How to Use this Guide.

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for Call of Juarez: Bound in Blood at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the “page forward” and “return to beginning” icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.

Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.

TRAINING
Both characters have unique strengths and weaknesses. Learn all you can about each of them and their abilities.

WEAPONS
How fast is your sidearm? And what kind of damage is it going to do? Good questions. Find the answers right here.

ALLIES AND ENEMIES
Family or friend, friend or foe. Knowing who’s with you and who’s against you can count for a lot.

WALKTHROUGH
With maps of every area, complete information on all objectives, and every secret, weapon, and pick up labeled, the walkthrough brings you from the war-torn beginning to the last showdown.

MULTIPLAYER
All modes covered, all unlock conditions revealed, and every weapon stat.

ACHIEVEMENTS, TROPHIES, AND SECRETS
Every Achievement and Trophy, plus all secrets uncovered.
Movement

The most fundamental skill to master is movement. There are four movement skills to become familiar with:

**MOVING/STRAFING**: Use the movement commands to walk forward and backward or strafe (walk sideways) left or right.

**RUNNING**: When you need an extra burst of speed, hold the run button down while you move forward. You can only run forward, and you cannot run and strafe.

**JUMPING**: Clear small obstacles in your path or jump up to a slightly higher level by pressing the jump button while moving.

**CROUCHING**: Crouching makes you a smaller target, and therefore harder to hit, but it also dramatically slows down your movement speed. Press the crouch button once to enter a crouch, and press it again to stand back up.

Gunfighting

In the badlands of the Wild West, your lifespan is determined by how good you are with your guns. Fortunately, the combat controls and techniques are quite intuitive and shouldn’t take long to master. Don’t worry if they don’t come naturally at first—getting gunned down a few times can be a good way to learn what not to do!

**Picking Up/Exchanging Weapons**

Enemies that you eliminate often leave behind weapons when they die. You can also sometimes find weapons lying around a level or hidden in chests. To pick up a weapon, simply stand near it and follow the on-screen command. You will drop the weapon you currently have in that slot (if any) and pick up the new one. If you decide you’d rather go back to the old weapon, simply pick that one up using the same method.

Before picking up pistols, equip the pistol in your inventory that you want to get rid of before picking up the new one. Holding down the weapon select button also allows you to compare the statistics of the weapons you have and the one on the ground, so that you can make an informed decision about which one to pick up.

**Selecting Weapons**

To see all the weapons in your inventory, hold down the weapon select button. To choose one to equip, use the movement controls to highlight it, and then release the weapon select button. To quickly cycle through the weapons in your inventory, tap the weapon select button (360 and PS3), or use the mouse wheel (PC). Each character can hold only six weapons or combinations of weapons.

**THOMAS’S WEAPON SLOTS**

1. Pistol 1
2. Pistol 2
3. Rifle/Shotgun
4. Bow
5. Knives
6. Lasso

**RAY’S WEAPON SLOTS**

1. Pistol 1
2. Pistol 2
3. Dual Pistols
4. Pistol 1 + Dynamite
5. Pistol 2 + Dynamite
6. Rifle/Shotgun
Ammunition and Reloading

Defeated enemies often drop ammunition. You can also find ammunition scattered around each level, sometimes hidden in chests. To pick up ammo, simply walk over it. You cannot carry more than the maximum allowance for each weapon.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>MAX. AMMO</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pistol</td>
<td>100</td>
</tr>
<tr>
<td>Rifle</td>
<td>50</td>
</tr>
<tr>
<td>Shotgun</td>
<td>50</td>
</tr>
<tr>
<td>Bow</td>
<td>25</td>
</tr>
<tr>
<td>Knives</td>
<td>10</td>
</tr>
<tr>
<td>Dynamite</td>
<td>7</td>
</tr>
</tbody>
</table>

All weapons of the same type use the same kind of ammo. For example, every pistol uses pistol bullets; there isn’t a unique caliber of bullet for each pistol.

If you attempt to fire an empty weapon, you automatically reload the weapon instead, which often leaves you at a disadvantage. To avoid this, manually reload at a time and place of your choosing before your weapon runs dry by pressing the reload button. Each weapon has a different reload speed, so be sure to become familiar with how long your guns take to reload and plan accordingly.

Precision Aiming

Precision aiming (also called focus) allows you to zoom in on an enemy for increased accuracy, at the cost of your peripheral vision and some movement speed. If you have a scoped weapon equipped, you zoom in through the scope, which significantly improves your aim. You can only use precision aiming when you have one weapon equipped—precision aiming is not available for Ray if he has equipped two pistols or a pistol and dynamite, nor can Thomas use precision aiming when he is using knives.

Using Cover

Learning how to use cover effectively is one of the most important skills to master in combat. You can use two types of cover: low cover that you can duck behind, and tall cover that you peer out from around.

Low Cover

Low cover includes crates, smaller boulders, short walls, and any other solid object that is chest-high or shorter. Run up to it to automatically snap to cover, and then look up and down to stand up slightly to fire over it and duck back down behind it. It is best used when fighting stationary enemies at a moderate distance, because you are vulnerable to being flanked.

Tall Cover

Tall cover includes trees, columns, door frames, and any other impenetrable structure that is taller than you are and wide enough to conceal yourself behind. Approach the edge of it to snap to it, and then look left and right to peek out from the side of it and pull back behind it. Use tall cover against mobile enemies, who have a hard time flanking you when you’re behind it, but be aware that you can only look so far out from behind tall cover without leaving it.
Allies and Enemies

Call of Juarez: Bound In Blood is filled with colorful characters, some of whom will aid you on your journey, and some of whom must be overcome to accomplish your goals. And several of them will do both...

The Mc Calls

The Mc Calls are a family of three brothers from Georgia, for whom the Civil War did not have a happy ending. Deserting the Confederate Army in an attempt to save their family's homestead, Ray and Thomas McCall fled the south before the war's conclusion with their youngest brother, a priest in training named William. As Ray and Thomas slip further from their dream of rebuilding their family home, William resolves that he will save the souls of his gunslinging brothers, no matter the cost.

Colonel Barnsby

Colonel Barnsby

Ray and Thomas's commanding officer during the last days of the Civil War, Colonel Barnsby lost his wife and children in the sacking of Georgia by the Union Army. Even after Robert E. Lee surrendered at Appomattox, Barnsby refused to knuckle under to the Union and fled with the remnants of his army to Mexico, where he continues to fight for the Confederate cause. He has not forgiven the McCalls for what he sees as their betrayal of the Confederacy, and he vows that they will hang for their crimes.
Act I: We Are Family
Chapter One: Atlanta, Georgia, 1864
Act I: We Are Family

Chapter One

It was late August in 1864, and the murderous Yankee general, William Tecumseh Sherman, was marching through Georgia, burning everything in his path. Those were bitter days for my brothers and I. My father was dead, killed at Antietam. My mother and I were all alone, doing our best to run what was left of the family farm. Two years previously I had left the seminary, giving up my religious studies to do my familial duty. Now everything we held dear was about to burn, and our last hope was the Confederate forces defending the Chattahoochie River. Among those forces were my brothers... Thomas and Ray.

Chapter Two

The Camp

The chapter begins in the trenches around the Confederate encampment, which have come under heavy attack from the Union army.

1 Repulse Enemy Attacks on the Right Flank, Part 1

At the start of the chapter, use the weapon change button to arm yourself with a firearm, and then follow the trench right to encounter a soldier who tells you that Lieutenant Fox needs your help on the right flank to repel the Yankee soldiers who are attacking from the forest. Continue following the trench in the direction of the objective indicator to reach the right flank. Aim and fire at the Yankee soldiers rushing toward the trenches from the forest. Your fellow Confederates help pick them off, so there’s little chance of being overwhelmed as long as you shoot the nearest Yanks quickly. Keep shooting until the objective reappears in the screen’s top left with a line through it, indicating that it is complete.

Chapter Three

Act II: She Looked Like an Angel

Act III: I Don’t Know Who You Two Are Anymore

Act IV: Deeper Into a Wilderness

Act V: My Faith is My Shield

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NOTE

At the Character Select screen at the start of the chapter, you must choose to play as Ray. Thomas is not available as a playable character in this chapter.

NOTE

NOTE

TIP

Equip only one pistol, so that you can use the fire left button to zoom in on the enemy soldiers. Be sure to manually reload (with the reload button) whenever you have the opportunity. Otherwise, you might find yourself at point-blank range with an enemy and unable to do anything about it.

2 Repulse Enemy Attacks on the Right Flank, Part 2

Seconds after you complete the first part of the objective, a massive explosion rips through the trenches to your right. Repulse the second wave of Yankees as they charge the trenches. Turn around and run down the trench, turning left at your first opportunity. Follow the trench to an ammunition box that you can open if you’re in need of ammo, and then continue down the trench toward the objective indicator.

When you reach the objective indicator, help your fellow Confederates pick off another wave of bluecoats. Use the same techniques you used previously to shoot them all before they can overrun the trenches. There is another ammunition crate near your position if you run dry, but you shouldn’t need to open it until after the objective is complete and it’s time to replenish your ammo.

NOTE

There is an ammunition crate at the right flank. Approach it and press the action button to open it. Pick up ammunition by moving close to the crate. To ensure that you’re fully stocked, reload your weapons before picking up the ammo.
Find and Eliminate Enemy Soldiers in the Camp

Despite your defense of the trenches, a few Union soldiers managed to penetrate the fortifications and have entered the camp. Your next objective is to seek them out and shoot them before they can do any more damage. Resupply your ammo at the nearby ammunition crate, and then follow the objective indicator to a stuck door. Ray can smash through doors, so approach the door and press the action button to break it down.

SECRET
As soon as you go through the stuck door, turn left to find a crate containing the first of five secrets in this chapter.

Follow the objective indicator to sneak up behind two Yankee soldiers near a stone wall. Line up headshots to eliminate them both quickly.

The third infiltrating Yankee is holed up in a tent in the camp. Follow the objective indicator to find the tent, and shoot the Union soldier in it. Either try to snipe him from behind the crates at the front of the tent, or you can equip two pistols and rush him. Either method should get the job done.

Find and Eliminate Any Sharpshooters, Part 1

As soon as you take care of the enemy soldier in the tent, a Confederate soldier named O'Brien is picked off by a Yankee sharpshooter. This triggers your next objective, which is to get rid of the sharpshooters surrounding the camp. Use the run button to dash quickly through the forest in the direction of the objective indicator, which marks the position of the first sharpshooter.

CAUTION
Don't run straight toward the sharpshooter, or you'll be picked off before you can get within range. Instead, keep the indicator ahead and to the left as you circle around the treeline, using the natural barriers of the forest as cover. You'll take a little damage, but it shouldn't be enough to kill you.

Find and Eliminate Any Sharpshooters, Part 2

Once you deal with the first sharpshooter, the objective indicator marks the location of the second one. Once again, keep the objective indicator ahead and to the left as you run toward the sharpshooter in an arc. Boulders, trees, and ditches provide plenty of cover. If you get into trouble, pause behind a large boulder until you are healed before continuing. Shoot the second sharpshooter to complete the objective.
Multiplayer

Go online with Xbox Live or Playstation Network to compete against the quickest draws in the West...or East, North, or South. You can choose from five multiplayer modes and 13 different character classes in online play. All of the tactics and techniques that you’ve mastered in single-player mode will serve you well in multiplayer.

**Multiplayer Modes**

Choose from the following five multiplayer modes, all of which are available from the start of the game:

**SHOOTOUT** is a classic deathmatch style of multiplayer where everyone is out for themselves, and no one is safe. Gun down any other player to increase the bounty on your head. The player with the highest bounty at the end of the time limit wins. (See the following section for an explanation of the bounty system.)

**POSSE** pits two teams of players against each other in a head-to-head deathmatch. Each player on a team tries to improve their personal bounty by eliminating members of the opposing team. The team with the highest total bounty at the end of the time limit wins the match, but each player’s $100 of “starter” bounty does not count toward this total.

**WANTED** is a lethal game of tag. One player is designated as the “wanted” player, and he raises his bounty for every player he kills. The other players try to kill the wanted player in order to become wanted themselves. Non-wanted players can only increase their bounties by eliminating the wanted player, but the wanted player’s bounty increases by taking out any other player. Because becoming the wanted player is the best way to raise your bounty, there’s no incentive for non-wanted players to work together. The player with the highest bounty at the end of the time limit is the winner.

**MANHUNT** is a team version of Wanted. The wanted player is the top player on one of the teams. His team tries to protect him from the other team for 60 seconds. If he survives for the full minute, his team scores. If the wanted player is killed, the other team scores, and the player with the highest bounty on that team becomes the wanted player. The winning team is determined by the score at the end of the match, but bounty and cash can still be earned.

**WILD WEST LEGENDS** is a team-based mode where Lawmen and Outlaws clash while trying to fulfill specific, historically themed objectives within the time limit. Usually, one team is trying to accomplish certain goals, and the other team tries to prevent them from doing so. Some of the objectives have more than one way to accomplish them, so creative thinking is an asset. The team who completes all of their objectives wins the match. If neither team completes all of their objectives, the team that completed more of them is the winning team; a draw is also possible.

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**Bounty**

In every multiplayer mode, each player starts the game with a bounty of $100 on their head, and that bounty increases according to how many other players they eliminate and how they do them in. Therefore, the better a player performs in a multiplayer match, the greater the bounty on their head. Three of the multiplayer modes (Shootout, Posse, and Wanted) require a player or team to accumulate the highest bounty in order to win the match.

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All bonuses are cumulative, so if you dispatch two rivals with headshots within five seconds, you earn a +$40 bounty bonus (2x Headshot at +$15 each, plus One Pair at +$10).
Chapter One

SECRET
As soon as you go through the stuck door, turn left to find a crate containing the first of five secrets in this chapter.

SECRET
Look near a wounded soldier lying on a cot near the flag in the center of camp to find a crate containing the chapter’s second secret.

SECRET
Examine the stream near the commander’s position to find a crate that contains the chapter’s third secret.

SECRET
From the explosives depot, turn left and then left again to find the chapter’s fourth secret in a crate at the end of a long, narrow, dead-end trench.

SECRET
Secret 3 of 5 is hidden in the crate next to the stream.

SECRET
Secret 4 of 5 is at the end of a dead-end trench near the explosives depot.
Important:

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ABOUT THE AUTHOR

Bryan Stratton is a nine-year Prima veteran. He has more than 60 strategy guides to his credit, including guides for Spore, Mass Effect, Mirror’s Edge, Lord of the Rings: Battle for Middle-Earth, Doom 3, The Legend of Zelda: The Wind Waker, Super Mario Sunshine, and several games in the Myst and World Wrestling Entertainment game series. In his time at Prima, he has worked with some of the industry’s biggest names, including Nintendo, Microsoft, Sony, Electronic Arts, id Software, LucasArts, UbiSoft, Sega, and Atari.

In addition to authoring strategy guides, Bryan is the co-author of Paid to Play: An Insiders’ Guide to Video Game Careers. He has also scripted the storylines for five years’ worth of THQ’s WWE wrestling games and has been published in a variety of video game publications, including Electronic Gaming Monthly, Official Xbox Magazine, Bitmob.com and GameSpy.com. Prior to his freelance career, Bryan held staff positions at Compute Media’s now-defunct incite video game magazines and Ziff-Davis’ Gamers.com website. Bryan has a B.A. in English from Middlebury College and currently resides in Portland, OR with his two cats and a harem of sexy female assassins.