ONSCREEN DISPLAY

The following annotated screenshot illustrates a typical gameplay screen.

If a witness sees you commit a crime they'll be marked with a bright red 👁. If they report your crime then law will be dispatched to hunt you down.
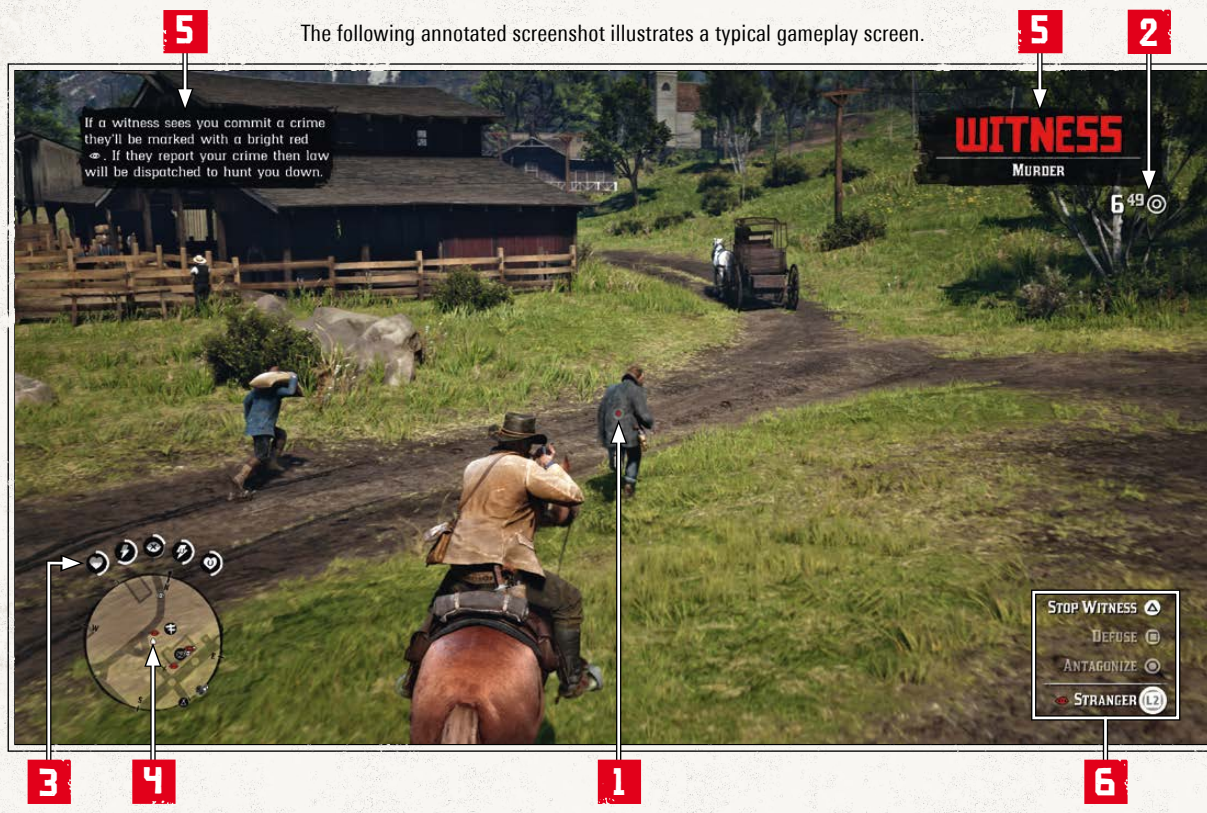
WITNESS
MURDER

6 49 ◎

STOP WITNESS △
DEFUSE ▣
ANTAGONIZE ◉
STRANGER L2

1 **Reticle:** Whenever you equip a weapon a white reticle appears. Hold L2/LT and use R to adjust your aim; the reticle will turn red when it hovers on a valid target. Headshots generally offer maximum efficiency.

2 **Ammunition:** The first figure represents the number of shots remaining for your active weapon; the second details your total stock. The icon corresponds to the type of ammunition currently selected.

3 **Attribute Meters:** The meters visible in the lower-left corner of the screen represent vital attributes – from left to right, health, stamina, Dead Eye, horse stamina, and horse health. Turn to page 16 to learn more about these systems.

4 **Radar:** The mini-map in the lower-left of your screen shows your immediate surroundings, annotated with useful details such as cardinal directions, mission objectives, and assorted points of interactivity. See page 13 for details. You can expand your radar or turn it into a simple compass by holding ⊙.

5 **Dynamic Information:** Onscreen notifications will appear in accordance with your actions and events in the world – such as obtaining items or rewards, completing objectives, and becoming wanted.

6 **Context-Sensitive Prompts:** Whenever you can perform a context-sensitive action, a corresponding prompt will appear in the lower-right corner of the screen. These are used in many different situations, such as collecting items, interacting with the environment, and to make decisions during missions or interactive conversations. Press, tap or hold the displayed button to choose the specified action.

ESSENTIAL COMMANDS

The opening hours of *Red Dead Redemption 2* are filled with opportunities to learn about and practice actions and abilities, but the following recap of all essential button commands will prove useful should you forget a particular function, or miss a tutorial. If you are familiar with the original *Red Dead Redemption* and the *Grand Theft Auto* series, you should feel right at home from the very start.

Many potential actions and interactions are activated via context-sensitive button presses. The relevant prompts will appear in the lower-right corner of the screen when they are available.

★ BASIC MOVEMENT ★

With the exception of crouch-walking, the following commands apply when you are both on foot and riding a horse.

★ **L | Walking:** Tilt L to walk in any direction. This pace of movement is suited for ambling through crowds in towns, or while taking in the sights on your many travels.

★ **L + ⊗/Ⓐ (hold) | Running:** Running will be your primary movement speed in most situations. It is much faster than walking, yet it does not drain your stamina. While riding a horse or driving a wagon, this also enables you to maintain your gait after a gallop, and to automatically follow companions during group rides.

★ **L + ⊗/Ⓐ (tap repeatedly) | Sprinting:** Sprinting enables you to run at maximum speed, at the cost of stamina. This is vital in critical situations, such as an escape or chase, but can also shorten journeys if you do not have a steed at hand. While riding a horse, try to tap the button in a rhythm that matches your mount's gallop. This special technique makes it possible to travel at great speed without draining the horse stamina meter.

★ **L3/�+ L | Crouch-walking:** An essential technique during infiltration situations, crouch-walking is also recommended while hunting. It enables you to move steadily while keeping a low profile and making very little noise. Note that you can also crouch-run by simultaneously holding ⊗/Ⓐ.

★ COMBAT ★

★ **L1 / LB | Draw/Holster Weapon:** Whenever possible, you should always ready your weapon before hostiles engage you. Don't neglect to holster it afterwards: carrying a weapon in hand when there is no need to do so might lead to unfortunate misunderstandings.

★ **L2/LT (hold) + R2/RT | Aim and Shoot:** Most weapons in the game are used with these controls. Ready your weapon by holding L2/LT, line up a shot with R – the reticle will turn red when directed at a valid target – then open fire with R2/RT. By default, *Red Dead Redemption 2* offers a medium level of aiming assistance, which means that you will automatically lock on to enemies in your line of fire when you raise your weapon. With this system, the reticle is usually positioned on your target's chest. If you very briefly flick R and fire as you lock on to a foe, it's possible to secure near-instant

headshots. You can then release L2/LT and repeat the maneuver immediately with another target if required.

★ **R2/RT | Shoot from the Hip:** If you do not hold L2/LT, you will fire in the direction that you are facing, automatically locking on to the closest target. This can prove helpful in situations where you need to strike instantly.

★ **R3/� | Dead Eye:** Whenever you face large groups of enemies, especially when there is a danger that you will be overwhelmed, this command enables you to slow down the flow of time while aiming a weapon. This skill is upgraded early in the adventure, making it possible to "tag" targets with R1 / RB; you can then press R2/RT to fire at all of them in rapid succession. Note that triggering Dead Eye drains the corresponding meter. You can end the effect by pressing R3/� again.

★ **R1 / RB | Take/Exit Cover:** Taking cover helps you to remain unseen during infiltrations, and makes it more difficult for enemies to hit you during shootouts. Note that you can move along a cover surface by tilting L to improve your firing angle, or to avoid incoming fire if partially exposed. To move around corners or transition to the next available cover spot, tilt L and press ▢/⊗. While in cover, you can move out to fire by holding L2/LT; release it to immediately snap back into cover.

★ **◎/Ⓑ | Reload:** Your character will reload automatically whenever his weapon runs out of ammunition, but this leaves you vulnerable. To avoid the horror of the "dead man's click", you should get into the habit of manually reloading whenever you have the opportunity during shootouts, ideally from behind cover.

★ **L2/LT (hold) +▢/⊗ | Combat Dive:** When you need to dodge an incoming threat, such as a predator charging at you, diving sideways can instantly put you out of harm's way.

★ **◎/Ⓑ | Silent Takedown:** If you manage to stealthily approach an enemy from behind, this technique offers a quiet way to remove them from the equation. These attacks are non-lethal if you are unarmed; should you brandish a melee weapon such as a knife, the victim will be killed.

★ **◎/Ⓑ | Melee Combat:** During brawls, tap this button to punch or kick your opponents. When facing skilled enemies, you will often need to block their blows first with ▢/⊗, then follow up with swift counters. You can also grapple them with Ⓐ/Ⓨ.

★ EXPLORATION ★

★ L3+R3 / 🕹+🕹 | **Eagle Eye:** This ability triggers a heightened sense of awareness and intuition whereby points of interest in your immediate vicinity, such as animal tracks and collectibles, will be temporarily highlighted. You can even choose to focus on tracks with R1 / RB to keep them visible for a while after you leave Eagle Eye mode.

★ L + □ / ✕ | **Jumping/Vaulting/Climbing:** As well as a basic jump that can suffice for everything from hopping over a ditch to leaping onto a moving train, this button is also employed to vault or clamber over obstacles in your path such as fences and walls. There are also instances where you can use it to climb to vantage points while exploring, or to occupy favorable high ground before you engage nearby adversaries.

★ ◇ (hold) | **Satchel:** Opening your satchel (or your cargo when near your horse) gives you access to the items you currently have in your personal inventory. This enables you not only to heal or restore your attribute cores whenever necessary, but also to view documents or keep track of the collectibles that you gradually acquire.

★ COMMAND LIST ★

The following tables describe the controller commands that can be performed in *Red Dead Redemption 2* with the standard settings.

GENERAL CONTROLS

COMMAND	NOTES
L	Move
R	Adjust the camera angle
L3 / 🕹	Crouch; pressed simultaneously with R3/🕹, activate Eagle Eye
R3 / 🕹	While selecting a weapon in the wheel menu, maintain (repair) that weapon; pressed simultaneously with L3/🕹, activate Eagle Eye; hold to look behind
✕ / A	Hold to run; tap repeatedly to sprint; during cutscenes, hold to skip
□ / ✕	Tap to jump, vault or climb obstacles; hold to pick up collectibles and search pieces of furniture; while focusing on an animal, tap to draw its attention
△ / Y	Interact with the environment; loot bodies; skin animals; close drawers and doors that you have opened while searching pieces of furniture; hold to rest
L1 / LB	Hold to display the wheel menu; tap to draw or holster your weapon
R1 / RB	Take/exit cover; cycle through different interactions; while focusing on an animal, study it, then show/hide its info
L2 / LT	Hold to trigger interactive conversations with nearby characters
R2 / RT	Tap to draw your weapon; fire weapon
◇	Hold to open your satchel (or cargo when near your horse)
◇	Tap to display the log; hold to check your journal
◇	Whistle
◇	Tap to view your current objective, expand the radar, and display your honor rating as well as information on your environment; hold to change the radar type
▱ / ⊞	Tap to toggle camera view; hold to trigger cinematic camera
OPTIONS / ☰	Display the pause menu; hold to open the map

HORSE-SPECIFIC CONTROLS

COMMAND	NOTES
L	Steer
L3 / 🕹	Hold while riding to pat your horse
✕ / A	While riding, tap to gallop; hold to follow a companion and match their speed; double tap and tilt L forward while in formation to move up
□ / ✕	While riding, tap to jump; while on foot, focusing on a horse, tap to calm and pat it
△ / Y	Tap to mount/dismount your horse; while riding, hold to hitch your horse; while on foot, tap to lead a horse that you're focusing on
◎ / B	While riding, kick a target to either side; while leading your horse, stop leading
L1 / LB	While riding or on foot near your horse, hold to view the weapons stored on your mount
R1 / RB	When moving, slow down; when stationary, back up; while riding in formation, double tap and tilt L backward to move down
L2 / LT	While on foot, hold to focus on a nearby horse
◇	While focusing on your horse, brush it
◇	While riding or on foot near your horse, hold to check your horse cargo; while focusing on your horse, feed it
◇	Whistle/call your horse

COMBAT-SPECIFIC CONTROLS

COMMAND	NOTES
L	Tilt to peek out while in cover
R	Adjust the position of your aiming reticle
□ / ✕	While aiming, tap to dive; during melee combat, tap or hold to block enemy blows; while in cover, transition to the next available cover spot
◎ / B	Reload your weapon; tap while unarmed or equipped with a weapon to strike an enemy
△ / Y	During melee combat, grapple your opponent
R3 / 🕹	While aiming, activate Dead Eye
L1 / LB	Hold to display the weapon wheel, then select a weapon with R and release to equip it; tap to draw/holster your weapon
R1 / RB	Take/exit cover
L2 / LT	Hold to aim your equipped weapon
R2 / RT	Use/fire weapon, either from the hip or more accurately while aiming by holding L2 / LT
◇	While aiming, toggle shoulder view
◇	While aiming, raise your gun to the sky to make a warning shot

MENU-SPECIFIC CONTROLS

COMMAND	NOTES
L & ◇	Menu and map navigation; in the weapon wheel, change ammunition type
L3 / 🕹	On the map, place/remove a marker
R	In the wheel menu, select an item; on the map, zoom in or out
✕ / A	Confirm selection; on the map, place/remove a waypoint
◎ / B	Cancel selection/go back
□ / ✕	On the map, display the index
L1 / LB	Navigate tabs
R1 / RB	Navigate tabs
L2 / LT	In the wheel menu, navigate the items within the same category; on the map, zoom out
R2 / RT	In the wheel menu, navigate the items within the same category; on the map, zoom in

GAME STRUCTURE

Red Dead Redemption 2 is a nonlinear adventure set in a massive, feature-packed world.

Between missions and countless other activities, you can freely explore almost every inch of the map, traveling its vast expanses and scouring its numerous points of interest for opportunities that might arise. You will encounter homesteads, hideouts, towns and many other unique settings, each with their own distinctive layouts, ambient events and potential rewards. Whenever your wanderlust is briefly sated, you can also choose to head back to camp to converse with key characters, apply upgrades and appearance changes, or simply sleep in preparation for another long and productive day.

You should note that *there is no right or wrong way to play*. Some will choose to complete the main storyline as quickly as possible, while others will venture off the beaten path and immerse themselves in the environment and incidental events. To help you to plot your own personal journey, this section offers a quick guide to some of the more substantial endeavors that you can get involved with in the world. We also offer advice on certain settings and options that you may wish to adjust in order to suit your gaming preferences.

★ MISSIONS ★

When a mission is available for you to start, a circular blip with the initials of the person you need to see appears on your map and radar. Once you are ready, talk to that individual at the marked location to begin.

The main storyline is divided into chapters, each consisting of a number of missions. These are unlocked gradually as you fulfill specific conditions. This guide features a dedicated Missions chapter (see page 26) where you will find extensive flowcharts revealing the exact unlock requirements for each installment of the story.

When you complete a mission, you obtain a medal that grades your performance. Each mission has a unique set of medal goals: the accolade you receive depends on how many of the goals you manage to fulfill. However, these requirements are only revealed in the Progress ▶ Story menu after you complete an assignment for the first time. They typically require you to complete additional feats, and often entail completing the mission with great speed and accuracy.

Depending on your play style and level of proficiency, it might make sense for you to ignore medal goals when you undertake a story episode for the first time. This will give you greater freedom to explore

during a first playthrough, and to deal with adversity and opportunities at your own pace.

You can replay all story missions via the Progress ▶ Story option in the pause menu. Focusing on medal goals during a later attempt will mean that you'll have a better understanding of the structure and layout of each assignment. Naturally, you will also greatly benefit from having honed your skills over the intervening hours.

SAVING

Red Dead Redemption 2 employs an autosave system that automatically records your progress whenever you hit discrete story milestones, after you complete noteworthy feats and challenges, and when your character sleeps at a camp or in a bedroom.

You can also manually record your progress and create additional save files via the Story option in the pause menu (OPTIONS / ☰). This function is restricted during missions and a number of other gameplay activities.

★ FREE ROAMING ★

Outside of missions you are free to roam around and explore the map as you please – and you should, because it's packed with surprises and secrets. While it's possible to just race through the game, speeding towards the conclusion of the main storyline, we suggest that you always make the time to observe and enjoy the sheer beauty of the world.

Whenever you travel over the map, you will regularly run into opportunities of all kinds on your way. These include collectibles and chances to harvest useful items, encounters with enemy gangs or law enforcement, fishing spots, ambushes, and myriad other ambient events.

★ OTHER ACTIVITIES ★

You have access to a wealth of activities in *Red Dead Redemption 2*. These can range from mini-games, to item requests made by other characters, to assignments such as capturing a wanted outlaw.

One thing that you should take into account with these activities is not so much their difficulty, but the distances that you may be required to travel to acquire and complete them. It usually makes sense to fulfill optional objectives whenever you are passing through an area, particularly when you can arrange to start them or bring them to a conclusion *en route* to your next destination.

DIFFICULTY & ACCESSIBILITY

While *Red Dead Redemption 2* does not feature difficulty modes, there are various options and features that you can use to adjust the gameplay experience based on your proficiency and preferences.

Toggle View: If you press ⬛/Ⓖ multiple times, you will notice that you cycle between four possible camera positions. The most distant third-person view makes it easier to keep track of your enemies, locate collectibles, and to generally have a better sense of your bearings. Opting for the first-person perspective will offer a profound sense of immersion, but may increase the difficulty of certain activities.

Lock-On Mode: There are a few parameters that you can tweak in the "Pause Menu ➤ Settings ➤ Controls" menu to simplify the process of aiming. This enables you to adjust the exact level of Assisted Aim you require, both when you are on foot and while riding a horse or vehicle. Assisted Aim is a feature where the game will automatically "snap" your reticle to the closest enemy in your direct field of view when you aim your weapon. A "wide" Assisted Aim means that the

game will instantly lock on to enemies that are much further away from the direction that your character is facing, greatly decreasing the difficulty of firefights. Conversely, Free Aim removes all targeting assistance – which can make combat significantly more challenging.

Tap Assist: Occasional action sequences require you to hit buttons repeatedly in order to deal with unique scenarios. Tap Assist makes this process easier by requiring fewer button presses, or by enabling you to simply hold the button instead. If you suffer from repetitive strain injuries, carpal tunnel syndrome or any other similar considerations, be sure to visit this option.

Skip Checkpoint: If you struggle with a particular gameplay sequence and fail three times in a row, the game will present an opportunity to skip the checkpoint entirely, effectively moving you one step forward in the mission. This usually means jumping past no more than a minute's worth of gameplay, though there are exceptions.

TRAVELING EFFICIENTLY

When you need to reach a destination quickly, there are ways to optimize or shorten your journey.

★ MAP READING ★

Learning to read your map is a critical skill that you should try to develop early in the story. Before you set off on a long journey, studying the map in advance can help you to shave seconds or even entire minutes from your travel time.

Whenever a mission requires you to reach a location that you have previously visited, the game automatically shows you a recommended path to follow (in the form of a dynamic line on your map) as long as you are riding a horse. The recommended path also appears when you manually place a waypoint, even if you're on foot. While this always defines a reliable route, it is not necessarily the most efficient or fastest option. If you take the time to look at your map, and pay attention to your surroundings as you travel, you'll gradually acquire the ability to take shortcuts and skip areas that might slow your progress significantly.

One important factor to consider is that your map is topographic: it gives a clear sense of the exact elevation of each area of terrain by showing not only surface features, but also a representation of relief with contour lines that connect places of identical elevation.

If your route takes you through flat plains, chances are you will be able to move in a straight line, heading directly for your objective. Should you move through mountains or canyons, the only path available will probably be winding and potentially treacherous in places. Paying attention to the precise topology will also reveal vantage points or tactically-advantageous features that you can make the most of while completing objectives.

★ FAST TRAVEL ★

Certain camp upgrades (see page 143) will give you access to a special map near your bed. If you examine it with ▲/ⓨ, this opens a Fast Travel menu in which you can choose to jump to key locations that you have visited so far – primarily the main towns and a few other landmarks. Select any of these entries and you will automatically reach the destination in question after a brief cutscene.

As you complete specific story missions early on in the adventure, you will also unlock the possibility to use trains and stagecoaches to be transported almost instantly to any town that you have previously visited; ticket prices vary in accordance with the distance traveled. These features are particularly helpful when you are engaged in travel-intensive activities, such as treasure hunting or resource gathering.

MAPS & MARKERS

★ MAP ★

You can access the map at any time via the pause menu by pressing OPTIONS/⊜, or alternatively hold that same button to be taken there directly.

Once on the map screen, your character's position is represented by a small pin that points in the direction faced (◭). You can scroll with Ⓛ, zoom in or out as required with Ⓡ (or Ⓛ2/Ⓡ2 & Ⓛ1/Ⓡ1), and position manual annotations: a waypoint that will also activate a route line with ✕/Ⓐ, or markers that will highlight multiple locales that you'd like to return to with Ⓛ3/🕱. A complete index of active or known icons is available by pressing ▣/❌.

The map is initially obscured from view. You reveal it gradually by exploring, with text annotations and icons added when you discover new places and animal habitats.
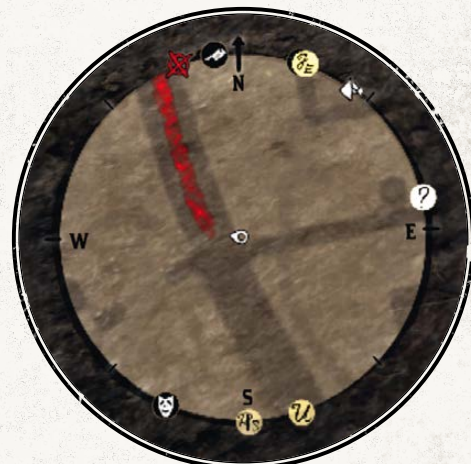
★ RADAR ★

The radar shows a small portion of the main map that corresponds with your immediate surroundings. The four letters on the outer edge are, of course, cardinal directions (North, East, South, West). All other icons that appear here are identical to those found on the main map.

Most icons disappear once out of the mini-map's boundaries, with the notable exception of mission blips, your horse, waypoints and markers, which remain visible at all times. These appear on the radar itself if you

are close, or will otherwise rest on its outer rim and gradually fade to indicate their approximate location over longer distances.

Active enemies are represented by red dots on the radar. When they are outside of its range, a red threat indicator on the outer edge illustrates the direction that you must travel to face them – or, conversely, which area to move away from if you wish to avoid a confrontation.

You will occasionally be asked to search specific locations to find items, characters, or animals. These zones are clearly marked in yellow or white on your map and radar. Note that you can expand your radar or turn it into a simple compass by holding ⬇.

★ MAP MARKERS ★

You can manually drop one waypoint and multiple markers on the map with ⊗/Ⓐ and Ⓛ³/⑂ respectively. These remain visible on your radar at all times, making them very useful navigational tools. The same commands enable you to remove these annotations if you no longer need them.

MAP & MINI-MAP LEGEND

ICON	MEANING		ICON	MEANING		ICON	MEANING
◐	Your Character		✂	Barber		Ⓤ	Stable
⋘◁	Your Horse / Temporary Horse		🔪	Butcher		✚	Stagecoach
◉	Marker		⊕	Doctor		🚃	Train Station
⊗	Waypoint		🎒	General Store		👔	Tailor
🔴	Enemy		🔫	Gunsmith		✳	Trapper
⊗	Corpse		🛏	Hotel		🐟	Bait Shop
Ⓓ	Mission Vendor		📰	Newspaper Seller		✋	Five Finger Fillet
?	Stranger		✉	Post Office		◉	Poker
🔥	Campsite		🍺	Saloon		♠	Blackjack
⌂	Gang's Camp		🎭	Show		🀱	Dominoes

LOCATIONS & LANDMARKS

Red Dead Redemption 2's world is full of opportunities. This section introduces the locations that will be of most relevance to you during the opening hours of your adventure.

Note that certain services (such as shops) are unavailable when their icons are grayed out. A smaller icon inset in the main icon will sometimes appear to offer additional information on its current status. In general, most business premises will be unavailable if you have an active wanted level.

ICON VARIATIONS

| ICON	MEANING
🎒	The feature (here, a general store) is available
🎒	The feature is currently unavailable because the business is closed. It will be open if you come back during opening hours
🎒	The feature is currently unavailable because it is locked. It will become available after you reach a specific point in the main storyline **With active wanted level:** the building is closed until the ongoing commotion has subsided
🎒	The feature is available, and something awaits you there – for example, a new product in a store, or a new interaction, and so forth

★ CAMP ★

The Van der Linde gang is usually based in a camp where you can avail yourself of assorted services and fraternize with the other outlaws.

When fellow gang members are marked with an icon featuring their initials (for instance, Ⓓ for Dutch), these correspond to mission starting points. Speak or move close to the character in question to trigger the assignment.

Gang members are not mere mission vendors, however. They are permanent inhabitants of the camp, offering countless ambient conversations, anecdotes, and day-to-day scenes that develop the story in more subtle ways.

After completing an early mission for Leopold Strauss you will be able to upgrade various features of the camp itself via the ledger outside Dutch's tent. These upgrades require substantial financial investments, but they lead to significant benefits. These include the possibility to unlock the Fast Travel feature or to improve the range and quality of the free supplies that you can claim when you visit. To increase the camp funds required to purchase such upgrades, you can contribute directly by making donations via the tithing box near the ledger.

CAMP ICONS

ICON	MEANING
⌂	Your tent is where you can sleep, shave, and change clothing
🔪	Pearson is the camp's cook and butcher. By donating hunting spoils to him you can not only feed your group, but also have him craft valuable upgrades for you – including satchels with improved capacity
🔑	Provisions are available at Pearson's wagon
🔫	Ammunition and arms are available at Arthur's wagon
✚	Health supplies are available at Strauss's wagon
🍴	Camp stew
●	Chores are simple activities that you can perform to help the camp
$	The ledger enables you to purchase camp upgrades. You can also contribute to the camp funds via the tithing box
$	Your personal savings

★ TOWNS ★

Most towns offer all sorts of services and amenities, so it's a good idea to visit them regularly. Some features are initially unavailable; you unlock them by completing specific missions during the adventure's early chapters.

TOWN ICONS

ICON	MEANING
◉	**Towns** feature a great number of mission vendors and characters that you can interact with. Some of the former are initially called "strangers" and are marked with a distinctive question mark icon. Visiting them is always a good idea as they will often be the trigger point for an entire chain of events
✂	**Barbers** can cut and style your hair and shave your beard, enabling you to change your appearance. This can help you to avoid detection if you have an active bounty and would prefer to avoid potential trouble
🔪	**Butchers** buy and sell animal parts, used in many recipes
✚	**Doctors** are purveyors of tonics and stimulants, used to restore attribute bars for both you and your horse
🛒	**General stores** sell all kinds of products, such as provisions, hunting and fishing gear, and clothing
🔫	**Gunsmiths** specialize in weapons and ammunition
⚒ 💣 ⧉	**Fences** buy and sell illegal merchandise, such as dynamite and moonshine. They also have rare and exotic goods for sale, such as talismans and trinkets
🛏	**Hotels** enable you to both sleep (to refill your attribute meters and cores) and take baths (to get yourself clean and restore your cores). You can also use the wardrobe to change clothing
📰	**Newspaper sellers** do exactly as their name implies, enabling you to stay up to date with the latest events
📷	You can have your portrait taken at **photo studios**
✉	**Post offices** are often (but not always) located at train stations and have two main functions: they enable you to send and receive mail, and to settle any active bounty on your head
🎰	**Saloons** sell drinks and nutritious meals
🎭	**Shows** offer entertainment for a modest entry fee
🐴	**Stables** provide a variety of horse-related services, including the possibility to buy and sell mounts, customize their appearance, or to upgrade their equipment
🚂 🚌	**Train stations** and **stagecoaches** facilitate travel between regions
👔 🪤	**Tailors** and the **trapper** enable you to purchase new clothing
✋ 🎯 ⬆ 🁢	**Table games** available in towns include Five Finger Fillet, Poker, Blackjack and Dominoes

★ THE WILDERNESS ★

Much of the world map in *Red Dead Redemption 2* consists of large and untamed natural expanses, ranging from mountains, to plains, to swamps. As you explore these lands, you will soon find that they are full of dangers and opportunities.

Some of the most common encounters as you travel involve animals, from timid rodents to fearsome bears. All species have their own habitats, making it possible to stalk and avail yourself of their unique resources once you know where and when they might be found. We cover the topic of hunting a little later in this chapter (see page 22).

The world is also full of rivers and lakes that are home to all sorts of fish. As soon as you receive your fishing rod during the second chapter of the adventure, you can lose yourself in this engrossing pursuit, which requires both specific gear and knowledge of where the best fishing spots are (see page 163 for details).

One point to keep in mind when you are in the wilderness is that you can set camp virtually anywhere. Select the camp option in the item wheel and you will create a campfire. This enables you to sleep, which refills your attribute meters, and to craft and cook. You should make it a habit to camp regularly, particularly when you notice that your attribute cores are running low.

Different regions have varying climates, and these can be potentially harmful to your character. Make sure that you change or adapt your outfits accordingly when required, by stopping either at camp or at a tailor's shop. Wearing suitable attire will enable you to prevent the detrimental effects of hot or cold temperatures.

Last but not least, the game follows a day/night cycle, where one in-game day takes 48 minutes in real life (with the exception of your camp, where time flows more slowly). The current time of day has multiple gameplay consequences – for example, some shops or special characters can only be encountered during specific hours, certain missions play out differently during day or night, and various creatures may only be found at particular times. When you need to complete an objective at an exact hour, note that you can pass the time by sleeping at a campfire, in your tent at the gang camp, or by renting a room. You will usually be given three options regarding how long you want to sleep, enabling you to wake up at the most convenient time for you.

ATTRIBUTES & METERS

There are five main attributes in the game: three exclusive to your character, and two exclusive to your horse.

ATTRIBUTES

ICON	NAME	DESCRIPTION
♥	Health	The amount of damage that your character can sustain
⚡	Stamina	The level of physical exertion your character can endure, such as when sprinting or jumping
⊗	Dead Eye	The amount of time you can spend in Dead Eye mode
⚡	Horse Stamina	The degree of physical exertion your horse can endure, such as when galloping and jumping
♡	Horse Health	The amount of damage that your horse can sustain before it falls

These attributes are represented by dynamic meters that appear in the lower-left corner of the screen. Each meter actually consists of two separate gauges: a **main attribute meter**, and an **attribute core**.

★ MAIN ATTRIBUTE METERS ★

Main attribute meters are represented by a circular gauge. They are depleted in accordance with certain actions or events (for example, taking damage will reduce your health meter) and can be replenished by using tonics, sleeping, or through the restorative effect of attribute cores. The latter occurs automatically over time for health and stamina, and with every kill for Dead Eye.

Your character's attribute meters start at a low level but can be improved. As you perform specific actions, you will acquire attribute experience points; when these reach specific milestones, the related attribute will level up and gain an additional meter segment.
.

★ ATTRIBUTE CORES ★

Cores are the icons that appear inside each attribute meter, and primarily serve as a last-resort extension of the corresponding attribute. If a main attribute meter is fully depleted, additional usage or damage will begin to deplete the core. With the health attribute, exhausting the main meter and its core leads to death.

The secondary function of cores is that they determine the recovery rate of the related attribute meter. When full, you enjoy the maximum possible replenishment speed; if depleted, you will need to wait longer.

This makes cores extremely important. If you sustain damage during battle, for example, having a full health core will enable you to heal fairly quickly: you just have to stay in cover for a moment. The same situation with an almost empty core will prove far more challenging,

and will likely require the use of a health tonic if you have one… or a fraught conclusion to your current confrontation.

Cores drain slowly over time through hunger and fatigue. Your stamina core, for example, is a lightning icon that is initially entirely white; as times goes by, however, you will notice that it gradually drains, with depleted sections colored in gray.

In normal conditions, it takes 90 minutes for a core to drain completely. Adverse weather conditions can increase the speed at which they are depleted. Cores, therefore, require regular "maintenance".

★ CORE MAINTENANCE ★

Restoring cores can be achieved by sleeping, bathing, or by eating appropriate food. Note that the game offers a preview of the impact of each item on the affected meters before you actually consume it.

Sleeping is a cheap and convenient way to replenish your cores. The following options are available:

★ **Campfires:** After you complete the early story mission "Exit Pursued By A Bruised Ego", you can set up your own camp almost anywhere either by resting (hold △/Ⓨ, then press the same button again) or by selecting the camp option at the bottom of the item wheel. Camping gives you access to multiple options, including crafting and sleeping, making this a staple feature that you will use often. Note that you cannot set up camp in towns.

★ **Bed:** You can sleep in your own bed at the gang's current camp.

★ **Rented Rooms:** Another option is to rent rooms in towns for a flat rate.

For a full guide to attribute cores, see page 167.

★ HEALTH ★

Health is probably the most straightforward attribute, representing physical integrity. Allowing your character's health meter and core to fully deplete will result in death. Try to always have tonics at hand for emergency situations where you may need to urgently top up this gauge in order to survive.

An easy way to level up this attribute is to regularly perform melee knockouts or thrown weapon kills. Once you have access to a boat, rowing is also an effective method to extend your meter. For a full list of appropriate training methods, see page 167.

★ STAMINA ★

Stamina determines your ability to maintain physical exertion, and requires diligent management.

The most common cause of stamina depletion is sprinting. To minimize the overall drain, switch between maximum speed (by repeatedly tapping ⊗/Ⓐ) and running speed (by holding ⊗/Ⓐ) at regular intervals to enable the meter to refill without unnecessarily encroaching upon the core.

While riding your horse, the same principles apply to its separate stamina gauge. However, when you gallop at full speed by repeatedly tapping ⊗/Ⓐ, you can actually prevent the meter-draining process by pressing the button in sync with your mount's gallop. Mastering the required rhythm won't take too long, and will leave you free to take in the sights as you travel.

A very simple way to level up your stamina meter quickly is to sprint often and for extended periods. See page 167 to study all possible training methods.

★ DEAD EYE ★

Dead Eye is a special skill that enables you to slow down the flow of time while aiming a weapon, giving you a temporary but massive advantage over your enemies.

To trigger Dead Eye, press ®/🕈 while aiming. The basic way to employ it is to shoot targets manually while enjoying the slow-motion advantage.

After your Dead Eye ability improves early on in the adventure, you can queue attacks on multiple enemies, or hit a particular target numerous times. With Dead Eye active, move the aiming reticle over intended victims and press ℞/ℝℬ to tag them; when ready, press ℞/ℝ to fire at all specified targets in rapid succession.

To level up this attribute, hone your combat skills to perform long-distance headshots and free-aim kills. For a full list of appropriate training methods, see page 167.
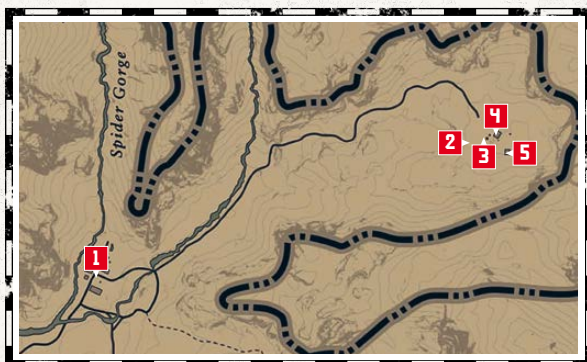
★ OUTLAWS FROM THE WEST ★

Medal Goals	★ Take no damage during the shootout ★ Loot six or more items from Adler Ranch ★ Finish with at least 80% accuracy
Notes	The main challenge here is to take no damage during the shootout. Stay in cover until opportunities arise to quickly pop out and eliminate one target at a time.

1 After the opening cutscene, hold ⊗/Ⓐ and tilt Ⓛ as required to keep up with Dutch. Take note of onscreen instructions as they appear.

2

When you reach the homestead, hitch your horse by holding △/Ⓨ, then follow Dutch on foot. Take cover in the shed on your left (R1/RB) once instructed to do so.

3

After looking in the direction of Micah (Ⓡ), equip your revolver: hold L1/LB and tilt Ⓡ upward, then release. You now need to protect Dutch by eliminating the men that are threatening him. Hold L2/LT to aim your weapon at one of them, adjust the reticle on your target with Ⓡ, then open fire with R2/RT. Stay in cover and pick off enemies until the coast is clear. Note that one of them will appear on the upper level, and another from the outhouse on your left, requiring you to aim accordingly. You can safely ignore the O'Driscoll that runs away; killing him would only lower your honor.

4 Follow Dutch into the house and hold ▢/⊗ to pick up all available collectibles, including those found inside furniture and upstairs. Hold ↻ when the onscreen prompt appears to open your satchel and eat some of your provisions (such as baked beans). This will restore a portion of your health core, increasing your health recovery rate – see page 16 for more details on this topic.

5 Back outside, walk to the nearby barn and open the door with △/Ⓨ. Head inside, then press ◎/Ⓑ repeatedly to subdue your opponent. Hold L2/LT and follow the onscreen instructions to interrogate him once he's down, before picking up your weapon and hat. After you have dealt with the O'Driscoll, hold L2/LT to focus on the horse in the barn then slowly approach while calming it with ▢/⊗. Lead it with △/Ⓨ, hitch it on a post, then enter the cabin.

TRANSPORTATION

The ability to abbreviate certain journeys can be a welcome feature when you are engaged in travel-intensive activities, such as treasure hunting or resource gathering. There are three methods that enable you to move directly to a specific destination: fast travel, trains, and stagecoaches.

★ ★ ★ ★ ★

FAST TRAVEL

After you upgrade your lodging at the Van der Linde camp via the ledger (see page 143), a map appears on the side of Arthur's wagon (or inside his room at Shady Belle). If you examine it by holding ⓐ/ⓨ, this opens a Fast Travel menu in which you can choose to jump to key locations (see accompanying list) on the proviso that you have visited them at least once before. When you select an entry, you will automatically arrive at the destination in question after a brief cutscene.

Possible Destinations:

- ★ Annesburg
- ★ Emerald Ranch
- ★ Lagras
- ★ Rhodes
- ★ Saint Denis
- ★ Strawberry
- ★ Valentine
- ★ Van Horn Trading Post
- ★ Blackwater*

TRAINS

Trains are the most convenient way to travel quickly between towns. All you need to do is buy a ticket from a station, and you will reach your destination in a few seconds.

Served Stations:

- ★ Annesburg
- ★ Benedict Point
- ★ Emerald Ranch
- ★ Rhodes
- ★ Riggs Station
- ★ Saint Denis
- ★ Valentine
- ★ Wallace Station

STAGECOACH TAXIS

Much like trains, stagecoaches offer you a fast and convenient way to travel between towns. Interact with a stop sign or coach driver (✛), buy a ticket to the destination of your choice and you will be transported there after a brief cutscene.

Served Stations:

- ★ Annesburg
- ★ Armadillo*
- ★ Blackwater
- ★ Emerald Station
- ★ MacFarlane's Ranch*
- ★ Rhodes
- ★ Saint Denis
- ★ Strawberry
- ★ Tumbleweed*
- ★ Valentine
- ★ Van Horn Trading Post

*From Epilogue 1 onward

SAINT DENIS TROLLEY

While in Saint Denis, you can always feel free to hop aboard trolleys as they move around the town. While this is a nice way to take in the sights, it's not really practical as a means of getting from A to B – you will be faster on foot.

Lake
Isabella

MOUNT HA

G R I Z Z L

043	Geraldine Emerson | On a crate on the barn's upper floor		501	Rock Carving Coordinates 1 | At the top of Mount Hagen
064	Augusta Tremlow | On the windmill tower's platform		627	Antler Knife | Found on a dead bear
111	Electrical Execution Apparatus – 1888 – H.P. Brown, A. Kennelly | Inside the house, under a bunk bed upstairs		745	On a barrel upstairs in the barn
216	Frozen Settler | The morion helmet can be collected from the corpse		757	On a log inside the mountain hut, between the bunk beds and the ladder
312	Cobalt Petrified Wood, Money | On the cart under the rock overhang northwest of Lake Isabella		902	Lady Slipper Orchid
337	Money | Upstairs in the Hanging Dog Ranch house, close to the two bunk beds		*1	Snowfield Shack
373	Coin Sack, Aged Pirate Rum | Upstairs in the mountain hut		*2	Legendary White Bison
426	Big Valley Northern Cave Bone Location | Inside a cave		*3	Legendary Sockeye Salmon
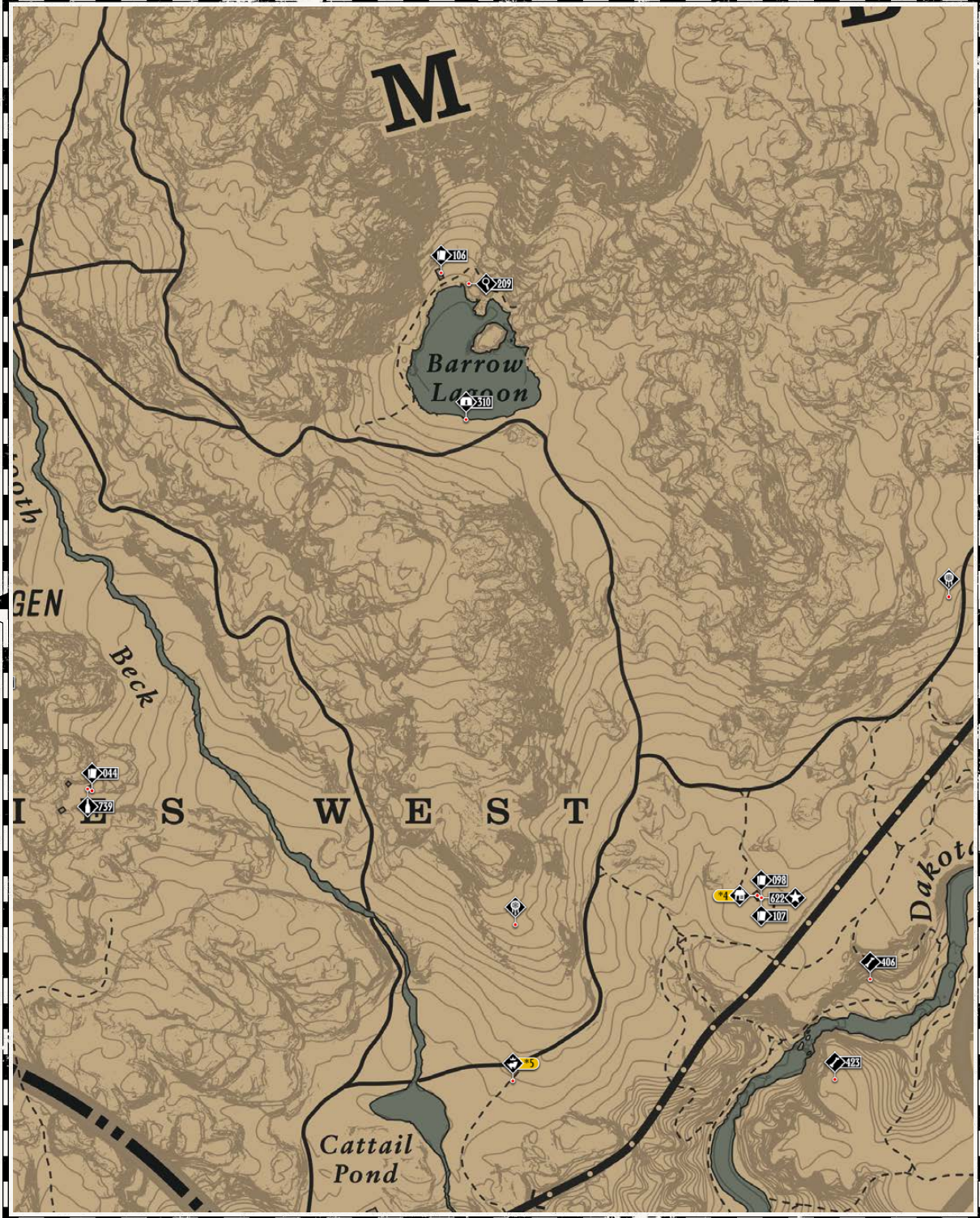
044   Agnès Guyon | On a crate inside the shack

098   Billiards – Edwin A. Rowe | On a windowsill inside the shack

106   Skater – Felix Hawley | On a table inside the cabin

107   Hammer Thrower – Capt. Jack Page | On a windowsill inside the shack

209   Defaced Grave

310   Miracle Tonic, Money | In a hollow tree stump on the south shore of Barrow Lagoon

406   Grizzlies Rock Wall Bone Location | At the base of the rock cliff

423   Heartlands Northern Boundary Bone Location | At the top of the cliff, close to the edge

622   Otis Miller and the Arabian Prince | Clawson's Rest, on a nightstand in the shack

739   Inside a small crate in the easternmost shack of Millesani Claim, right by the mine's entrance

*4   Clawson's Rest Shack

*5   Legendary Bighorn Ram

WEAPON SHEETS

REVOLVERS

CATTLEMAN REVOLVER

Availability: All gunsmiths | In inventory from the beginning of game

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

FLACO'S REVOLVER

Availability: Found next to the body of Flaco Hernandez after your duel in the corresponding gunslinger mission; if you do not pick it up, you won't be able to acquire it later (see page 193) | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

GRANGER'S REVOLVER

Availability: Found next to the body of Emmet Granger after your duel in the corresponding gunslinger mission; if you do not pick it up, you won't be able to acquire it later (see page 192) | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					
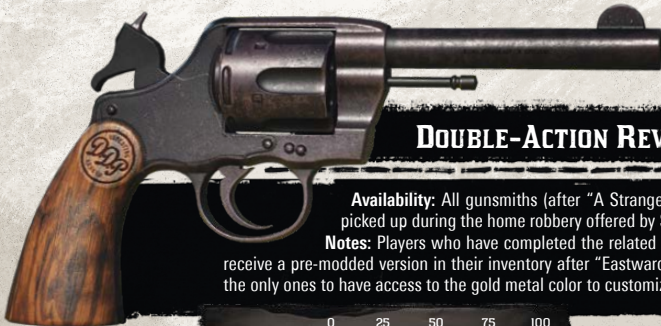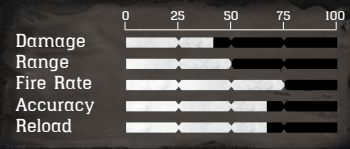
DOUBLE-ACTION REVOLVER

Availability: All gunsmiths (after "A Strange Kindness", Chapter 2) | Can be picked up during the home robbery offered by Sean in Chapter 3 (see page 183) **Notes:** Players who have completed the related treasure hunt in *GTA Online* will receive a pre-modded version in their inventory after "Eastward Bound" (Chapter 1) and will be the only ones to have access to the gold metal color to customize this weapon

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

ALGERNON'S REVOLVER

Availability: Final reward for completing "Duchesses and Other Animals" (see page 206) | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

REVOLVERS (CONTINUED)

MICAH'S REVOLVER

Availability: Return to the location of the final shootout at the top of Mount Hagen after "American Venom" (Epilogue 2) and retrieve the gun from the frozen corpse | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

SCHOFIELD REVOLVER

Availability: All gunsmiths (after "Blessed are the Meek?", Chapter 2) | Found during the robbery of Valentine's doctor (see page 181)

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

CALLOWAY'S REVOLVER

Availability: Complete the final step of "The Noblest of Men, and a Woman" and collect the weapon near the corpse of your victim after your duel; if you do not pick it up, you won't be able to acquire it later (see page 193) **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

OTIS MILLER'S REVOLVER

Availability: Hidden in a hard-to-find chest in the north part of Cholla Springs; two secret treasure maps lead to this (see page 341) | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

PISTOLS

VOLCANIC PISTOL

Availability: All gunsmiths (after "Eastward Bound", Chapter 1) | **Notes:** Available for free with the Special/Ultimate Edition

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

SEMI-AUTOMATIC PISTOL

Availability: Valentine and Saint Denis gunsmiths (both after "The Joys of Civilization", Chapter 4)

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

★ HORSE DATABASE ★

You can learn more about a horse by focusing on it while in close proximity (hold L2 / LT), or by scrutinizing it through your binoculars. Either way, hold R1 / RB to study it; once the circular gauge is full, you can press the button again to show some of the animal's information.

In this section, we offer an exhaustive appraisal of all horses using individual fact sheets, sorted by availability.

Most cell headings in the fact sheets found here should be self-explanatory. The one called "Base Value" corresponds to how much it will cost to buy it from a stable. This total is also used to calculate the sale price. The proportion of the base value that you can obtain when selling a horse is determined by two factors: how you acquired your mount, and what your bonding level is.

HORSE SELL PRICE: RATE APPLIED TO BASE VALUE ★★★★★★★★★★★★★★★★★★★★★★

BONDING LEVEL	SELL PRICE AT A STABLE (PURCHASED LEGALLY)				SELL PRICE AT A STABLE (STOLEN)					SELL PRICE AT THE HORSE FENCE (STOLEN)				
	1	2	3	4	0	1	2	3	4	0	1	2	3	4
RATE APPLIED	50%	65%	80%	95%	2%	4%	10%	15%	20%	4%	8%	12%	20%	30%

Tennessee Walker

HEALTH	STAMINA	SPEED	ACCELERATION
3	4	2	2

AVAILABILITY	HANDLING
"Outlaws From the West" (Chapter 1)	Standard

BASE VALUE $ 60.00 | SELL PRICE AT A STABLE (PURCHASED LEGALLY)
LV.1 $ - | LV.2 $ - | LV.3 $ - | LV.4 $ -

COAT STYLE Mahogany Bay | SELL PRICE AT A STABLE (STOLEN)
LV.0 $ 1.20 | LV.1 $ 2.40 | LV.2 $ 6.00 | LV.3 $ 9.00 | LV.4 $ 12.00

CATEGORY Riding | SELL PRICE AT THE HORSE FENCE (STOLEN)
LV.0 $ 2.40 | LV.1 $ 4.80 | LV.2 $ 7.20 | LV.3 $ 12.00 | LV.4 $ 18.00

Shire

HEALTH	STAMINA	SPEED	ACCELERATION
4	4	3	2

AVAILABILITY	HANDLING
"Exit Pursued by a Bruised Ego" (Chapter 2)	Heavy

BASE VALUE $ 130.00 | SELL PRICE AT A STABLE (PURCHASED LEGALLY)
LV.1 $ 65.00 | LV.2 $ 84.50 | LV.3 $ 104.00 | LV.4 $ 123.50

COAT STYLE Raven Black | SELL PRICE AT A STABLE (STOLEN)
LV.0 $ - | LV.1 $ - | LV.2 $ - | LV.3 $ - | LV.4 $ -

CATEGORY Draft | SELL PRICE AT THE HORSE FENCE (STOLEN)
LV.0 $ 5.20 | LV.1 $ 10.40 | LV.2 $ 15.60 | LV.3 $ 26.00 | LV.4 $ 39.00

American Standardbred

HEALTH	STAMINA	SPEED	ACCELERATION
3	3	5	4

AVAILABILITY	HANDLING
Valentine Stable (Chapter 2)	Race

BASE VALUE $ 150.00 | SELL PRICE AT A STABLE (PURCHASED LEGALLY)
LV.1 $ 75.00 | LV.2 $ 97.50 | LV.3 $ 120.00 | LV.4 $ 142.50

COAT STYLE Palomino Dapple | SELL PRICE AT A STABLE (STOLEN)
LV.0 $ - | LV.1 $ - | LV.2 $ - | LV.3 $ - | LV.4 $ -

CATEGORY Race | SELL PRICE AT THE HORSE FENCE (STOLEN)
LV.0 $ 6.00 | LV.1 $ 12.00 | LV.2 $ 18.00 | LV.3 $ 30.00 | LV.4 $ 45.00

Dutch Warmblood

HEALTH	STAMINA	SPEED	ACCELERATION
5	6	4	3

AVAILABILITY	HANDLING
Valentine Stable (Chapter 2)	Standard

BASE VALUE $ 450.00 | SELL PRICE AT A STABLE (PURCHASED LEGALLY)
LV.1 $ 225.00 | LV.2 $ 292.50 | LV.3 $ 360.00 | LV.4 $ 427.50

COAT STYLE Chocolate Roan | SELL PRICE AT A STABLE (STOLEN)
LV.0 $ - | LV.1 $ - | LV.2 $ - | LV.3 $ - | LV.4 $ -

CATEGORY Work | SELL PRICE AT THE HORSE FENCE (STOLEN)
LV.0 $ 18.00 | LV.1 $ 36.00 | LV.2 $ 54.00 | LV.3 $ 90.00 | LV.4 $ 135.00

Hungarian Halfbred

HEALTH	STAMINA	SPEED	ACCELERATION
5	4	3	3

AVAILABILITY	HANDLING
Valentine Stable (Chapter 2)	Standard

BASE VALUE $ 150.00 | SELL PRICE AT A STABLE (PURCHASED LEGALLY)
LV.1 $ 75.00 | LV.2 $ 97.50 | LV.3 $ 120.00 | LV.4 $ 142.50

COAT STYLE Dapple Dark Grey | SELL PRICE AT A STABLE (STOLEN)
LV.0 $ - | LV.1 $ - | LV.2 $ - | LV.3 $ - | LV.4 $ -

CATEGORY War | SELL PRICE AT THE HORSE FENCE (STOLEN)
LV.0 $ 6.00 | LV.1 $ 12.00 | LV.2 $ 18.00 | LV.3 $ 30.00 | LV.4 $ 45.00

Morgan

HEALTH	STAMINA	SPEED	ACCELERATION
2	3	3	2

AVAILABILITY	HANDLING
Ambient / Valentine Stable (Chapter 2)	Standard

BASE VALUE $ 15.00 | SELL PRICE AT A STABLE (PURCHASED LEGALLY)
LV.1 $ 7.50 | LV.2 $ 9.75 | LV.3 $ 12.00 | LV.4 $ 14.25

COAT STYLE Palomino | SELL PRICE AT A STABLE (STOLEN)
LV.0 $ - | LV.1 $ - | LV.2 $ - | LV.3 $ - | LV.4 $ -

CATEGORY Riding | SELL PRICE AT THE HORSE FENCE (STOLEN)
LV.0 $ 0.60 | LV.1 $ 1.20 | LV.2 $ 1.80 | LV.3 $ 3.00 | LV.4 $ 4.50

Kentucky Saddler

HEALTH	STAMINA	SPEED	ACCELERATION
3	2	3	2

AVAILABILITY	HANDLING
Ambient / Wild / Valentine Stable (Chapter 2)	Standard

BASE VALUE $ 50.00 | SELL PRICE AT A STABLE (PURCHASED LEGALLY)
LV.1 $ 25.00 | LV.2 $ 32.50 | LV.3 $ 40.00 | LV.4 $ 47.50

COAT STYLE Grey | SELL PRICE AT A STABLE (STOLEN)
LV.0 $ 1.00 | LV.1 $ 2.00 | LV.2 $ 5.00 | LV.3 $ 7.50 | LV.4 $ 10.00

CATEGORY Riding | SELL PRICE AT THE HORSE FENCE (STOLEN)
LV.0 $ 2.00 | LV.1 $ 4.00 | LV.2 $ 6.00 | LV.3 $ 10.00 | LV.4 $ 15.00

Morgan

HEALTH	STAMINA	SPEED	ACCELERATION
2	3	3	2

AVAILABILITY	HANDLING
Ambient / Wild / Valentine Stable (Chapter 2)	Standard

BASE VALUE $ 55.00 | SELL PRICE AT A STABLE (PURCHASED LEGALLY)
LV.1 $ 27.50 | LV.2 $ 35.75 | LV.3 $ 44.00 | LV.4 $ 52.25

COAT STYLE Bay Roan | SELL PRICE AT A STABLE (STOLEN)
LV.0 $ 1.10 | LV.1 $ 2.20 | LV.2 $ 5.50 | LV.3 $ 8.25 | LV.4 $ 11.00

CATEGORY Riding | SELL PRICE AT THE HORSE FENCE (STOLEN)
LV.0 $ 2.20 | LV.1 $ 4.40 | LV.2 $ 6.60 | LV.3 $ 11.00 | LV.4 $ 16.50

Tennessee Walker

HEALTH	STAMINA	SPEED	ACCELERATION
3	3	2	2

AVAILABILITY	HANDLING
Ambient / Wild / Valentine Stable (Chapter 2)	Standard

BASE VALUE $ 60.00 | SELL PRICE AT A STABLE (PURCHASED LEGALLY)
LV.1 $ 30.00 | LV.2 $ 39.00 | LV.3 $ 48.00 | LV.4 $ 57.00

COAT STYLE Red Roan | SELL PRICE AT A STABLE (STOLEN)
LV.0 $ 1.20 | LV.1 $ 2.40 | LV.2 $ 6.00 | LV.3 $ 9.00 | LV.4 $ 12.00

CATEGORY Riding | SELL PRICE AT THE HORSE FENCE (STOLEN)
LV.0 $ 2.40 | LV.1 $ 4.80 | LV.2 $ 7.20 | LV.3 $ 12.00 | LV.4 $ 18.00

Ardennes

HEALTH	STAMINA	SPEED	ACCELERATION
5	4	3	3

AVAILABILITY	HANDLING
Scarlett Meadows Stable (Chapter 2)	Standard

BASE VALUE $ 140.00 | SELL PRICE AT A STABLE (PURCHASED LEGALLY)
LV.1 $ 70.00 | LV.2 $ 91.00 | LV.3 $ 112.00 | LV.4 $ 133.00

COAT STYLE Bay Roan | SELL PRICE AT A STABLE (STOLEN)
LV.0 $ - | LV.1 $ - | LV.2 $ - | LV.3 $ - | LV.4 $ -

CATEGORY War | SELL PRICE AT THE HORSE FENCE (STOLEN)
LV.0 $ 5.60 | LV.1 $ 11.20 | LV.2 $ 16.80 | LV.3 $ 28.00 | LV.4 $ 42.00

Dutch Warmblood

HEALTH	STAMINA	SPEED	ACCELERATION
4	5	3	3

AVAILABILITY	HANDLING
Scarlett Meadows Stable (Chapter 2)	Standard

BASE VALUE $ 150.00 | SELL PRICE AT A STABLE (PURCHASED LEGALLY)
LV.1 $ 75.00 | LV.2 $ 97.50 | LV.3 $ 120.00 | LV.4 $ 142.50

COAT STYLE Sooty Buckskin | SELL PRICE AT A STABLE (STOLEN)
LV.0 $ - | LV.1 $ - | LV.2 $ - | LV.3 $ - | LV.4 $ -

CATEGORY Work | SELL PRICE AT THE HORSE FENCE (STOLEN)
LV.0 $ 6.00 | LV.1 $ 12.00 | LV.2 $ 18.00 | LV.3 $ 30.00 | LV.4 $ 45.00

Andalusian

HEALTH	STAMINA	SPEED	ACCELERATION
5	4	3	3

AVAILABILITY	HANDLING
Strawberry Stable (Chapter 2)	Standard

BASE VALUE $ 140.00 | SELL PRICE AT A STABLE (PURCHASED LEGALLY)
LV.1 $ 70.00 | LV.2 $ 91.00 | LV.3 $ 112.00 | LV.4 $ 133.00

COAT STYLE Dark Bay | SELL PRICE AT A STABLE (STOLEN)
LV.0 $ - | LV.1 $ - | LV.2 $ - | LV.3 $ - | LV.4 $ -

CATEGORY War | SELL PRICE AT THE HORSE FENCE (STOLEN)
LV.0 $ 5.60 | LV.1 $ 11.20 | LV.2 $ 16.80 | LV.3 $ 28.00 | LV.4 $ 42.00