), go up the stairs at one end of the room to regroup with the others. You'll need to run across a very long bridge while reavers circle you and launch missiles. Just roadie-run straight ahead and don't let up until you reach the end of the bridge and a cut scene that ends the act.



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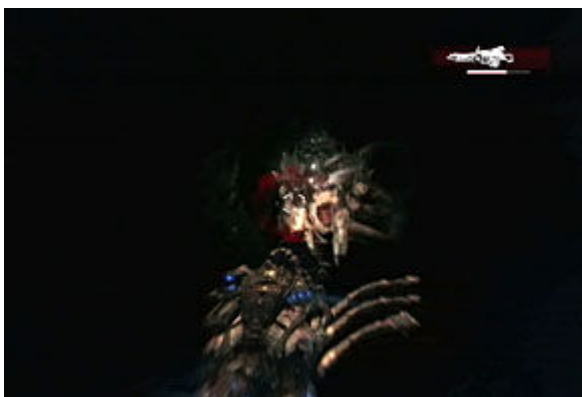
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Escape	0 COLLECTIBLES
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You're on the back of a reaver with two different methods of shooting at your disposal. A rocket launcher fires forward while switching to a chaingun aims you backward. For this first bit, you don't need to use the machinegun at all. Just aim at targets as you approach them and tag 'em with rockets. Eventually, the reaver lands on the ground so you can defend a few humans that land in grind lifts. Shoot anything that turns your reticle red.



You get chased off by the hydra, which is itself pretty much a large reaver. At this point you'll rely exclusively on the back-facing machinegun, so you'll have to watch carefully the temperature of your gun. Wait for the hydra to get behind you and start firing its own gattling gun before you unload your chaingun. Direct your fire to exactly where the hydra's gunfire is coming from. If you waste bullets elsewhere, you'll likely overheat the gun before chasing off the hydra, which means you die.



The hydra will retreat and then come back to try and bite you. Wait for it to open its mouth and then drill the hydra's gaping maw until it gets chased off again. After that, the hydra will hang back and launch volleys of missiles. You can move your reaver around just enough to fit between the gaps in the missile arrays. When you've dodged a few sets of missiles, the hydra comes back with the chaingun attack. Again, fire back at the chaingun to repeat the cycle until you surface.



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Escape (cont.)

0 COLLECTIBLES

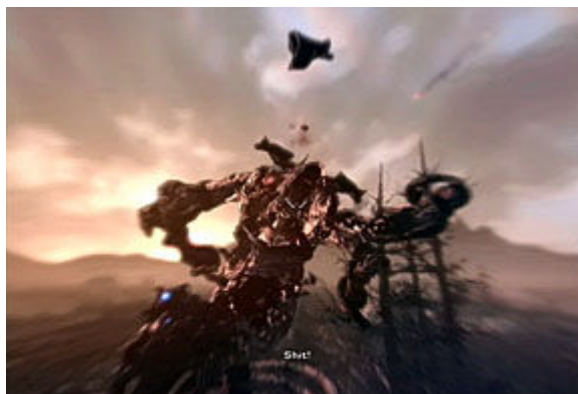
During the next scene, you'll fend off a series of reavers that attack from behind. Stay on the chaingun throughout this sequence and aim at the reavers that make your reticle turn red (don't waste ammo/gun heat by accidentally shooting at friendlies). Note that if you turn to the side too far, Marcus will automatically switch to the rockets. Pretty much every time an enemy reaver pulls up alongside you, it'll almost immediately go back to behind you so avoid accidentally toggling to the rockets because you'll just waste time switching weapons.



Before long, you get a checkpoint as the hydra re-appears. Hold your fire until the hydra latches onto your reaver, at which point you can unload machinegun fire into the hydra's grabby arm to sever it, sending the hydra back. When you've defended that attack, the hydra flies up in front of you so switch to the rockets to follow suit. Don't bother firing onto the hydra until it rears up and charges you—hold your aim just a bit below the hydra so that when it charges toward you you can let out a shot to intercept it.



The hydra doesn't really do anything new beyond this. It'll launch some missile volleys like in the first encounter, so get ready to dodge around to avoid them. Repeat going back and forth between these patterns until the stage ends.



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Desperate Stand

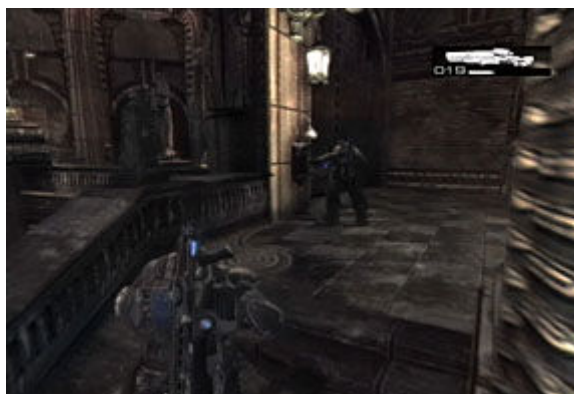
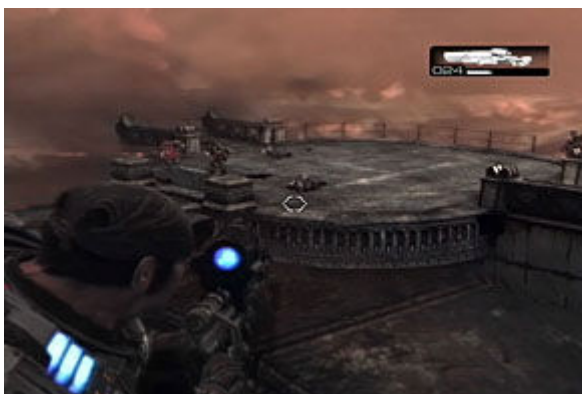
2 COLLECTIBLES

1 / 2

Take cover right away and dump just a couple of bullets into the reaver that lands in the clearing. It'll blow up quickly, leaving you to scour the yard for ammo before following the crew to the outer perimeter. You'll find the cogs fighting off locusts on the landing pad ahead. Run to the right, following the outer railing, and watch the ground. Near a box of ammo is the **Cog Recon Report**.



You'll get a call from a chopper that's trying to touch down on the landing pad that's currently overrun with locusts. Start zapping the buggers with you Longshot. A reaver will land on the pad and once you've killed it and the rest of the baddies, turn right and follow the other cogs through a door that they open.



To the left is another chopper landing pad that soon gets overrun by locusts. Start picking off the enemies with your sniper rifle and prepare for another reaver. When fighting the reaver, take note of the rhythm of its rocket firing. It's pretty regular, so you can time your popping out of cover and ducking again just when the reaver launches another shot.



Follow the walkway to the right to get a checkpoint before moving into a garage area. There's loads of ammo to your left so stock up on Longshot rounds and then take cover along the outside wall of the garage. Fellow cogs are helping you out from both your garage and from the garage across the street. Fire down on the locusts on the street below and systematically take them out.



Before too long, a boomer joins the fun on the left side. Wait for him to miss a shot before peeking out to line up a head shot. A bit later on, two reavers land on the left side of the street. Don't bother wasting your ammo against them—one of your friendly choppers lights 'em up for you.

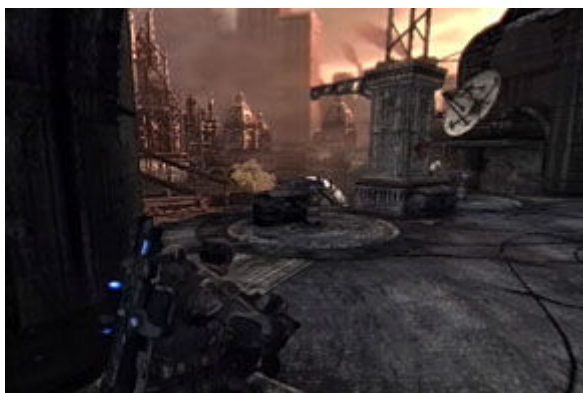


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Desperate Stand (cont.)

2 COLLECTIBLES

Stock back up on ammo and head across the bridge to the garage across the street. Follow the path to the right until you reach a landing with a mounted turret overlooking the street below. Immediately man the turret and focus your shooting on the locusts that run fly-bys on your tower. Don't be too discouraged if you can't kill a locust before it flies away 'cause it'll be back and the damage seems to accrue. Some reavers will land on the street and they count toward your kill count but seem to take longer to kill than the flying guys, so if you've got a choice we suggest targeting the flyers.



When you've finished defending the tower, give up the turret and go right. You'll meet up with Dom and another dude opens a gate for you, letting you out to the final defense scene. There are myriad mortar launchers on the ground so grab one and follow the railing to the right to find the **Cog Tag** CSID:911706-DZUHO-JN on the floor by a box of ammo. Go back to the top of the outdoor deck and take aim at the swarm of locusts below. They're not much threat to you, so kill 'em however you please.

2 / 2



Eventually a pair of grinders will enter the scene from either side of the street. Again, you're pretty safe where you are, so unload whatever you've got—Mulcher chaingun, mortar rounds, or Longshot sniper shots. Just make sure you save a few mortar rounds for the pair of brumaks that mark the final salvo of the locust horde. You definitely want to make sure you're not on the lower level of the deck for these guys—run to the top of the parapet walk.



Wait for the brumaks to get close enough that a long-range mortar round will hit 'em. Watch out for incoming missile arrays from the brumaks as they have a chance of hitting you even if you're behind cover. Use the large, round tower bit as protecting between lobbed mortar shots. When both brumaks are killed, the chapter ends.



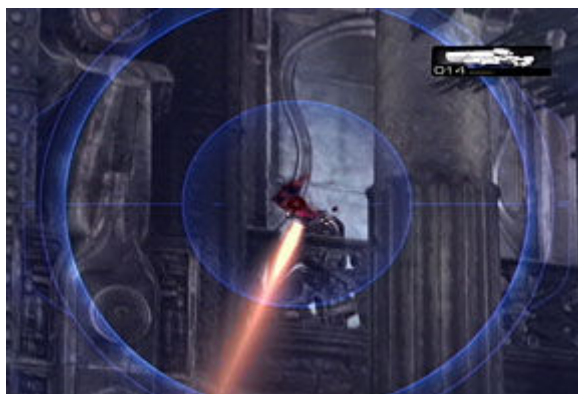
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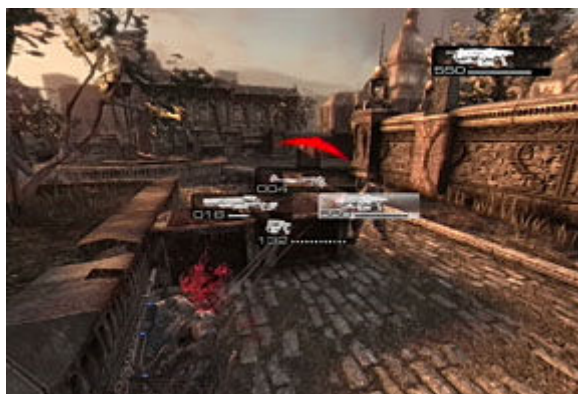
Free Parking

2 COLLECTIBLES

There's no messin' around in this chapter as you run into a tough battle right away. We suggest going to the left and taking cover behind the tree planter there. A box on your right will offer you cover on a second side, which is key for this battle. Use your Longshot and start picking off enemies that you can spot, especially the two snipers on the upper level of the building across the street.



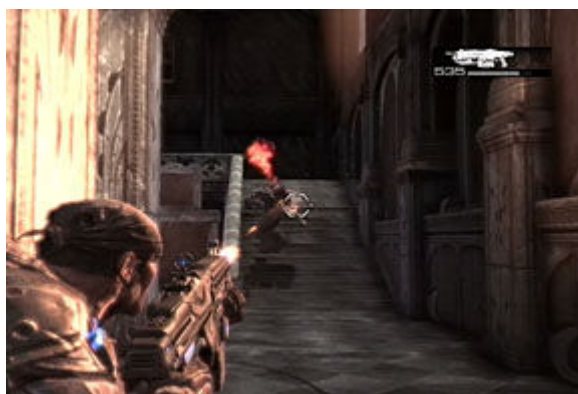
While focusing on the enemies straight ahead, also be sure to occasionally watch your left and right as some guys will slip past Dom and flank you from the side (usually the right). Be ready to meet them with a chainsaw kill, though don't be surprised if they counter with one of their own.



As you near the end of the battle, two flame grenadier enemies appear, one at either far side of the street. Try to target their backpacks with the sniper rifle for quick kills on each, and do *not* assume that Dom will take care of one of them. He usually won't. When you've killed the flame grenadiers, the battle should end.



You can go either left or right around the building, and though the dialog between Marcus and Dom seems to suggest you need to split up it's not actually the case. Dom ended up going to the right while we were on the left side of the street in the previous battle, so we followed him to the right. There's an entrance to the building to the far right and just inside, behind a wall, is an open foyer with some locusts. Stay outside the foyer to fire on the locusts, especially with the flame grenadier shows up. Pop his tank.

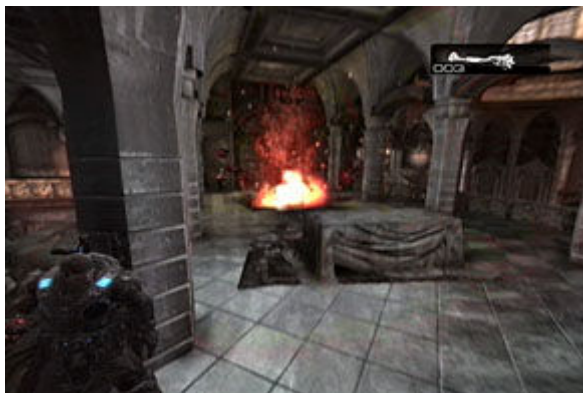


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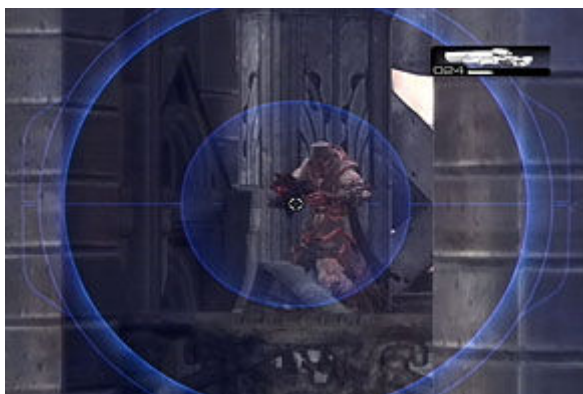
Free Parking (cont.)

2 COLLECTIBLES

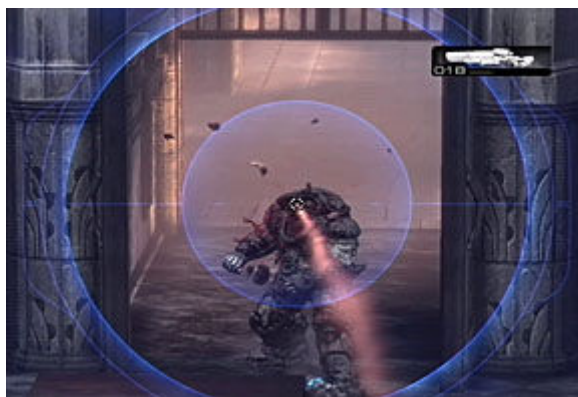
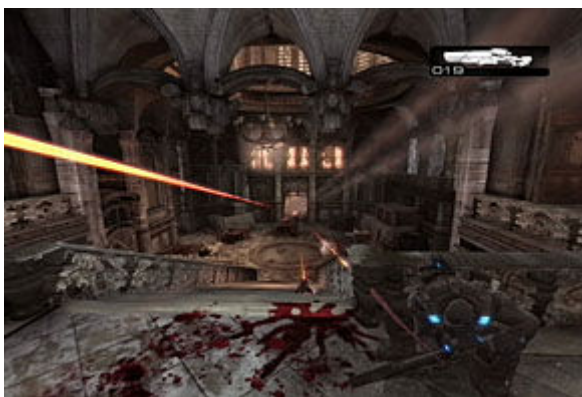
When you've cleared the bottom of the foyer, go up the stairs and look for a couple more locusts which may be unaware of your presence (and ripe for a grenade). Kill them from the top of the stairs and then, before moving to their former location, look over the railing to the right. There's a massive foyer with stairs leading to the other end of the landing you're on now and a kantus present. Try to snipe the kantus from here or expect it to run in close to you via the stairway.



After killing the kantus, you should be free to move further onto the landing so you can pick off the many shotgun-wielding locusts in the massive foyer to the right. Make sure that none of them come up the stairs and catch you by surprise.



Once you think you've cleared the foyer, move out to the top of the main stairway (another locust may be waiting there for you). It's at this time that a grinder enters the scene, marching into the foyer from the far side. He doesn't seem to get very close, though, so just take cover and take a couple of sniper shots to his head to bring him down, then run across the foyer, grab his Mulcher chaingun, and move out to the courtyard for a checkpoint.



Immediately drop the Mulcher (you'll want it later) and instead opt for the Longshot sniper rifle as the courtyard beyond fills with enemies. Take cover to the left (*not* in the rounded lookout in the center of your deck) and shoot first for the locust behind the Troika turret in the very center of the courtyard.



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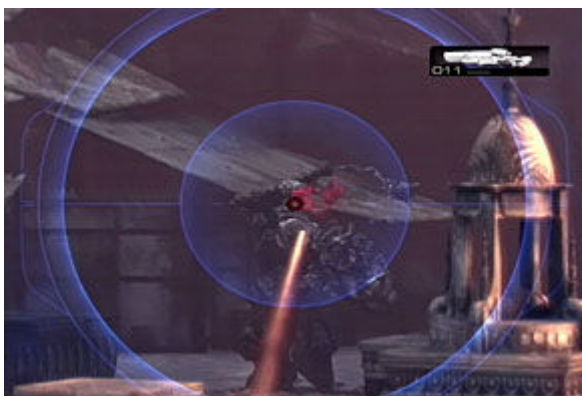
2 COLLECTIBLES

Next, try to pick out the kantus that's usually holding up the rear of the locust attack. Killing him early will prevent tickers from sneaking up beside you later in the fight. Systematically snipe through the remaining locusts and try to save some Longshot bullets for a pair of maulers that later appear.

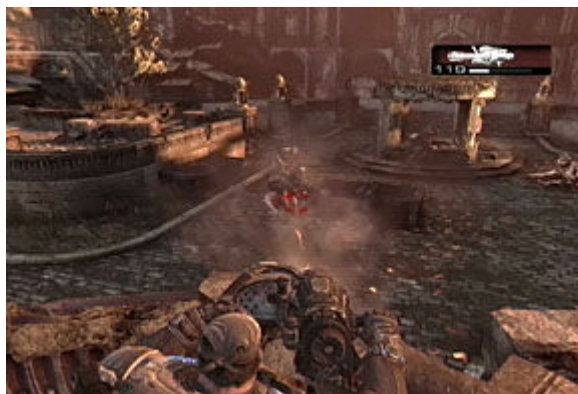
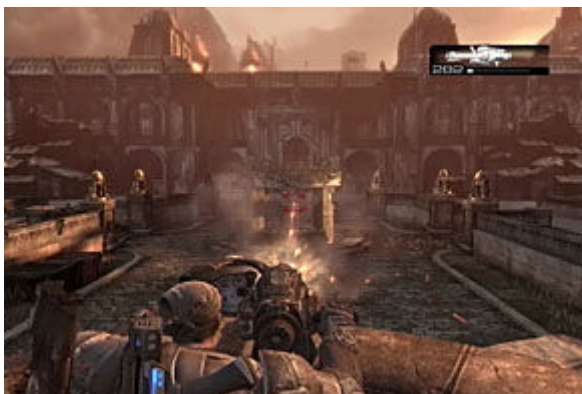


The maulers come bearing wretches and each come from the far corners of the courtyard. Try to weaken the maulers

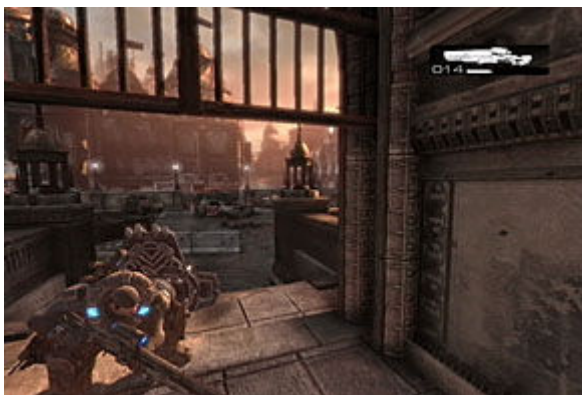
from afar and ignore the wretches until they get close, at which point you can deal them melee attacks for quick kills (though remember that the Lancer's melee attack won't be effective). If the maulers get near, backpedal away and try to group them together for a grenade toss to take them out.



Now is when you want to grab the Mulcher chaingun you brought and carry it to the end of the rounded overlook we told you to avoid earlier. The doors at the far, far end of the courtyard open up as two bloodmounts charge in. Unload chaingun fire to destroy them from afar and avoid having them charge in close where you'll have a tough time with their one-hit kills.



Grab one of the mauler's shields and proceed across the courtyard and through through doorway the bloodmounts opened up. The hallway beyond opens to Cooper Street which is currently under locust attack. You can run down the stairs and make a sharp left for cover behind some ruined cars, but you won't have much of a view of the locusts on the street, which include a large grinder. Instead, we suggest planting your shield at the top of the stairs and using it as cover while you look right and snipe the grinder dead.



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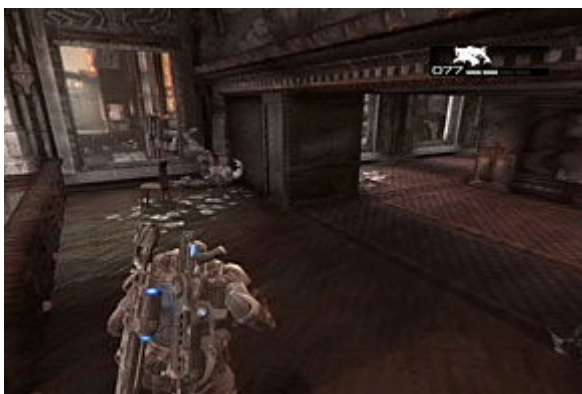
2 COLLECTIBLES

1 / 2

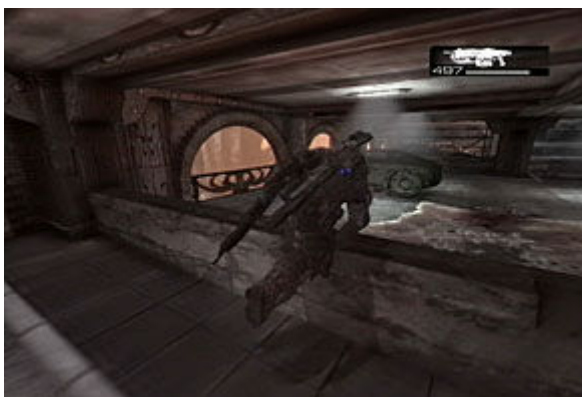
It should be easy enough to clear the rest of the street on your own terms. When the street is empty, look around a wall to the far right for the **Jacinto Sentinel Newspaper**. Go to the end of the street for a branching path and the choice to go left or right. Go right, into the garage.



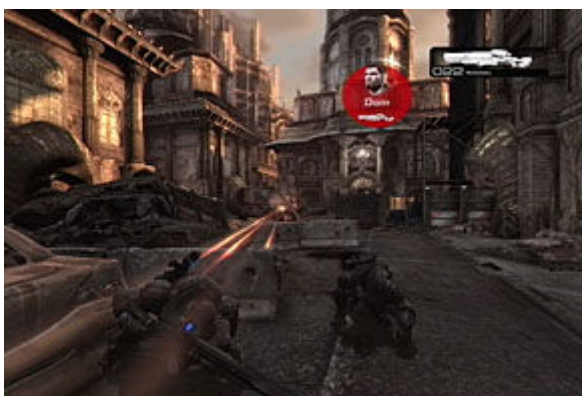
Run upstairs and you may catch a locust by surprise that's sniping down at the street. Grab his ammo and continue through the building (we find no reason to waste ammo trying to help Dom below) until you hit the garage. Take cover quickly as a group of locusts collect on the other side of a chainlink fence, including one flame grenadier. With the group so tightly packed, a single grenade can wipe 'em out (and yeah, a grenade goes through the fencing).



Hop over the concrete barrier to the left and you can throw Dom a bone by kicking down a car that he can use as cover. Move to the end of the garage and a downward slope will let you hit the streets to regroup with Dom. Watch for any unkilld locusts, especially a pair that come from an alley directly across the street.



After dealing with the alley dwellers, look right for a grinder at the end of Cooper. Listen for the shriek of his heating chaingun and when it stops you know that the gun is overheated and you can peek out for a sniper shot to the grinder's dome. When the grinder's dead, go just past his corpse and look for the Hammer of Dawn weapon on the ground.



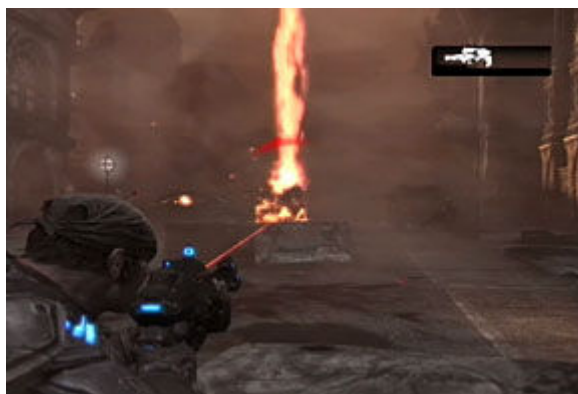
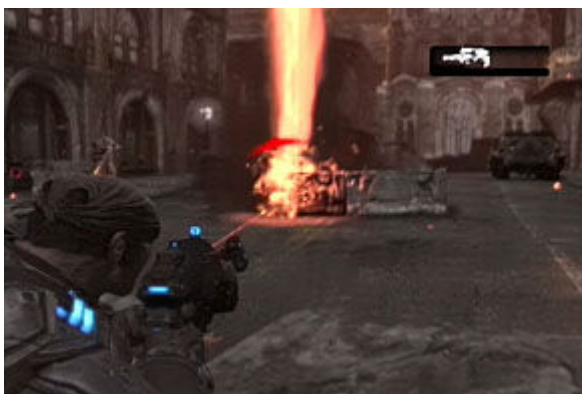
INDEX	ACT 1	ACT 2	ACT 3	ACT 4	ACT 5
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«	66	67	68	69	70	71	72	»
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Free Parking (cont.)

2 COLLECTIBLES

You immediately get a chance to check out the power of the Hammer. Take cover to the right and start zapping the petty locusts on the street. When they're dead, a reaver drops down to the right so start prepping the Hammer early so you can kill it quickly. With the reaver dead, a building at the end of the street collapses and in its smokey wake appear a number of new locusts.



Target the right first to take out a mauler that emerges from the rubble and then worry about the petty locusts elsewhere behind cover. When they're dead, move to the end of the street and through a hole in a building to your left for a checkpoint.



Just after the checkpoint, look to the left for a gash in the side of the building. In the newly-formed alcove is **Cog Tag** CSID:444526-MI2K9-3B. Go to the end of the street to trigger a cut scene that segues into the next chapter.

2 / 2



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Tenuous Footing	1 COLLECTIBLE
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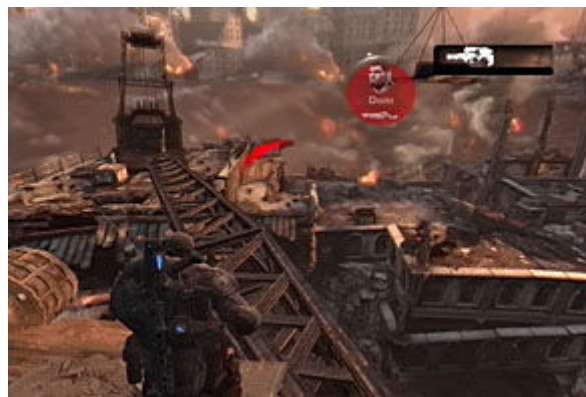
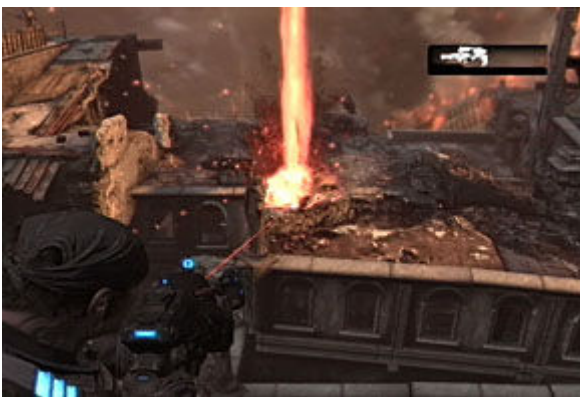
A quick note: The game lists there being two collectibles in Tenuous Footing, though the first is actually the second collectible in Free Parking. If you didn't grab it before the Tenuous Footing chapter started, turn around and go back to a gash in the side of a building where you'll find the secret collectible.



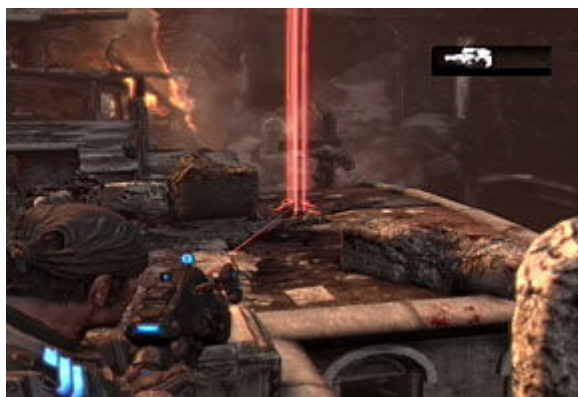
The road doesn't so much continue ahead. Go to the right and Marcus will automatically jump into the seat of a crane cockpit. Guide the crane's cargo to the left and then down as far as you can go so that Dom can hop aboard. Then carry him to the far right and bring him down as far as the crane'll go. Dom hops off and you get ejected from the cockpit.



Go to the left and start using the Hammer of Dawn to wipe out the locusts on the rooftops across the chasm. Dom eventually knocks down a crane arm that you can use to cross to the rooftops and regroup with Dom, though we suggest staying put until you've killed everything that moves.



After you've crossed the crane arm, turn right and start to go down some stairs but don't follow them to the bottom. Instead, take cover mid-way down the stairs and watch the edge of the rooftop below. Locust grappling hooks will cling to the edge as the enemies try to scramble up, though you can prep the Hammer of Dawn to make sure they never get a chance to fight back. Stay where you are until a mauler comes cruising across a walkway to the right and give him the same treatment. Oh, the reaver too.



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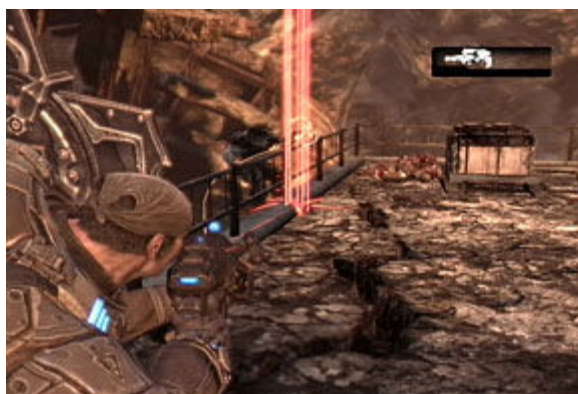
Tenuous Footing (cont.)

1 COLLECTIBLE

Head down the ramp past the mauler's corpse and consider grabbing his shield. Just around the corner, you'll find a few tickers and a flame grenadier, all of which are easier to deal with using the shield (remember, the shield will absorb the full blast of the tickers).



Just around the corner to the left, as the path leads into and out of a small building, watch for a lone locust outdoors. Go down the thin wood ramp to right and you'll see more grappling hooks appear around the edge of the rooftop. Again, go to prepping the Hammer of Dawn to keep the buggers down before they can really get up.



When all the rooftop enemies are dead, the building top collapses (with you on it!) and you hit a

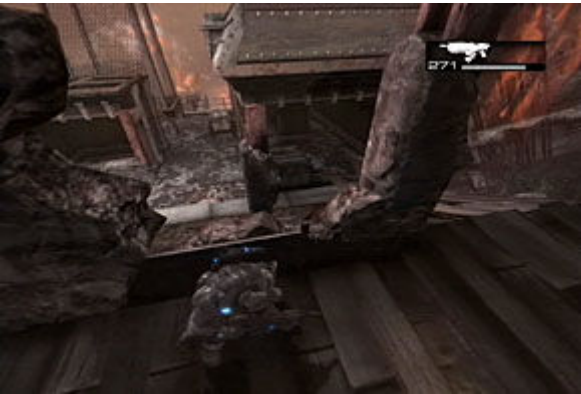


checkpoint. Just outside the window of the building your in is a group of locusts including one with a flame thrower. Take cover indoors (or behind a shield if you're still lugging it around) and use the Hammer of Dawn to melt 'em away. Mantle over the window sill to the deck outside and look for the **Stranded's Journal** of Russell on the ground in the corner.

1 / 1



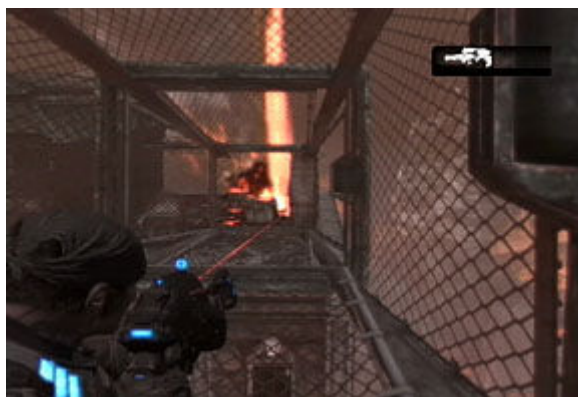
Find the stairs that lead to a lower level and you'll likely find a remaining locust or two on the adjacent building top. Drill them with gunfire if they're under cover, but if they're in the open you can feel free to Hammer them. Go down to the rooftop for a checkpoint and Marcus will suggest cutting some chains that are holding up a teetering tower.



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Tenuous Footing (cont.)	1 COLLECTIBLE
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You can just melee through the chains to break 'em if you don't have a Lancer handy. A couple of locusts will show up on the rooftop that the tower connects you to and you can Hammer them from a distance before stepping into the confining passage. But before you can make it across, the tower collapses, leaving you near the surface of the sink hole.



Head toward the highlighted cavern entrance and just around the corner you'll find a kantus and another locust or two. The Hammer of Dawn still works so milk it while you've got it. You can go inside the building behind the dead kantus (and try in vain to kill the brumak outside) before a cut scene takes over and leaves you with a checkpoint.



Though it's tough to tell, the heat of the burning building is killing you so you need to act quickly. Mantle over the beam to the right, turn left and run to another fallen beam you can hop over. Just ahead, against the wall, is a switch you can press to open up an elevator. Jump inside to escape the collapsing room.



When the elevator doors open up again, mantle out of the box and watch for a stream of fire coming from a brumak just outside. Take cover against the wall to the left and use swat turns to pass between the few bits of remaining wall so that you can avoid getting drilled to instant death. Hop out of the room, turn left and look for a lone locust between you and the brumak. Kill it and you'll get a cut scene that wraps up the chapter.

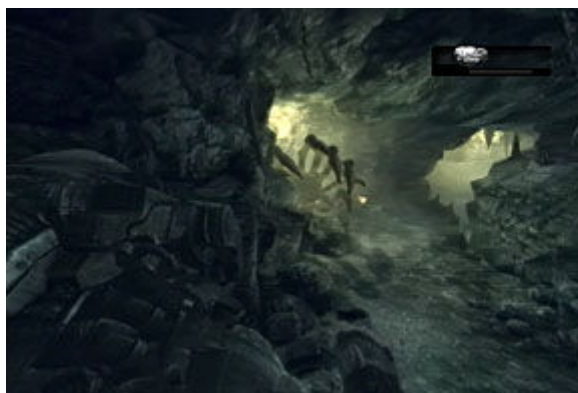
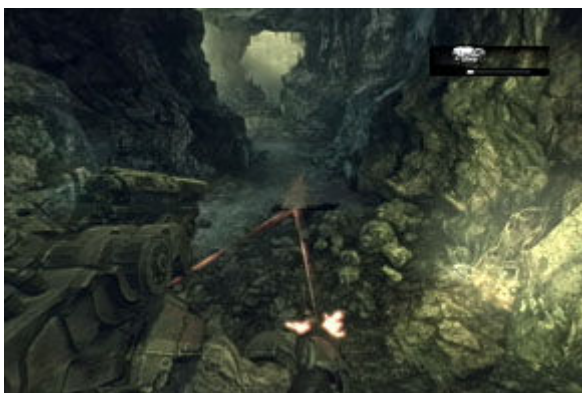


INDEX		ACT 1		ACT 2	ACT 3		ACT 4		ACT 5	
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Closure

0 COLLECTIBLES

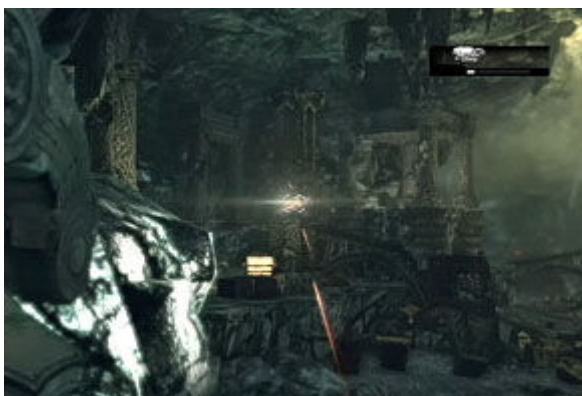
There's not much strategy we can suggest for what follows, though you should take a second to learn the controls of the brumak. You've got two different guns, both of which contribute to the same heat meter. If the heat meter fills up completely, you'll have to cool down by holding the reload button before you can go back to shooting either your gattling guns or your missile launcher. Start marching forward and just shoot everything you see that moves.



We suggest keeping your progress relatively slow so that you can make sure everything you pass is dead. If you leave an enemy behind—and it's easy to do so—you may end up getting shot from multiple angles. Watch out especially for boomers launching their rockets as it's tough to see where their fire is coming from. Unlike the machinegun fire of other enemies, boomers' shots don't light up.



Expect all sorts of enemies, including reavers and Troika placements along the way. Of course, you'll want to focus first on killing the big things (Troikas are especially dangerous) before concerning yourself with the petty locusts.



You'll get a number of checkpoints along the way after bashing through doors with the melee attack. And be ready to mash the melee button to defeat a corpser in a quick tug-of-war type battle. Near the end of the ride, you'll have to target and destroy *three* tall columns holding up the cavern. They're pretty obvious, though the third is far away and may be hard to spot between the first two. Before long, a cut scene takes over and leaves you with the final boss fight.



You're in a chopper and have what seems to be a mega-powered Hammer of Dawn at your disposal. Simply aim it at the enemy—anywhere on the enemy—and hold the trigger. You'll get knocked around a bit and have to reset your aim, but there's really no danger of losing this battle and completing the game.



Gears of War 2 Secrets

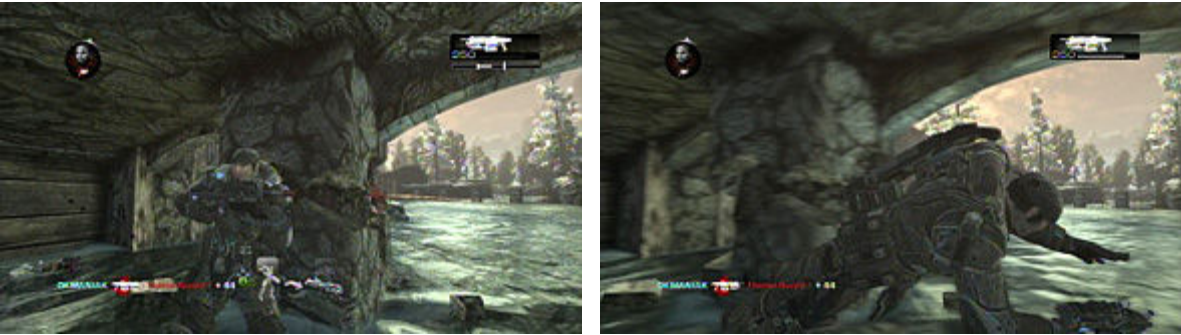
Collectibles	
Tip of the Spear	
2	Welcome to Delta
5	Desperation
2	Rolling Thunder
4	Roadblocks
13	TOTAL
Denizens	
2	Indigenous Creatures
1	Disturbing Revelations
2	Sinking Feeling
1	Captivity
2	Intestinal Fortitude
8	TOTAL
Gathering Storm	
3	Origins
2	Rude Awakening
1	Displacement
6	TOTAL
Hive	
1	Priorities
1	Answers
2	Hornets' Nest
2	No Turning Back
2	The Best-Laid Plans
1	Royal Inquisition
9	TOTAL
Aftermath	
2	Desperate Stand
2	Free Parking
1	Tenuous Footing
5	TOTAL

Unlockables	
Difficulty	
INSANE DIFFICULTY	Complete the game on any difficulty.
Multiplayer Characters	
DIZZY WALLIN	Complete Act 1 on any difficulty.
KANTUS	Complete Act 2 on any difficulty.
TAI KALISO	Complete Act 3 on any difficulty.
FLAME GRENAДИER	Complete Act 4 on any difficulty.
SKORGE	Complete Act 5 on any difficulty.
ANTHONY CARMINE	Earn any of the "Completed Act 1" achievements from the first Gears of War.
RAAM	Earn the "A Dish Best Served Cold" achievement from the first Gears of War.
LT. MINH YOUNG KIM	Earn the "A Time to Remember" achievement from the first Gears of War.

Gears of War 2 Multiplayer

BASIC COMBAT	WEAPONS	MAPS	MODES
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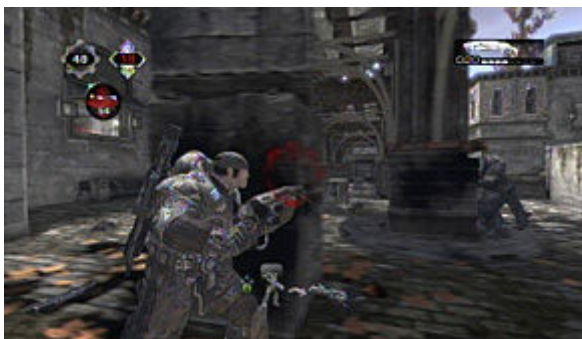
Smart Cover



It's become a cliché to say the Gears of War is all about the cover. While you should always have something between you and the oncoming bullets, staying huddled behind a convenient concrete slab all the time won't solve all your problems. In the vertical layouts of many levels, ducking behind obvious cover can still leave you exposed to fire - especially from those players Hammerburst-happy trigger fingers. Cover can often be shipped away a bit to expose more of the unlucky person behind it as well. Obviously, if you take any damage in cover, you should consider moving on. Although it's sounds arbitrary, the best cover is standing behind walls and columns, since you can often leap across the way to safety quickly.

From the Hip

Shooting "from the hip" is geek lingo for "not pulling the left trigger to aim through sites." Its advantages are not immediately obvious with a weapon like the Lancer, which sprays every which way but at your enemy's exposed face when you don't aim. But with the Gnasher, the Hammerburst, and, to some extent the Longshot, the benefits are great. An entire Gnasher cult has evolved due to the futuristic shotgun's close-range damage and instant kill potential. How do you recognize these cultists? By the monkey-like moves they make - constantly rolling around until they score an explosive blast on an unsuspecting, chainsaw-revving dope. And you can be one too!



While it takes some good ol' fashioned practice, and some serious analog trigger finesse, to be able to aim without crosshairs, there are some general rules: like always aiming a bit higher than you think, and shooting while you're turning instead of after you stop. Remember, this works from cover as well, so take aim around a corner and splatter away. In terms of the Longshot, a blindly fired round from the hip, followed by a melee hit, will down a nearby enemy with ease. The Hammerburst can also be effectively shot from the hip, but with all that trigger pulling, it's much more difficult to hit the target. Also: hand cramps.

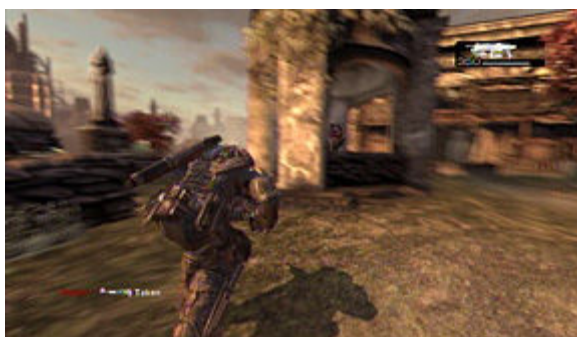
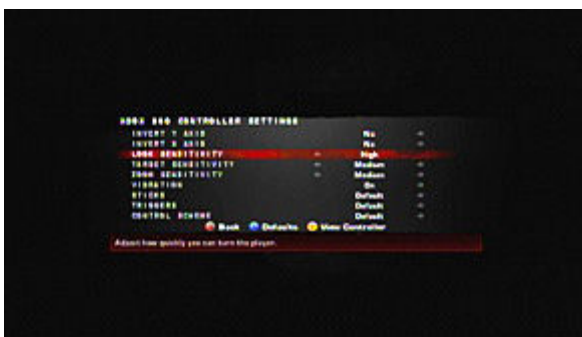
The Chainsaw Wins

It's true. And it's awesome - unless you are on the receiving end and think you are hardcore, then it's totally n00bsville... or something. Anyway, the Lancer's chainsaw melee will initiate from body length or two away, which is a veritable football field in shooter terms, and short of another Lancer blade to stop it, it will result in gore most gruesome.



Occasionally, your opponent will get the same idea as you and whip out his or her own Lancer. When crossing chainsaws, you'll be prompted to mash A. Whoever hits it the most times wins. Unlike the early days of Gears of War, this animation leaves you vulnerable, so a kill-for-a-kill is often the result of exposing yourself. That doesn't mean you shouldn't try!

Fine Tuning

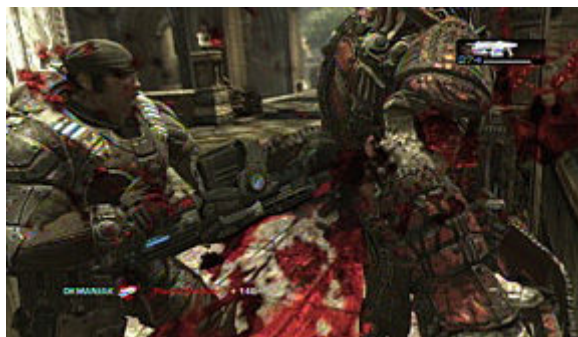


The default settings on Gears of War 2 are not optimal for multiplayer matches. If you adjust your "Look Sensitivity" to High, you'll be able to simply turn faster. That's good for melee combat, and firing from the hip, but most of all it is good

for rounding corners while sprinting. This is how all those people are getting to the Frags before you.

Going for the Goodies

Few people are content to use the default weapons in Gears of War, and that is apparent in the mad dashes that occur at the beginning of each multiplayer game. Once you know the locations of desirable items and have your route all planned out, there are a few things to think about. First of all, everyone knows what you are doing, so that leaves you open to ambushes. Centralized item locations mean you'll likely encounter enemies going for the same item as you.



That means you should have your Lancer equipped and ready to rev, since it's the fastest way to kill someone straight out a sprint. You should also get used to blind-throwing your lone starter Smoke Grenade. Toss one of these between you and someone coming straight at you and you instantly have the upper hand. Finally, leaving a booby trap at the weapon location, a Frag Grenade or at least a Smoke Grenade which you can keep an eye on with your fancy new weapon, should be part of your initial dash.

I Said Booby Trap!

One of the greatest features in Gears of War 2 is its grenade surface-tagging. While Frag Grenades are always deadly when triggered (if there's no obstruction), Ink Grenades aren't quite as deadly unless paired with a Smoke Grenade. The Smoke knocks people down in the Ink long enough to die, voila! Smoke booby traps are useful in their own right, so long as you keep an eye on them and score a melee attack or some good shots on the stunned victim. They are also useful for covering entrances you can't see when you are camping.



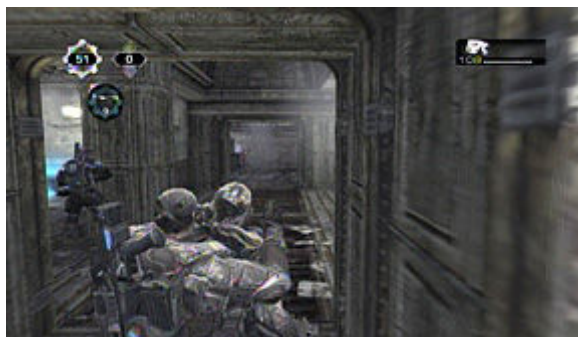
One of the best places to slap grenades is right on the ground where you picked them up. They are barely distinguishable from the spawn point; truly evil! Finally, a word of warning: enemy triggered traps of your own design can still harm you. Light fuse and get away!

So Your Opponent is Bleeding Out...

There are a number of ways to kill a downed opponent, and even times when you shouldn't. Execution animations, like curb stomps and beatings, may be showy, but they are also slow and leave you wide open to fire. Often a point-blank Gnasher blast, or continued fire from cover is the smartest option.



And there's always the Meat Shield route. While you are 50% protected with the Meat Shield, you are also 50% vulnerable (from the rear), and 50% slower. Additionally, unless you have a good pistol you'll have a seriously stunted defense capability. A Meat Shield and Actively Reloaded Boltok Pistol are a force to be reckoned with. The Meat Shield is the perfect finisher in a hectic, close encounter, since its quick and protects you immediately.



In some modes, letting people bleed out is strategically advantageous since it will take longer for them to respawn. Check out our Modes section for more on that.

Active Reloads are Niiice

It's simple, really: active reloads make your bullets more powerful. Hit that little notch with the Right Bumper as you reload and you'll have a grace period of a few seconds to use your magic bullets. Some guns, like the Boltok Pistol (which seems to fire faster with an active reload) and even the Gorgon Pistol are astonishingly better with an active reload bonus to their ammo. You'll find that emptying rounds on purpose is a useful strategy, just so you can perform an active reload when in need.

You're Part of a Team, If You Want to Be

If you were the ultimate pack hunter in Gears of War 2, you probably wouldn't be reading this guide. Sure, you can go it alone, but really teamwork is the only thing that will gain you bars next to your gamertag. Even if your team doesn't want to listen you bark orders, you can at least stick nearby in hopes of a revival.



Get in the habit of pressing the Left Bumper to keep track of your team. At the very least, let others know where you are and where enemies are; and if they tell you to shut up then find someone else to play with. You can do better!

Revival of the Fittest

If you're down, but not out, hit the Left Bumper and hustle to the nearest teammate (or Annex / King of the Hill ring) by rapidly tapping A. Who knows, this could be your lucky day! Also, if you are downed and happen to have a grenade in your hand (Frag, preferably) you'll get a prompt to slap that baby on a nearby enemy (with the Right Trigger) for a last-minute surprise.

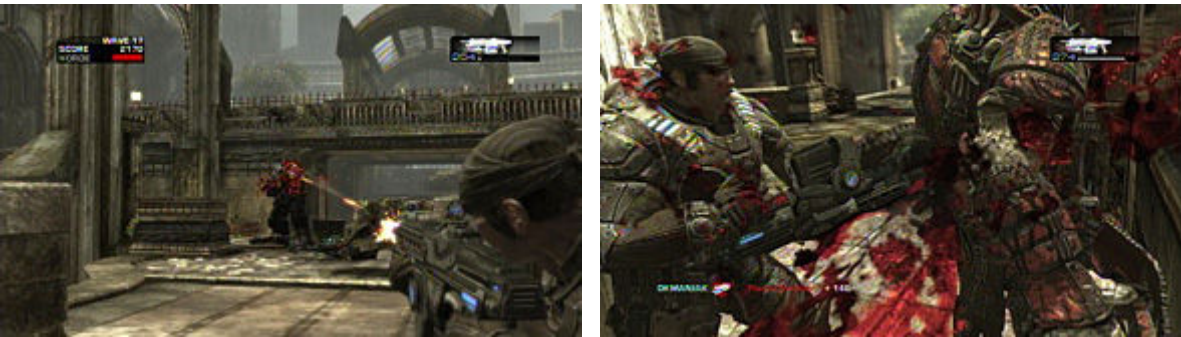
BASIC COMBAT	WEAPONS	MAPS	MODES
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Rifles

Lancer

RIFLES

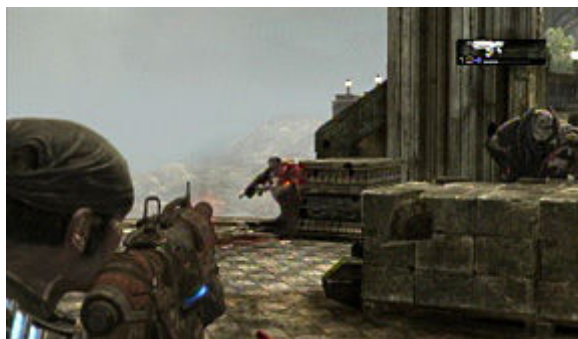
In Multiplayer modes you are given the option of choosing this iconic C.O.G. assault rifle or the Hammerburst. Although there will always be a debate over which is better (or option C: the Gnasher), both have obvious advantages. The Lancer's advantage is the chainsaw blade, which is an instant kill, and it's much easier to trigger in Gears of War 2 multiplayer. That said, the actual gun sprays uselessly from the hip, and isn't exactly the embodiment of accuracy when aimed. Its bullets are weak, and even with an active reload it just isn't a great long distance weapon.



Hammerburst

RIFLES

The Hammerburst is much more powerful and accurate than the Lancer. Sounds great, right? Well, it's not fully automatic, so that means you'll be pulling the trigger a lot to make it fire rapidly (it fires a steady, slower, stream if you just hold the trigger down), affecting your aim (not to mention the gun's inherent recoil). Nevertheless, it only takes a few well placed (or from the hip!) shots to down an opponent with this rifle. In terms of Melee attacks, it's no chainsaw; but a melee swing after a few shots from the hip is absolutely final. So who wins the battle of the assault rifles? Well, if you intend to make the Hammerburst your primary weapon, and you can tame it, then you'll be happy with its long distance power and workable melee ability (you can always switch to the Gnasher!). The Lancer is a sloppy gun, but it's a top-notch melee option, and perfect for people who don't want to invest the time and effort.



Gnasher

RIFLES

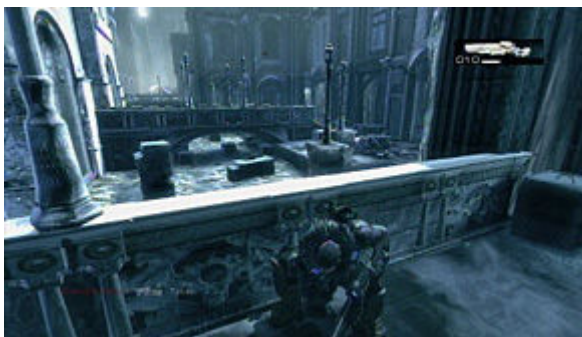
The Gnasher, a shotgun of sorts, is the weapon of choice for many Gears of War 2 players. Rolling around and firing from the hip is a deadly, if goofy-looking, strategy. Blind firing around a corner can also rack up some easy kills. Don't even think about firing this from anywhere but point blank. If you take the time to aim, chances are you'll find yourself lightly filleted by a Lancer.



Longshot

RIFLES

The game's sniper rifle has a hidden secret: it's an awesome melee weapon. One shot from the hip, followed by a swing, results in an instant kill. That doesn't mean you should run around the level smacking people with it; but in a pinch, this function is pretty useful. Obviously its zoom function makes this your go-to head popper. Try and get an active reload rhythm going for this rifle and your sniping will improve immensely. In cramped quarters levels like Ruins and Gold Rush, avoid this rifle like the plague. On expansive levels like River and Day One, this Longshot is indispensable.

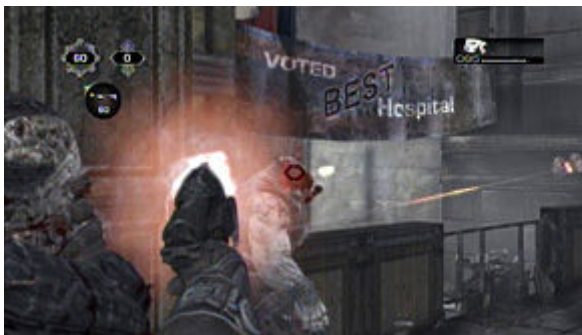


Pistols

Snub Nosed Pistol

PISTOLS

We simply can't sing the praises of this boring pistol. Sure, an active reload helps, but the bottom line is it will take two clips to down an enemy. Grab another pistol if you intend to take some Meat Shield and you'll be much better off.



Boltok Pistol

PISTOLS

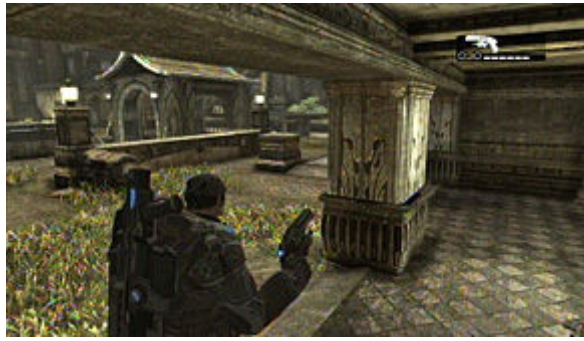
The powerful Boltok Pistol is the game's Magnum equivalent; with a nice zoom function and its active reload bonus it's like a one-handed Longshot. This weapon can pop heads, and isn't that bad from the hip if you have a quick trigger finger. You may want to waste some rounds when you grab this then stash it, using an active reload when in need.



Gorgon Pistol

PISTOLS

Slow, a bit inaccurate, but powerful, you'll have to keep the short burst of fire trained on an enemy to make this pistol effective. Honestly, this is a pretty deadly pistol, but you better have a Meat Shield or Boom Shield to even the odds.

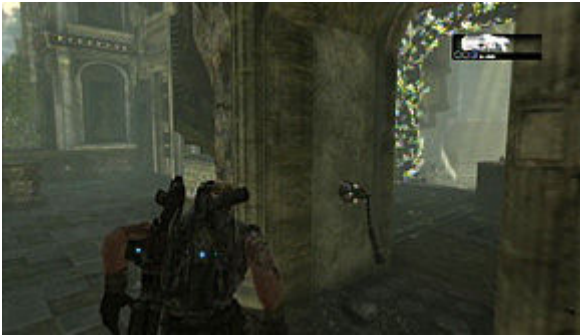


Others

Frag Grenades

OTHERS

Frag Grenades (reddish brown, come in pairs) are arguably the game's most useful pickup. While their blast radius is small, and its nigh impossible to hit enemies in cover, their usefulness as booby traps cannot be ignored: wall plant these in high traffic areas or weapon locations for instant, easy kills; use them to block off entries when you are camping; plant one on a grenade stash and it will be nearly indistinguishable from the spawned grenades. Just beware: if an enemy triggers one and you're nearby, you'll die too. Grenades can also be tagged on enemies (dive away!).



Smoke Grenades

OTHERS

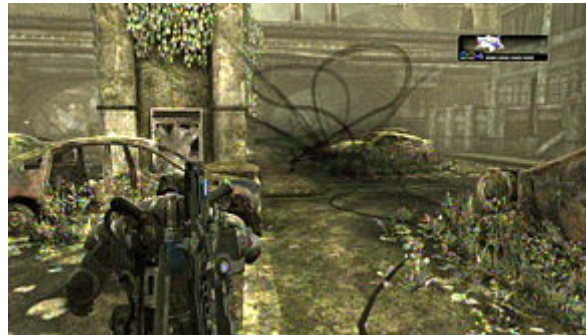
Don't underestimate the usefulness of these default grenades. Their blast stuns anyone nearby for a few, dangerous seconds. You can plant one on a wall and wait for it to knock an unlucky person down, allowing you to move in for the kill, or leave one behind you as you outrun a pack of opponents to slow them down. A common use for these is blind throwing them as you run up to a contested item location (just pull the Right Trigger). Mastering this quick toss can be an invaluable asset.



Ink Grenades

OTHERS

Perhaps the least useful of your grenade options, Ink Grenades (dark purple, single grenade spawns) leave a cloud of noxious smoke in an area that slowly kills anything in it. Coupled with a smoke bomb to stun an enemy first, these can make decent mines. Otherwise, the best use of these is to flush out cover spots. Toss one of these in front of some sand bags and the whole area becomes deadly, forcing opponents to scurry for cover, hopefully weakened by the Ink.



Mulcher

OTHERS

The unwieldy Mulcher won't replace a weapon in your arsenal, it's extremely powerful, and there's no need to reload. Sounds perfect, right? Well, there are a number of problems with this weapon that make it ill suited for multiplayer. First of all, it will drastically slow your movement. You can mount it on cover or on the ground, but lugging it to a safe spot leaves you vulnerable. It takes a painfully long time to warm up before it starts firing, and then you'll have to make sure it doesn't overheat. Finally, when mounted, it can only be swiveled at a very small angle, shrinking your killing window. Pass!



Scorcher Flamethrower

OTHERS

The Scorcher is surprisingly good for blind firing from cover. Spray it over the edge of some sandbags at nearby enemies and they'll sizzle like steak. It's also pretty good at burning victims in cover who are slightly exposed. Unfortunately, when pitted against other short-range weapons, like the Gnasher, the Scorcher nearly always loses.



Torque Bow

OTHERS

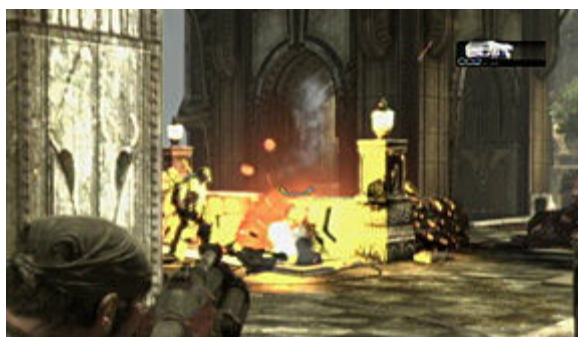
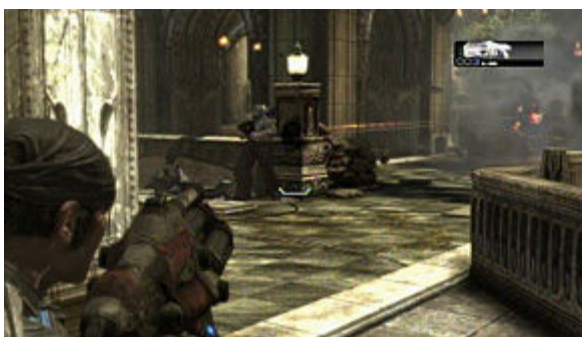
The Torque Bow is a great weapon for multiplayer, with some caveats. You can set an arrow while in cover, draw the bow to the sticking point, and peak out to fire it, minimizing risk. The main problem with the Torque Bow is that everyone can see its glowing tip and hear it, so you won't be getting in any surprise snipes with experienced players. As soon as it starts winding up, it emits an all-to-recognizable sound, you're cue to duck into cover.



Boomshot

OTHERS

There are quite a few experienced Boomshot users out there, a testament to its power. It's good for instant kill, provided you score a direct hit, which isn't easy. Its projectiles are slow, and arch strangely, making Boomshot precision more of an art than a science. Splash damage seems minimal, but the Boomshot has a strange way of killing you if you use it in close quarters. Finally, the Boomshot has very limited ammo, and a painful reload time, so make sure that reticule turns red before pulling the trigger!



Mortar	OTHERS
<p>The Mortar drops a cluster of instant-killing shells on anyone not under a roof. Aiming it can take some getting used to, but as soon as you figure out the reload / aiming rhythm, you can take out whole teams with this portable armory. Obviously, maps with ample places to cower in fear under overhangs aren't this weapon's specialty. But if you can get your hands on it, spam away and it will at the very least pin down your opponents for a bit. Beware though: this weapon will stun your own team. Like the Mulcher, picking up the mortar won't replace a weapon spot, and its hell to lug around. Unlike the Mulcher it has an incredible range. Coordinate Mortar fire with your team for the best results. One final note: the Mortar has a from-the-hip option that is useless, so don't waste your precious ammo.</p>	

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BASIC COMBAT		WEAPONS			MAPS		MODES		
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Avalanche

Weapons	
CYCLE A	Boom Shield, Boltok Pistol, Frag Grenades, Boomshot, Mortar
CYCLE B	Boom Shield, Gorgon Pistol, Ink Grenade, Torque Bow, Mulcher



Avalanche's most prominent feature is in the name: about a minute after you spawn the hill on the high side of the level will dump snow into the middle area with the gazebo, thus changing the level's layout and weapon availability irreversibly. A siren precedes the snow slide. This element is disabled in modes like King of the Hill and Annex.



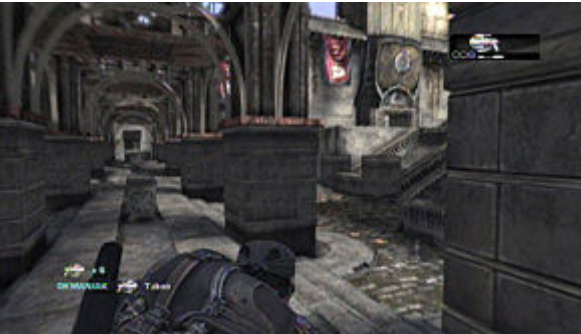
Of note in the path of the snow (oh, it's deadly, by the way, so you'll need to stay out of its short path bisecting the level while it slides) is the level's only grenade stash in the gazebo that gets submerged. You may want to risk grabbing the Frags there, but not the Ink grenade on Cycle B. Afterwards, a previously unattainable Boomshot or Torque Bow can be had on top of the gazebo's roof.



On the side of the level where the avalanche begins, you'll find some serious weapons: a Mortar or a Mulcher. This is a great vantage point for using either, so long as you're covered. Across the level from here are two buildings with pointy steeples that house either the Boltok Pistol or the Gorgon Pistol. Between these is a truck with a Boom Shield in its bed.

BASIC COMBAT			WEAPONS			MAPS		MODES	
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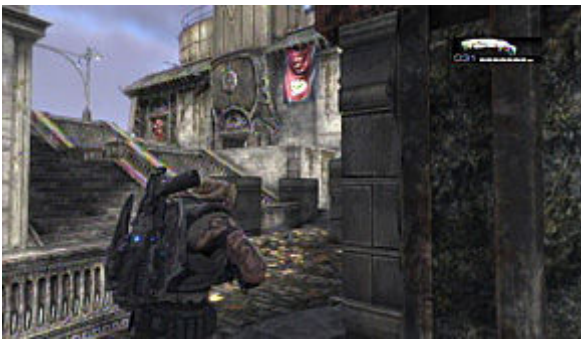
Blood Drive	
Weapons	
CYCLE A	Gorgon Pistol, Torque Bow, Ink Grenade, Scorcher Flamethrower
CYCLE B	Boltok Pistol, Longshot, Frag Grenades, Scorcher Flamethrower



At the heart of this level, set in an abandoned C.O.G. hospital, is a long hallway lined with flags that the level's symmetry is built around. At one end of the hallway you'll always find a Scorcher Flamethrower, while at the other lies a Torque Bow or Longshot. These columns make for great cover and many of this level's firefights will take place in this area while the teams vie for the powerful weapons.



On either side of the hall are stairs that led up to a second tier of interior hallways. In one entrance to these are the grenade spawn locations, one on either side. Up the stairs from these is a where you'll find the Boltok Pistol or the Gorgon Pistol.



You'll spawn on the upper level just opposite the rooms with these pistols, and you'll be able to grab these or the grenades on your way to the more powerful weapons below.

BASIC COMBAT			WEAPONS		MAPS			MODES	
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01	02	03	04	05	06	07	08	09	»
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Day One

Weapons	
CYCLE A	Boom Shield, Boltok Pistol, Hammer of Dawn, Longshot
CYCLE B	Boom Shield, Gorgon Pistol, Mortar, Torque Bow

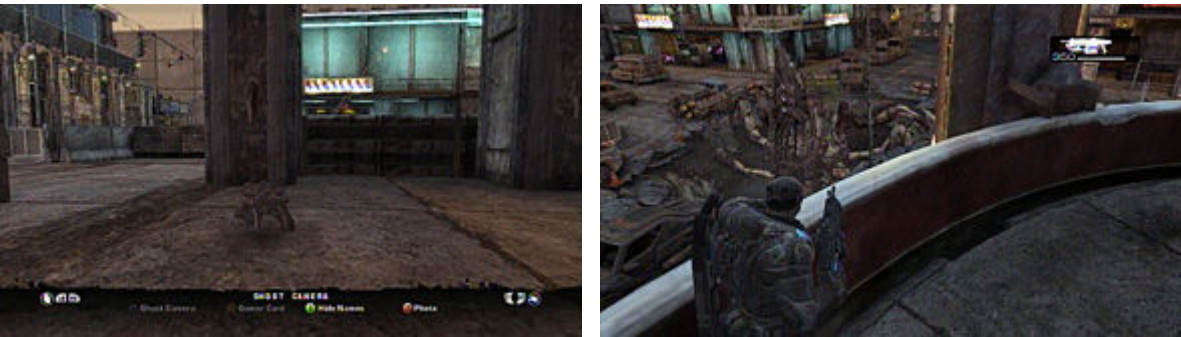


Day One is set at an intersection with an Emergence Hole at the center. This means that you can only move along the edges of the level, but, from the proper vantage point, you can hit nearly anything that's not under a roof. Thus, the two balconies, one above the arcade, and one directly across the level, are highly contested areas. Not to mention the fact that they house the Hammer of Dawn and Longshot on Cycle A, and the Mortar and Torque Bow on Cycle B.



There is a Boom Shield in the arcade, and either the Boltok Pistol or Gorgon Pistol in the corners of the level without

balconies. Making the level especially dangerous are ample explosive vehicles. Make sure you keep track of these if using them for cover - if they start to smoke, dive away.



A Corpser will make a harmless cameo during some modes of play on this level.

BASIC COMBAT			WEAPONS		MAPS		MODES		
01	02	03	04	05	06	07	08	09	»
Hail									
Weapons									
CYCLE A			Gorgon Pistol, Longshot, Boomshot, Frag Grenades, Ink Grenade						
CYCLE B			Boltok Pistol, Torque Bow, Mulcher, Ink Grenade, Frag Grenades						



Hail is a deceptively symmetrical level, with spawn points on either side of a central pavilion with ample goodies. The catch? Razor-sharp hail. The rain will increase for about half a minute, and then, following a crash of thunder and lighting, the skies will open up and you'll take damage if you aren't under a roof. You'll only last a few seconds in it, so make a beeline for the nearest train car or building if you happen to be caught. After 15 seconds or so of this, the sky will clear up and you'll have another lull before the cycle starts anew. This element is disabled in modes like King of the Hill and Annex.



On either side of the pavilion are grenade spots, one on a bridge over the tracks, and one just down some stairs from the pavilion. These Frag Grenades switch position with the Ink Grenade each cycle, meaning both types are always available. After picking these up it's a good idea to slap them on the wall to mine these heavily trafficked areas. The pavilion features concentric rings you can take cover in, but they are exposed to the sky. It's best to grab the Boomshot or Mulcher here and get out.



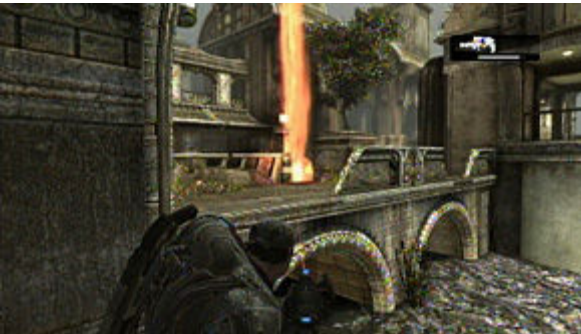
Also, up here there is a little path leading away from the rings and at the end is a Torque Bow or Longshot. This area is exposed to the unforgiving elements as well. The other Torque Bow / Longshot location is in a train car just down the stairs from the pavilion in the dead center of the level. At either end of the length of train track strewn with cars are the Boltok Pistol or the Gorgon Pistol, depending on the cycle. This means you have a choice on your hustle to the central pavilion: 'nades or pistol.

BASIC COMBAT		WEAPONS			MAPS		MODES		
01	02	03	04	05	06	07	08	09	»

Jacinto									
Weapons									
CYCLE A		Boltok Pistol, Mortar, Hammer of Dawn, Ink Grenade, Sniper Rifle							
CYCLE B		Boltok Pistol, Gorgon Pistol, Mortar, Boomshot, Frag Grenades, Torque Bow							



This level has a center line dividing the two spawn area perfectly. At one end of this center line is a helicopter landing pad with a Mortar in front of it. At the other is a Boom Shot or Hammer of Dawn. Above the helicopter pad is a little ramp with a Torque Bow or Sniper Rifle. Thus, there are plenty of powerful weapons you should make a dash for.



On your way you can stop to hit the grenade spot up the stairs from where you start the level. You can take the stairs down from here towards the Boomshot / Hammer of Dawn location and hop the little one-way fence with a hedge (you can't hop back). Across the fence is a pistol spawning location under an overhang. Strangely, though this location alternates between a Boltok Pistol and a Gorgon Pistol, another location just spawns Boltok Pistols regardless of the cycle. This latter location is in a little protected corner above the stairs down to the helipad. Down these is another one-way fence that you can hop to get to the Mortar and the central tunnel.



Due to this level's open expanses, the Mortar and Hammer of Dawn are especially useful. Although you can't see much of the action, sending Mortar fire at the slightest movement up above is an effective suppression strategy. The Longshot / Torque Bow spawn point is the most exposed, so getting to it may not be worth risking immediately. Instead, watch this area with some grenades handy and you'll be surprised how many kills you'll get.

BASIC COMBAT		WEAPONS		MAPS		MODES			
01	02	03	04	05	06	07	08	09	»
Pavillion									
Weapons									
CYCLE A		Boom Shield, Gorgon Pistol, Mulcher, Mortar, Ink Grenade							
CYCLE B		Boom Shield, Boltok Pistol, Mulcher, Mortar, Frag Grenades							

Pavilion is another perfectly symmetrical level. You'll start on either side of a central area that everyone will tend to gravitate towards because of the big guns. There is always a Mulcher in the gazebo, and a Mortar down in the lowest area of the level overlooking the bay.



The Mortar is locked away in a cage, and you'll have to hit the button on the side of it to access it, thus locking the opposite entrance. The Mulcher in the gazebo seems like it isn't worth the effort, since you'd have to haul it out of that easy grenade trap to make it useful, and that takes a long time. Toss a grenade in there while someone is Mulching and their toast.



You can grab the grenades on either side of the level just down from the spawn points indoors. In some game modes there is an additional set of doors open just next to the spawn point - so watch your back if you camp by the grenades. At the highest point of the level are little enclosures on either side with either the Boltok Pistol or the Gorgon Pistol. Between these, just behind the statue, is a Boom Shield.



BASIC COMBAT			WEAPONS			MAPS			MODES	
01	02	03	04	05	06	07	08	09	»	

River

Weapons

CYCLE A	Gorgon Pistol, Frag Grenades, Mortar, Boom Shot, Torque Bow
CYCLE B	Boltok Pistol, Ink Grenade, Mortar, Boom Shot, Longshot

River is another one of the more creatively named levels since its main feature is, indeed, a river. Starting the level at a pretty good distance from your enemies, there are a places to Roadie Run to for the best loot. You could head down into the river and grab the Boom Shot, a highly-contested piece of equipment that isn't abnormally useful in this level but for some reason attracts all the kooks.



Otherwise you could hit the first cabin for an Ink Grenade or Frag Grenades and move on to the larger cabin in the corner of the level. Both banks of the river are the same. As you make your way to the large cabin, which houses the Longshot or Torque Bow, you can grab a Boltok Pistol or a Gorgon Pistol on the way, between the trucks just outside the entrance. This large cabin is a great place to camp, especially if you've booby trapped the doorway with a Frag. At the top is a great sniping point, and there's only one entrance.



On top of the bridge is a Mortar, but it's going to be tough to lug it to safety. From the popular sniping points on the second level of the cabins remember that many of the vehicles are explosive too. Watch out for the sniper across the way as well.



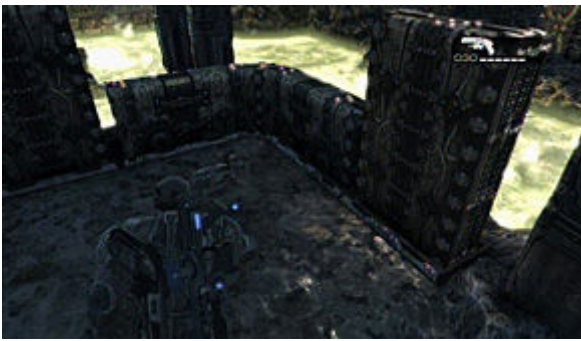
BASIC COMBAT			WEAPONS			MAPS			MODES	
01	02	03	04	05	06	07	08	09	»	

Ruins	
Weapons	
CYCLE A	Scorcher Flamethrower, Boltok Pistol, Longshot, Torque Bow, Frag Grenades
CYCLE B	Scorcher Flamethrower, Gorgon Pistol, Torque Bow, Longshot

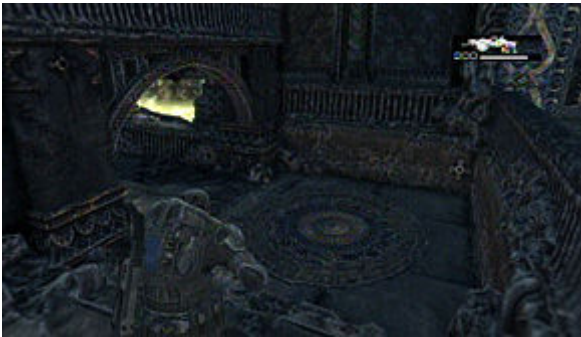
Ruins is a cramped, confusing level, but there are really only a few important features to familiarize yourself with. Near the spawn point is a branching path: you can go up and over the central bridge to the Scorcher Flamethrower, down under the bridge to the grenade / Boom Shield spawn point or around the outside of the level.



If you choose the latter you'll come across a Boltok Pistol or Gorgon Pistol immediately on your right. When you come out to the pool, you'll find a Torque Bow or Longshot, depending on the cycle (there are two spots these appear, across the Imulsion from one another, and they exchange locations each cycle). The aforementioned path below the bridge either will contain Frag Grenades or a Boom Shield, depending on the cycle.



Since the sniping weapons are hard to use here, most battle will be fought in close quarters with a lot of rolling and diving, shotgun-wielding antics and corner surprises. The embattled Scorchers are actually somewhat useful in close quarters, especially with all the blind firing around corners you'll be doing here, so grabbing it is not a bad idea. Finally, watch out for the little cover spots, since they tend to retract into the ground just when you need them the most.



BASIC COMBAT			WEAPONS		MAPS			MODES	
01	02	03	04	05	06	07	08	09	»

Security

Weapons

CYCLE A	Scorchers Flamethrower, Gorgon Pistol, Ink Grenade, Mortar
CYCLE B	Scorchers Flamethrower, Boltok Pistol, Frag Grenades, Mulcher

Security is not as secure as you'd think - its laser-protected areas can be deactivated, albeit temporarily, with the push of a button. It features two laser-protected zones, one accessible via a button and the other only briefly accessible at the opening of the level. The latter contains a Scorchers Flamethrower and is in the hallways where you spawn. Just across the hall from this is the button to deactivate the large secured area (which you can see from across the level).



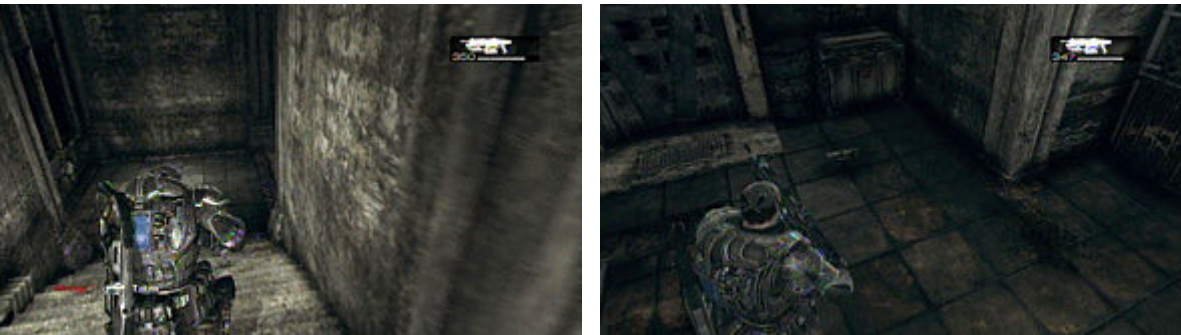
Smack the button and you'll have access to the Mortar or Mulcher in the large secure area. Remember: those lasers are instant-kill deadly, so when you hear the warning and the alarm, don't pass through them. You can let yourself out of the secure area via another green button.



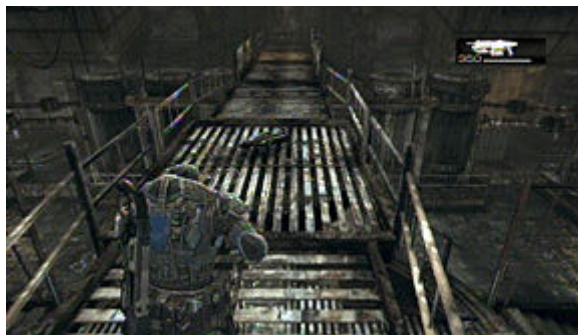
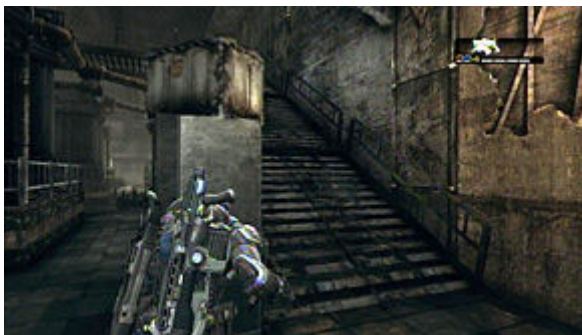
There are grenade spawn points down two alleys on either side of the large secure area. A Gorgon Pistol or Boltok Pistol is on the ground in front of the large, secured area. Some people have reported the ability to pass through the lasers by detonating a smoke grenade nearby and flying through the beams while temporarily invincible. Try at your own risk.



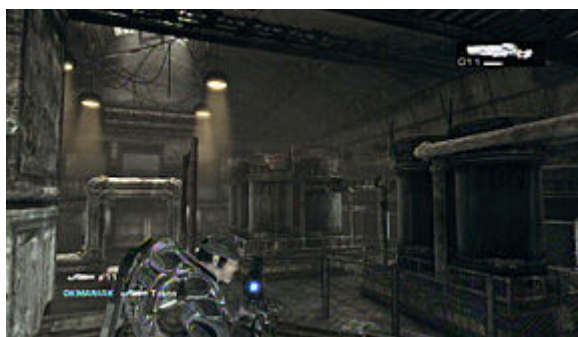
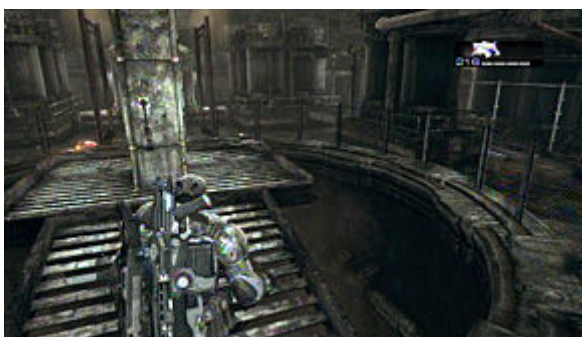
BASIC COMBAT		WEAPONS			MAPS			MODES	
«	10	11	12	13	14	15	16	17	18
Stasis									
Weapons									
CYCLE A		Boltok Pistol, Torque Bow, Frag Grenades, Boomshot							
CYCLE B		Gorgon Pistol, Longshot, Ink Grenades, Mulcher							



You'll begin this level in a loft above the main killing floor. Getting quick about getting to the good stuff below is an essential strategy for this cramped, but interesting, level. As soon as you hit the ground floor you can grab the Frag Grenades or Ink Grenade depending on the cycle right in the center of the level between the stairs up to the spawn point. Immediately using these grenades to hit the powerful weapon spawn points nearby above and below in the center of the level is a good idea.



Alternately, you can stick to the wall and find a Gorgon Pistol or Boltok Pistol in a nook on your way to the staircases that lead to the catwalk above the level. Up here you'll find the Boomshot or the less useful Mauler, which doesn't have a good range from the high vantage point of this level.



Below the catwalk is a bridge over a pit with the level's central column. Here the Longshot or Torque Bow spawns. Just know that this is the most visible spot in the whole level, so immediately heading for these weapons is not the safest strategy.

BASIC COMBAT		WEAPONS			MAPS			MODES	
«	10	11	12	13	14	15	16	17	18

Canals	
Weapons	
CYCLE A	Longshot, Ink Grenades, Gorgon Pistol, Boomshot
CYCLE B	Longshot, Frag Grenades, Boltok Pistol, Torque Bow



This level was built for sniping, and as evidence of this you'll find not one, but two Longshot spawn locations on either side of this long, narrow level. From the ends of the level point, head on top of the first bridge you come to nab one.



Otherwise, you can follow the frozen river under the bridges to the central bridge. Under this is the Torque Bow or Boomshot. As you head up to the top of this bridge, you'll find a Gorgon Pistol or Boltok Pistol on the way up behind some sandbags.



On top of the bridge is the grenade spawn point, with Frag Grenades or an Ink Grenade depending on the cycle.

BASIC COMBAT		WEAPONS			MAPS		MODES		
«	10	11	12	13	14	15	16	17	18

Gridlock

Weapons

CYCLE A	Gorgon Pistol, Torque Bow, Boom Shot, Ink Grenade
CYCLE B	Boltok Pistol, Longshot, Boom Shot, Boom Shield



This classic level is almost identical to its original form. At the center of the level is a large building with all the goodies nearby. Up the stairs and inside is the Torque Bow or Longshot and this building is as good as any to camp in with either weapon.



In front of this building on the street is a ring of cars. At the center is an Ink grenade or Boom Shield, depending on the cycle. Across the street from the large building is a stone archway with the level's most desirable weapon: the Boomshot.



On either side of the Boomshot location are buildings. Follow the stairs up from the Boomshot and turn left and you'll find

the Gorgon Pistol or Boltok Pistol in the shadows.

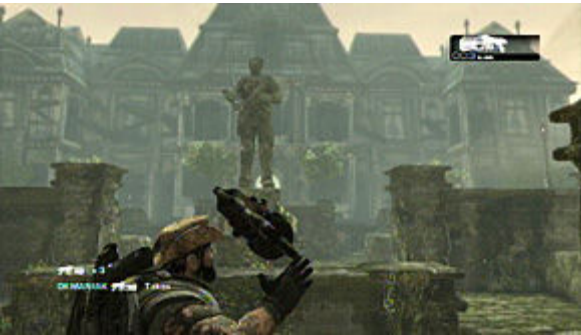
BASIC COMBAT			WEAPONS			MAPS			MODES		
«	10	11	12	13	14	15	16	17	18		
Mansion											
Weapons											
CYCLE A			Torque Bow, Gorgon Pistol, Boltok Pistol, Boom Shot, Ink Grenade								
CYCLE B			Longshot, Boltok Pistol, Boom Shot, Frag Grenades								



This level's cramped quarters and lack of wide open spaces means its all about the close-range combat. As you head into the house via one of the side doors and go upstairs, you'll find yourself in the upper area of the mansion's entrance hall. Here is a torque Bow or Longshot, neither of which are especially useful unless you use them to hit enemies below.



Just down the stairs is a Boltok Pistol (regardless of the cycle). Head outside and you'll find the Frag Grenades or Ink Grenade before you head down into the yard. Just down the stairs you'll find a Boltok Pistol or Gorgon Pistol, depending on the cycle.



In the center of the yard, across from the doorway, is a statue. At the base of this is perhaps the level's most contested weapon, the Boomshot.

BASIC COMBAT		WEAPONS			MAPS		MODES		
«	10	11	12	13	14	15	16	17	18
Subway									
Weapons									
CYCLE A		Ink Grenade, Scorcher Flamethrower, Mulcher, Torque Bow							
CYCLE B		Frag Grenades, Ink Grenade, Scorcher Flamethrower, Torque Bow, Longshot							



This level has two tiers, with derelict subway station below the small outdoors area. The main entrance to the subway is surrounded by great sniping windows that overlooks the station below, and there's conveniently a Longshot / Torque Bow spawn point hidden behind the structure. Facing the main entrance up top, you can flip around and find a small staircase to a platform with Frag Grenades or an Ink Grenade.



Heading down the stairs into the station, you'll notice a Scorcher Flamethrower immediately in front of you, and just past it an Ink Grenade (regardless of the cycle).



To the left of the main staircase as you reach the bottom is a train car. Inside is a Mauler or Torque Bow depending on the cycle. There are two other entrances to the lower area on either side of the level, near the spawn points above.

BASIC COMBAT	WEAPONS	MAPS	MODES
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«	10	11	12	13	14	15	16	17	18
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Tyro Station

Weapons	
CYCLE A	Gorgon Pistol, Longshot, Ink Grenade, Hammer of Dawn
CYCLE B	Boltok Pistol, Longshot, Frag Grenades, Hammer of Dawn



This map's central feature is a deadly train that comes about every 13 seconds or so. If you are anywhere on the tracks at this point you will be instantly killed. Beneath the tracks is a location that spawns Frag Grenades or an Ink Grenade, from there you'll find a path up to the center of the tracks. The tracks can also be accessed by stairs on either side of the level. Why would you want to go out on the tracks? Well, there's a Hammer of Dawn out there for starters.



Alongside the track is a walkway on either side with a Longshot or torque Bow at the end. Nearby this location is a break

in some sandbags that overlooks the track. If you wait here for the train to pass and hop down to grab the Hammer of Dawn, then keep running to the passage down the stairs in the center, you'll have the best chance of making it out alive before the train's appearance.



Many people rack up Death by Environment counts by attempting to snag the Hammer of Dawn by peeking up out of the central stairwell and running for it. There just isn't enough time to do this unless you are ultra quick - not to mention the fact that you are a sitting duck while waiting in the stairwell. Finally, on the landing halfway up the stairs to the tracks is a Gorgon Pistol or a Boltok Pistol.

BASIC COMBAT			WEAPONS			MAPS			MODES		
«	10	11	12	13	14	15	16	17	18		
Flood											
Weapons											
CYCLE A			Gorgon Pistol, Ink Grenade, Torque Bow, Hammer of Dawn								
CYCLE B			Boltok Pistol, Frag Grenades, Boomshot, Mortar								



Flood is another aptly named map. The already-cramped quarters begin to slowly shrink after a grace period of about 30 seconds due to rising Imulsion. After that, every time you hear a rumble, be ready to reassess the map's boundaries. The Imulsion won't instantly kill you, but a few seconds in the liquid will roast you like a Scorcher.



Gaining vertical ground is essential in this level, but there are a few places you can stop to pick up goodies on your way to the top. First off you'll come across a Gorgon Pistol or Boltok Pistol just outside the central area of the level. The central area is a broken strip of highway, with a spot that spawns Frag Grenades or an Ink Grenade at the bottom in a corner. Also at the bottom of this is an area that juts out over the Imulsion with a Boomshot or Torque Bow on it.



At the top of the level is a Hammer of Dawn or Mortar, perfect for clearing out the shrinking area below if your team can capture it. This level is more of a race to the peak than anything else, since the Imulsion will eventually erase all solid ground, and weapons, below.

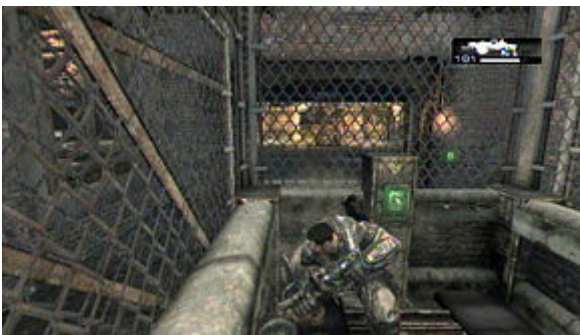
BASIC COMBAT			WEAPONS			MAPS			MODES		
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«	10	11	12	13	14	15	16	17	18
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Fuel Station

Weapons

CYCLE A	Boltok Pistol, Ink Grenade, Mulcher, Scorchers Flamethrower, Mortar
CYCLE B	Gorgon Pistol, Frag Grenades, Mulcher, Scorchers Flamethrower, Mortar



Fuel Station is a largely explosive map, with gas pumps, cars and tanker trucks among the destructible and deadly environmental features. The fuel station itself is at the center of the level, and features a Mulcher under the overhang with the pumps. Inside is a garage with a door that can be opened and closed from the inside and an elevator that can be taken to the top of the building. You can also reach the roof via a staircase around the back.



Up top is a Scorching Flamethrower, not to mention a great vantage point for general destruction. Behind the fuel station along the side of the map there's a Boltok Pistol / Gorgon Pistol spawn point. In front of the station is a tanker with a pair of Frag Grenades or a single Ink Grenade next to it. Slap a Frag on the tanker for team-clearing booby trap.



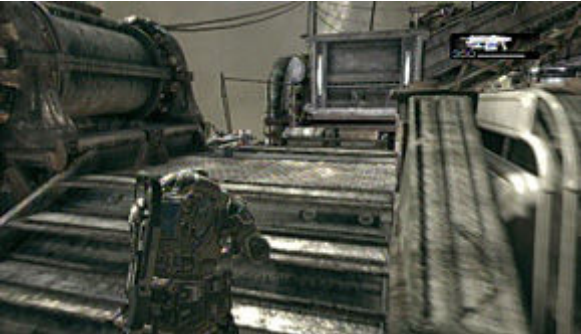
On the opposite side of level from the fuel station is a raised area with a Mortar at one end which serves as a great counterpoint for enemies camping on the roof of the fuel station.

BASIC COMBAT		WEAPONS			MAPS		MODES		
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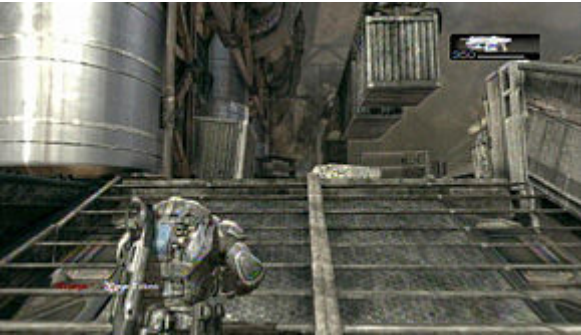
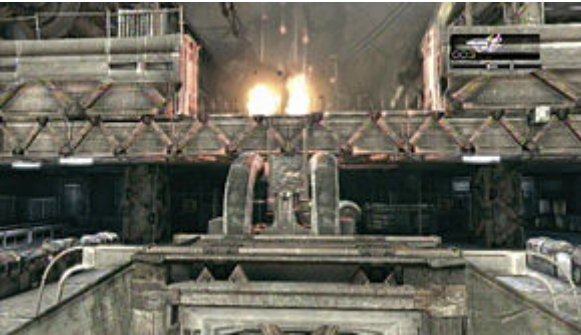
Gold Rush

Weapons

CYCLE A	Mortar, Boltok Pistol, Longshot, Ink Grenades
CYCLE B	Boomshot, Gorgon Pistol, Torque Bow, Frag Grenades



Despite its flashy name, Gold Rush is the duller of the Combustible Maps. It's small, but it has two tiers, with some big weapons above and below.



Between the two stairways to the upper level is a Frag Grenades / Ink Grenade spawn point, while on a little ramp nearby is a Boomshot or Mortar.



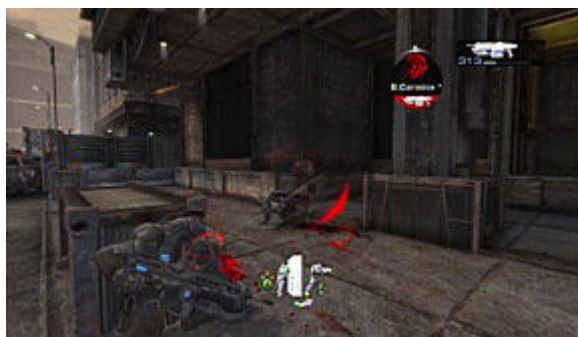
If you head up the stairs you'll find a Gorgon Pistol or Boltok Pistol on both sides. In the center of the upper area is a Longshot (not very useful) or a Torque Bow.

BASIC COMBAT	WEAPONS	MAPS	MODES
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Warzone (a.k.a. "Team Deathmatch")



In Warzone your only goal is to eliminate the every member of the opposing team in a given time. You score one point for each win, until the pre-determined number of points is met. While all sorts of team strategies may be implemented to great effect in Warzone, it most often breaks down to a race to the most desirable weapons, thus, knowing your maps is an important part of getting good at Warzone.



You are immediately presented with a choice in Warzone: do you go for the goodies, or stake out the big weapon spots for a kill? Most likely, there are people doing both at the beginning of every match. It's just as effective to get comfortable with your starting weapons instead of going for the big guns, and some of the best players scoff at the mere idea of using anything other than the Gnasher (shotgun). Also, when you are playing with strangers, you don't want to be competing with your own teammates for the powerful weapons, as that just distracts you from the real task at hand: killin'.

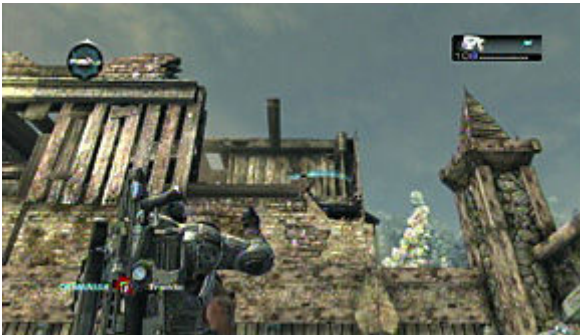


For beginners, basic techniques like leaving Frag Grenades as booby traps in highly trafficked areas (like grenade spawn points) can land your team easy kills. Sometimes these matches end up with one member of one team running for his or her life until the clock winds down and it will take some coordination to end the round in a timely manner. If you are in the last man standing, and you don't feel comfortable directly confronting the other team, try to lead them into a booby trap and even the odds. If you die, you're out for good until the next round, so that's all the more reason to stick near your team for quick revivals.

Submission (a.k.a. "Capture the Stranded")



Submission plays out a lot like Capture the Flag, but there's only one, neutral flag, and it can shoot you in the face. The "flag" is a Stranded dude named Franklin, recognizable by his scrappy appearance (in comparison to the hulking C.O.G. and Locust behemoths) and is indeed armed with a Gnasher. A point is scored by dragging him to a ring of light that appears at a weapon spawn location somewhere in the level after he's captured. Luckily, there's no way to kill Franklin, so you don't have to be delicate. After a bit of damage he'll fall to his knees and you can press A, when prompted, to grab him. A picture of the Franklin's face and a compass showing his direction will appear on your HUD in Submission.



There will most likely be a battle surrounding Franklin, not to mention the fact that he'll be fighting for his life - he won't hesitate to deal out executions either. As soon as Franklin is captured, he conveniently becomes a Meat Shield. When you have Franklin in tow, use him! That usually means walking backwards, and getting your team to cover you at all costs. If your teammate has nabbed the Stranded, don't get distracted, just cover his exposed butt. If the opposing team gets him, try to shoot around the Meat Shield and down the enemy.



Since everyone will respawn infinitely until the point is won (or the clock runs out), it's a good idea to leave downed enemies to bleed out if there's no one nearby to revive them. This will give you a bit more time with fewer threats.

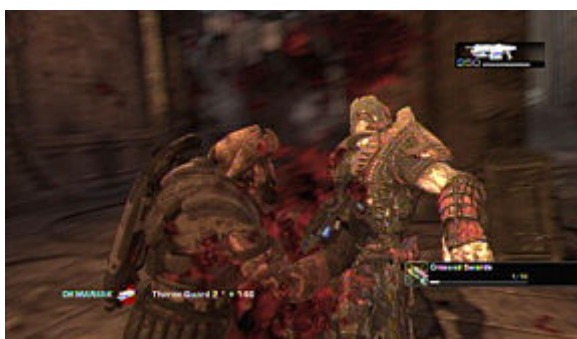
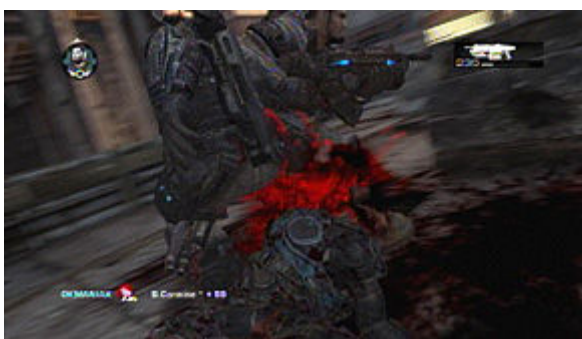


It's not a bad idea to grab a Gorgon Pistol or Boltok Pistol before going for Franklin, as you'll be able to pull your own weight (and his) better with a good, one-handed gun. If Franklin is dropped, he will recover and start shooting right away, so watch out! Once a team drags him all the way back to the highlighted ring, a point is won. The match ends after the pre-determined number of points is reached by one team.

Wingman (a.k.a. "2 on 2 on 2 on 2 on 2")



In Wingman, forget about color, race or teamwork; the only person on your side is your Wingman. He or she is the only person that can revive you too, and once your down you won't be respawning until the match is over. Here, unlike in Warzone, kills count. You have a time limit too, so get killin'! You can only die via an Execution: Chainsaw melees, Execution moves (curb stomps, etc.), headshots from the Longshot and Boltok Pistol, and detonation (Frag, Torque Bow, Mortar etc.). Otherwise, you can be revived by your Wingman indefinitely.



Camping is always a good strategy on Wingman, and if you can find a spot with a good weapon (Mortar, Frag Grenades, Torque Bow etc.) out of the way from the fray then you can pick other teams off one at a time. Booby trap some entrances with grenades and cover your Wingman, reviving each other when in trouble, and with any luck you'll come out ahead.



Execution (a.k.a. "Team Deathmatch with Executions")



In Execution more than any other mode you should stay near you team since they can revive you if you fall. Otherwise, this play out like Warzone but with an emphasis on melee combat and powerful weapons.



Here is a list of ways to Execute your unfortunate opponent: Direct Boomshot fire; Stuck Torque Bow shot; Frag Grenade tag, booby trap and throw; Hammer of Dawn fire; Mortar fire; Executions (curb stomp, beating and various weapon animations); Meat Shield grab; Chainsaw melee; Point blank Gnasher (shotgun) shot; Longshot headshot; Boltok Pistol headshot. In short, anything that splats or decaps will do!

Guardian (a.k.a. "Protect the Leader")

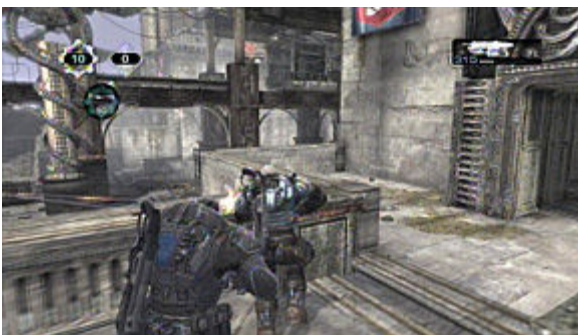


In Guardian mode each team has a "Leader" who is the magical source of infinite respawning for your team. If you are the Leader, the game will say so and you'll have a star next to your ammo meter. You also have a directional compass pointing to where the opposite team's leader is, and you can always check where your leader is with the Left Bumper. In order to win a match you'll have to take down the other team's leader in order to get them to stop all that pesky respawning. After that, you'll still need to clear the rest of the team out.



A lot of responsibility, then, falls on the Leader, whose priority should be survival – and they most likely can't accomplish this on their own. So Leaders: don't go running for the Boomshot. Holing up with some grenade boobytraps is not a bad idea if your team isn't in to defending you. This mode can take coordination to keep the leader protected in addition to hunting down the other team, and you may have to delegate duties.

Annex (a.k.a. "King of the Hills")

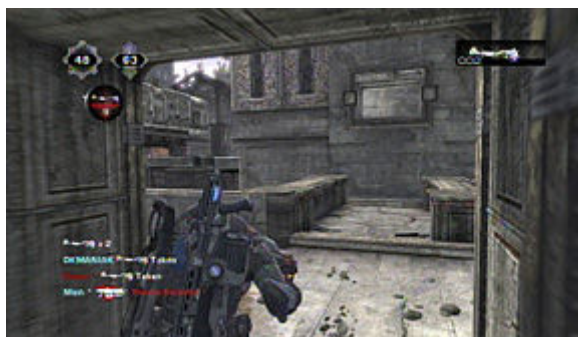
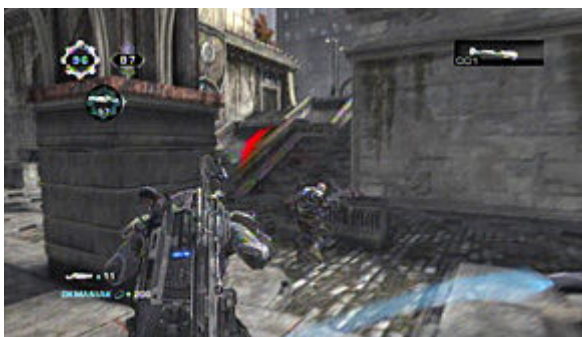


In Annex, rings of gray appear in the level that can be capture by either team. While a ring is captured, it gives a point per second to the team that captured it. You don't need to stay in the rings after you capture them, but you do need to stay in them long enough to capture them. The more people in the ring, the faster it will be captured. A symbol of your team (C.O.G. or Horde) will appear in the gray circle on your HUD and it will fill with your team's color when it's being captured. If you step into a ring that's been captured by the opposing team, they'll have to be out of its boundaries before you start "draining" their color, and replacing it with yours. Once the 60 points are drained from a ring, it will disappear and reappear, unclaimed, at another location. The round ends when the pre-determined number of points is

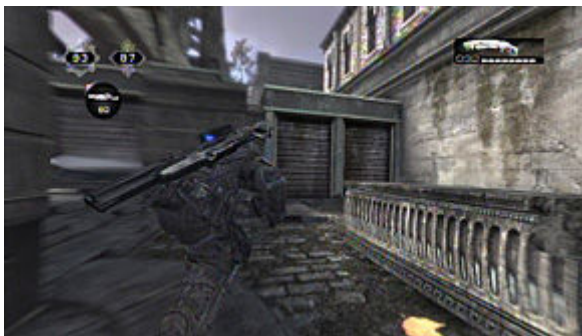
attained by one team.



These rings always appear on spawn locations of weapons, and the HUD display will reflect which weapon spot the ring is at (the weapon image in the circle on your HUD). This little circle on the HUD actually gives you a lot more information than that: the direction the Annex ring is from your location (the arrow); who is currently winning points (the color); and how many points are left to win (the number). Know a given map's weapon locations (see our Maps section) and you'll be able to quickly move to the new spot when it appears.



Once you capture a ring you can leave and take up a good position to defend it - it's a good idea to leave a grenade behind as a booby trap, just in case. Also, it's a good idea to mine known ring spots (weapon spawn locations) if you have a spare Frag Grenade, since the location will likely switch to that spot and you may as well get the jump on the opposing team. You can capture rings when you are bleeding out, so some quick crawling can make all the difference!

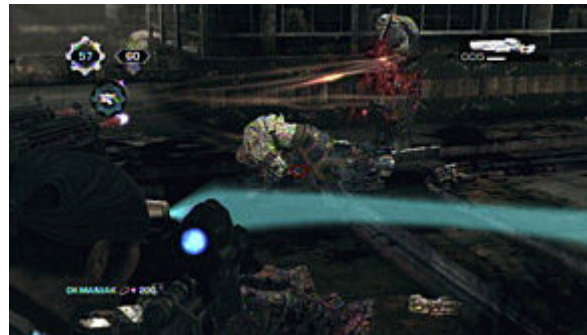


Once your team captures a ring, you can take up a sniper point while your points accrue, or hide on a corner with a shotgun -- anything to keep the enemy at bay. The ring can go back and forth several times until its points are drained. If there are just a few points left in a ring, it's probably not worth fighting for anymore and you may better spend your time hustling towards a possible location or picking up grenades / weapons. When the chime starts, that means the last several points are being accrued before a victory. Everyone will respawn indefinitely in this mode.

King of the Hill



Classic King of the Hill rules apply here: there's a ring that's the "hill" in one place - a weapon location as indicated by the compass on your HUD. You'd do well to learn these locations for maps so you can get to them as fast as possible. At least one member of your team must remain in the Hill once it's captured or you lose it. While in possession of the hill, your team will win a point per second.



The person in the hill can be bleeding out - it doesn't matter. You can even capture a hill whilst bleeding out. You may want to leave the hill to take a defensive point, but you should coordinate that with your team. If you all step out you'll have to recapture the hill - or some OTHER team might...

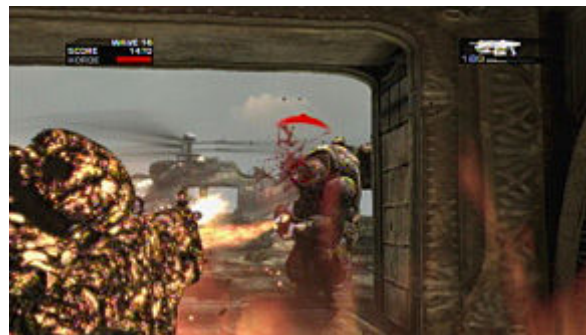


If you down enemies near your hill, consider not killing them unless they will be revived or enter your ring. This is because they will just respawn and come anew, so you might as well rack up some points in peace while they bleed out. Conversely, if you are bleeding out near a ring, head for it, you never know what may happen - you could be the one to retake the ring. Basic strategy applies to defending the ring, remain in cover, conserve ammo, and stick close to your team so they can revive you. The first team to the set number of points wins -- a chime will sound for the last few points. Also, the more people in a ring, the faster it will be drained of enemy color/filled by yours. So don't go it alone.

Horde



In Horde mode, you'll be confronted by all manner of sub-boss Locust. Each wave is harder than the last due to increasing numbers and added types of enemies. Although there are 50 waves total, there are actually only 10 waves of enemies that repeat 5 times. Each set of 10 waves progressively heaps bonuses on the enemies though, improving their Accuracy, Health and Damage, and making them that much more formidable. The first few levels will feature Wretches, Drones and Grenadiers, in addition to various Boomers, like Butchers (which melee attack). Added in for the mid-levels are Flame Grenadiers, classic Boomers, Kantus (with Ink grenades and explosive Tickers that count as kills), Sires (the difficult to kill zombies) and Theron Guards (with Torque Bows). The final wave adds in Bloodmounts (the Grenadiers riding monsters).



The best strategy for Horde is to get as many people together as possible to fight - going it alone just isn't a viable option. Take advantage of this unique co-op mode by taking on the horde with a group of people and you'll find it more satisfying - and less brutally difficult. Horde is all about letting the enemies come to you. That doesn't mean you shouldn't have a sniper. Luckily, wherever you hole up, ammo for the Longshot and Torque Bow will have a tendency of finding its way to you, due to the bum rushing Locust. But items like Frag Grenades, the Hammer of Dawn or the Mortar that can really help take down the swarm are harder to come by.



Thus, holing up near a heavy weapons spawn point is a great idea. If one person stays on the Mortar, one snipes with a Longshot or Boltok, and the others defend the immediate environs with Gnasher or Lancers, you have a pretty good chance of survival. And sticking together makes revivals easier - once you're down you'll have to wait until the round's over to rejoin the fight. Of course, with the hectic nature of Horde, any strategy can devolve quickly. You'll want to keep an eye on the bar at the top left, which tracks your remaining kills. When you have less than 5 left, it will be revealed in numerals. The largest horde has about 25 enemies, while the smallest has about 10. Good luck!