

EXHIBIT 33

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RED DEAD REDEMPTION 2 GUIDE BOOK

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ROCKSTAR GAMES PRESENTS

RED DEAD REDEMPTION II

THE COMPLETE OFFICIAL GUIDE



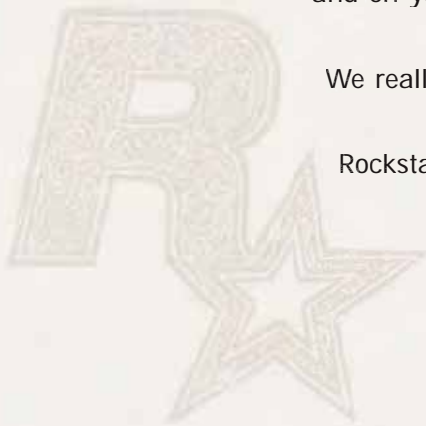
FOREWORD

Red Dead Redemption 2 is our attempt to tell a new kind of story in a new kind of video game world. You'll play as Arthur Morgan and live the experiences of his time with the Van der Linde gang, a group of notorious outlaws on the run across 19th century America. As Arthur, you will experience every aspect of outlaw life, from robbing banks and hijacking trains to forging relationships with fellow gang members as you fight and run to escape the clutches of the law and the hypocrisies of polite society.

We worked closely with the very talented team at Piggyback to design this guide as a companion during your time inside the world of *Red Dead Redemption 2* as you live and travel both with the Van der Linde gang and on your own.

We really hope you enjoy your time in the world.

Rockstar Games



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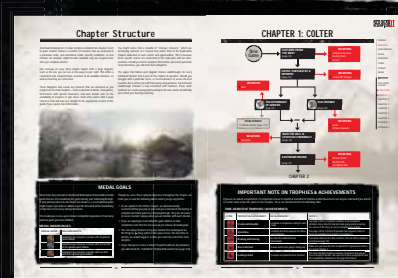
An opening chapter that will help you to develop a solid understanding of the game's core systems from the very start, offering concise and accessible introductions to key features.



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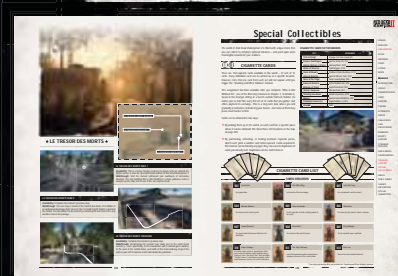
This chapter details every last step you'll need to take to complete the *Red Dead Redemption 2* storyline, while also highlighting other opportunities that you may wish to explore as and when they become available.



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A comprehensive presentation of optional endeavors, activities and assorted diversions that you can encounter on your travels.



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UPDATE NOTICE

While we have taken every step to ensure that the contents of this guide are correct at time of going to press, subsequent updates to the *Red Dead Redemption 2* game code may contain adjustments, gameplay balancing and even feature additions that cannot be anticipated at time of writing.

VERTICAL TAB

The vertical tab on the right-hand margin of each double-page spread is a navigational tool designed to help you find your way around the guide. The top section lists the individual chapters, while the lower section highlights the part of the chapter you are currently reading.

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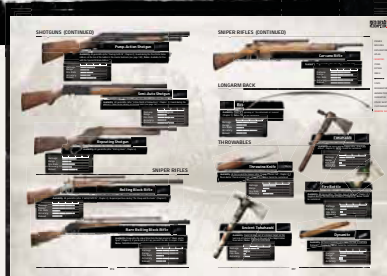


An atlas of the entire game area offering expanded topographic maps, with detailed annotations revealing the positions of points of interest and collectibles.

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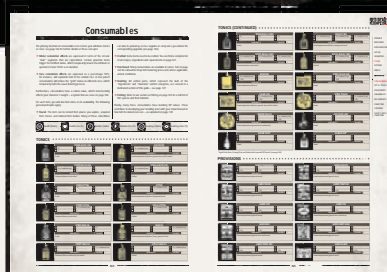


An exhaustive appraisal of all weapons, including stats, ammunition, customization, and advice on how best to maintain your firearms.

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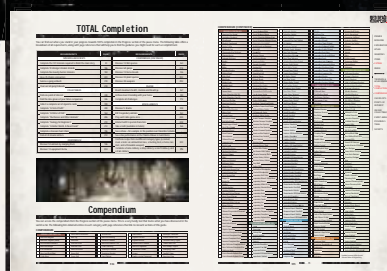


A complete catalog of all items and crafting possibilities encountered in the game, including parameters, availability conditions and other notable characteristics.

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A variety of trials, trivia and titillation not covered elsewhere, including secrets, Trophies and Achievements, and advice on working towards Total Completion.

The Story So Far

The Van der Linde gang have fled from Blackwater into the Grizzly Mountains after a failed robbery. Caught by surprise by a late spring storm, they are desperately looking for shelter to lick their wounds.

This section briefly introduces the principal characters in *Red Dead Redemption 2*. You may wish to watch the story's opening cutscene before you read any further.



DUTCH VAN DER LINDE

The charismatic leader of the Van der Linde gang, Dutch is radically opposed to government control. He values individual liberties above all else and dreams of living an independent existence, appropriating wealth from others and answering to no authority. He is reluctantly starting to realize that the way of life he holds dear is fast becoming an unrealistic proposition.



ARTHUR MORGAN

Dutch's trusted right arm and the story protagonist, Arthur has been a member of the gang since he was a young boy, when he was saved by Dutch – and has followed him ever since. His loyalty to the gang leader has been unwavering in this time, though the recent events at Blackwater have clearly troubled him.



HOSEA MATTHEWS

Hosea is both the most senior member of the gang and Dutch's oldest friend. Intelligent and level-headed, Hosea regularly advises Dutch and is valued for his wisdom. As much as he shares similar ideals, he appears to be much more pragmatic in his understanding of what lies in store for the gang.



JAVIER ESCUELLA

A notorious bounty hunter and Mexican revolutionary from Nuevo Paraiso, Javier was forced to flee his country. He joined the gang four years ago and feels a strong affinity with Dutch's ideals. Very committed, passionate and loyal, he will stick by his leader through thick and thin.



ABIGAIL ROBERTS

Abigail is John's romantic partner and the watchful mother of Jack. An orphan who worked as a prostitute from a very young age, she was introduced to the gang by Uncle five years ago.



JOHN MARSTON

John has been Dutch's protégé since he was 12. He is now at a personal crossroads in his life. Husband in all but lawful status to Abigail, and the father of Jack, he isn't always clear about where his priorities lie. John was badly wounded during the Blackwater events that occur just prior to the beginning of the story.



UNCLE

Not exactly the most productive gang member, Uncle is a whore-monger and drunkard who is always around when the whiskey is open.



BILL WILLIAMSON

Bill is an ex-cavalry soldier who was dishonorably discharged from the army. He then turned to a life of violence, drinking, intimidation and murder. He met Dutch five years ago and has been a member of his gang ever since. Easily angered and not the brightest of the band, he will do anything for Dutch.



MICAH BELL

Micah has only been with the gang for about five months. A vindictive individual, he always seems to approve of Dutch's decisions.

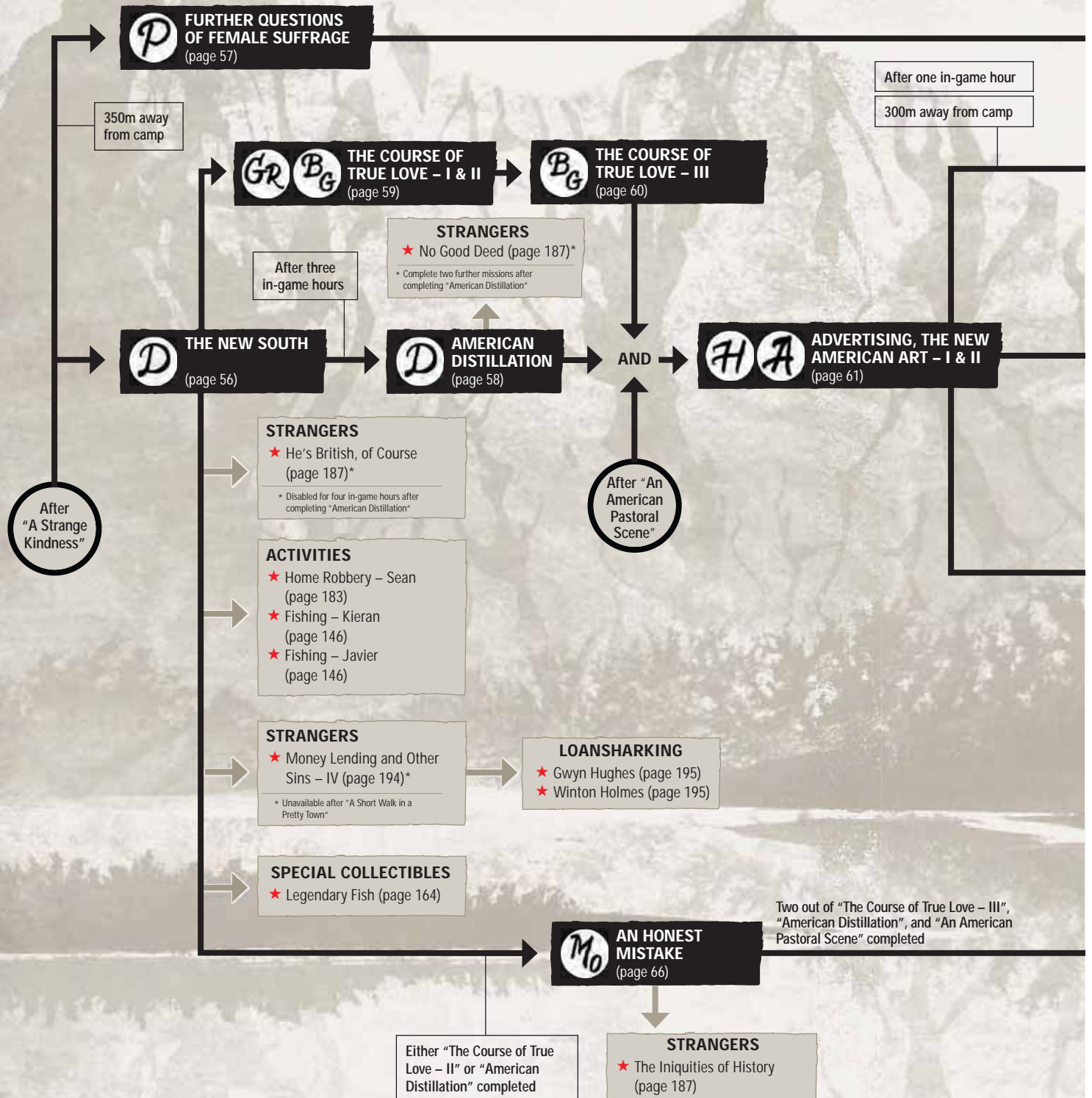


PINKERTONS

A detective agency established by Allan Pinkerton, the Pinkertons are private agents hired by the US government to track western outlaws such as those from the Van der Linde gang. Well organized and heavily armed, their goal is to put an end to the very lifestyle and ideals pursued by Dutch.

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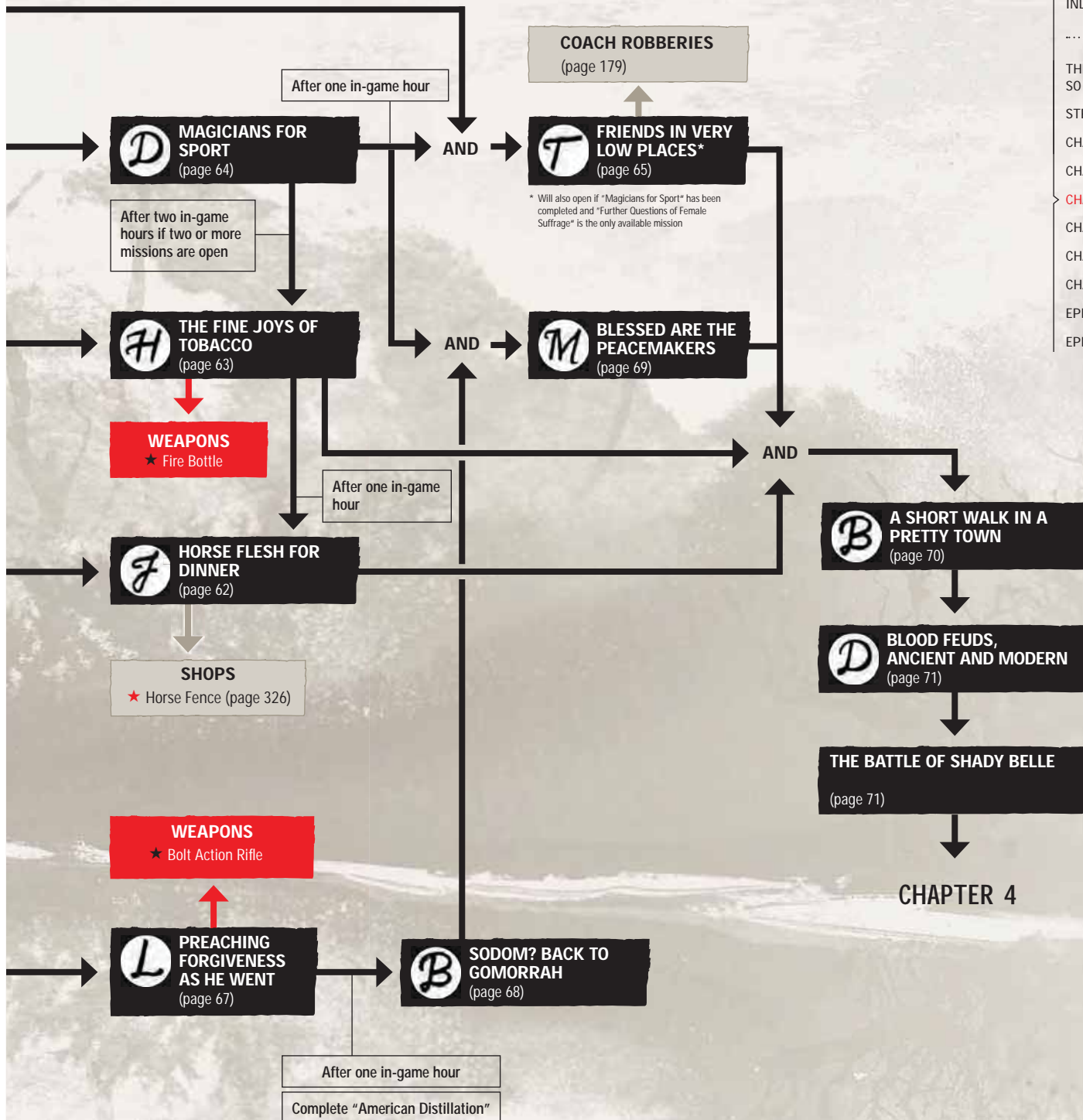
CHAPTER 3: CLEMENS POINT



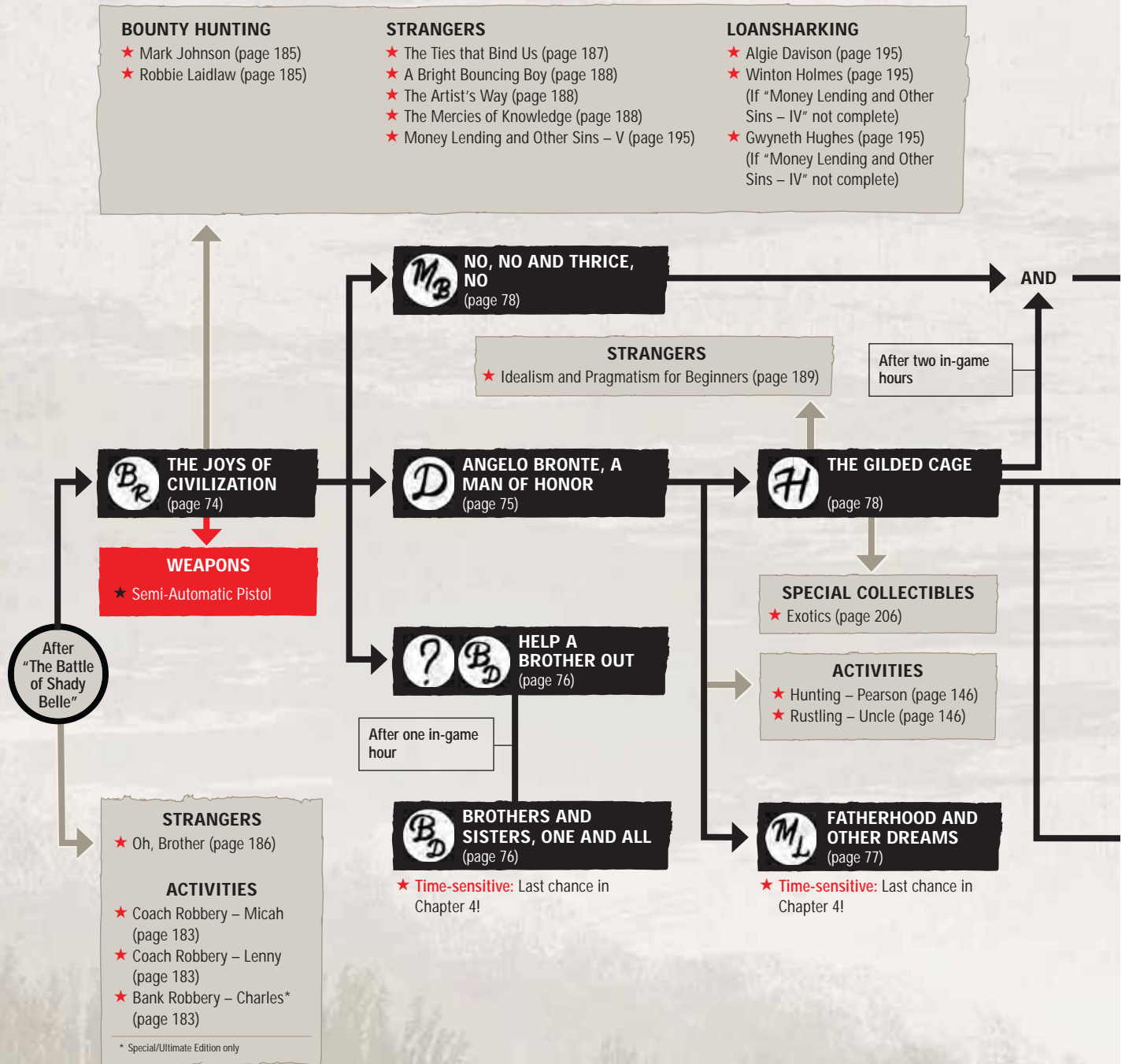
The Story So Far

The gang got run out of Valentine after an altercation with a railway magnate, Leviticus Cornwall, who grew tired of having his trains robbed by outlaws. Afraid that the routes westward were being watched by Pinkerton agents, Dutch and crew moved southeast to take up residence at Clemens Point, near the town of Rhodes.

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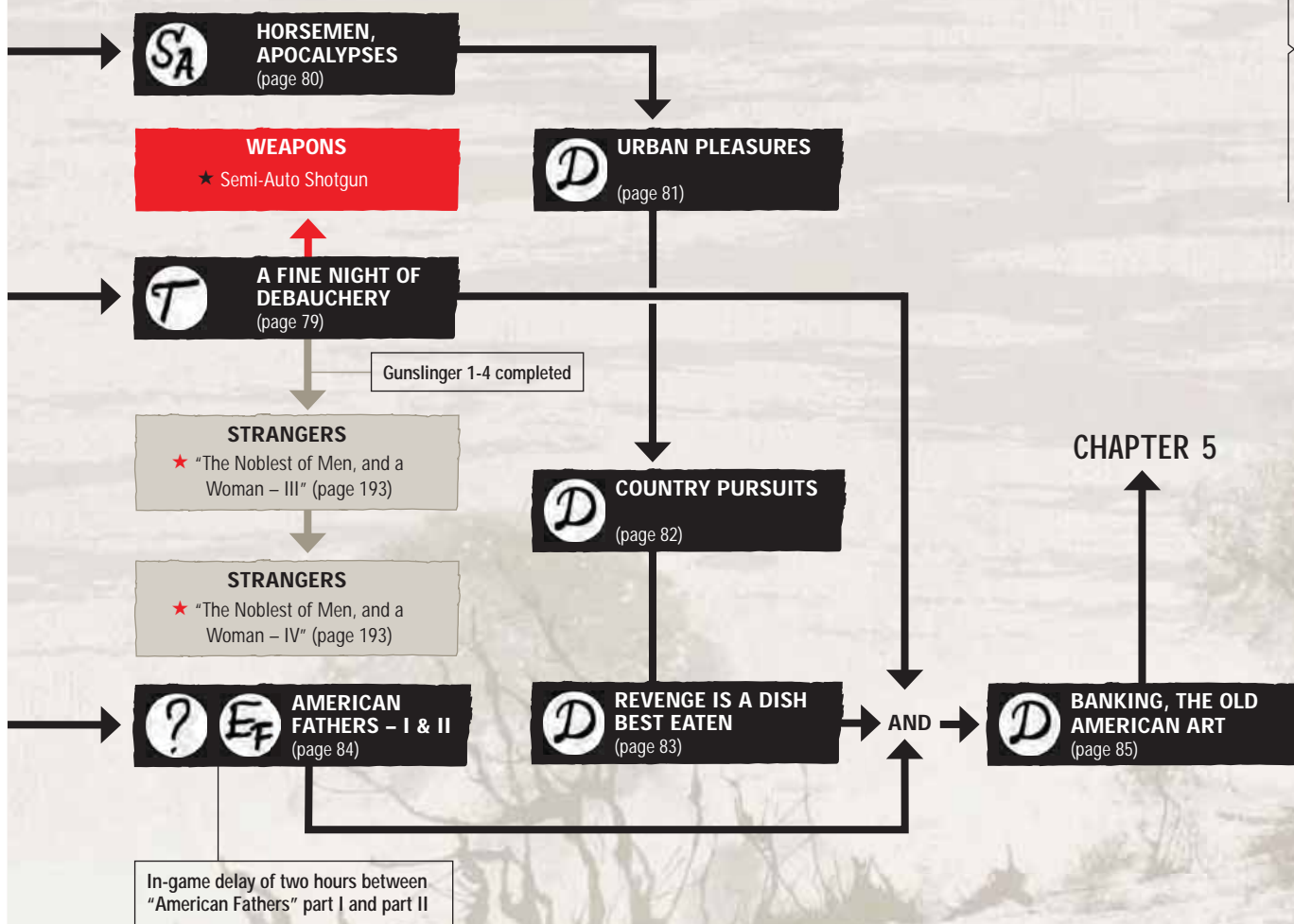
CHAPTER 4: SHADY BELLE



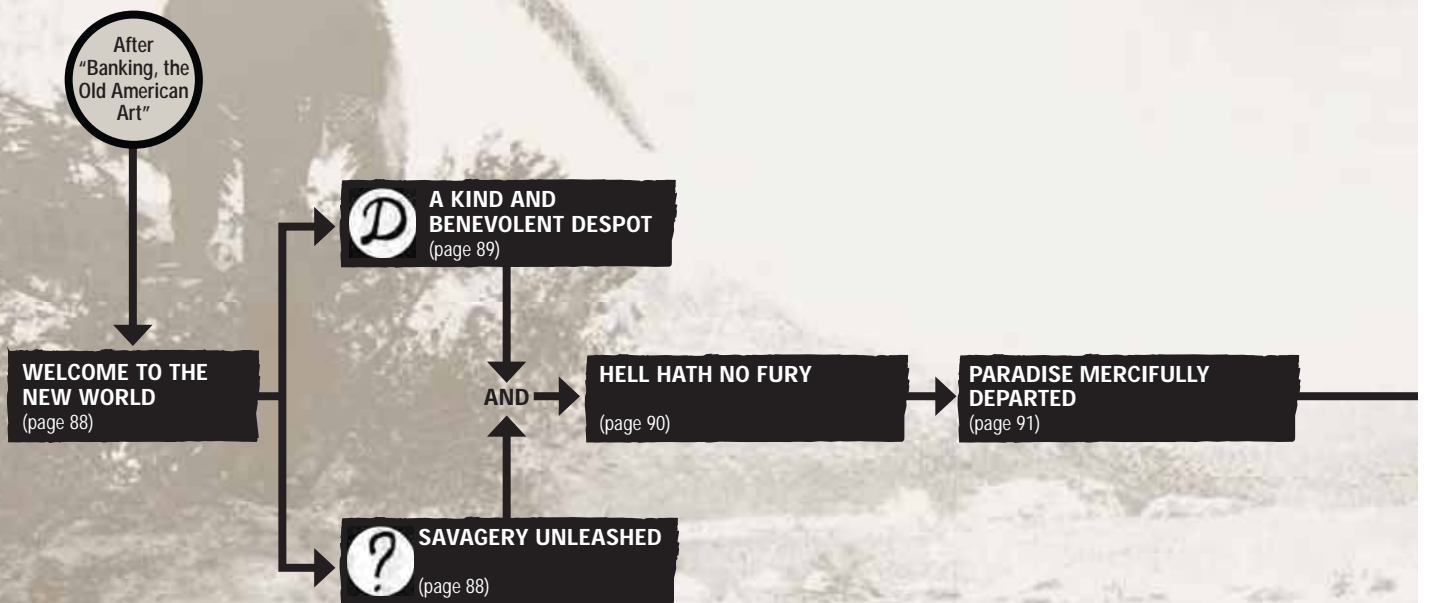
The Story So Far

Doing dirty jobs for two rival families in Rhodes, Arthur and the other gang members found themselves entangled in a longstanding feud. Hoping to put their hands on an alleged pile of gold, they realized – too late – that they were being played. Things ended up disastrously with Sean dead, Jack kidnapped, and the Pinkertons back on the gang's tail. Dutch and Arthur decided to move the camp to Shady Belle, near Saint Denis, knowing the boy to have been taken there.

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CHAPTER 5: GUARMA



★ DEAR UNCLE TACITUS ★



Medal Goals	<ul style="list-style-type: none"> ★ Leave Shady Belle without being spotted by the Pinkertons ★ Finish within eight minutes
Notes	Technically, you don't need to kill any Pinkertons. Sneak behind the first one and crouch-walk directly to the entrance door to make your escape, then gallop to your destination.

1 You regain control of Arthur on a pier at the Van Horn Trading Post. Steal the horse at the top of the steps and ride to Shady Belle.

2 Inside the mansion, pick up the letter on the living room table.



As soon as the cutscene ends, crouch and wait for a first Pinkerton to pass through the nearby doorway, then sneak behind him with your knife in hand and perform a stealth kill. A second is examining the fireplace in the adjacent room: either kill him in the same fashion, or leave through the door. Once outside, mount up and ride to Lakay.

★ FLEETING JOY ★



Medal Goals	<ul style="list-style-type: none"> ★ Kill two Pinkertons during the Dead Eye ambush ★ Get at least 70% accuracy with the Gatling gun ★ Get five headshots with the Gatling gun ★ Complete the mission without consuming any health items
Notes	As long as you use the Gatling gun sensibly, more like a semi-automatic rifle fired in short bursts, these objectives are relatively accessible.

1 Follow Sadie to the other house, climb through the trapdoor, and get in cover by the entrance.

2 The shootout begins with an automatic Dead Eye moment: don't miss the opportunity to tag a few enemy heads to take them out instantly. Sprint to cover and eliminate the others with standard headshots.



After dispatching more foes, you will be invited to man the Gatling gun – it's marked in yellow on your radar. Sprint to it and take control with **△/Y**. You can fire by holding **R2/R**. Mow down the Pinkertons and the reinforcements that join them; note that you can cause large explosions by shooting the red crates. The mission ends when your opponents start to flee.



★ JUST A SOCIAL CALL ★



1 Meet up with Micah between two of the small wooden houses in Annesburg. Follow him and Dutch, then take cover behind the highlighted crate.

2 When the shootout begins, dispatch the men on the boat from your initial position, then turn around and transition to one of the crates to welcome the Pinkerton reinforcements arriving from the opposite direction.



Keep up with Dutch as he looks for Micah, eliminating all enemies that you run into on the way. If you lose sight of him when you reach the coal mining facility, head up the stairs.

Medal Goals

- ★ After killing Cornwall, reach the horses within two minutes 45 seconds
- ★ Headshot three mounted enemies
- ★ Complete the mission without consuming any health items

Notes

To reach the horses within the deadline, you have to move very quickly. You will need a high headshot success rate to progress through each enemy encounter at the required pace.



4 You will face resistance as you follow Dutch and Micah, but nothing that should prove too taxing. Make sure not to linger on the stairs with the coal conveyor belt, where you will be exposed to shots from all directions. When you reach the top of the stairs, a final wave of guards awaits: you can get rid of at least two of them instantly if you fire at the oil wagon. Once they're all dead, walk to the highlighted area to free the horses.

5 During the horseback escape, several groups of mounted enemies will attempt to stop you. Steering your horse and aiming simultaneously can prove a bit complicated, so focus on one or the other at a time: as soon as you are within firing range, leave **C** alone for a few seconds (your horse will maintain its gait), and lock on to your targets to align clean headshots. You can then immediately return your attention to the escape. Dutch and Micah will not outdistance you if you're swift.



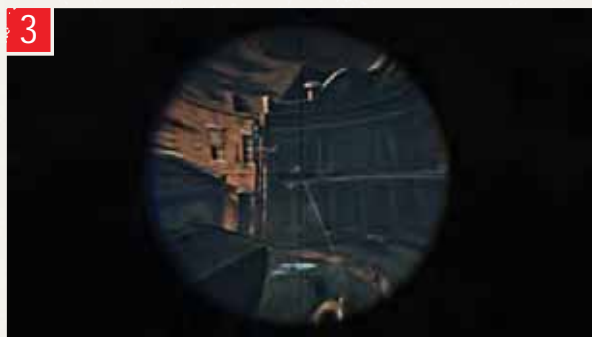
★ RED DEAD REDEMPTION ★



1 Follow Sadie to reach Van Horn.



Get to the top of the lighthouse via the ladder, the stairs that follow, and a second ladder inside the tower. Your task is now to cover Sadie with your sniper rifle. She moves quickly, so you might lose her on a first attempt. Use the accompanying screenshot as a reference to get a sense of the path she follows from her initial position to the building where Abigail is held captive.



From Sadie's starting location, look a few steps to the right and pick off one of the two men to initiate the shootout. From here onward, you need to clear the way for her. If you struggle to spot the enemies attacking her, pay attention to the direction of Sadie's shots, and look for the telltale sign of gun smoke that might help to you identify assailants. You have plenty of ammunition, so don't feel that you need to hold back. Pay special attention to the snipers positioned on balconies, as they can be a little tricky to locate.

4 Back on the main street, eliminate all the enemies from your starting cover position, then run to the pier. Many more Pinkertons will attack you on the way: whenever you identify the red dots on your radar, rush to cover and kill them with quick headshots.

Medal Goals	<ul style="list-style-type: none"> ★ Get seven headshots while covering Sadie from the lighthouse ★ After Sadie is captured, reach Abigail and Sadie within one minute ★ Finish with at least 70% accuracy ★ Complete the mission without consuming any health items
Notes	<p>This set of challenges requires a high level of efficiency. Dead Eye makes it far easier to secure headshots while covering Sadie from the lighthouse. When you need to reach Sadie and Abigail within one minute, quick kills are vital; you could even consider sprinting straight to your objective, ignoring foes unless they're directly in your way.</p>

An automatic Dead Eye moment begins when you enter the highlighted building: tag the heads of both targets and fire. Repeatedly tap **○/S** in the scene that follows when the onscreen prompt appears.

5 Many enemies will come after you during the mounted escape. Try to secure quick manual headshots if you can, but don't skimp on Dead Eye: a full meter, utilized with precision, should be sufficient to deal with all of them. After a brief halt at Butcher's Creek, resume your journey to find Dutch.

6 After the cutscene at Beaver Hollow, the Pinkertons come for the gang once again. Remain in your starting cover position and fend them off as best as you can. When John invites you to retreat into the cave, immediately go after him. Follow him through the tunnels, then up the assorted ladders, platforms and ledges leading to the exit at the top of the shaft.

7 During the mounted escape with John, focus on galloping at full speed rather than on fighting. If you're fast, your pursuers shouldn't pose a threat. Once you're back on foot, eliminate the Pinkertons at the top of the hill. You then have a choice to make: going back into the cave for the money (**8A**), or helping John get to safety (**8B**), causing you to lose or gain 10 points of honor respectively. This is a **very significant branch in the story**, with one of two different finales playing out in accordance with your choice.

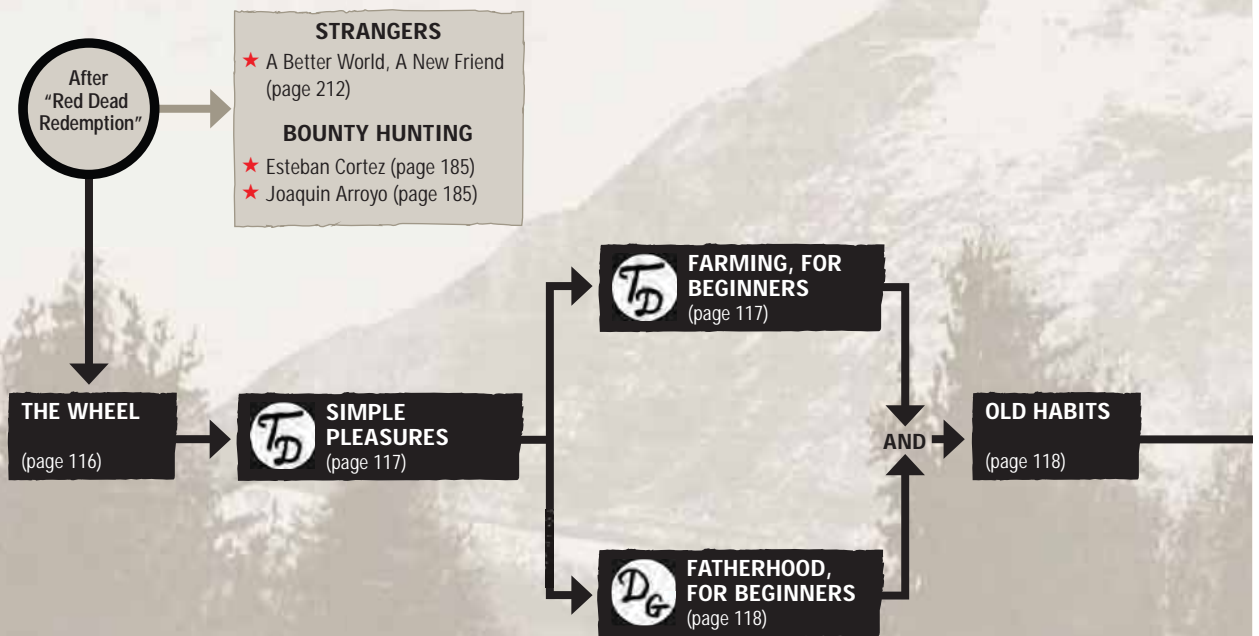
8A If you opt to go back for the money, return to Beaver Hollow. You will have limited equipment at your disposal as you face hordes of Pinkertons. Proceed cautiously to the waypoint, eliminating the targets directly in your path and ignoring the others. Feel free to pick up weapons from your victims if they represent an upgrade. Head back inside the cave and grab the chest in the highlighted area, then retrace your steps back outside.

8B If you decide to help John, follow him up the cliffs without worrying about the shots fired from afar. Once you reach high ground, fend off the Pinkertons until Micah arrives.

9 When Micah assaults you, a melee fight begins. He is, as you might expect, a decidedly vicious opponent. Avoid attacking him first: let him take the initiative, then block and immediately counter with a *single* blow. Don't push your luck with additional hits, and repeat the strategy until a cutscene is triggered. The cinematic showdown that follows plays out in accordance with the decision you made earlier in the mission.

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EPILOGUE – PART 1: PRONGHORN RANCH

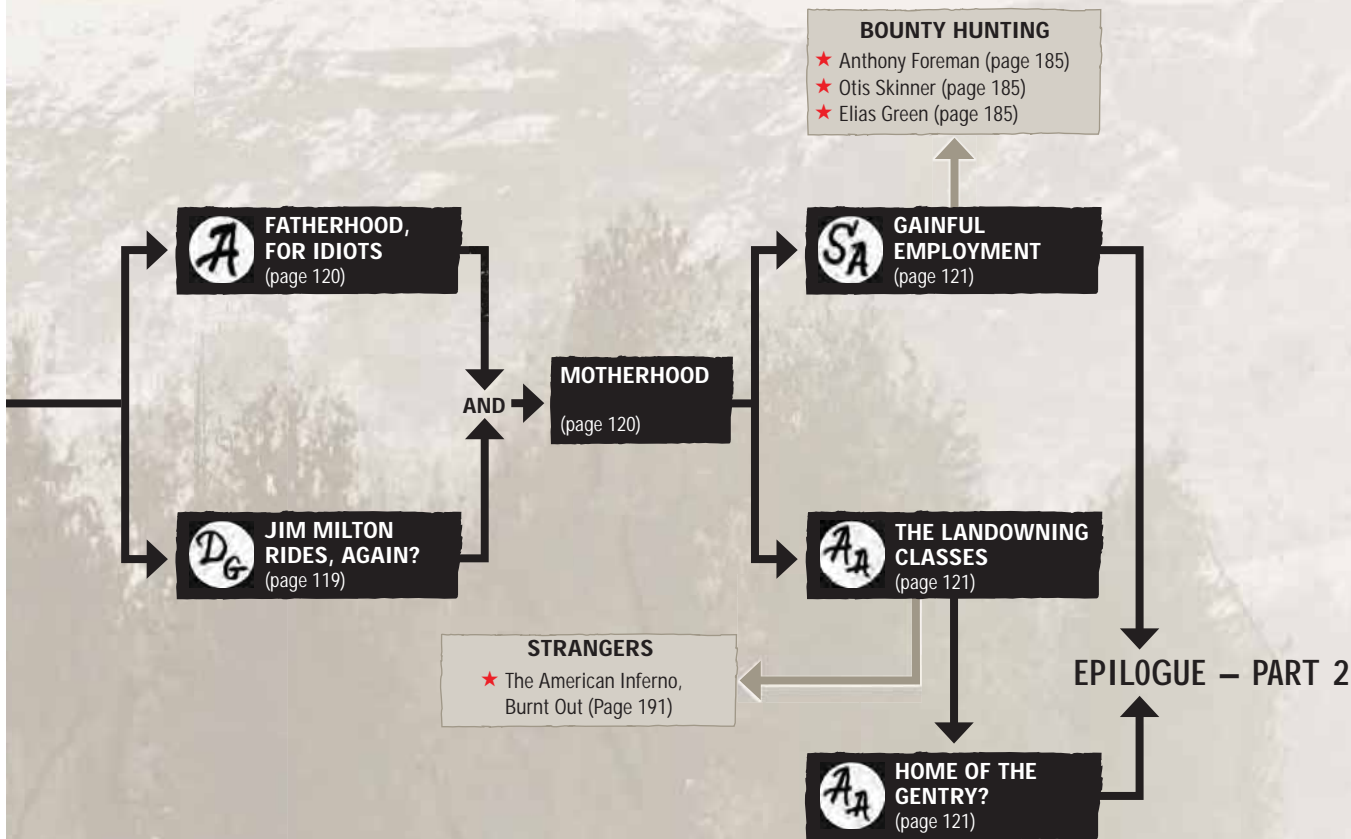


The Story So Far

With the Pinkertons hot on their trail, the Van der Linde gang were desperate to make one last robbery: something big enough that they could retire and live away from the so-called civilized world. To engineer a scheme, Dutch struck up an association with a tribe of local Native Americans – and his machinations brought them naught but death and pain. The gang seized on this distraction to successfully rob a train transporting military payrolls, but the human cost was too much for the likes of Arthur and John.

And then, as the Van der Linde gang tore themselves apart from the inside, the Pinkertons arrived to take them down for good.

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Gangs



As you explore the world and progress in the main storyline, you will run into enemy gangs more and more frequently. The most significant types of encounters are listed here.

★ **Ambushes:** Ambushes are set-piece events that occur randomly (but within a set of predefined possible locations) during your travels. In these scenes, an enemy gang blocks the road or attacks you by surprise, making conflict unavoidable. You can of course flee, though this is rarely practical if you are heading to a specific destination. As a rule, fighting from horseback is highly inadvisable: not only is it impossible to take cover while riding, but a stray bullet could also wound or kill your mount. The best course of action is to dismount and sprint to the closest cover position before engaging your enemies. Feel free to loot your victims after each shootout, if only to replenish your stocks of ammo, but be swift to depart afterwards to avoid sightings by potential witnesses or lawmen.

★ **Chance Encounters:** There are also many chance encounters that involve enemy gangs. Like ambushes, they are triggered randomly as you travel but with one key difference: here, you are not the target of the enemy gangs. You will find them robbing a coach or an innocent citizen, for instance, and it is up to you to decide if you wish to get involved. We cover all chance encounters in a dedicated section later in this chapter (see page 223).

★ **Hideout Captures:** Hideouts are strongholds occupied by enemy gangs that you can capture by eliminating all foes within the designated area to obtain valuable items.

- Main story missions have you conquer four hideouts: **Six Point Cabin** (Chapter 2, "Paying a Social Call"); **Shady Belle** (Chapter 3, "The Battle of Shady Belle"); **Beaver Hollow** (Chapter 5, "That's Murfree Country"); and **Hanging Dog Ranch** (Chapter 6, "Mrs Sadie Adler, Widow"). If you head to these hideouts before the corresponding point in the plot, you actually can clear them of all gang members to score a capture. Note that Beaver Hollow is retaken by the Murfrees during the Epilogue.

- There are two additional hideouts, both in the State of New Austin, that you can capture after you complete Chapter 6: **Thieves Landing** and **Fort Mercer**. A bonus hideout, **Twin Rocks**, is available only for owners of the Special/Ultimate Edition of the game

As a rule, capturing a hideout is no simple task. Enemies in these strongholds are plentiful, enjoy all sorts of cover positions, and can flank you if you press forward too quickly. They may also have access to powerful weapons. It is therefore in your best interests to make careful preparations before you launch an assault. Your best guns, large stocks of ammunition and tonics, and a full Dead Eye meter are

all warmly recommended. Always fight from a solid cover position and take out your opponents with quick headshots by flicking F every time you lock on. Once you clear an area, push forward to the next cover position in line and repeat. Note that you need to capture all six hideouts if you are striving towards total completion.

★ **Campfires:** You will also regularly encounter small enemy gang camps in the wilderness. These are essentially simplified versions of the hideout captures. It's usually a good idea to make a quiet approach to reach a convenient cover spot, then open hostilities with a surprise headshot. These skirmishes are usually worth the risk, as they give you a chance to loot supplies and, in most instances, a small chest containing valuables.

The map on this double-page spread shows the territories of each gang (with icons pinpointing the locations where ambushes, chance encounters, and campfires can randomly occur), as well as the positions of hideouts that can be captured.

OTHER AMBUSHES

In addition to the main gangs, you will occasionally be ambushed by generic outlaws and, during Chapter 6, by Pinkertons. These encounters work exactly in the same manner as those involving gangs. You are free to escape if you do not wish to fight.

Note that the O'Driscoll spawn points become generic outlaw ambush locations from Epilogue 1 onward.

ICON	GANG EVENT: POSSIBLE SPAWN POINTS
●	O'Driscolls
●	Murfree Brood
●	Lemoyne Raiders
●	Skinner Brothers
●	Laramie
●	Del Lobo
●	Night Folk





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
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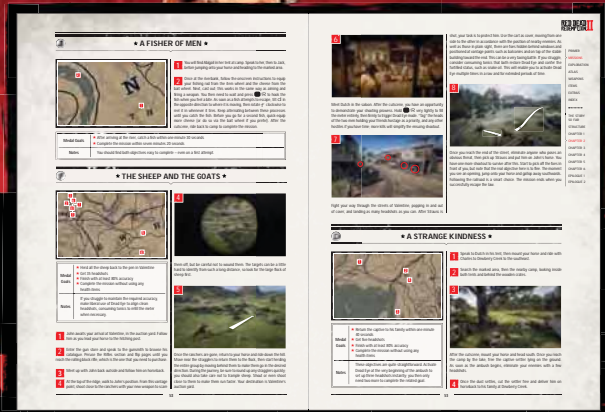
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