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DOWNLOADABLE CONTENT GUIDE

GEARS OF WAR 2

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COMPLETE COVERAGE OF ALL DOWNLOADABLE CONTENT

GEARS OF WAR 2
ALL FRONTS COLLECTION

EVERY MAP PACK!

- Dark Corners
- Snowblind
- Combustible
- Flashback
- 19 New Maps in All!

BONUS!

- Road to Ruin
Campaign Chapter

COVERS XBOX 360®



Microsoft
game studios

Written by Doug Walsh
and Jim Morey



GEARS OF WAR 2

ALL FRONTS COLLECTION

1. Introduction	2
2. Road to Ruin	4
3. War In Flux	18
4. Dark Corners Map Pack	
4-1: Allfathers Garden	22
4-2: Highway	28
4-3: Memorial	34
4-4: Nowhere	40
4-5: Sanctuary	46
4-6: War Machine	52
4-7: Way Station	58
5. Snowblind Map Pack	
5-1: Courtyard	64
5-2: Fuel Depot	70
5-3: Grind Yard	76
5-4: Under Hill	82
6. Combustible Map Pack	
6-1: Flood	88
6-2: Fuel Depot	94
6-3: Gold Rush	100
7. Flashback Map Pack	
7-1: Canals	108
7-2: Gridlock	114
7-3: Mansion	120
7-4: Subway	126
7-5: Tyro Station	134
8. Achievements	140

ROAD TO RUIN

This deleted scene takes place immediately after Dom finds Maria during Act IV. It leads directly into the duo's journey to Nexus along the Locust highway. This scene can be played stealthily or with guns blazing; the following walkthrough covers both approaches.

FOLLOW THE LOCUST HIGHWAY

We recommend choosing the "Go In Guns Blazing" option for your first time playing through this scene. It will help you learn the route and gives Dom a chance to exact his revenge. Those who want to try the "Use Stealth" approach are covered as well—keep reading for tips on sneaking past the Locust horde undetected.

DOM'S SPECIAL OPS TRAINING

Dom takes the point during the "Use Stealth" approach along the Locust highway. Unlike Marcus, who underwent straight infantry-style training, Dom was trained in covert techniques as part of the COG army's special forces branch, hence his different armor and bowie knife. Like all good leaders, Marcus knows when it's best to follow—stick close to Dom and shadow his every movement. Dom knows precisely how far to stay away from the Locust and when to break cover. Stray from his path at your own risk!

PROCEED THROUGH THE NEXT SET OF GATEHOUSE DOORS



The trek along the Locust highway consists of several intense firefights separated by large gatehouses. In order to proceed from one area to the next, Marcus and Dom must work together, pulling the levers that control the massive gates simultaneously. Climb either ladder inside the gated hallway to find one of the levers, and trust that Dom (or your friend) will locate the other lever atop the other ladder.

ENCOUNTER

01

ENEMY PRESENCE

DRONES

GRENADIERS

TROIKA

BOOMER

Rush into cover on the highway's right-hand side, and begin picking off enemies one at a time. After each kill, mantle the walls and sneak around the crates to push closer to the Troika. Target the gas tanks on the Flame Grenadier's back, then slip forward once more to get within grenade-tossing range of the Troika. Use a Frag Grenade to take out the Drone manning the Troika. Should a second Drone take his place, wait for Dom to flank and draw his attention, then open fire.



A second wave exits the gates on the bridge's far side as soon as Marcus reaches the Troika platform. Quickly climb onto the platform, grab the second Troika, and open fire on the Drones streaming out of the gates in the distance. Target those nearest Dom first, and then cut down the Boomer. Dom can take care of the stragglers.



COGs in Disguise



Follow Dom into cover behind the nearby stone, and then zigzag along the Locust highway's edges to avoid detection. Stay close behind Dom at all times. Remain patient as you approach the Troika from the left and then pass along the right edge. Continue using cover until the patrols move out of the way. Then rush forward to the levers and open the gate.

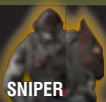
Gather the Boomshot and Boltok Pistols from the corpses, and climb the ladder on the gatehouse's left side to find a pair of Frag Grenades. Climb the right-hand ladder to find a medium ammo crate that holds an extra round for the Boomshot.

CROSS THE RIVER TO THE NEXT SET OF GATEHOUSE DOORS

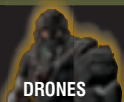


ENCOUNTER 02

ENEMY PRESENCE



SNIPER



DRONES



GRENADIERS



GRINDER



BLOODMOUNT

A large number of Locust attack the moment the next set of doors opens. First take out the Sniper moving in from the left, and then use the available cover and the Boomshot to eliminate the lesser Locust and the Grinder marching up the stairs. Take the Longshot from the balcony to the left and advance slowly down the stairs with the Mulcher. Drop the Mulcher behind cover and snipe the remaining Drones across the river. Temporarily deposit the Mulcher behind the wall alongside the river on the left, and use the crank wheel to raise the bridge.



Tag the center of the staircase on the river's far side with Frag Grenades. Continue up the stairs until the gates open and the Bloodmounts appear. Lure the Bloodmounts toward the Frag Grenades as you run back down the stairs. Reclaim the Mulcher to finish them off.

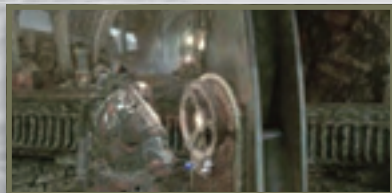


There's a Boltok Pistol in the third gatehouse. It's on top of the ladder of the left after you finish off all the enemies in Encounter 2.

STEALTH

COGs in Disguise

Turn the crank wheel on the right to drop the large block and distract the nearby Locust. Circle around the piece of cover where Dom is, and follow him around each piece of cover as you descend the steps to the river. Avoid the Grinder and raise the bridge with the wheel. Stick to the left as you ascend the far side, and wait in cover while a second Grinder passes. Stick to the left side of the stairs, and rush to the gatehouse once the next patrol moves out of sight.



SNOWBLIND MAP PACK

COURTYARD

First Appearance: *Gears of War (PC)*, 2007



In what was once the heart of Ephyra's civic center, snow and rubble accumulate where street performers and vendors used to shout. Lines of sight are far and clear, so be aware of enemy movement. Battles focus around the elevated sniper nest, but watch for a move toward the explosive weapons. Once the Mortar is in play, the maintenance tunnels under the outdoor stage are the only safe place, but be careful—they can be death traps.

This expansive map is one of the largest from end to end. Teams begin on elevated terraces overlooking the main battle area. Teams should commit to charging one power weapon or the other, else the enemy will have little trouble enacting a divide-and-conquer approach. With a Boomshot and Mortar on alternating rounds, there is always plenty of explosive firepower to be had, but it doesn't come easy.

Though the Mortar cannot reach the Torquebow location without advancing it, moving it is slow and dangerous. Stick to the map's sides and avoid the central stairs. The underground tunnel is a great place to mount a last stand when you're outnumbered—just be sure to place your proximity mines out of sight, else perceptive enemies will surely shoot them.

AREA RECON

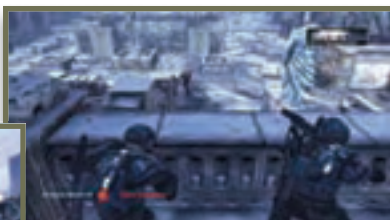
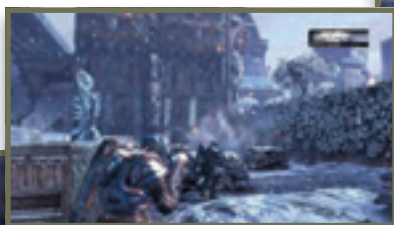


WEAPON CYCLES			
WEAPON SET 1		WEAPON SET 2	
	MORTAR	LONGSHOT	
	TORQUEBOW	BOOMSHOT	
	GORGON PISTOL	BOLTOK PISTOL	
	INK GRENADE	FRAG GRENADE	

TEAM STRATEGIES

WARZONE & EXECUTION

Communicate at the start of the round and decide as a group either to rush the power weapon atop the central stairs or to move toward the monuments at the map's opposite end. Send at least four players in the direction you choose, and use the fifth player either to secure the grenades or to flank around. Teams commonly rush the Mortar, Boomshot, and Frag Grenades. This makes it much easier to secure the Longshot and Torquebow on their respective rounds. Use your Smoke Grenades to knock down the enemy, and expect them to attempt the same. Hang back and lull them into tossing their Smoke Grenades prematurely. Then rush in and slaughter them.



Use **Smoke Grenades** to cover your approach to the **Torquebow/Boomshot** and take cover behind the sandbags in that area. Be aware of potential flankers coming around the high wall near the center, and mix things up by doing the same. Though a swift race to the weapon can work, sometimes it's best to circle around the outer statuary and surround an overzealous enemy.

Acquire the **Mortar** quickly, and if you're alone on the terrace, move down the central stairs to fire from behind the first set of sandbags. Launch the shells over the high wall to where the **Torquebow** spawns. Relocate to either side of the map. During **Longshot** rounds, stay on the upper terrace or move around to the enemy's spawn to fire at them from an unexpected angle.

If you're the last player standing on your team, use the covered **Ink/Frag Grenade** spawn area. Plant grenades near the entrances and on the pipes facing you. Take cover in the middle to avoid your exploding Grenades, and be ready to replenish your grenades as soon as they return. Don't hesitate to flee for the **Torquebow/Boomshot** if the enemy floods one side of the tunnel.

GUARDIAN

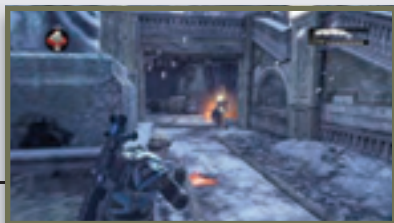
DEFENSE

The underground tunnel is a good position from which to defend the **Team Leader**, though you may have to scare off the enemy **Team Leader** in order to get it. The combination of respawning grenades and overhead cover is ideal. Camp the **Team Leader** behind the containers in the corner to avoid splash damage from the **Boomshot** and **Torquebow**. Make sure a teammate plants all grenades to ensure the **Team Leader** isn't harmed.



OFFENSE

In this case, the best offense is a good defense. By controlling the grenade room for your team, the opposing **Team Leader** does not have overhead cover, allowing you to eliminate him with the **Mortar** or one of the more mobile power weapons. Teams that can't stash their **Team Leader** in the underground tunnel typically try to defend him near the spawn point or at the map's far end, near the **Torquebow/Boomshot** spawn.

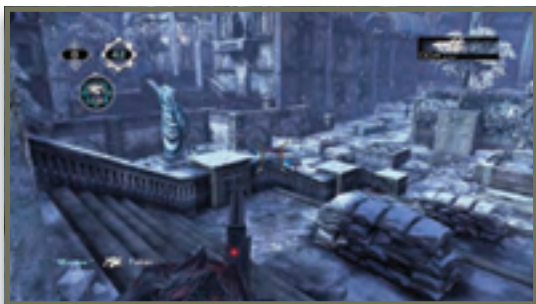


ANNEX & KING OF THE HILL

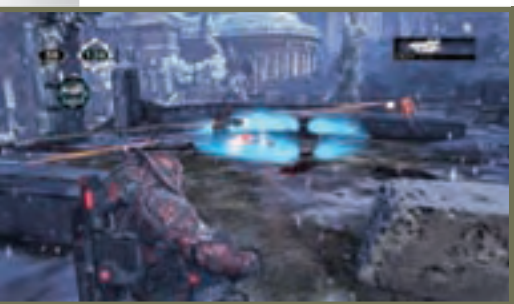
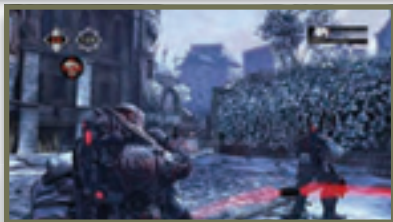
VALID CAPTURE POINTS

WEAPON SPAWNS	ANNEX	KING OF THE HILL
MORTAR/LONGSHOT	X	X
TORQUEBOW/BOOMSHOT	X	X
GORGON/BOLTOK PISTOL	X	X
INK/FRAG GRENADE	X	X

The Mortar is extremely helpful in retaking a pistol capture point. Move to the top step and hold your fire until your teammates are nearby to retake the point.



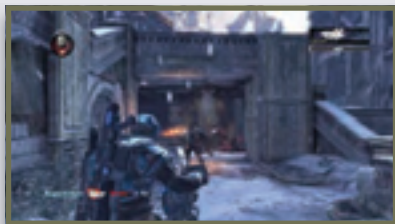
The Torquebow/Boomshot capture point can be harder to hold due to the absence of immediate cover. Take a Meatshield whenever possible, and face the team spawn areas to absorb as many bullets as possible.



Using the Mortar to defend that capture point is a no-brainer, but it's best done with hip shots. Move the weapon off to the side to avoid detection, and fire a bowling ball shell at enemies attempting to capture the point.

SUBMISSION

VALID CAPTURE POINTS	
WEAPON SPAWNS	SUBMISSION
MORTAR/ LONGSHOT	X
TORQUEBOW/ BOOMSHOT	X
GORGON/BOLTOK PISTOL	X
INK/FRAG GRENADE	X



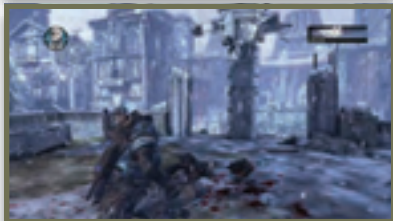
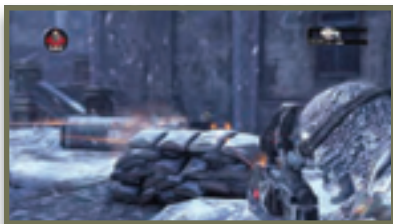
Expansive distances and respawning grenades makes Courtyard one of the tougher maps on which to play Submission. Regardless of where you pick up the Stranded, you are all but guaranteed of having a long walk to score. Take the time early on to secure as many power weapons as possible. Then move as a team toward the Stranded—yes, even the person with the Mortar. Firing hip shots with the Mortar is an especially effective way to free the Stranded from an enemy inside the maintenance tunnel. And it makes for a great last-ditch effort to prevent the enemy from scoring. Make sure one of the players who picks up a Gorgon/Boltok Pistol ends up being the one to grab the Stranded.

WINGMAN

Two teams spawn at the regular team spawn locations. To avoid being outnumbered, head to the Torquebow/Boomshot location and take your chances against the other team that's likely headed there. Watch for the team coming around the corner from the central spawn point.

Two teams spawn at the base of the side stairs leading up to the Mortar/Longshot position atop the terrace. Though you could descend the stairs and claim the grenades, it just makes more sense to go for the power weapon up top. A third team may come up the central stairs, but you'll likely encounter just a single team up top. Take them out and then grab the weapon.

The fifth spawn location is behind the large statue at the base of the main stairs. This team can rush to the power weapon at the rear of the map, or they can take grenades or join the fight for the power weapon atop the terrace. We recommend going for the Boomshot when it's available and quickly using it on the teams moving in from the sides.



HORDE

Courtyard's expansiveness poses a problem for playing Horde, as every location near an ammo crate or power weapon is vulnerable to approach from numerous directions. Because of this, the best chance at survival is to hole up in the underground tunnel and use the grenades and nearby pistols to mount your defense. Your biggest hazard in executing this plan comes



from the Kantus and their Ink Grenades. Quickly take them out to avoid getting gassed out of your hiding spot. Use Boomshields to barricade the entrances, and focus your firepower to keep the Locust from breaching the space.



GEARS OF WAR 2

ALL FRONTS COLLECTION

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