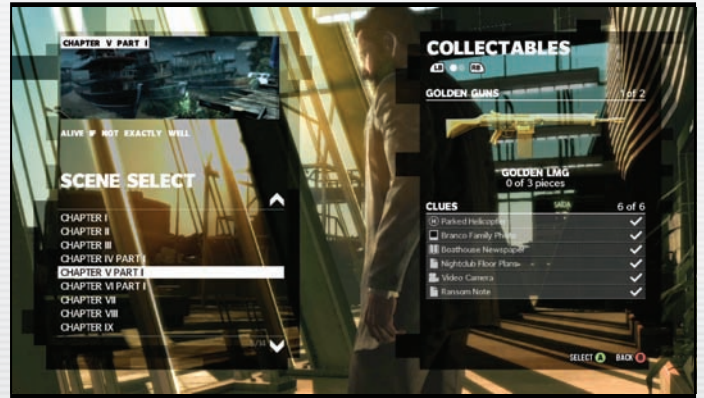


COLLECTIBLES

There are two categories of Collectibles in the game: Golden Gun Parts and Clues. The collection of these items is tracked on the Pause menu, as well as the Scene Select screen. Clues are also displayed on the Arcade chapters section. Golden Guns cannot be collected in Arcade mode. This section of the guide provides descriptions of the Collectibles. For quick reference, be sure to check out our Collectibles section at the end of this guide. We've also included the Collectibles throughout the Story mode walkthrough so you can find them during normal progression through the game.



GOLDEN GUN PARTS

Every weapon in the game has a golden counterpart. Not only do Golden Guns look cool, but they also have enhanced stats that make them even more lethal. There are three Golden Gun Parts to find for each gun to make one complete Golden Gun. When all three parts have been collected, the next time you wield that weapon it will be gold. You can turn off the gold effect in the Options menu. Completing Golden Guns also unlocks Gold Tint in the multiplayer Arsenal Attachments menu.



CLUES

Clues are various items, bloodstains, pictures, scenes, and other oddities that catch Max's detective eye. These Clues hold secrets that unravel the mystery in the story. When they are examined, Max comments on what he sees so you too can be privy to his assessments. You can find Clues in both Story and Arcade mode.



WEAPONS

SINGLE-HANDED WEAPONS

.38 REVOLVER



This standard handgun packs quite a wallop at close range. It's a very damaging weapon but the tradeoff is a lesser rate of fire and lesser accuracy, ammo capacity, and range.

Rate of Fire	0.30
Damage	49
Clip Size	6
Effective Range	40
Impact Force	250
Reload Speed	Slow
Caliber	.38

PT92



This is a well-rounded semi-automatic with good range, accuracy, fire rate, and stopping power.

Rate of Fire	0.139
Damage	45
Clip Size	15
Effective Range	50
Impact Force	250
Reload Speed	Fast
Caliber	9mm

M10



The M10 is a compact machine pistol. Its lackluster power and accuracy are forgivable when you experience its increased fire rate and ammo capacity.

Rate of Fire	0.092
Damage	45
Clip Size	30
Effective Range	40
Impact Force	45
Reload Speed	Fast
Caliber	.45

1911



The M1911 pistol is a single-action, semi-auto handgun with .45 caliber rounds. It's very similar to the PT92 in stats, but has slightly better range.

Rate of Fire	0.1323
Damage	60
Clip Size	8
Effective Range	60
Impact Force	260
Reload Speed	Fast
Caliber	.45

M972



While the M10 has it beat on fire rate and accuracy, the M972 submachine gun has better range.

Rate of Fire	0.110
Damage	26
Clip Size	32
Effective Range	50
Impact Force	75
Reload Speed	Fast
Caliber	9mm

608 BULL



The 608 is a double-action revolver that chambers the .357 round. The long barrel gives it incredible accuracy and range. The rate of fire is low but is a good compromise for the other powerful features. Its damage is only surpassed by the .38 Revolver, but the Bull exceeds the .38 in all other stat categories.

Rate of Fire	0.22
Damage	85
Clip Size	8
Effective Range	50
Impact Force	320
Reload Speed	Slow
Caliber	.357

AUTO 9MM



Using this fully auto pistol is like firing a little submachine gun. The rate of fire is equal to the M10 but its damage, accuracy, ammo capacity, and range are not as strong. However, it is extremely exhilarating to operate this weapon.

Rate of Fire	0.095
Damage	25
Clip Size	33
Effective Range	50
Impact Force	60
Caliber	9mm

SAWN-OFF



The Sawn-Off shotgun is extremely powerful when used as a close-range weapon—as it's intended to be used. The damage is only matched by the M500, sniper rifles, and the RPG. Holster the weapon when fighting mid to long range.

Rate of Fire	0.7
Damage	101
Clip Size	2
Range	30
Impact Force	100
Reload Speed	Slow

MICRO 9MM



The Micro 9mm has the fastest rate of fire of all the weapons in the game. However, in comparison to other submachine guns, it has slightly less damage, range, and ammo capacity. It's more accurate than the M972 submachine gun, but the Micro 9mm is also much heavier.

Rate of Fire	0.086
Damage	25
Clip Size	32
Effective Range	45
Impact Force	60
Reload Speed	Fast
Caliber	9mm

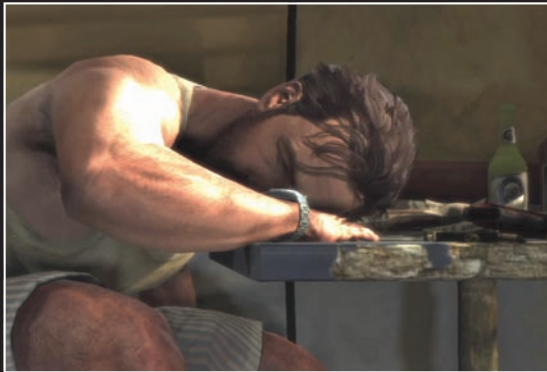
DE .50



The DE is a gas-operated semi-automatic pistol with .50 caliber rounds that has an effective range of 50 meters. This is the third most powerful handgun in the arsenal and, like the 608 Bull, it has the best range. The DE's accuracy is fair and ammo capacity is average.

Rate of Fire	0.145
Damage	105
Clip Size	7
Effective Range	50
Impact Force	325
Reload Speed	Fast
Caliber	.50

VI A DAME, A DORK, AND A DRUNK



FÁBRICAS BRANCO GLOBAL HEADQUARTERS, SÃO PAULO

11:35 AM, SUNDAY



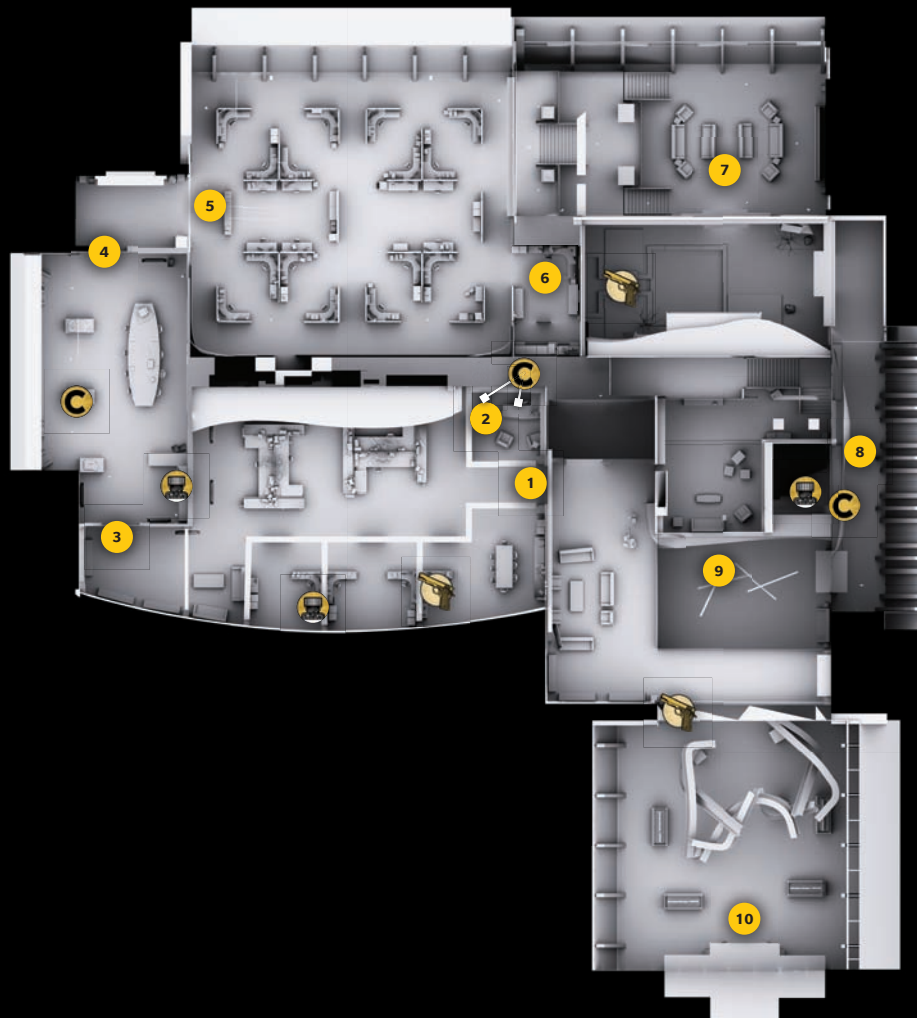
Not long after the river escapade, Passos rousts Max from a deep, dark well of sleep for a meeting with "the boss" at company headquarters. The partners arrive at a pow-wow that includes all three Branco brothers plus the UFE commander, Colonel Becker, who assures Rodrigo that Fabiana will be returned safely and the kidnapers caught.

Max speaks alone with Rodrigo after Victor Branco leads the others to his helicopter. The eldest Branco questions the current state of his privileged life, but Max assures him he's at least a decent man. Suddenly, heavily armed men begin to invade the complex; Rodrigo spots them on his surveillance cameras.

The Fábricas Branco building has a multimillion-dollar security lockdown system...but unfortunately, the lockdown sequence fails to work. The company tech expert reports that he must get to the server room to reboot the system in order to get security systems back online. Max escorts the young man from the office and tells Rodrigo to lock himself in.



EXECUTIVE OFFICES/BOARDROOM



NEW WEAPONS



PAINKILLERS



MISSION

CLEAR THE DESIGNERS' AREA.

Max crosses the reception area outside Rodrigo's office and pushes through doors (1) into a room full of worktables surrounded by the glass walls of executive offices (including Victor Branco's office on the right) and conference rooms. The area is crawling with gunmen wearing body armor. Your Bullet Time begins to fill as you push through the doors. Activate Bullet Time and start aiming for heads—avoid wasting bullets on armor vests. Roll forward to the nearest table and use it for cover as you clear the area.





When you find cover, take out the two enemies on your extreme left and right. The one on the left is in the office: shoot him through the glass. Now finish off the remaining enemies in the back of the room. Once the room is safe, watch the cutscene: the IT tech enters and moves through the carnage. When control returns, pick up ammo and weapons, including the lethal MD-97L assault rifle. You can find painkillers on a desk in the office on the far-left; the one closest to the boardroom. Then enter Victor Branco's glass office (2)—the one in the corner next to the door with the "Saida" sign. Search his office for clues.



FILE ON FABIANA

The folder is on Victor Branco's desk inside his office. This is the first office on the right side of the first battle room.



RODRIGO'S EMAIL

After the first office shootout, turn back and enter Victor Branco's glass wall office and examine his computer on the filing cabinet beside his desk. The email shows that Victor is looking for campaign contributions since Rodrigo holds the purse strings rather tight.



ART 1/3 MD-97L

This weapon part is located on floor of the glass wall office, across from Victor Branco's office. This is the first battle area of the mission.



Reload then follow the IT guy to the next set of doors (3) where he punches in a code to the boardroom ("Sala de Reunidos") and the door opens. As he enters, hostile soldiers burst into the room from the opposite entrance!

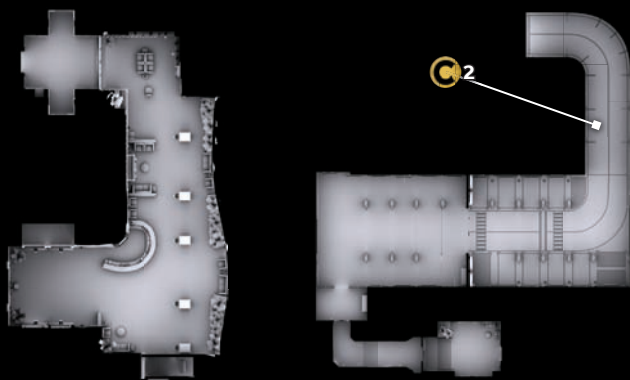
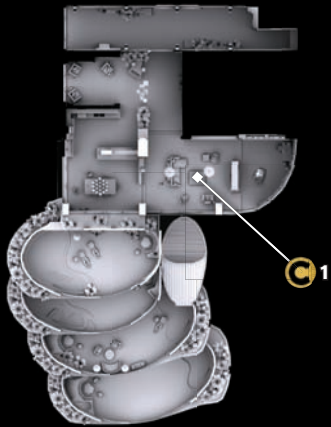


CLUES



A list of Clues and Golden Gun Parts appears on the right side of the screen when you enter the in-game pause menu. The Clues in this *Collectibles* category are grayed out, so you really don't know what you are looking for, but you do know how many items are available. During gameplay, you're prompted to examine a Clue when you are close enough to interact with it. After you've examined a Clue, the name and a checkmark appear in the collectibles pause menu. These 65 Clues give you insight on your situation and the developing mystery. In this section of the guide you can find a detailed location description and a revealing screen shot of the location of every Clue in the game.

CHAPTER I: SOMETHING ROTTEN IN THE AIR



CLUE INTERACTION

Sometimes you may find a clue but cannot interact with it. This is because you must clear the enemy threat in the area. Once you have defeated all the enemies in the area, return to the clue and try again.

1 CELEBRITY MAGAZINE

This magazine is next to a bottle of painkillers located on the large coffee table in the middle of the penthouse living room.

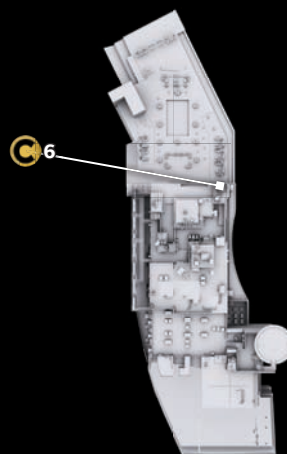
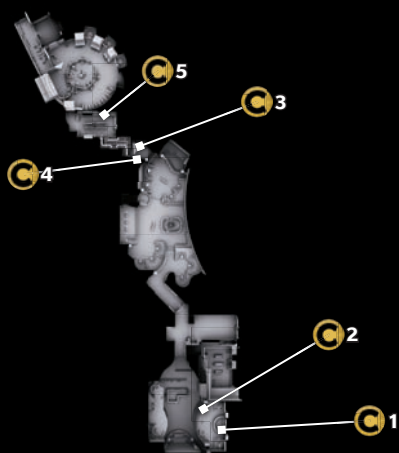


2 DROPPED PHOTO

Located on the sloped drive between parking garage levels.

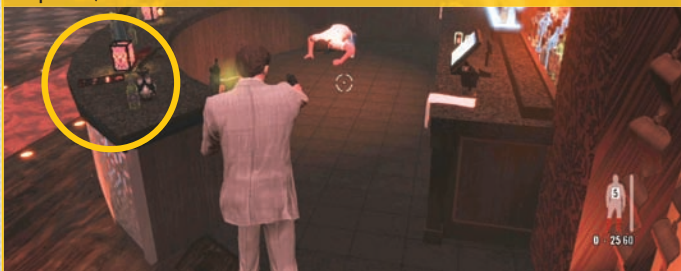


CHAPTER II: NOTHING BUT THE SECOND BEST



1 NIGHTCLUB FLYER

Located on the front edge of the bar, in the VIP room. The Golden Mini-30 part 1/3 is behind the same bar.



2 DEAD SOCCER STAR

His body is located on the floor of the VIP room when you return after jumping through the window to the dance floor during the aerial shooting challenge. Claudio lies dead in front of the seat that Marcelo desired.



3 TORN DRESS PIECE

After leaving the DJ bar area that you reached through the neon hallway, you push through some double doors and reach a bathroom area. Two clues are in this area. The most obvious is Fabiana's *Torn Fabric* piece on the edge of the counter near the kitchen doorway. The other is the guy in the middle bathroom stall...



4 EX-COP (ANDERS)

In the same bathroom area where you find Fabiana's *Torn Dress Piece*, push open the middle bathroom stall door on the left to meet the ex-cop, Anders Detling from North Dakota.



5 PORTUGUESE NEWSPAPER

Located on the edge of the counter on the right side of the kitchen. Clear the room then read the paper about Victor Branco's political career.



6 GIOVANNA'S NECKLACE

Located on the third landing as you head down the stairwell leading away from the rooftop.

