



GEARS OF WAR 2



COVERS XBOX 360[®]

BASED ON A GAME
RATED BY THE
ESRB

MATURE 17+
M



Microsoft
game studios

Written by Phillip Marcus,
Doug Walsh, and Jim Morey

COG TRAINING

WELCOME BACK!

If you're a diehard Gearhead, we know you've been waiting for this game with rabid anticipation.

Gears of War 2 improves on every aspect of the first game—the campaign is larger, longer, and filled with even more amazing encounters. Multiplayer has been massively improved, with many new game modes and tweaks to improve the multiplayer experience. The cover system has been polished, refining the core mechanic that defines Gears of War gameplay.

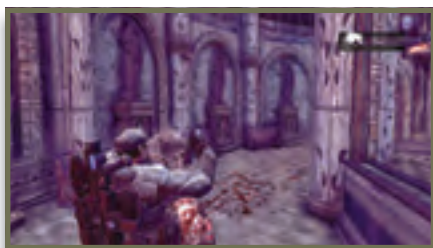
We hope you use this guide to enhance your enjoyment of Gears of War 2. We've provided all the coverage you could possibly want within these pages. Our complete campaign walkthrough, which includes all the War Journal collectible locations, uses a new style that we hope you find helpful and intuitive.

We've also greatly expanded the multiplayer coverage, giving it as much care and attention as the campaign. Long after you finish going through the campaign, many of you will still be playing multiplayer, and we hope the information we provide creates a strong foundation for your multiplayer beat-downs.

WHAT'S NEW?

If you're looking for the highlights, here's the big new stuff in *Gears of War 2*, although there are far too many additions and changes in all aspects of the game to list here:

MEAT SHIELDS



Players can now pick up a downed foe and use the unfortunate chap as a bullet sponge! When you carry an enemy, you move at reduced speed, and you can use *only* pistol-class weapons. In exchange, your damage-soaking buddy provides a safe way to move across exposed areas with no cover.

The Submission multiplayer mode focuses heavily on this feature, as a computer-controlled target must be downed and then carried to a target area.

There is also an actual, non-flesh shield in the game. This functions similarly to carrying a body as a shield, but you can also plant the shield in the ground to use as a form of portable, stationary cover. You can also use it to perform a brutal execution... One important distinction is that a meat shield will degrade and be dropped once it takes a certain amount of damage, whereas a non-flesh shield does not degrade. Also, you can run with a non-flesh shield: you can't run with a meat shield.

These features add mobile cover to *Gears of War 2*, so they impact all aspects of the game, both in the campaign and in multiplayer.

I'M NEW TO GEARS!

What are you doing starting with *Gears of War 2*?! Go find a copy of *Gears of War* and play through the campaign! Seriously, the storyline of *Gears of War 2* picks up a few months after the events in *Gears of War*, and you'll appreciate it that much more if you've played the first game.

Of course, if you're more of a multiplayer person, you can find plenty to keep you occupied. The many multiplayer modes and improved matchmaking make it easy to play with your friends online, either competitively or in the cooperative Horde mode.

Check out the multiplayer section of this guide for more details on the maps, how the weapons specs change, and a range of tactical advice.

MULTIPLAYER EVOLUTION

We know multiplayer coverage in any print guide is always a tricky thing. No one *really* knows how the multiplayer experience will play out in the real world until weeks or months after the game ships.

To that end, we've provided detailed maps, plenty of weapon stats, as well as information on tweaks and tidbits that aren't immediately noticeable when you first start playing.

As the community improves, the tactics and strategies used by loners, duos, and full teams will evolve, but we'll give you a solid edge over players who jump in cold.

VEHICLES

No more beat up Junker. This time around, you can pilot the mighty Centaur Tank during specific parts of the campaign. In addition, a few other *special* vehicles show up. Locust Reavers and even the awesome Brumak become living chariots for the Gears.



NEW MULTIPLAYER MODES

Old modes have returned in a refined state, but *Gears of War 2* has also added Submission, Wingman, and Horde, completely new forms of multiplayer.

Submission is similar to capture the flag...with a living flag. Wingman lets you and a buddy take on four other teams of two players each, and Horde is an awesome cooperative battle with four friends against the Locust.

Warzone is largely unchanged, while Execution, Annex, and Guardian have been modified. Check the multiplayer chapter for specifics.

SELECTABLE DIFFICULTY

Cooperative players can now choose their difficulty level individually! This is great if you're a veteran but your partner is a newer player. Higher difficulty settings cause you to receive more damage and inflict less yourself, while lower difficulties act in reverse, greatly easing combat.

THE WAR JOURNAL

A new tool for organizing and cataloguing your exploits in *Gears of War 2*, the War Journal keeps track of your progress toward campaign and multiplayer Achievements, as well as giving you bits of back story about the world of Sera as you gather the 41 collectibles scattered throughout the campaign.

Check this guide's *COG Intel Archive* chapter for a quick checklist of the collectibles, or use the main campaign walkthrough to track them all down—they're marked on the maps and noted in the text.



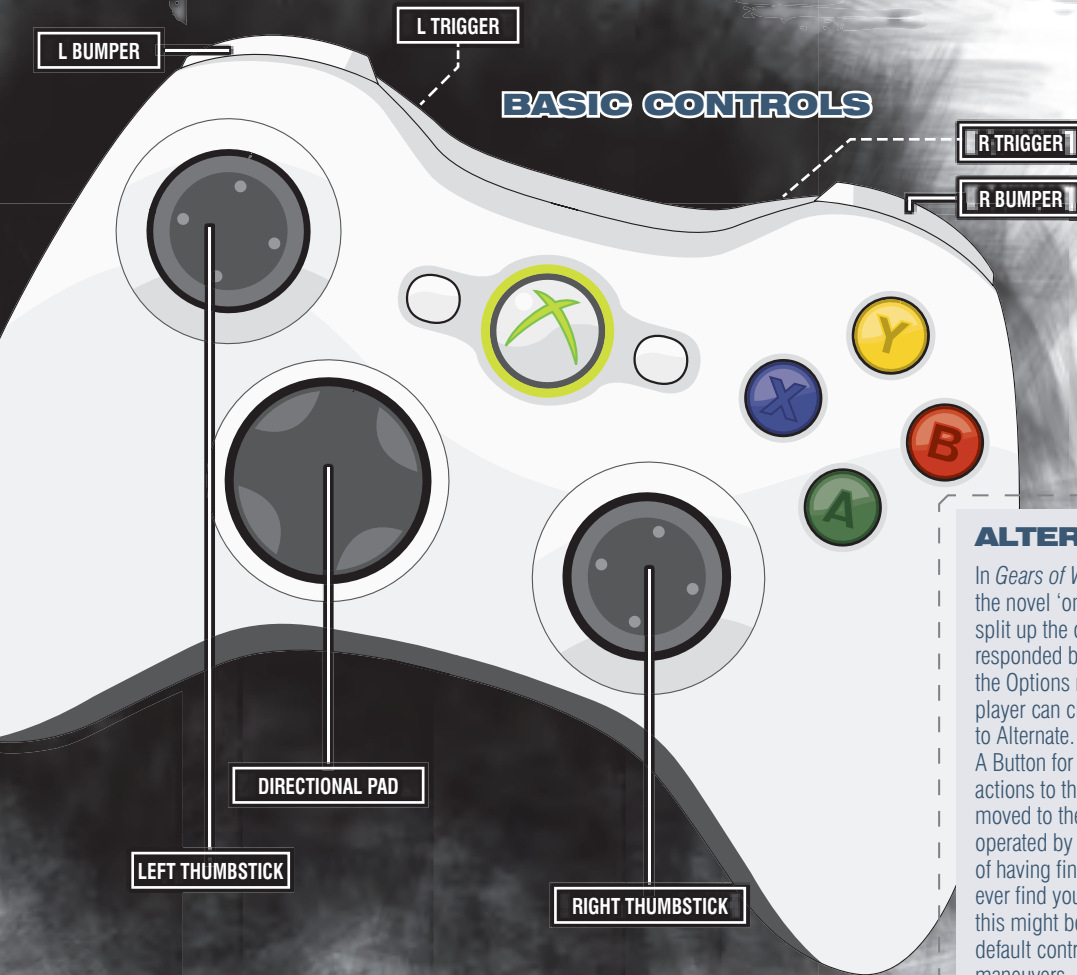
SPOILER WARNING!

We've made every effort to conceal major story points in the body of the walkthrough. We skirt around character-specific events and significant revelations as best we can. We did this so that you could enjoy the story as it unfolds, without advance knowledge of the events.

That said, there *are* spoilers in this guide. It's simply unavoidable due to some of the locations you visit and some of the enemies you face.

If you stick to the Act and Chapter you're on, you shouldn't have any serious story-spoiler problems.

CONTROLS



READ YOUR USER MANUAL!

This chapter is intended as a *supplement* to the game's user manual, not a *replacement* for it. While we touch on a few of the basics in this chapter, we avoid rehashing content that the user manual already covers. We assume that you've either read the user manual or are already comfortable with the game's control scheme. The best way to learn basic functions, such as how to move into and out of cover or how to aim and fire, is to consult the user manual, complete the in-game training, and practice.

ALTERNATE CONTROL SCHEME

In *Gears of War*, some players had a difficult time adjusting to the novel 'one button for actions' feature and desired a way to split up the character actions among multiple buttons. Epic responded by adding an option that would allow just that. In the Options menu under the Xbox 360 Controller Settings, a player can choose to change the control scheme from Default to Alternate. This allows the character to continue to use the A Button for cover actions, but maps the roadie run and evade actions to the X Button. The default X Button functions are moved to the Y Button, leaving the Point of Interest function to be operated by pressing in the Right Thumbstick. If you like the idea of having finer control over cover versus evade actions, or if you ever find yourself ducking into cover when you want to evade, this might be the new control scheme for you. Otherwise, the default control, in which the A Button handles character combat maneuvers, is the bread and butter for most players.

SPECIAL COVER COMMANDS

ACTION	COMMAND SEQUENCE
Cover Slip	Press Forward while at the Edge of Cover, then Hold
SWAT Turn	While in Cover, Press Sideways Toward Another Piece of Cover, and then Press
Cover Slam	Hold while Approaching Cover in a Roadie Run
Cover Break	Press Away from Cover
Mantle	Press Toward Low Cover, then Press

CONTROLLER COMMAND	FUNCTION
L Trigger	Aim
R Trigger	Fire
L Bumper	Taccom (displays squad location and objectives in campaign)
R Bumper	Reload and Active Reload
Left Thumbstick	Move Player
Right Thumbstick	Look, Click to Zoom
Directional Pad	Select Weapon

CONTROLLER COMMAND	FUNCTION
Button	Roadie Run (hold) / Roll (press with Left Analog Stick) / Enter Cover (press near cover) / Pick up Meat Shield
Button	Melee / Stick Grenade / Rev Lancer Chainsaw (hold)
Button	Use / Interact / Curbstomp
Button	Look at Point of Interest / Special Execution on Downed Enemy

COMBAT

The basics of combat in *Gears of War 2* are quite simple. Doubly so if you're a returning veteran—there are new toys, but the fundamentals have not changed. In essence, cover is life. While this is an action-oriented shooter, the use of cover as a defense is vital to survival. This is especially true in the campaign, where Locust forces can take you down in a matter of seconds if you're caught out in the open, particularly on the higher difficulty levels.

COMBAT IN MULTIPLAYER

In multiplayer, being out of cover as you traverse the map (or up close) isn't quite the death sentence it can be in the campaign. But cover is still vitally important; see the *Multiplayer Warfare* chapter for more information about combat against other players.

While in or out of cover, you can fire your weapon from the hip (blindfiring) or sight and take aim. Aiming from behind cover exposes you to enemy fire slightly, but it greatly increases your accuracy. In addition to using and shooting from cover, you must learn to move smoothly and swiftly from one position to another as the situation changes and new threats emerge from different directions.

Fallen rubble might provide a great defense against a pack of Drones swarming you from the front, but if an Emergence Hole opens up on your flank, you might as well be standing out in the open.

LONG RANGE

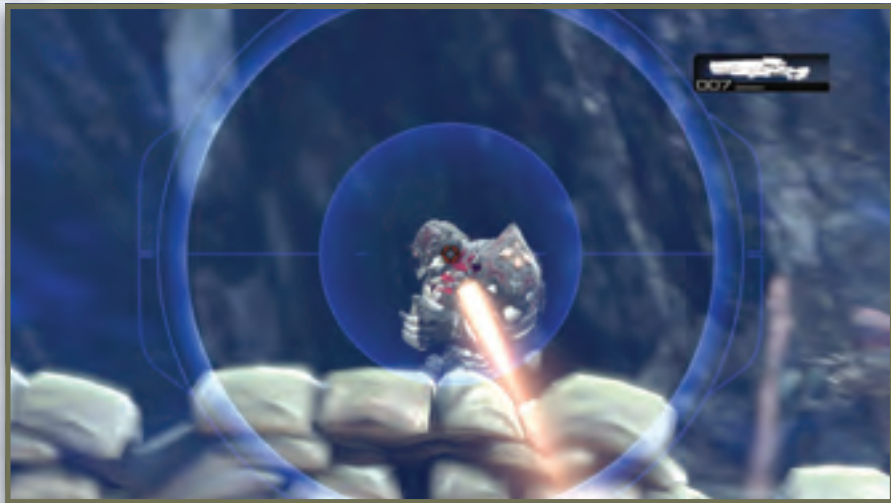
Fighting at a great distance is generally ineffective. It's difficult to score hits at a distance with most weapons, and cover becomes more effective, as you cannot easily target small bits of exposed Locust. Furthermore, a lot of weapons inflict reduced damage or are simply ineffective at long range.

Fortunately, the Longshot excels at a distance, and some other heavy weapons can be fairly potent—the Mulcher, Mortar, and turrets all work well.

Of the more 'standard' weaponry, the Locust Hammerburst is generally a better long-range weapon than the Lancer. It can scope and fire in semi-automatic mode to deliver more damage per shot than the Lancer.

However, other than those exceptions, it's usually not worth the ammo you waste firing at a distance, unless you *really* need to take down a specific target.

Instead, close to a range that's suitable for the available weapons. Or even better, let your enemies come to you while you fire at them when they break from cover.



MEDIUM RANGE

Medium range is the better zone for most weapons in *Gears of War 2*. At this distance, you can usually inflict optimal damage. But of course, the reverse is true, so you're more vulnerable to accurate enemy fire as well.

Generally in the campaign, if you're accurate, pick your weapons well, and heal up between attacks, you will do well at medium range even on the highest difficulty levels. This is good, because most combat in the game occurs at medium range!



CLOSE RANGE

Close-range combat in the Gears universe is short, messy, brutal, and lethal.

A host of weapons can inflict instant death at close range, and plenty more deal grievous damage in seconds. Furthermore, most cover is ineffective at close range, so any conflict at this range tends to be over with in a hurry, one way or another.

Close-range combat in the campaign is generally *not* a good idea. The problem is that, while *you* are much more lethal, so are your enemies. And there are a *lot* more enemies than there are of you.

Close-range combat is a lot of fun, but when you're fighting against several thousand Locust, the odds just aren't in your favor. You might score that sweet grenade tag, but then that gibbed Drone's five buddies get revenge on your exposed rear end in short order.

Of course, this varies somewhat depending on the difficulty level and whether you're playing co-op. It's also not quite so true in multiplayer, where going for a close-range kill can be a quick solution to remove an annoying target.

Close-range combat is nearly unavoidable in some situations. For these times, be sure to use appropriate weapons. The Shotgun works well, as does the Scorcher. Grenade tagging, melee hits, and the Lancer's chainsaw are all highly effective at close range.



ACTIVE RELOADING

Reloading your guns in *Gears of War 2* is simple—run out of ammunition and try to fire again, and your weapon automatically reloads.

However, you can manually reload your weapon. And *while* your weapon is reloading, you can perform an *Active Reload*.

There's a timing bar on your weapon indicator at the top-right of the screen. If you press the reload button a second time while the bar's indicator is inside the narrow 'active' portion, your weapon reloads more quickly. See the following 'Timing the Reload' sidebar for greater detail on how to perform Active Reloads.

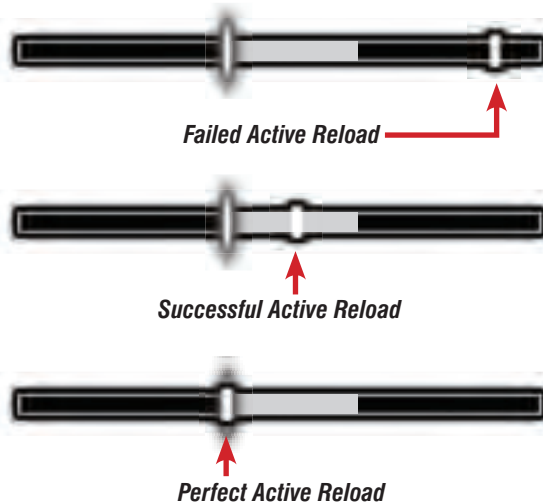
One important point: there is a certain element of risk involved in performing an Active Reload. If you attempt to Active Reload and miss the window of opportunity when you press reload a second time, you jam your gun, causing the reload to take even longer than it normally would if you had not attempted an Active Reload at all!

The timing for Active Reloading varies depending on the weapon, but performing a basic active reload is a fairly simple task for most weapons.

Beyond Active Reloading, one can perform a *Perfect Active Reload*. Do this by pressing the reload button a second time with *perfect* timing, while the indicator is on a very thin sliver at the start of the active reload bar.

A Perfect Active Reload has several benefits. First, because it counts as a 'normal' Active Reload at the earliest possible point, you get the fastest possible reload.

Second, and more importantly, every weapon in the game confers some benefit when it is perfectly reloaded. For example, the Scorcher gets a boost in range when you score a perfect active reload. Some simply give a slight damage boost, while others receive an upgrade for a short time or for a single shot.



TIMING THE RELOAD — There are four different ways to time an active reload:

Reload Bar: The most basic, and probably the best way to begin, is to simply watch the reload bar at the top-right of the screen. Press reload once to start the reload process, then simply watch the slider and press reload again when the slider enters the reload zone.

Reloading by watching the bar is a good method to start with, but it has some drawbacks. For one, you're staring up at the corner of the screen instead of at the enemies trying to kill you. For another, hitting Perfect Active Reloads using this technique is actually rather difficult.

Visual Cue: A second method is to use the *animation* of the weapon reloading as your cue. Every weapon has a distinct reload animation, which can look slightly different if you are against cover standing or crouching, or walking in the open.

You can use these visual cues as your Active Reload signal. With enough practice, you should be able to nail at *least* an Active Reload, and often a Perfect Active Reload, particularly for certain weapons with very distinct visual reloading.

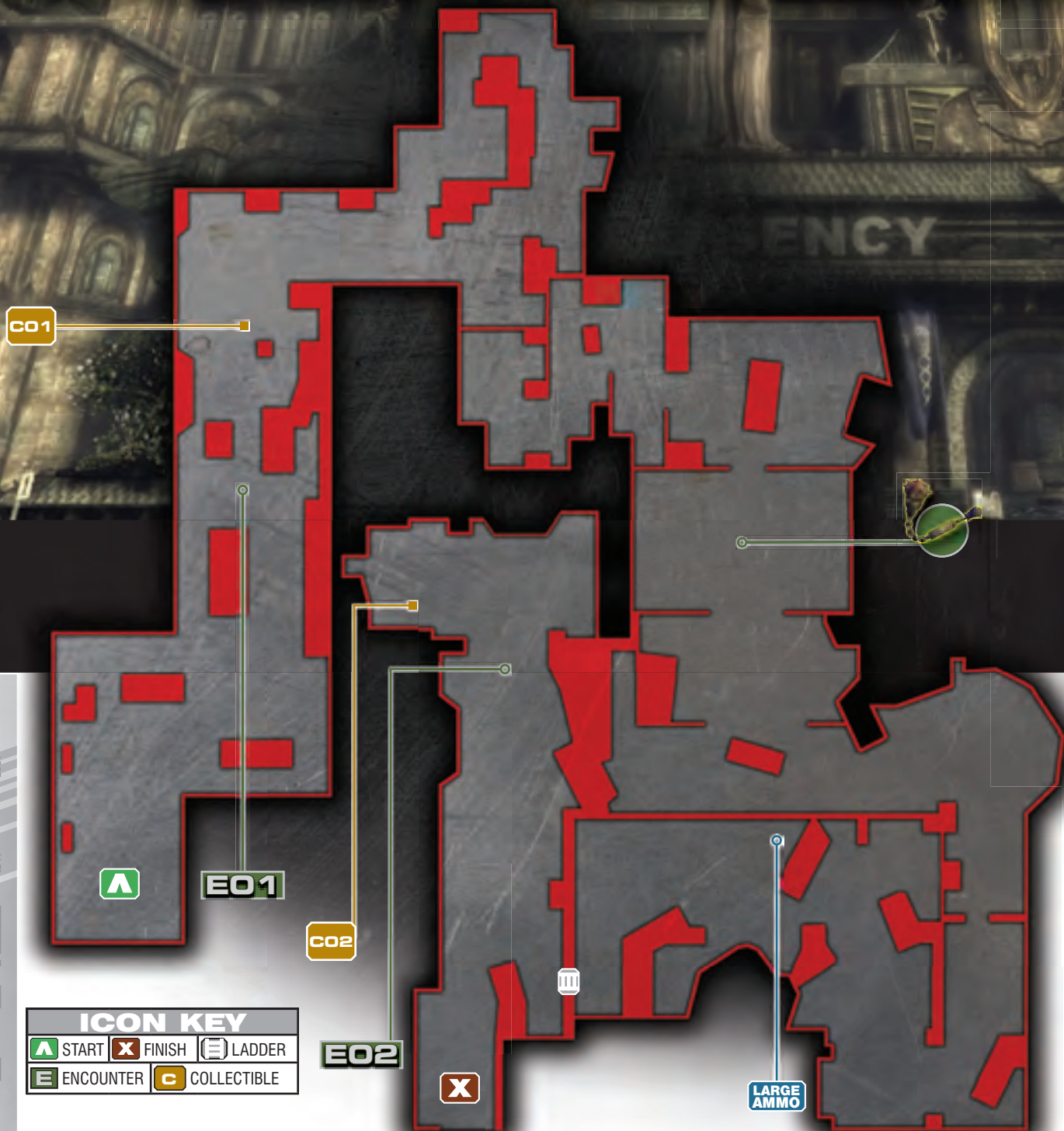
CHAPTER 1: WELCOME TO DELTA

Six months have passed since the detonation of the Lightmass bomb. Six long months, while humanity has waited with hope that perhaps, finally, the grinding war against the Locust is finally over.

But it is not to be. The Locust have counterattacked with even more brutal weapons. Weapons so destructive that they can sink entire

cities. The impenetrable stone of Jacinto Plateau has become a final protective shield against the assault of the Locust Horde.

As the story begins, Marcus and Dom are checking a hospital where Anya found word that Maria may be present, just before a Locust raiding party assaults the hospital.



ICON KEY			
	START		FINISH
	LADDER		ENCOUNTER
	COLLECTIBLE		

MARCUS FENIX

Son of the scientist Adam Fenix, Marcus spent years imprisoned in a maximum security facility for the crime of desertion in a combat situation. Only Dominic Santiago's good word during the trial saved him from execution.

When he was freed from prison by Dom and re-enlisted into the COG military, he became part of a four-man team credited with detonating the Lightmass bomb and delivering a crippling blow to the Locust.

Now Marcus serves as leader of Delta Squad and is something of a war hero to the newer Gears.



INTEL As Marcus discusses the war and Dom's search for Maria, he is introduced to a very green new soldier for Delta Squad: Ben Carmine.

BENJAMIN CARMINE

Ben Carmine is one of several Carmine brothers active in the Gears. His brother, Anthony Carmine, was killed during the events of the first *Gears of War* game, though it is possible to play as Anthony during multiplayer matches!



INTEL After the introduction, you are given a choice: you can either go to training (Chapter 1) or directly into the conflict (Chapter 2). Training is very short, and it's a good refresher if you haven't played *Gears of War* in awhile. Plus, you may also want to zip through it to pick up the two collectibles in the training grounds.



Don't miss the first collectible at this point.

The Lancer



Standard COG-issue weaponry, the Lancer is an effective assault rifle with a brutal chainsaw bayonet attached on the front.

The Lancer easily can be your primary weapon for the bulk of the campaign. You nearly always have access to it, as well as ammo for it.

Snub Pistol

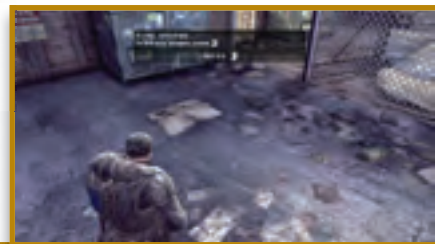


The standard issue sidearm for Gears, the Snub Pistol is a quick-firing semi-auto pistol with good accuracy. It also has a slight zoom, though it is less useful for long-range sniping—the zoom is best for targeting exposed bits of Locust behind cover.

COLLECTIBLE



Just down the alley as you begin the training run, check the ground in the middle of the street for the first collectible, **The Eagle Newspaper**.



COG TRAINING

COG ARMORY

LOCUST DATABANK

CAMPAIGN WALKTHROUGH

MULTIPLAYER WARFARE

MULTIPLAYER MAP ANALYSIS

COG INTEL ARCHIVE

CHAPTER 1: WELCOME TO DELTA

ENCOUNTER

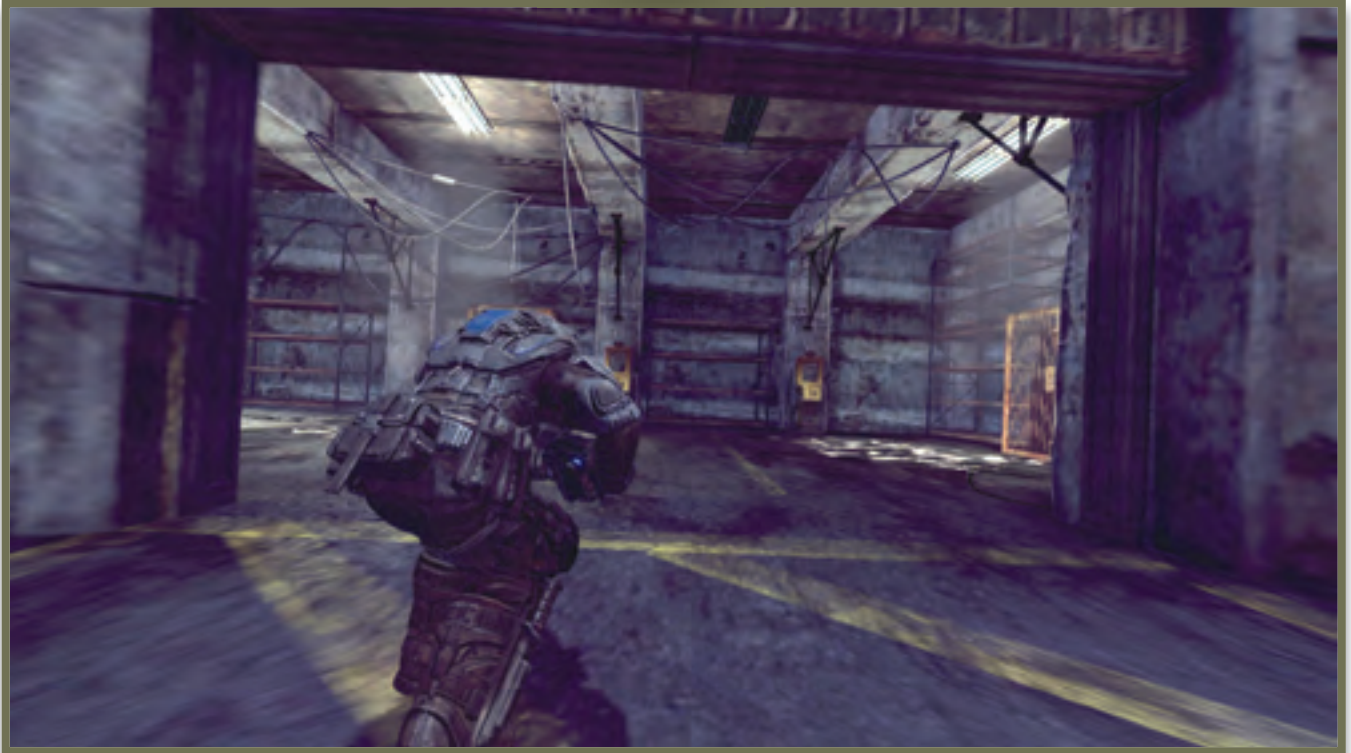
02

ENEMY PRESENCE



WRETCH

You can find the second collectible in this small room, opposite the direction that exits the tutorial area.



Frag Grenades

WEAPON



Frag Grenades are very powerful weapons, especially against large groups or Locust behind cover.

At the risk of exposing yourself to enemy fire, you can throw grenades with pinpoint accuracy if you take aim, or you can 'blindfire,' simply throwing a grenade without sighting its landing.

Throwing grenades by hand at nearby targets or enemies openly approaching your cover works extremely well.

You can also use Frag Grenades to close emergence holes. Or you can stick them to walls by tapping Melee when you're near a solid surface. This allows them to act as makeshift proximity mines.

COLLECTIBLE

02 Ambulance Driver's Log



After you drop down the ladder near the end of the training course, turn to your right and make your way into the garage. Inside, you can find the Ambulance Driver's Log.



ACHIEVEMENT



GREEN AS GRASS

Completing the tutorial level awards this Achievement.

PAVILION

Authors' Favorite Modes: Annex, Execution, and Horde.



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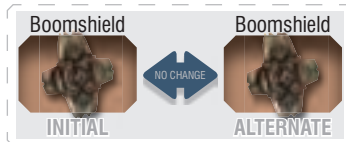
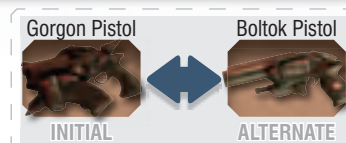
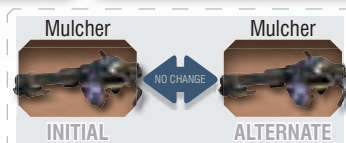
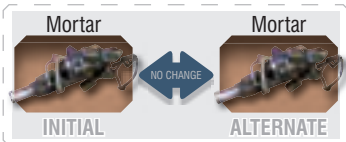
COG
INTEL
ARCHIVE

The solemn quiet of the Pavilion's hallowed halls lies in stark contrast to the maelstrom about to erupt outside. The crisp autumn air filled with fluttering leaves is quickly pierced by machinegun fire and the shrill sounds of incoming mortar rockets. The wide-open spaces, lengthy sightlines, and lack of aerial cover combine to make Pavilion an area that puts the most powerful COG weapons to the test. You'll find no Torque Bows or Longshots here; this is a place where the bog boys come to wield even bigger weaponry! Mulchers and Mortars rule the battlefield. Those who fail to secure either of these mighty machines are forced to battle it out for the Boomshield located on the map's southern end.

The map is perfectly symmetrical, both in terms of geometry and weapon placement. Neither team is ever closer to a weapon or valued piece of cover than the other. Teams must coordinate a plan of attack in the first few anxious moments, as it's imperative that they either concede the Mulcher and retreat to the map's upper portion or dedicate their forces to securing the Mulcher and the sandbagged security that area brings.



WEAPON CYCLES

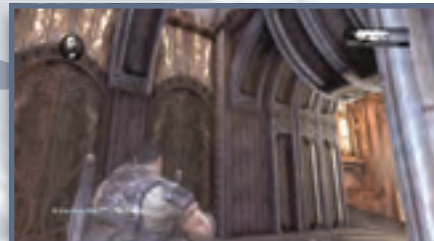


RECONNAISSANCE

BATTLEFIELD SPECIFICS

UPPER HALL ACCESS

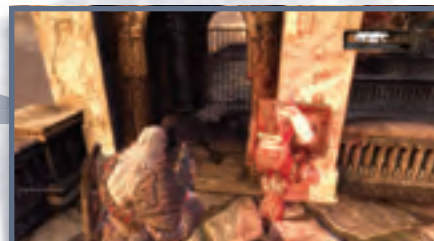
The doors in the upper hallways, near the two primary spawn points, remain sealed during all 5-on-5 gameplay modes. This forces players from both teams to sprint down the corridor and out into the courtyard opposite one another. However, the upper hallway doors are open in Wingman and Horde. This seemingly trivial detail carries with it critical implications. In Wingman, the open doors accommodate the additional three spawn points without crowding. However, in Horde, the open doors make forcing the Locust through a singular chokepoint impossible.



There's nowhere to hide when these massive doors are open!

MORTAR GATES

The Mortar is located inside a small, locked alcove on the map's lower portion, behind the main cupola. One can access this weapon of mass dismemberment from either side, but only one of the gates can be opened per weapon respawn. Players must rush to the gate on their side and press the button on the wall near the gate. The other side cannot be opened until the weapon respawns. Both of these gates are open at the start of the round in Submission, Annex, King of the Hill, and Horde.



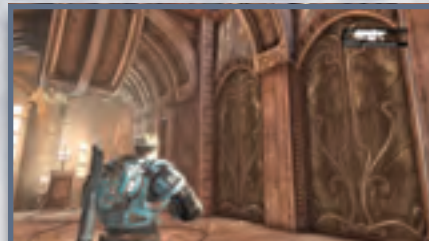
Sprint to the lower area and shoot through the gate to down the enemy picking up the Mortar!

SPAWN POINT AWARENESS

The two primary spawn points are located inside lengthy hallways on the map's east and west sides. Players from both sides are funneled down their respective ramps and out opposing doors, into the crisp air of an autumn afternoon. But there is no time to hesitate. Those planning to challenge for the Mulcher, Mortar, or Boomshield must immediately identify where they are on the map and sprint in the proper direction without delay. Look to the massive doors adjacent the spawn point to quickly pinpoint your location on the map. Because some players spawn a little ahead of the doors, the shack near the grenades up ahead is another indicator of your side of the map—the shack will be on the side of the map that you occupy.

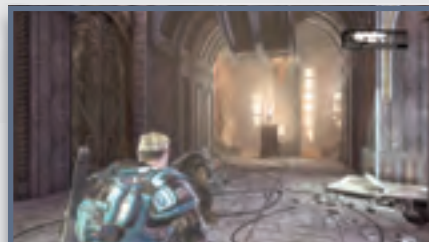
1 WEST SPAWN

The massive doors will be on the right. Sprint down the hallway and out the door on the right. Angle left to proceed to the Mulcher or Mortar, or make a hard right turn and head up the grassy slope toward the Boomshield.



2 EAST SPAWN

If the giant doors are to the left of the spawn point, then you know you are on the map's east side. Sprint down the stairs inside the hallway to the exit on the left. Then branch off to the right for the Mortar or Mulcher, or make a hard left turn to ascend the slope toward the Boomshield.



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SPOILER WARNING!

The attached foldout reveals pieces of the *Gears of War 2* story! To avoid spoiling the plot, play through the game before you read this foldout!

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Phillip Marcus: The creation of the *Gears 2* guide has been a large and unusually challenging project. I must tip my hat to Tim Fitzpatrick, for organizing the crazy mess of creators responsible for bringing you this book, including myself, Doug Walsh, Rich Hunsinger, and Jim Morey. I also want to thank Chris Mielke at Epic, who had to deal with an unending stream of requests on the smallest details about *Gears 2*, his patience and forbearance are greatly appreciated.

Gears 2 is a big game, and it is filled with a lot of really cool stuff. Whether you prefer the campaign or multiplayer, I hope this guide helps you to enjoy it more in some small way.

Doug Walsh: As the author of the original strategy guide for *Gears of War* and a huge fan of the game, I'm very pleased to have been a part of writing this book. I owe tremendous thanks to Tim Fitzpatrick and Leigh Davis of BradyGAMES for juggling the schedule for me so that I would have time to be a part of another *Gears* project. As is the nature of multiplayer gaming, I couldn't have done it alone. I need to thank not only my multiplayer partner, Jim Morey, but also the rest of his "Gears with Peers" crew who helped keep us sharp. Our weekly matches are something I look forward all week. Jim was invaluable in helping formulate a lot of the strategies we came up with, and the book would have suffered without his help. The book also benefitted from the cooperation of the men and women at Epic Games. Huge thanks to Chris Mielke for his excellent hospitality and asset-gathering skills and also to Bastiaan Frank for providing so much insight into the individual maps. Lastly, I'd just like to offer one big congratulations to everyone at Epic for truly making a bigger, badder, and more you-know-what sequel to an already great game.

Rich Hunsinger: I would like to thank BradyGAMES, Leigh, and Tim for their help on this project, as well as the opportunity to work on it. Thanks to Chris and all of my new friends at Epic. Many thanks to Doug, Jim, and Phil for the help and company. And most of all, thanks to my beautiful wife Kate for holding down the fort while I was drowning in *Gears 2* blood and graphite. I love you, baby girl.