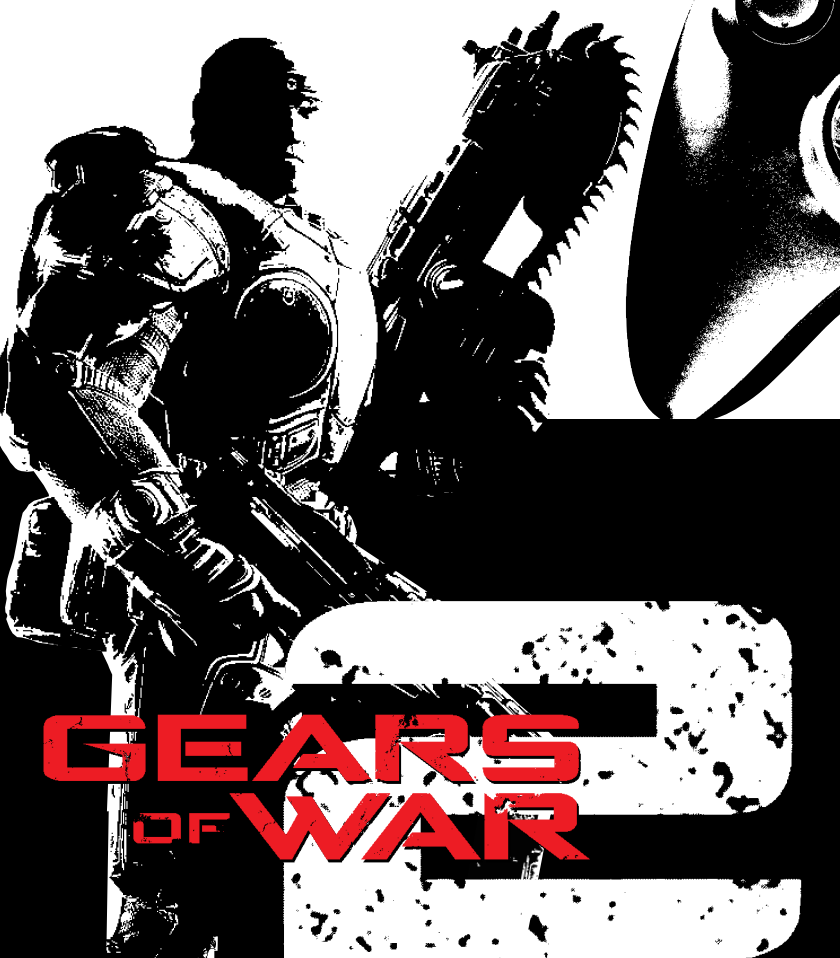


THE COMPLETE **GEARS 2** GUIDE!



GEARS
OF WAR

GEARS OF WAR 2

WALKTHROUGH

TIP OF THE SPEAR

Act One

Welcome to Delta

This is essentially an opportunity for you to either go through training with the rookie, or go straight into the game. We recommend that you go through the training as it's not only worth ten Gamerpoints, but it also has the first two of the game's hidden collectibles (like the cog-tags from Gears 1). The first collectible can be found on the ground when you get to the cover part in training. The newspaper is lying right in the middle of the road. The second collectible is located in the garage to your right just before you finish the training level (it's lying on the ground beside the desk on the left-hand side of the garage).



Achievement: 'Green as Grass' (10)

Act Two

Desperation

Once the talking has finished, head through the blue double doors to trigger off a cut-scene.

New Objective: Follow Tai - Head around the corner and upstairs to the next set of blue double doors. Once Marcus has finished talking the doors will open, so head left into the corridor to complete this objective and hit a checkpoint.

New Objective: Ambush the invading Locust - Head to the right of the corridor (beside the wall), and as soon as Marcus finishes talking, take cover overlooking the courtyard. A bunch of Locusts will shortly come through the doors at the back, so the best thing to do is to wait here until they're all around the blue gas canisters that are sitting in the middle of the courtyard. Let rip with your Lancer and take out the canisters to blow the



Locusts up into meaty chunks. Make your way down the corridor and Anya will advise you that the power is now back in the hospital.

New Objective: Clear the hospital of the remaining Locusts - Run down the corridor and keep your eye out for an open door on your left, when you see it, head in for another collectible. Make your way down to the end of this corridor and take the doors on the right where a small ammo box is waiting to be picked up. Head left here into a larger room and head to your left and take cover up against the metal containers in the upper path. Lean out and fill the two grubs here full of holes and be sure to collect their weapons from their dead bodies. Head straight down the corridor in front of you and proceed to blast the next two grubs into the middle of next week (using the desk or bed as cover should you need to) and pick up their guns for some much needed ammo. Assassinate the next two

unfortunate grubs in the following room (being sure to grab the grenades from the small room to your left) then take cover whilst dealing death to the pistol-wielding grub that hides behind the hospital bed. Swap your rummy pistol for this six-shooter, grab the pair of grenades to your left and then head downstairs and make your way into the next room (via either the left or the right door). Kill the grubs in here and sitting on the floor in between the desks in the middle of the room is your next collectible.

Head through here and hang a left and then another left (towards the fire) and there's two stashes of grenades here should you need them. Head back into the previous room you were in and take a left where you'll spot a small ammo box straight ahead of you. Pick it up if you need it and then go right to the set of double blue doors and another checkpoint. You'll enter a large open

CHEATS!



courtyard and your buddies will be fighting off a horde of Locusts who'll be hanging around the central statue. Pick them off from behind cover and a Reaver will drop down from the sky. Be sure to keep diving out of its way as you lay into it with a couple of grenades and your guns. Once you've dispatched the Reaver, make your way to the opposite side of the courtyard and pick up the small ammo box in the corner. You now need to head through the open doors near you to activate the next checkpoint.

Go right and pick up another small ammo



box (should you need it) and head into the room on your right for some grenades. Waste the two grubs in the next room with some well-placed shots between their eyes. Now head out through the open doors and hang left into the corridor and make your way around until you spot an open door on your left. Enter here and pick up your next collectible on the floor by the desk. Head into the kitchen opposite for more Locusts, and keep your eyes open for the blue gas tanks that are standing on the tables (beside where the Locusts tend to cover behind). Pop a few shells into the canisters to barbecue any Locusts stupid enough to be near them. In the room to the left of the Kitchen is a locked door, kick it open to reveal a large ammo box.

As you make your way out of the kitchen area, be careful from the gunfire that'll open up from above. Below the stairs to the right you'll find some grenades and below the stairs to your left you'll find a

CHEATS!



small ammo box. Take care of the Grubs upstairs and then make your way through the two sets of double doors, which lead to a large multi-storey room. Head right as soon as you enter it and run around to the small ammo box and your next collectible. Head back round to where your team are waiting for you and you'll spot a set of grenades, so pick them up if you need any. There's another small ammo box on the bottom floor to your right, collect them if need be and head to the middle of the room to trigger the next checkpoint. A number of Locusts will come running through the doors to your

left then to your right, so say hi to them with a barrage of bullets. Once they're out of the way, reload and head through where the Locusts appeared (to the left of the now open exit) as there's a large ammo box hidden here. Go through the exit and say hi to the rookie you (did or didn't) help to train up. When the doors ahead finally open, the next checkpoint will kick in. Head to the right and behind the pillar in the corner on the ground is the final collectible for this Act. Now grab some cover at the top of the steps and head left to find another small ammo box and a chance to flank the enemy. So head downstairs (taking out any Locust stupid enough to absorb your bullets) and grab the small ammo box that's to your left at the bottom of the stairs. Make your way to the store with the 'Buy - Sell - Trade' sign above it and grab another small ammo box if you need it. Enter the store and use the cover to flank the enemy, so pummel them with a volley of gunfire. Once they're all dead grab another small



ammo box at the back of the store you're in, and then head out and to your left. Finally, kill the remaining three Locusts up ahead to finally complete the Act! Achievement: 'It's a Trap!' (10)

Act Three

Rolling Thunder

This Act is mainly an on-rails section so there's limited room to move about while you're riding on top of 'Betty'.

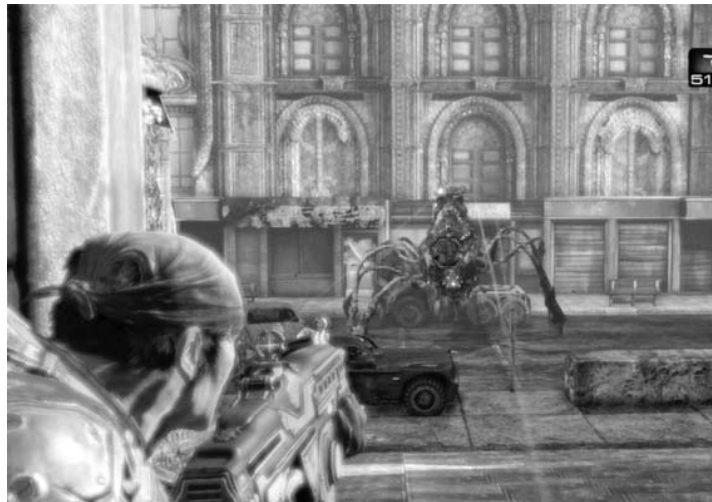
New Objective: Escort the Assault

Derricks to Landown - Not a lot happens as you're generally having conversations with your driver (which incidentally, you can stop at any time by pressing the select button, silencing everyone), so look to the right of the derrick and you'll spot a poster on the deck which is another collectible, so be sure to pick it up as soon as possible. Once you hit the checkpoint, the action begins.

New Objective: Shoot down the Nemacyst Mortars - As soon as this objective pops up, you need to get your

aim-game on and shoot the mortars as they descend from the sky. Your transport can only withstand a limited number of direct hits, so be sure to use your lancer as it has the largest ammo clip of all your weapons. There's a total of eight mortars that head towards your derrick, so be sure to let no more than two hit you to ensure that you won't fail. As soon as the last one is gone, your objective will be complete.

New Objective: Kill all Incoming Reavers - Quickly make your way to the turret and take out the Reaver to your right. If your aim is good enough, then also take out the Reaver that heads straight for you afterwards (although it's not really an issue if it hits). Objective completed. You'll continue to roll onwards as your colleagues all express their gladness to be alive, but that's soon broken up as you hurtle towards a barrier and your transport crashes to a halt.



New Objective: Defend Dizzy while he repairs the Attack Derrick - Whilst Dizzy is taking care of that problem, you need to hold off the Locust's attacks. So firstly, turn left and grab not only the grenade and two large ammo (if needed), but there's also another collectible here as well. Take what you need and use a grenade on each of the Locust holes that appear to seal them up. Once you've sealed the two holes up, a Reaver will come and knock down a pillar (so try not to be standing under it when it falls!), and not long after a third Locust hole will appear. So take them all out whilst



avoiding the barrage of bullets from the other Locusts that are hiding up on the ridge to your right. As soon as you've killed the remaining Locusts from the emergence hole, you'll need to run back to 'Betty' to complete the objective and this act.

Act Four

The Big Push

Once you're back on make your way to the upper level and man the turret. Take aim at the swarm of Locust's below that climb out of the hole and let off controlled short bursts of fire. Soon a Brumak will appear, so focus your fire on it until you pass it and an Assault Derrick overrun by Locusts comes up beside you. Train your gun on them and as you trundle through, taking out any Locusts as soon you can (especially the ones that decide to climb up the sides of the Derrick you're on).

New Objective: Kill the driver of the hijacked Derrick - Soon you approach a



narrow bridge, during which time you'll bump into the hijacked Derrick beside you. As soon as the driver's window is destroyed, set your turret on the driver to trigger the cut-scene and the next checkpoint. Get back onto the turret gun and keep an eye out for a Brumak that appears to your left and then one that appears straight ahead (which will always take out one of your choppers), so take the second one out with a constant stream of bullets to its head. Now turn to your right and take out a bunch of Locusts on the ground and any Locusts that board your Derrick. Ignore the next Brumak and shoot the Corpser in the mouth (once it moves its legs out of the way). Now aim your sights past the trees that are straight ahead of you and as soon as you see the Brumak appear, let rip at its head to finish the Act off. Achievement: 'Escort Service' (10)

Act Five Roadblocks

New Objective: Escort the Assault Derrick to the deployment zone – As soon as the level begins equip your shotgun and grab the small ammo box that's lying by the wrecked cars just in front of you. Now head to the white double doors (which Tai is crouching beside) and press **□** three times to successfully kick the door open. Jump over the wooden counter in front of you where there'll be a shotgun and two small Lancer Clips waiting for you if you need them. Now you should head straight upstairs for a large ammo box, a set of grenades and another collectible. Head



back downstairs and over the counter, making your way to the next door where you'll come across a couple of tickers.

New Objective: Eliminate all Tickers so the Assault Derrick can continue – If you're working towards the 'Takes a Licking' Achievement then use your shotgun to melée away each ticker.

However! Don't try to melée attack the same one a second time as it WILL explode in your face! (This really isn't a good tactic on Hardcore or Insane difficulties). If you need any gun ammo, then there's a large ammo box stashed away on top of some steps alongside the building you just came out of. Go through the hole in the wooden fence and cut up the wooden fence with your Lancer to proceed. Grab the small ammo box (if you need to) and proceed to melée/shoot the next batch of Tickers that appear. Now head forwards and keep an eye out for a mini graveyard to your right.



Run up to the wall and read the flashing plaque on the wall for another collectible. Now do a 180 and head up the hill (activating the next checkpoint) and prepare for a fairly large fire fight at the petrol station.

New Objective: Take cover from the incoming Nemaclist mortars – Now here it'll get a bit hectic as there's a hard to hit Locust in the wooden tower to your left, two Locusts in the petrol station straight ahead, and there's also a Locust at a Turret (which is hiding behind the sign on the station's roof). You can take out the

petrol tanks to clear the Locusts hiding behind them, but if you take cover for long enough, you can let your air support take out the remaining gunners with no harm to you. Be sure to reload your guns with the small or large ammo boxes that are sitting on the street behind you. Head into the now empty petrol station and in the back room on the right is another collectible and a large ammo box, so pick them up and head out to your left where you can jump over the now broken fence. Head left towards the large road tunnel which is straight ahead of you and you'll activate your next checkpoint.

New Objective: Clear the tunnel - The tunnel is almost completely dark, so try not to advance too quickly as it's teeming with Tickers (which are ripe for melées or shooting). There's also a supply of ammo boxes and grenades around, so keep your eyes peeled at all times. Keep advancing at a reasonable pace (as Betty is always behind you moving forwards) and stick to

the far left, where a small tunnel holds another collectible. At the end of the tunnel you'll face off against a Reaver, so take it out with some up-close shotgun blasts to the face. Once you've reached outside you'll hit the next checkpoint. You'll now have a route choice: Either head for the hotel or take to the rooftops.

New Objective: Clear the buildings of all Locust activity - If you take the hotel route then you simply need to make your way upstairs and clear out each room until you reach the Mortar launchers



(opposite a large open tunnel). If you take the rooftops route, you'll need to climb the ladder to the upper part of the roof and kill the Locust for the Mortar launcher. Use this to shoot a mortar at the top of the roof across the street so Dom and Tai can enter the hotel. Now wait for Jack to open up the next door and make your way through until you're beside the entrance to the tunnel.

New Objective: Defend the Assault Derrick from the Brumak - Wait until the Brumak is just leaving the tunnel and set off a mortar round at around 120m (on

the aiming scale you get). This (coupled with your team-mates' shots) should be enough to take it down quickly.

Act Six Digging In

New Objective: Protect the Assault Derricks while they deploy the Grindlifts - You'll face a cut-scene and then a checkpoint. Once Marcus has finished talking, you'll face a constant stream of enemies in the graveyard, starting with Locust grunts. As soon as you've killed enough of those, the next wave of enemies will appear.

New Objective: Eliminate the Locust Mortar crew - Again use the line guide when judging the distance of how far to fire your mortars, but as they split up into several bombs, you don't have to be precise to make them count.

New Objective(s): Kill the Boomer Squad/Destroy the Reavers - If you run out of Mortar ammo, drop the empty one and grab the fresh one from the floor





behind you. The Reaver on the left only needs a short distance, but for the Reaver in the distance on the right, you'll need an almost full power shot to hit it.
Achievement: 'Girl about Town' (10)

DENIZENS

Act One Scattered

Once you exit your Grindlift you have a choice of either going up the ladder and around, or to the left and around. It makes no real difference which one you choose, so pick either of them. Once you reach the ridge, Alpha 7 team will show up, so make your way up the nearby slope and just after a Grindlift shoots past your side you'll hit your first checkpoint. Your fresh-meat colleague calls out a mayday on the tac-com that he's in trouble, so roadie run through the pathway and use your Lancer on the green vines that block your way. Immediately take cover and lay waste to the Locusts in front of you. Once they're all taken care of, head up towards

Carmine and pick up the grenades and the large ammo box. The next checkpoint will kick in and you'll soon be under attack from gun-wielding Locusts and a series of Tickers.

New Objective: Defeat the Locusts so Jack can repair the Grindlift - Equip your grenades and as quickly as you can, take out the Locust emergence hole on the right hand side (you'll probably have to go down the ramp a bit to get it in). Now head over to the right and get a grenade into the hole on the left (be careful though, as you'll be very exposed to Locust gunfire). Once you've taken care of all of the Locusts and Tickers, head back up to the Grindlift and press the button to open up the pathway to the next part of the level and the next checkpoint.

New Objective: Help Omega Squad defeat the Locust attack - Make your way down the hill and keep an eye out for



a Grindlift, as there's a set of grenades sitting near the dead bodies. Grab 'em and head down to the fire fight. There's a couple of large ammo boxes here, but save them until after the fight. Get into some cover and take out the Locusts, Tickers and Boomers.

New Objective: Find the source of the seismic activity - Head straight up and into the darkness. The pathway to your right will become blocked, so take the left through all of the glowing red fruits. Take out the pack of Wretches that come running up to you (the shotgun works

nice here), and rip through the vines just around the next corner for another checkpoint.

Act Two Indigenous Creatures

Once you come across the long stone worm, shoot the glowing red plant up in front of you down, and make your way around the path towards the Grindlift that you can see on your left. Cut through the vines for a large ammo box and another collectible. Head round and shoot the next red plant down that you see and head towards the Grindlift, being sure to collect the grenades and large ammo box lying in front of it. You can now go either left or right (left takes you up high over the Locust checkpoint, right takes you low in towards it).

New Objective: Eliminate the Locust checkpoint - If you can get right up to the sandbags in front of the turret, it'll rarely be able to hit you, so go around it using



blindfire or your grenades to take out the Locusts that hang around there. Once they're all cleared, stock up on ammo using either of the two small ammo boxes. Head up the ladder and head left where you'll find another small ammo box and some grenades. Come back around and run until you get to the next checkpoint. Head forwards and as soon as the Locusts appear, take cover behind the worm rock. The Locusts will take cover behind the rock formation to your upper-left, so use a couple of grenades to flush'em out, making sure to finish them



off with some well deserved bullets. Head straight on and you'll hit another checkpoint. Run up and switch your least-used rifle for a sniper rifle and use some cover whilst you pop out and take a few well aimed shots at the Locusts in the distance. Once you've annihilated the entire batch of sniper Locusts, head down the ramp for the next objective.

New Objective: Break through the Locusts defences - You need to decide whether you want to go up and left or to the right (If you take the left-hand route you'll have an easier time if you decide to snipe any of the Locust patrol down below). Head around and climb up the ladder to your right to face up to a Locust camp. Take some cover straight ahead and use a grenade on the Locust manning the turret. Once you've taken out a few of the Locusts, look towards the small ammo box on your left, where just up past it lies your next collectible. Once all of the Locusts are goners, a Reaver will



appear, so man one of the turrets to make light work of it. You'll now hit another checkpoint. Re-man the turret and point it straight at the large double doors which will soon be bashed through by a couple of Boomers and a bunch of irritating Tickers. Let rip with the turrets straight into the faces of the Boomers to take them out with the minimum of fuss (and melée away any of the Tickers still hanging around). Make your way through the doors and take the left down the steep hill for your next checkpoint.

New Objective: Take out the Locust Mortar squad -Just on down the hill you'll find a few Locusts, one of which has his back turned to you whilst on the turret. So be sure to make use of this fine moment to line up a skull-busting sniper shot to the back of his head. Take out the rest of the Locusts with the help of your team-mates.

New Objective: Assist Alpha Squad

-Make a bee-line for the Mortar launcher lying on the ground and sitting near the sandbags, get your shots to go to 135m (to ensure you frag as many of the enemy as you can with each shot). As soon as the coast is clear, make your way further down the path for your next objective.

Act Three Disturbing Revelations

New Objective: Search deeper in the cave network for the massive creature - Head through the small opening up ahead and wade through the knee-high water (filled with some funky blue-glowing plants). Get out of the water and head for the stairs just up ahead for another checkpoint. Take out your sniper rifle and instead of going all the way upstairs, only go three quarters of the way up it and snipe the face off of the Locust priest (who has a tendency to summon annoying Tickers if you let him live).



Once it's out of the picture, focus your fire on the remaining Locusts with some grenades or get up close and pummel them with your Lancer's bullets. Make your way through the open door up ahead and look right, where you'll find a large ammo box and another collectible. Keep walking around the path until you reach a ladder going up a wall and another checkpoint. You now have two choices, the left path is the upper route where you need to shoot down the glowing red fruit (found in the middle of the path, then two more are to the far left), throw the switch and take on a bunch of Wretches that burst out of a nearby hole in the wall. Or you can take the right path and use the rock worm to flank the Troika nest. Which, to be honest, is the easiest of the two, as you have a better chance of killing the two turret Locusts with a couple of well aimed sniper shots. Once you've opened up the next set of doors, you'll either come

across a bunch of Locusts, a Locust Priest and a couple of Turret-wielding Locusts. Regardless of which path you took, take out the Turret gunners first, then the Locust Priest and finally the remaining Locusts. Once they're out of the picture, the doors ahead will open, revealing a few more Locusts and a Boomer. So pop the head of the Boomer with your Sniper Rifle and then finish of the Locusts with your Lancer. The next Act will start once the cut-scene has finished.

Act Four Sinking Feeling

New Objective: Investigate the King Raven crash site - Keep walking forward as Marcus talks during the opening of the act, and once you resume control, grab the small ammo box that's on the small ledge. Head down the hill and keep an eye out for the rather nasty Bloodmounts that make an appearance. Take the rider down first and then work on the face of the Bloodmount to kill them with the

minimum of fuss (keep an eye out for a collectible by an over-turned car too). There's a small ammo box you can grab just to your right a bit further down the hill, which leads onto the first checkpoint. You'll now face off against a couple of Bloodmounts and a bunch of Locusts (some with Sniper Rifles), so go behind some cover and pick them all off with your own Sniper Rifle. There's a large ammo box on the right in a small clearing, and from here you can pick off another Sniping Locust (being careful not to stand in the fire whilst you line up your shot!). A Reaver will land in front of you as you make your way forwards, so take it out with either your grenades or with the Mortar Launcher (found by the bottom of the hill you've just come from).

Head straight on and take out the next two Locusts, then proceed down the path (collecting the large ammo box should you need it) and up to your next checkpoint. You'll now trigger off a large



gun fight with a horde of Locusts and a Reaver, so be sure to take plenty of cover and once the Reaver comes down, make it your primary objective. We'd recommend that you blind fire at it whilst almost beside it to take it out with barely a scratch taken. Now finish off the rest of the Locusts from behind cover and remember to top up your ammo and grenades with the ammo sitting in the corner behind you. Make your way through the burning building on your left and if you go left (before entering the building), you can grab another pair of grenades from the ground. Enter the



building beside you and as soon as the cut-scene finishes the next checkpoint will kick in. Very quickly make it to some cover from the ambush and use any guns you have to take out the Locusts that are up above. Hold them off for long enough and your buddy Cole will show up and trigger the next part of the level.



New Objective: Search for Baird and Sigma Squad - When you start this part, instead of heading through the doors with your buddies, head left and pick up the collectible from beside the fallen COG soldier lying on the ground. Now join up with the rest of your team and as soon as you hit the graveyard on the hill, the next checkpoint will appear (But so too will a Reaver and a bunch of Sniper Rifle totting grubs and a Locust Priest). So take out the Reaver first and then work your way through the Locust Priest, finishing off with the remaining Locusts. Once their dead, head up the hill, over the bridge, and grab the large ammo box

that'll be on your left. Proceed through the tunnel to start the next act.
Achievement: 'That Sinking Feeling' (10)

Act Five Captivity

Keep running through the tunnel until you hit a series of large metal pods, where you can find a small ammo box and Baird's now deceased jump buddy. Keep heading on up until you come across Baird in one of the metal containers. **Achievement earned:** 'Freebaird!' ten GS **New Objective:** Search area for other captives-With Baird back



on your team, keep going forwards until you come across the next checkpoint. You'll spot a floating Beast Barge in the distance (which you need to board), so press on up, but just before you get there, there's another collectible on your right behind a small wooden crate. Now take out the Locusts that are guarding the ramp to the ship. Once the cut-scene finishes, drop a grenade on the ass of the descending Grinder Locust and finish him off as soon as you can. Pick up his Grinder gun (as this will prove useful later on, even if it does slow you down).

New Objective: Find a way to get the barge moving - Go onto the lift that the Grinder was on and press the button to ascend into the ship. Head straight on up and activate the next switch, and then make your way onto the roof and take out the two Locusts and the Reaver which fly's around you. Once they're dead, flick the switch you can find behind the central column to start the barge

moving. Take out the Reavers with the Turret gun at the end of the ship, and once your bash into the barge in front of you, dispose of the Locusts on it and cross over onto the next ship. Head down to the middle floor and flick the switch to unveil Tai, who was locked up. Once the cut-scene is over, you'll be flung right into another firefight, so set up your Grinder on top of a crate and let rip at any Locusts stupid enough to get in the way of your bullets. Once they're all taken care of, run up the ramp and you can grab the fallen Grinder (full of ammo) from the ground.

New Objective: Find a suitable location to contact control-Run straight on and when you reach the top of the ramp up ahead, you'll alert a Locust Priest, Tickers, two Bloodmounts and a few Locusts. So mount your Grinder on a rock and take them all down from a distance with speed and a hail of bullets. Now you'll want to head straight down the one-way path until you reach the raised wooden



bridge and your next checkpoint.

New Objective: Move to the extraction point – Get behind some cover and use your Grinder to put holes into the Bloodmount, Locust Priest and Locust grubs in the distance. Once they're all disposed of, head forwards to the next area until you reach another checkpoint. You'll enter a confined area with a few Locusts up ahead, so dispose of them and then head into the large open area. Here, you'll come across a number of Locust grubs and a Reaver, so as always, focus on the Reaver first and the grubs second. Grab any ammo that you need (there are a few ammo crates tucked around the nearby area) and make your way to the large building in the background. Clear out any more grubs that get in your way and enter the burning building through an entrance on the left-hand side. Make your way onto the roof for another checkpoint and a heated battle as you wait for your air



support.

New Objective: Defend the King Raven extraction point – Get your butt behind some cover as a horde of Locusts will appear from all around the roof trying to take you out. There'll also be a Locust Priest, so be sure to set your sights on him early. After you've taken out a few of the Locusts, a timer will appear and signify how long you have to wait for the chopper to arrive, once it hits zero, the Act will be completed.

Act Six Intestinal Fortitude

You're now in the belly of the beast, so make your way down the path and you'll come across your next collectible lying on the ground. Pick it up and your next objective will appear.



New Objective: Find the Riftworm heart – Press onwards until you spot a car and walk up to it slowly where it'll be crushed by the worm's digestive teeth.

New Objective: Avoid the digestive teeth – You don't need to worry about your team-mates here, so as soon as the gums start to rise again, roadie-run past the, stopping in front of the next set of teeth. Head through the next couple of sets and you'll come to a stretch that's quite low. You need to roadie-run ALL the way through it, using the thumbstick to guide your way to safety (If you stop or get caught in the scenery, it's guaranteed death). As soon as you've made it past, there's a Lancer on the ground up and to

your left, so collect it and then make your way down the path ahead to the next checkpoint. The teeth are now sliding together like walls, but be careful here, as they generate a bit of force that will push you forwards or backwards (usually into the path of the teeth), so don't stand too close either side of the teeth here. Press on and when you reach the top of the hill, a bunch of creatures will pop out of the ground. Kill them all from a distance with your Lancer and head down the hill.

New Objective: Avoid the wall of debris – You'll now run into Carmine (who's not exactly in the best of shape), and after





the cut-scene you'll have to run away from a large ball of goo (that's constantly heading your way). If you run a little bit down, on the left not far in front of where Carmine is lying, you can pick up the next collectible, but it can be easy to miss on the floor. Now you roadie-run like a nutter away from the ball until you come up against a wall that you need to shoot at quickly (the Lancer is a good choice).

Once it's opened, rush through and when you reach the next blockade, use the saw from your Lancer to cut right through it. Run forwards (being careful not to run into the sharp waving parts of the worm at either side of you) and shoot at the centre of the next blockage. Head through, and when you come around the corner, look up and shoot the car off its perch, creating a bridge for you to cross over. Continue to roadie-run around the path and cut your way through the final membrane wall at the end to escape the debris and trigger the next checkpoint.

New Objective: Avoid jets and pools of acid – This bit is relatively simple, as you run up the hill, shoot the green part of the waving tentacles and it'll stop spewing acid for a short time. So take this chance to run past each tentacle, until you spot a body on the path (by the acid), and pick up the Lancer Rifle that's lying on the ground beside him.

New Objective: Pass through the intestines quickly to avoid suffocation – Keeping going forwards and you'll start to hear a beating heart, but you'll also come across a section of the level that progressively gets filled up with gas, making it harder to see the longer you're in this section. So you need to keep an eye out for any light areas and head for those, as that'll guide you to the exit before you suffocate and die. The general route is: straight ahead, then hang a left, curving around to the right and run up to the membrane wall that you need to cut.

New Objective: Cut two arteries to destroy the Riftworm's heart – Keep running forwards (whilst hitting the next checkpoint), while dropping down the ledges until you hear the heartbeat become louder, when you get to the next membrane wall you'll be right beside the first of the worm's three hearts. So run up to the arteries supplying the heart the blood and cut through them with your Lancer. The next section opens up behind you now, so run on through it and take out all of the creatures that pop up out of the ground, and cut through the next membrane wall to reach the worm's second heart.

New Objective: Cut three arteries to destroy the Riftworm's heart – As before, you simply need to saw your way through each of the arteries and you can then proceed to the third and final heart (but not before setting off another checkpoint). Drop down the ledge and you'll be at the final heart and the end of

the level/chapter.

New Objective: Cut four arteries to destroy the Riftworm's heart – Just like the last two hearts, cut ALL of the arteries to take the heart out, but watch out for the creatures that pop up trying to take you out (as well as the rising blood that will drown you if you're not quick enough!). Once all four are cut, you'll have finished the chapter!

Achievement: 'Heartbroken' (10)

GATHERING STORM

Act One

Dirty Little Secret

New Objective: Explore the abandoned facility – As soon as you get control of Marcus again, head left and run around the side of the building until an opening appears on your right. Make your way up to the doors of the main building here and kick the right-hand side door in. Enter the building and take a right all the way down to the large metal door at the end





of the long corridor. Once the cut-scene has finished, a checkpoint and your next objective will appear.

New Objective: Restore power to the warehouse – Make your way around the corridors until you come across a Flamethrower lying on the ground. It'll prove to be more useful than your Sniper Rifle for most of the level, so swap them over. In the next room, hit the switch to restore the power to the building and activate your next checkpoint.

New Objective: Return to the Centaur for the explosive charge – Head back through the rooms you've just came through and flick the next glowing switch to open up the entrance to a large room with a walkway in it. Make sure your Flamethrower is equipped and when you get far enough into the room, a lot of Wretches will charge towards you. So say hi to them with your mobile barbecue machine, making sure you toast every

last one of the creatures. Make your way around the room and turn the valve. Once it's open, head round to the right of the room you're still in and up near the right corner is a Hammerburst. Swap your pistol for it and then head towards the closed door, where you'll find a large ammo box for your weapons.

New Objective: Carry the explosive charge to the secure door – Head to the Centaur and grab a hold of the bomb. You need to be careful when walking with it, as it will sway around, making movement awkward. The trick to walking with the bomb is to change direction using the right thumbstick, and Marcus will then walk in that direction. So walk back up to the open doorway again and Jack will raise the platform. The next checkpoint will trigger and the benefits of switching to the Hammerburst will become apparent now, as you need to make your way back through the open rooms ahead, whilst having Wretches

claw at you (and you only have access to your pistol with infinite ammo for killing them). So stop and spray at the Wretches to take them out with the minimum of hassle. Once you reach the start of the long corridor leading to the secure door, Wretches will drop from the ceilings, so stop and aim when shooting them for maximum accuracy (you'll know where they're dropping, as the ceiling panel will come down first, so aim there). Once you've reached the door you'll detonate the bomb via a cut-scene.

Act Two Origins

If you're low on Flamethrower ammo, then head behind you into the back bedroom and swap it for the Shotgun that's lying by the wall. There's also a Hammerburst in the adjacent room, should you need any extra ammo for it. Now head through the secure door and up the steps. At the top of the steps on your right is a small room, enter it and in

the back of it on the ground is your next collectible. Head out and go up to the window for a large ammo box. Once Jack has opened the door, head through it.

New Objective: Search for data on the Locust stronghold – Walk on downstairs and your next checkpoint will appear. In an adjacent room, a bunch of Wretches are running around, so be sure to spoil their party by going into the door on your right and hit the switch to activate the motion-sensor machine guns. You'll turn the Wretches into Swiss cheese in seconds, so turn the sensors OFF again and head into that room via the main corridor you were just in. Walk through the room, but keep an eye out for a junction that has a turret on your left and a corridor on your right. Head down the corridor, head in the first open door on your right and then proceed to kick-in the next door, where you'll find the next collectible lying on the floor. If you want a pair of grenades then you can head back



to the turret near the corridor and enter the open door to the left, but you need to make sure that the beam of light doesn't catch you, otherwise it'll do some serious damage to you. Once you're in this small room, use the switch to turn the turret off. Head back down the long corridor and when you come to the left turn, you'll hit the next checkpoint and another auto-turret will pop-up. One of the best ways to avoid the white light sensor is to dive under it with **○**. If you dive early enough so you're rolling on the ground when the beam is above you, it'll never spot you. So you'll want to dive under the light and take cover behind the crates, only moving when the light has just passed over your head and away from you. From the crates nearest the gun, dive into the adjacent room on your right and switch the gun off so Dom can get through. When you enter the next room, you'll find bunch of Wretches coming towards you as they get battered by a couple of auto-turrets in here. The easiest



way to switch these off, is to stay near the back wall and make your way right, and then roadie-run past both of them to the off-switch found on the wall near the end of the room.

When you head into the next corridor, there are a few more difficult turrets to deal with, so roadie-run under the light of the first one (as it's coming towards you) and kick in the door opposite. Head down and you'll pop out right beside the off-switch for the turrets here. Head through and when you approach the set of double doors ahead, you'll reach your



next checkpoint. Kick open the doors and you'll be in a small courtyard, so kill the next two Wretches here and when you approach the doors on your right, a bunch of wretches will come out, so use a grenade or your shotgun here to blast them into pieces. You'll want to head into the next corridor and roadie-run under the beam of light and into the kitchen. There are a couple of auto-turrets in here and some Wretches, so mop up any of the Wretches that the guns don't seem to kill. Roadie-run under the light for each of the guns and the off-switch for them can be found on the wall in the adjacent room. Head through the corridor and then when you enter the next room, another checkpoint will kick in for you. Now, the turrets are currently on, but if you go to switch them off again, a few Wretches will burst in, so leave them on and they will meet the might of the auto-turrets. If you go into the room beside the switch, there's also another collectible in here and a Flamethrower for

you (should you want to re-swap your Shotgun for it). Now turn the turrets off as you head through the door they were guarding and head to the left and then under the turrets guarding the next room. If you head around the corner here, you'll find a large ammo box so pick it up and then head back out and downstairs in the connected room. Run down the corridor here and just after triggering the next checkpoint in the level, you'll come across a long corridor with two turrets in the wall and when you get close to the turrets, a bunch of Wretches show up, so shoot/toast them to pieces and then roadie-run past the guns to - relative - safety. Kill the final Wretch that pops up and then once Jack has cut open the door, head through and turn left downstairs. Another checkpoint will pop-up, so you'll come across a choice when you reach the bottom: You can either switch off the turrets for Dom, or you can run past each of the turrets as Dom turns them off for you. We'd



recommend the second option, as even though you could be killed, you've more control over missing the beams altogether (and it's not really that difficult to do). Now, you can either wait for Dom to turn them off one at a time, or you can take the riskier (but MUCH quicker) option of roadie-running along the left-hand wall. The flamers shouldn't get you here and you can get by with minimal damage. So once you've made it past ALL of the turrets, hit the switch at the end and you'll trigger another checkpoint and a long conversation with the computer. Make your way through



the only path open to you and when the gates by the stairs open, head up and flick the switch straight ahead of you once it's lit up, ending this act. Achievement: 'Longitude and Attitude' (10)

Act Three Rude Awakening

New Objective: Return to the Centaur - This is where the real fun in this chapter begins, so head downstairs and when you enter the large room with the tanks, you'll face off against a large number of highly mutated monsters known as Sires. And whilst they appear pretty tough, you can effectively stand there and chainsaw them all to death as they either run right at you, or you can stand by their tanks as they break out and chainsaw them as they land in front of you! When you reach the open gates at the end, there's a Flamethrower and a small ammo crate in the corner to your left. Enter the gate and proceed to rip apart the rest of the Sires

with your chainsaw, and when you reach the locked gate, press **O** to grab the wheel and keep pressing **O** to open the door along with Dom. You'll now have reached the next checkpoint, so head around the corner and hit the switch at the end to shutdown the computer once and for all. Once the metal door is open, head out and around and you'll eventually come to a deserted room with desks and computers as well as another checkpoint. As soon as you come around the side of the room, the wall in the far corner will come down and a Flamethrowing Locust will burst through with other Locust grubs. Instead of taking them on, head right and there's a room in the top-right corner that has a switch for an auto-turret that faces where the Locusts are. Switch it on to take them all out and switch it off again when it's done! Head out and in the next corridor is another auto-turret and a bunch of Locusts in the room to its right, so you can get to safety in a room directly opposite them and take

them out one at a time in - relative - safety here. Head back round to the main corridor and roadie-run past the turret and grab the large ammo box in the left hand room just at the top of that corridor. In the next corridor awaits a Flamer Locust and a grub, so grab some cover and flame/ shoot them until they're no longer alive. Press on and you'll again come across another Flamer Locust and a few more grubs. So get a grenade in there and mop up any survivors (almost literally). Kick open the door and watch out for a Boomer and some other Locusts to appear at the door directly opposite you. Throw a long grenade over the room, and stay AWAY from the middle of the room, as Razorhail will burst through and shred you in seconds if it hits you! New Objective: Avoid the Razorhail - As soon as you enter the train yard, Dom will head left, but if you RUN right (towards the shelter), you'll find another collectible in the corner.



Head back out to where Dom went and take out the Locust hiding at the side of the train car. Now you should grab the large ammo box that's sitting to your left and then head into the train car. Hit the brake release on the left and grab some cover as the train moves past a bunch of different Locusts. You can just sit there if you wish, or you can try and take a few of them out. Once the train stops, exit it and make your way to the right and down the ramp as fast as you can towards the emergence hole and - from a distance - get a grenade into that hole asap. Take out any Locusts that remain and swap your Flamethrower for the Sniper Rifle here (as it'll be MUCH more useful for the next part). Head into the opening on your left and take out the two Locusts here. Now open the first door on the left, and snipe as many of the Locusts (who are hiding in the train opposite) as you can before advancing forwards. Once you've opened up your third door, you



would normally run straight ahead and get onto the train, but if you hang a right instead, and run round the corner and into the shelter opposite, you'll find large ammo box and your next collectible. So head back, and get onto the train with Dom and once again pull the lever to set the train off. Once it stops, get out and run around to the back of it and jump up the ladder, where you'll need to then roadie-run past the Razorhail and into the next checkpoint. Dash to cover and take out the Locusts from a safe distance (preferably with the Sniper Rifle). Repeat that as you keep moving forwards to



cover and you'll then have to fight off some Mauler Boomers.

New Objective: Defeat the Mauler Boomers - The best way to take these guys out is either with a grenade or by hitting their feet, as their shields aren't long enough to cover that part of their body. Once they're dead, grab a shield and as you head on out, the Razorhail will stop. One more a Locust hole will appear, so let rip into them as they clamber out of it. Make your way to the Centaur for...

New Objective: Defend Baird while he repairs the Reaver - Duck and dive around the area as you use your Hammerburst or Lancer on the Reaver. Once both of them are dead, it's the end!

Act Four Ascension

New Objective: Find the road to Mount Kadar - This is a rather irritating mission, but if you follow our steps, it should make it that little bit more bearable for you. As soon as you have control of the Centaur, take the left hand route and don't really

stop for anything (so try and blow up any Locusts/gun emplacements/walls as you move). If you run into a Reaver, then it only takes two direct hits to blow it up. Follow the path around as it heads north, boost over the jump and you'll come to a frozen lake.

New Objective: Cross the frozen lakes - This part of the level can be really annoying if you rush it, so take your time as it's too hard to readjust yourself once you're committed to a direction at speed. You'll - thankfully - set off a checkpoint here (and you'll probably need it), so don't worry if you fall in and die a couple of times, but if you take it slow and wait for the ice to break in front of you, you can plan your path around the lake. You'll get another checkpoint once you pass the first lake, but there's another lake up ahead that you also need to cross, so use the same slow tactics again (being sure to slam your missiles into any Reavers that stand in your way) and when you cross the last lake here you'll be awarded



with another checkpoint.

New Objective: Continue up Mount Kadar – Take a sharp left off the last lake and head up the path taking out any Reaver and Grunts silly enough to stand in your way. When you hit the next checkpoint you'll need to be careful as up in the far distance are a couple of Seeders that fire down on you. So stop the truck, take aim and if your target goes red, FIRE!

New Objective: Find another way across the chasm – Once they're both out of the picture, move on up the hill until



Command tell you about a bridge. When you see it, look for a ramp just to the right of the bridge (near the tall tree), you'll want to boost towards it to make it across to the other side.

New Objective: Ascend Mount Kadar – Boost on up the hill (past the checkpoints) running over/past the Reavers until you get to the base entrance.

New Objective: Destroy the Locust outpost – Shoot the tower three times, then the Reaver and then any remaining Locusts and head into the base.
New Objective: Search the cave network for the Locust stronghold – Press onwards in your truck until you hit what appears to be a dead-end in the dark. In a moment a Corpser will burst through, creating the entrance to the next part of the level. Head on in and take it easy as stalactites will fall from the ceiling. You'll eventually come to a checkpoint and a

ledge that you'll have to drop down, so fall down it and the whole screen will go dark for a while. Soon, you'll notice the eerie glow of three Corpser eyes, and you'll need to – quickly – take aim at their heads (when their hands aren't in the way) with the middle one first, then the left one and finally the right one. Once they're all dead, head straight past the dead Corpser in the middle and deeper into the hole. You'll drop off another large ledge and you'll then run into a couple of Brumaks.

New Objective: Kill the Brumaks – It'll take around three-four direct headshots on the Brumaks to take them down, so sit back at a distance, zoom in on them and get a better aim. Once they're dead, you'll have finished the act!

Achievement: 'Tanks for the Memories' (10)

Act Five Displacement



New Objective: Find a route to Nexus – Just head down the long pathway until you come across everyone's favourite Torque Bow-wielding Locust! Take some cover and use your Sniper Rifle to pop its head open, making your life that little bit easier. Grab the grenades sitting just up ahead, and there's also a small ammo box on the lower path beside you should you need it. Press onwards and when you reach the next checkpoint it'll signify the next battle, so grab some cover. Kill the Locusts in the distance (with either the Torque Bow or the Sniper Rifle if you kept it), and as you head on up, you'll need to take out the Wretches as well. Head onto the broken building on your left and keep going right and you'll come across grenades, a Torque Bow and just upstairs ahead, another collectible.

New Objective: Disable the gunboat – Kill the Flamer Locust, Snipe the Turret gunner on the boat and let Dom finish off the boat for you (handy on the higher

difficulties). Run over the broken boat to the other side for the next checkpoint. Take out the Locusts up ahead (and the gunner on the boat if you can get him), and once they're all dead, head up and take out the Bloodmount with a grenade or your Hammerburst.

New Objective: Get to the boat at the end of the pier – As you progress, you'll need to take out the grubs and the Locust Priest, stocking up on any ammo that you need. Head onto the pier and grab some cover, and snipe ALL of the Locusts at the other end (by the boat). When they're dead, run down, stock up and grab the mini-gun dropped by the Grinder.

New Objective: Protect the boat – A cut-scene will kick in, and if you mount the mini-gun on one of the boxes here, you can easily take out the gunboats from each side one at a time. The first will be straight ahead, the next one will come from behind you, and once they're taken care of, you'll eventually come across



another gunboat. New Objective: Board the enemy gunboat – As quickly as you can, mow down the Locusts and get onto their ship to trigger a cut-scene and your next checkpoint. Use the front-mounted turret to take out each of the gunboats that come up near you (as it has infinite ammo and a zoom function), and you'll eventually fall down a large waterfall and into the final Act of this chapter.

Act Six Brackish Waters

New Objective: Defeat the monster – To all intents and purposes, this is a boss



fight. The easiest way to defeat this boss is by grabbing a few grenades and then waiting for it to slam its arms onto the deck, run up to it and chainsaw its arm until it whips it back. It'll then do the same thing on the other side of the boat, so saw its arm again, and finally back on the original side of the boat. Once you've sawed its arm three times, it'll come right at you and up to the front of the boat. If you aim for one of its eyes, shoot it when you can see it has colour in it and it'll flinch and open its mouth. Repeat this once more then, RUN INSIDE ITS MOUTH as this is where you'll damage it properly. Look for the tentacles as they'll turn a tint of blue if they're about to attack you, so shoot the blue bit and then run up, equip a grenade and launch it into its throat. When you get one in, the monster will back off, so restock on grenades (they respawn infinitely) and wait for the arms part of the battle to repeat. Once you've thrown enough grenades into its mouth, it'll die a watery

death, summoning the end of this chapter!

Achievement: 'Water Sports' (10)

HIVE Act One Priorities

New Objective: Find the highway to Nexus – Get off the boat and make your way up the path to the doorway in the distance, and press on through it until you hit the next cut-scene.

New Objective: Help Dom find the labour camp – Follow Dom and hit the switch to head upwards, head around, watch the cut-scene and then hit the switch in the next lift to drop down to the bottom level. Step out for a checkpoint and the prelude to a battle. Turn the valve and the water will drop, but a bunch of grubs will come out at the other side and try to turn it back on again when you're in the middle! (So if you see a grub at the valve, make IT your number one priority.) When they're



all dead, move on up and hit the lift switch to go down another level. In front of you is a Sniper Rifle and an ammo box so collect the Sniper first, then the ammo box if you need/want them. When you head out into the open space, some Wretches and a Mauler Boomer will show up, so shoot the toes off the Mauler Boomer, and cut open the Wretches. Grab the shield, the ammo and the grenades and as you go up a bit further, you'll run into a Boomer, a turret welder, a Sniper, a Torque Bow Locust and a couple of grunts. Use your shield and zoom in on the turret Locust first,



headshot him down, take on the Torque Bow Locust, then the sniper, let Dom handle the Boomer and finish off the grunts. Head upstairs to the left and the far end glowing terminal needs to be searched as it's another collectible, and hit the switch on the one to your right to finish this act.

Act Two Answers

New Objective: Check the terminals for the matching Locust symbol - Head on through the level, searching the terminals as you come across them, and when you see the Locust patrol up ahead, LEAVE THEM ALONE! They'll lead you to the spot holding Maria, so as long as you don't get too close, you'll not get any aggro here. If you REALLY want to, you can take them on, and you can scan the next three terminals with a bit of speed. When you reach the last terminal, DON'T hit it straight away, instead, look to the machine on your left and down on

the ground near it is your next collectible. When you activate the final terminal, you'll trigger the next checkpoint. After the cut-scene your next objective will appear...

New Objective: Defend Jack while he scans the containers - Simply take some cover and take out the Bloodmount and the Wretches that come from straight ahead, then take out the enemies to your left (a Sniper Rifle shot to the head of a Bloodmount will take it out in one bullet), mēlée the Wretches (to save bullets) and cut-up the Locusts that are dumb enough to get close to you. A Grinder Boomer will now appear to your right, so get three Sniper shots to its head to put it down for good. Take out the grunts, and then look left again for the next wave of enemies. There'll be two Torque Bow Locusts and a few grubs, so concentrate your fire on the Torque Bow Locusts first and then finish off the rest. This'll take you onto the next act.

Achievement: 'There's a time for us' (10)

Act Three Hornets' Nest

New Objective: Find your way to the palace - Grab the ammo box in the top-left corner when the level starts, and then proceed downstairs. If you take the left path and head round it, you'll come across the next collectible in the game on the floor. Run around and kick open the door to your right (at the end) and you'll meet the next checkpoint. This is quite an intense battle split over two sections. For the first part of it, get down behind some cover and take out the Locusts on the ledge above and behind the barriers on the ground. Then focus your sights on the Torque Bow Locust hidden in the window of the tall tower up ahead. Once he's dead, take out the rest of the grubs on the ground, the ledge and on the stairs of the tower. Now hit the switch of the tower, and the second wave of enemies will come pouring out. Take out the two



Torque Bow Locusts first (let Dom handle the Flamer Locust) and finish off the grubs afterwards. Now head through the door they came out of below you and you'll hit your next checkpoint. Just up ahead are some Locust grubs a Bloodmount, so grenade the Bloodmount, and put down the rest of the grubs. When they're all gone, stock up on ammo and another grub will come through the doors ahead. When he's dead, you can find a pair of grenades down the stairwell on your left. Go ahead again and you'll hit the next checkpoint (which, as you guessed it, means another fight on the way!).



grenade and then finish it off with your Lancer. A few more Locusts appear, take them out and as you push upwards, a couple of Grinder Locusts appear, so grenade them and finish them off with some well-aimed blind fire. Stock up on ammo and you'll reach the next checkpoint. Walk up the steps and the door up ahead will close, but if you run upstairs on your right you can make it under that closing door. In there is another collectible on the ground here as well as a Turret and a switch that allows you to use the turret when taking out the numerous Locusts in the adjacent room.

New Objective: Find a suitable place for Jack to call for reinforcements - If you pull the lever at the back, you'll bring up a couple of more barricades to hide behind (which the enemy can also use), so take cover and snipe the brains out of the Locusts. When you get rid of them a Reaver will jump down, so frag it with a



So kill them all and then head to the back of the room, upstairs and to the next checkpoint. Run down to the end of the corridor, where a room on your left will have a large ammo box and a pair of grenades. Grab them, then cover up beside the first door and snipe all enemies up on the ledges (snipe the gas tank of the Flamer Locust to make it explode in one shot!), and then the Mauler Boomers from a distance. Make your way up the path, into the corridor (stocking up on ammo along the way) until you see a lever and another

checkpoint. Run up behind the cover and snipe all of the Locusts that rear their ugly head up. Head to the central lever and a cut-scene will start.

New Objective: Protect Jack while he is transmitting your position - Pull the barriers back up again with the Lever and look towards where you just came from, as Tickers, Boomers, Reavers and Locusts will come your way now. Kill them all (whilst staying in the central circle) and head over to the newly opened section ahead. Grab the Mortar launcher and pull the lever to reveal another batch of Locusts who are behind cover and another checkpoint.

New Objective: Clear surrounding area for COG reinforcements - Plant the mortar launcher and drop a couple of close range mortars on the Locust's heads. When they're dead, the next barrier will drop, so head over to the lever, pull it, grab the ammo and drop another couple of mortars down the way.





When you head on downwards, be VERY careful as ALL of the barriers will drop and two Grinders, a Mortar Locust and a few Tickers will appear right in front of you! So roll backwards, pull the levers for cover and use grenades or your Sniper Rifle to take them all out ASAP. You'll get some support from Baird and Cole in the distance. Pick up a Grinder and then head upstairs to meet your team-mates at the top. Head around, top-up your ammo, pull the lever and enter the lift to finish this act. Achievement: 'Better wrapped in Beacon' (10)

Act Four No Turning Back

New Objective: Protect cable car from Reavers - Shortly, a bunch of Reavers will attempt to destroy your cable car, use **Q** to find them and use your lancer or the mini-gun to shoot them down. When your car stops, take out the Locusts in the cable car coming your way, and be ready to board theirs before yours drops into

the abyss.

New Objective: Board the cable car before yours falls - Once you've boarded the new cable car, hit the switch on the left to get it going. Two more Reavers will appear so deal with them and your car ride will be completed.

New Objective: Find a way into the queen's palace - Step out of the cable car and hang a left where you'll get a new checkpoint after the cut-scene. There's an ammo box under the stairs you need to go up, and when you reach the top, look left for a glowing Locust sundial/calendar as this is your next collectible. Head downstairs and keep an eye out for an unaware Locust patrol to your North. Quickly take out the Locust Priest with your Sniper Rifle and then take out the rest of the Locusts as per usual. Collect any ammo you need and head downstairs for your next checkpoint. You'll now have a choice of either

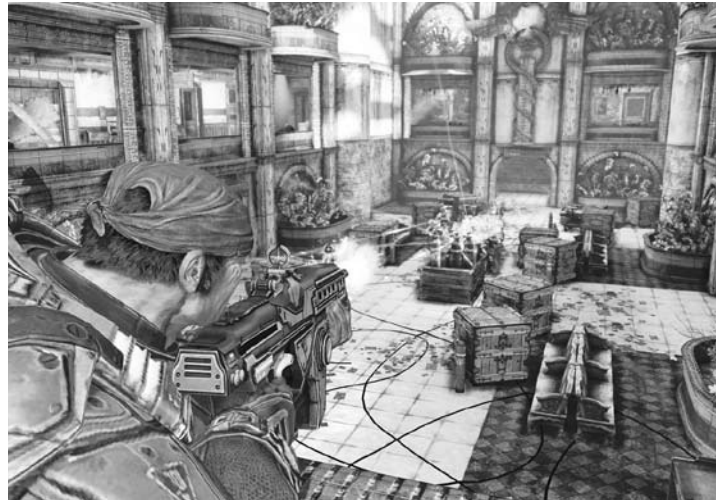


manning the turret/defending your team-mates as they find the switches, or you can find the switches as your team-mates use the turret to cover you. Make your choice and once you've completed that objective grab the Grinder and pull the switch to open the door up ahead. Head through and join up, head downstairs and grab any ammo you need from the box. When you enter the next room, let rip on the Boomers and the Locusts below you, taking cover. Be careful of the gas grenade, as that can kill you very easily. When they're all dead, go left and hit the switch at the bottom, then

go back up and take a right, over the walkway and then down towards the ammo box, as there's also another collectible here waiting for you. Go down the walkway now and after the cut-scene, plant the Grinder on the cover and use it on the two Grinder Boomers that come through the door (Grab theirs for an ammo boost and a checkpoint). Take out the final surprise Locust and then go up the room, following your team-mates, and take out all of the Locusts in the next room with your fast firing mini-gun. A door at the back of the room will then open, so go through it and you'll come across a lift coming up filled with Locusts. So plant your Grinder on top of some solid-cover and fill them all full of holes.

Act Five The Best-Laid Plans

New Objective: Enter the palace - As soon as you step off the lift, run upstairs and trigger the ambush scene. You'll need



to stay in cover as you pop-out and snipe at each of the Locusts up above you (they usually stay hidden most of the time). Run over the switch in the centre of the floor when the barriers are dropped, to raise them again.

New Objective: Find an alternative entrance into the palace – Once you've seen off the ambush, head back and to the right towards the lift you'll need to take. On the way you'll run into a Bloodmount and some Locusts, take the Bloodmount out first, mopping up any Locusts your colleagues don't kill. Now, instead of getting on the lift, take out the two Locusts that step off it and then head around the rest of the palace (before boarding the lift). On the second set of steps after the lift (on your right) is your next collectible. Hit the switch on the lift and take it all the way down for your next checkpoint.

New Objective: Make your way towards



the bottom of the palace – Run through the room and pull the switch at the end, we recommend that you take the upper route (as it leads to another collectible item), so take that way and be ready to take out a: Grinder, Flamer Locust, Bloodmount and regular Locusts as quickly as you can from above. Now to get to the collectible, run downstairs, across and up the next set of stairs. At the bottom of the other end, you'll find the next collectible waiting for you. Head back around, collect the Grinder on the way back and run over the switch to let your team in. Now make your way outside and down the spiralled stairs, annihilating any Locusts and Tickers that get in your way. You'll now drop into another ambush with a load of Tickers, sniping Locusts and Torque Bow-wielding fiends. So be sure to grab some cover and ammo refills as you need them. Once they're all disposed of, it's onto the sixth and final Act in this chapter.



Act Six Royal Inquisition

You'll be in the same room as the last Act, so exit it and you'll be in a large room. Now, while Cole is sounding his lungs off, hang left and beside the left-most pillar is the next collectible. Pull the lever and make a choice about which direction you want to take, there's no real difference between the two, so just pick either of them. You basically have to kill every enemy on your way down, and it's mainly Mauler Boomers, High Priest Locusts, Hammerburst wielding Locusts and a couple of Grinder Boomers. So use

whatever methods you're comfortable with to dispose of them, as you weave around the outside edges of the pillars to progress. Once you've killed them all, the lift will be accessible, so pull the lever to go down.

New Objective: Search the bottom level of the palace and locate the queen – You'll now enter a MASSIVE battle room (with a checkpoint at the start), which will essentially consist of barriers, many tough Locusts and floors that retract until you kill everyone. There's a very useful Mortar Launcher lying on the ground to the right as you enter and it's loaded with twelve rounds, so feel free to rain havoc with that. After the third battle you'll reach another useful checkpoint, and when you approach the central column you'll be dropped into a trap. Very quickly dispose of a few Locusts (with a grenade) and then you HAVE to get on that Valve and keep pressing **○** rapidly, otherwise the enemies will respawn forever! Once





you're up you'll have reached another checkpoint.

Achievement: 'Have fun storming the castle' (10)

New Objective: Gain entrance to the throne room - Once you've watched the cut-scene, you'll enter the battle with Skorge, the Darth Maul of the Gears universe. The essence to 'winning' this stage of the battle, is to grab some cover as it runs past the pillars in the distance (which you can drop or raise via the switch in the center of the arena), get rid of the Tickers and then as it runs at you with its Dual Chainsaws, rapidly hit **Q** and win the duel each time (from a total of three times). And apart from dodging the gas grenades and the stone pillars that it cuts (which we recommend that you roadie-run away from asap), there's no real difficulty on getting Skorge onto the second stage of the fight.

New Objective: Pursue the Locust queen

- Run upstairs at either side of the queen's throne and go outside to jump on a Reaver and give chase.

New Objective: Cross the bridge to get to the Reaver pens - Once the bridge has extended, start roadie-running and DON'T STOP! Bombs will be dropping from above, so just keep running straight down the bridge to the Reavers. Once there, it's the end of this chapter, and onto the final one!

AFTERMATH

Act One

Escape

New Objective: Escape from Nexus - You will now need to use the Reavers to blast your way through the tunnels and out into the open. This is an on-rails section, so bar dodging in circles and firing, you're limited in what you can do. But we recommend that you focus your missiles on the towers and the Brumaks as they can do the worst damage by far.

New Objective: Defend your fellow Gears - You'll need to land and fire from the Reaver at the Locusts who're attacking your fellow COG members. Use the missiles and the zoom function to take them out with ease. A Brumak will then suddenly appear to your immediate left, so spin around and let off missiles right at its head to take it down quickly. You'll get another checkpoint and the Locust queen's ride will now be behind you, chasing after you.

New Objective: Fend off the Hydra while Cole finds an exit - For this part, you need to let off shots at the yellow spot in its mouth when it gets up close to keep it from hurting you. Dodge any missiles it fires at you, and when it disappears, it's now time to focus your fire at the rider who will now be shooting at you.

New Objective: Ride the Reavers into Jacinto - You're on the home-stretch of the battle now, and in this part, you need to shoot down the Locusts riding the

other Reavers, whilst dodging their bullets and missiles. If you're firing from the back, you have the mini-gun to use, if you turn around and fire from the front, you have missiles instead. When you're out of the trees the next checkpoint will kick in and the final stage of the boss fight begins.

New Objective: Take down the Hydra - The Hydra will now hold onto your Reaver, so you need to shoot its arm to let you go. When you've done this, it'll fly in front of you and you need to pummel its face with as many direct rockets as you can hit it with. If you do it right, it'll fly behind you again and let off a barrage of missiles. Dodge them, and it'll hold onto your other, er, tentacle. So again, shoot it off and then missile its face, and dodge its missiles. Repeat that a couple more times to finish it off once and for all!

Achievement: 'And the Horsey You Rode in On' (10)

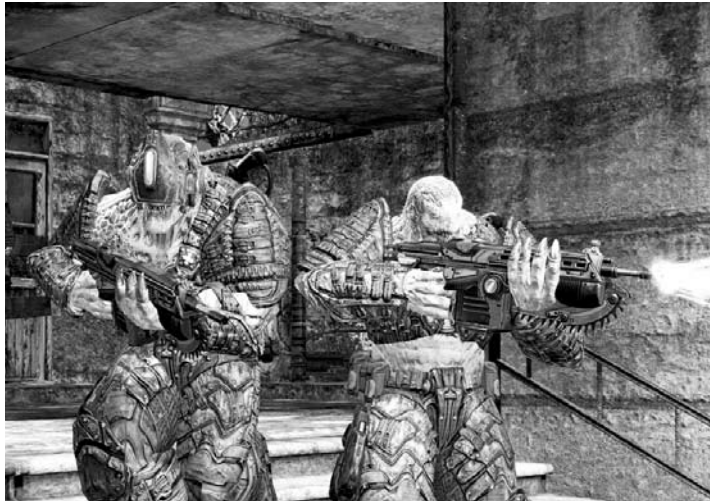


Act Two Desperate Stand

New Objective: Take position on the outer perimeter - As soon as you start, follow your commander to the outer perimeter.

New Objective: Clear the landing platform of enemy forces - Take cover and snipe away at the landing zone, if you manage to hit any Locusts in the middle of climbing up their rope, then you'll knock them back down for an instant kill! After a short time, Reaver will drop down, so concentrate your fire at its head and it'll go down in no time at all.

New Objective: Move to the west gates and support the other Gears - On the way to the west gates, take a peek down at the second balcony where a fellow COG member is, as down there, by the ammo, is the next collectible. Stop to take out the Reaver and the grubs on the helpad with some pinpoint sniper shots, and then proceed to the next objective.



You'll trigger your next checkpoint and you'll enter a garage.

New Objective: Defend the street entrance to the courtyard - Top up your ammo, grab the grenades and the Grinder gun and place it over the cover overlooking the cars and the Locusts. Take them out with abandon and dispose of the two Reavers that drop in. Grab a fresh Grinder gun and head to the next objective.

New Objective: Move to the north gates and defend the other gears - Follow your commander through the doors and set up shop with a Turret by the sandbags.

New Objective: Defend the com-sat Array by destroying six more Reavers - The Reavers will either settle down on the ground in front of you (nice and easy), or they'll fly by you dropping missiles (not so easy). It's more a matter of luck than anything else as to how many will land, but try and follow them



as they fly past, and remember that your gun overheats when used continuously (When that task is complete, move on up with the Grinder still in tow).

New Objective: Defend the North Gates - Drop the Grinder and immediately run right to the balcony further up. Near the back is your next collectible, lying on the floor. Rush back for the Mortar launcher and let rip into the packs of Locusts and Grinder Boomers that come out of everywhere. Once you've dealt with them, two Brumaks show up, so wait until they stop walking and judge your



shots (just over halfway) and they should both go down with one or two direct hits each, ending this act. Achievement: 'You Are the Support, Son' (10)

Act Three Free Parking

New Objective: Head to the sunken area of the city - Watch out for the snipers on the upper balcony of the roof, the grunts and Flamers who will all try to outflank you and overpower you. So stay in cover and only pop-out when the coast is clear. (There's also ammo and grenades on top of the main set of stairs). If you take the right stairs in you'll be at the upper floor, and the left stairs in will leave you on the bottom floor. Choose which floor you'd prefer, but there's Flamer Locusts, Priest Locust, grunts and a Grinder Locust to deal with regardless. Once they're all disposed of, head out the door the Grinder came through and you'll soon enter into a very tough battle.



New Objective: Secure the courtyard – The reason this battle is tough is because there are Wretches, High Priests, Grinders, a Turret Locust, mauler Boomers and Bloodmounts to deal with in a continuous manner (the higher the difficulty, the more enemies you need to face). You'll want to get rid of the Turret Locust and the Priest Locust first, as they're the most trouble just now. Then you'll want to command the Turret as it has full 360 degree rotation freedom. Once everyone is dead, make your way through the open doors ahead, and open the Valve with Dom.

New Objective: Proceed down Cooper Street – You'll jump into a full-scale battle when you enter the street, so make a bee-line for some cover and give the Locusts and Grinder a good kicking. As you leave the battle area, look right and on the ground you'll find the next collectible in the middle of some leaves.



You now need to make a route choice: The Garage or The Streets. The Garage is probably the easier of the two, so we'd recommend trying that route first. Take out all of the Locusts in the building/garage, push the car down for Dom to use and once back on the street, take out the Grinder that bursts through the barricades. You can swap your sniper rifle for the gold old Hammer of Dawn now as it's laying right in front of you, so pick it up and deliver some beamy goodness to the Locusts and the Reaver (If you head on forwards for your next checkpoint and keep going forwards, you're at the end of this act).

Act Four Tenuous Footing

New Objective: Make it to the bottom of the sink hole – Before you start pressing forward, turn around and return to the broken building from before to find a collectible. Head forwards and drop down the ledge for a checkpoint. Get into the crane and use the left stick to move and lower the crate to the left so Dom can get on it. Then move it right and drop it down in the bottom right corner. Use the Hammer of Dawn to take out ALL of the Locusts and run over the cranes structure to get across. Use the HoD on the Locusts, Mauler and Reaver for instant success. Once you're downstairs, the next checkpoint will kick in and you'll face off against a few more Tickers and a Flamer, head through the building and once you've shot enough Locusts on the rooftop, it'll come crashing down around you. Jump out and take out the Locusts and the Flamer, grab the collectible in the top-right corner and then shoot your way

through the next few rooftops for another checkpoint. Switch to your Lancer and cut the metal 'rope' to the cage and go in it.

New Objective: Find a way into the Cavern – Use the HoD on the Locust Priest and on the Locusts climbing up the wall, run over the rubble and into the building. It'll be taken down by a Brumak, so you'll need to get out of it ASAP, so jump over the debris and get into the elevator.



CHEATS!

New Objective: Kill the Brumak pilot – Step out of the lift and you'll spot the Brumak, so roadie-run past it and go behind it and take out its driver to finish the Act and go to the last level of the game!

Act Five Closure

To be honest, this is one of the easier levels in the game because the Brumak is packing infinite rockets and bullets, but that certainly doesn't make it any less cooler. There's not an awful lot to say



here, except to use missiles on the Turrets and Reavers, not forgetting the machine gun you have as well. When you get to the final part where you have to destroy the pillars, you can be as far away as you like, as long as enough rockets hit each of the three pillars to trigger the final boss scene. With regards to the final boss, to kill the mutated Brumak all you need to do is focus your Hammer of Dawn on it while the helicopter circles around it. And that's it. Nothing fancy, just keep the Hammer of Dawn on it!

Congratulations! You've finished Epic's latest blockbuster. Now go get some practice in. Seriously 2.0 and Insane difficulty is calling your name...

