



ROCKSTAR GAMES PRESENTS

RED DEAD REDEMPTION II

MANUAL

GAME INFO


















GAME CONTROLS









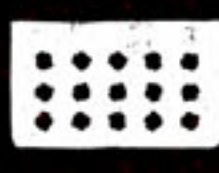



STANDARD PLAYSTATION®4 CONTROLS








For additional control configuration, refer to the Settings > Controls menu in-game.





GENERAL CONTROLS

Move	
Run	 +  (HOLD)
Sprint	 +  (TAP REPEATEDLY)
Jump/Vault/Climb	 + 
Look	
Crouch	
While selecting a weapon in the wheel menu, maintain that weapon; hold to look behind	
Eagle Eye	 + 
Hold to run; tap repeatedly to sprint	
Tap to jump (while moving), vault or climb obstacles; hold to pick up collectibles and search pieces of furniture; while locking on an animal, tap to draw its attention	
Interact with the environment; loot bodies; skin animals; close drawers and doors that you have opened while searching pieces of furniture; hold to rest	










Hold to display the wheel menu; tap to draw or holster your weapon; tap to pick weapons/objects up	
Take/exit cover; while locking on an animal hold to study it, then tap to show/hide its info	
Hold to lock on to nearby characters or animals	
Tap to draw your weapon; fire weapon; tap to cock weapon between shots (if applicable)	
Hold to open your satchel (or horse cargo when near or on your horse)	
Tap to display the log; hold to check your journal	
Whistle/Call Horse	
Tap to view your current objective (while on mission), expand the radar, and display your honor rating as well as information on your environment; while in camp, show the status of the camps supplies and savings; hold to change the radar type	
Press to toggle camera view; press and hold to trigger cinematic camera	
Display the pause menu; hold to open the map	












HORSE-SPECIFIC CONTROLS

Steer	
Hold while riding to calm your horse	
While riding, tap to change horse speed; hold to match speed of companion; while riding in formation, double tap and tilt  forward to move up	
While riding, tap to jump; while matching the speed of a vehicle, jump onto the vehicle; while on foot and locking on a horse, tap to stay from a distance or pat while close	
Tap to mount/dismount your horse; while stationary on the horse, hold to hitch your horse; while on foot, tap to command to follow from a distance or lead your horse while close	
While riding, kick a target to either side; while leading your horse, stop leading	








While riding or on foot near your horse, hold to view the weapons stored on your mount	
When moving, tap to slow down; when stationary, hold to back up; while riding in formation, double tap to move down	
While on foot or while riding, hold to lock on to nearby targets	
While locking on your horse, brush it	
While riding or on foot near your horse, hold to check your horse cargo; while locking on your horse, feed it	
Whistle/Call your horse; while locked on, remove saddle	





COMBAT-SPECIFIC CONTROLS

Move, while in cover, tilt to peek out	
Aim	
While aiming, tap to dive; during melee combat, tap to block enemy blows; while in cover, tilt  in the direction of cover and transition to the next available cover spot	
Reload/Melee combat	
During melee combat, grapple your opponent	
Display the weapon wheel, then select a weapon with  and release to equip it	 (HOLD)
Draw/Holster weapon	 (TAP)

Take/Exit cover	
Hold to aim your equipped weapon	
Aim and shoot	 (HOLD) + 
While aiming, activate Dead Eye	 (HOLD) + 
Combat dive	 (HOLD) + 
Shoot from the hip	
While aiming, toggle shoulder view	
While aiming, raise your gun to the sky to fire a warning shot	

MENU-SPECIFIC CONTROLS

Menu navigation; in the weapon wheel, change ammunition type	 + 
On the map, place/remove a marker	
In the wheel menu, select an item; on the map, zoom in or out	
Confirm selection; on the map, place/remove a waypoint	
Cancel selection/go back	
On the map, display the index	

Navigate tabs	
Navigate tabs	
In the wheel menu, navigate the items within the same category; on the map, zoom out	
In the wheel menu, navigate the items within the same category; on the map, zoom in	

HEADS UP DISPLAY

1 TARGET RETICLE

When you aim a weapon by holding **L2** a reticle appears.

2 CONTEXT-SENSITIVE PROMPTS

Whenever you can perform a context-sensitive action, a corresponding prompt will appear in the lower-right corner of the screen.

3 ATTRIBUTE METERS



The meters visible in the lower-left corner of the screen represent vital attributes:

- Health – The amount of damage that you can sustain.
- Stamina – The level of physical exertion you can endure.
- Dead Eye – The amount of time you can spend in Dead Eye.
- Horse Health
- Horse Stamina

The meters are comprised of two parts: Core and Outer Bar.

4 RADAR

The Radar in the lower-left of your screen shows your immediate surroundings, annotated with useful details such as cardinal direction, mission blips, enemies, and assorted points of interactivity.

Tapping  will reveal the expanded Radar, objective text, cash, Attribute Meters, Honor, location, time and temperature. Holding  will allow you to switch versions of the Radar.

5 AMMUNITION

The first figure represents the number of shots remaining for your active weapon; the second details your total stock of the type of Ammunition available.

6 NOTIFICATIONS

Notifications will appear in accordance with your actions and events in the world – such as obtaining items or rewards, completing objectives, and becoming wanted.





WEAPON WHEEL

Browse and equip weapons and Ammunition, and maintain weapons.

- Bring up the Weapon Wheel by holding **L1**. Navigate to the weapon you want by using **R** and release **L1** to equip.
- Cycle through weapons inside the weapon category by pressing **L2** & **R2**.
- Cycle the Ammunition types of the weapon using **Left** and **Right**.



ITEM WHEEL

Browse and use Consumables and special items.

- Hold **L1** and press **R1** to switch over to Item Wheel. Attribute icons in Wheel indicate the effects of the item. Attribute Bars and Cores above Radar will highlight and show the value change. Release **L1** while highlighting an item to use it.




HORSE WHEEL

Only available when near or riding your horse.


- Hold **L1** and press **R1** twice to switch over to Horse Wheel.
- Browse and equip outfits, hats, masks, Horse Care items and Horse provisions.
- Horse Wheel also gives you information about your Horse such as Breed, Coat, Speed, Acceleration and Handling.



SACHEL

Provisions, equipment, documents, and other items that you find or purchase are stored in your Satchel. To access the Satchel, hold .

JOURNAL

Hold  to access the Journal.



HORSE BREED

Upon mounting a new horse, the Horse Breed will be displayed here and added to the Compendium.

LOG

Use the Log to track your current mission progress, tasks given by Gang companions, Challenges and notifications.



WANTED STATUS

If someone witnesses you committing a crime, Witness text will appear here along with what crime you committed. If you are wanted, Wanted text will appear here along with the Bounty and the Law's Status such as investigating or pursuit.

GAME FEATURES



PLAYER ATTRIBUTES

HEALTH, STAMINA AND DEAD EYE

- 1 Your Health, Stamina and Dead Eye each have Cores that drain over time. If your Health or Stamina Cores are low, the corresponding Outer Bar for each Attribute will refill at a slower rate. To refill a Core, you must consume an appropriate Provision, Tonic, Food or Drink. Sleeping or Bathing will also refill the Cores.
- 2 Your Health, Stamina and Dead Eye Cores each have an Outer Bar that is an extension of each Attribute. If the bar is emptied while taking damage or using an ability, the Core will begin to drain rapidly. As the Core depletes, the rate of replenishment for the related Outer Bar will slow. Allowing the Health Bar and Core to fully deplete will result in death.

GAINING EXPERIENCE

Each Attribute has its own XP - Health, Stamina and Dead Eye. Certain actions yield XP for a specific Attribute. For example, catching fish as an activity contributes to the Health Attribute. Attributes are levelled up through gaining XP. Levelling up can unlock actions, stat gains and increases the Status Bar on the related Attribute Meter.

OUTER BAR FORTIFYING

- 3 Fortifying has the effect of adding bonus capacity to a given Outer Bar. Fortifying can be gained from certain Consumables.

GOLD CORES

- 4 Crafted and higher quality Consumables and services can yield Gold Cores. When a Gold Core is active, you don't need to maintain that Core for a set period lasting hours or days. When the Gold Core wears off, the underlying Core will appear full and draining happens as normal.

1



2



3



4





CONDITIONS

You can experience different Conditions, some of which are reflected by the icons in the meters. These include:

- Overweight
- Underweight
- Hot
- Cold
- Poisoned

While a given Condition is active, an icon flashes in the affected Cores. You can reverse Conditions by waiting until they wear off, or performing a remedial action such as changing clothes.

HONOR

The Honor system measures how your actions are perceived in terms of morality by in-game characters. Actions that are considered as honorable will add to your Honor score; conversely, activities that are considered dishonorable will subtract from your Honor score. Every time you hit certain honor or dishonor milestones you achieve a specific rank. Reaching ranks will reward you with unique benefits.

GENERAL

MISSIONS

When a Mission is available, you'll see a Mission blip on your map and radar. The initials marked within the blip will be linked to the character you need to see. Make your way to the blip and talk to that person to begin the Mission.

After successfully completing a Mission, you will receive a Gold, Silver or Bronze Medal. To check your Medals or replay any Missions, navigate to the Progress section in the Pause menu, then Story. The Chapters panel will show all the Story Chapters you have completed and the option to replay the Mission to earn better Medals.

STRANGERS

As you travel around the world, you will also encounter Strangers who have questions or tasks for you. The **?** blip will be displayed initially when a Stranger will talk to you.

SEE THE WORLD

You can travel between towns using Stagecoaches or the Railroad. Train tickets can be purchased from the Post Office. Stagecoach services can be used by speaking to the Stagecoach driver or approaching the Stagecoach sign post.

Upgrade your Camp's tent at the Camp Ledger to acquire a map. You can use this to travel from Camp to any towns you have discovered.



SAVING

This game uses an automatic save system, your progress will be saved when you complete Story Chapters, Sleep, or complete activities that further your progress such as crafting or completing a Gang activity. Don't switch off your PlayStation®4 system while saving.

To manually save or to load your saved games, go to the Story section of the Pause menu. You can also start a new game from here.

GET AROUND

You can quickly open the Pause Map by holding

OPTIONS
○. Place a waypoint with **ⓧ**, or add a Marker with **L3**. Zoom in on a town to see which amenities it offers. Your Gang Camp location is marked on the map with a **Δ**.



SLEEP

Sleeping at a Camp, hotel rooms or bedrooms will restore your Cores and save your game. You can sleep at the Gang's current Camp or Hideout, set up an individual Camp in the wilderness, or rent a hotel room.

OUTFITS

Select the right outfit for the weather; being too hot or too cold for long can affect your Cores' rate of recovery. You can change your clothes at a Camp, rented room, General Store or tailor's shop. Store and change up to three outfits on your horse. You can also quickly use a mask or bandana, from the Item Wheel, to hide your face – it will be more difficult for the law to catch you if you commit a crime while disguised. You may also need to wear the correct outfit to enter certain areas and avoid being recognized.

You can buy new clothing items at a tailor's shop, General Store, Trapper shop and Fence, and can change your hair or facial hair at a barber's shop.



CHALLENGES

You can earn special equipment by completing various Challenges. There are nine Challenge categories: Bandit, Explorer, Gambler, Herbalist, Horseman, Master Hunter, Sharpshooter, Survivalist, and Weapons Expert.

You can view your progress in Challenges in the Progress section of the Pause menu as well as in the Log menu.

CRAFTING

You can craft items or cook items while in the wilderness by selecting Camp in the Item Wheel. You can purchase or find Pamphlets in the wilderness to learn new crafting recipes, and use your cooking spit to cook items.

Items you can craft include meals, Ammunition, Health cures and remedies for yourself and your Horse, and improved weapons and equipment.

COMBAT

WEAPONS

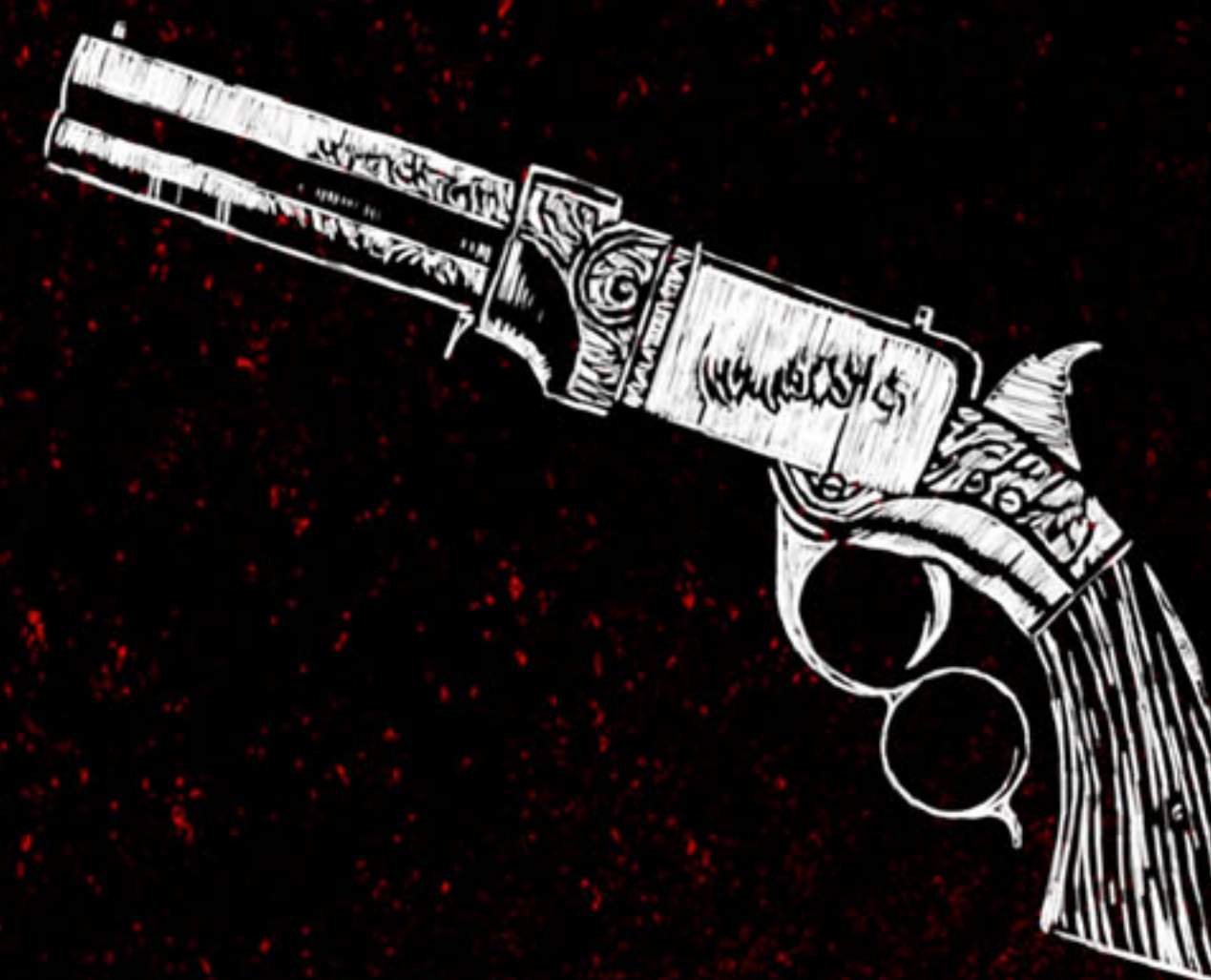
You can equip Weapons, maintain your Weapon, switch Ammunition and view stats using the Weapon Wheel. Hold **L1** to open the Weapon Wheel, use **R** to select the Weapon you want to use, then release **L1** to equip.

Switch between Ammunition types by using the **△** or **×** when a Weapon is highlighted on the Weapon Wheel.



REVOLVERS

These six-chambered side arms offer greater damage and accuracy compared to pistols, with slower reload times and fire rates.



PISTOLS

Compact and modern. Pistols are not as powerful as revolvers, but can hold more Ammunition and reload quickly during a fight.



REPEATERS

Repeaters offer a superior rate of fire and Ammunition capacity when compared to rifles, at the cost of lower accuracy and damage.



RIFLES

These ranged long arms are designed for precise shooting at distance. Great accuracy, but can be slow and cumbersome. With some scoped rifles, a single shot can deal serious damage.



SHOTGUNS

These are hefty firearms that shoot a batch of buckshot, effective at close range and against multiple targets. For a greater range and accuracy, switch to Slug Ammunition.



BOW AND ARROWS

A silent and accurate weapon, a bow allows for a stealthy approach to Hunting or combat situations. Various kinds of arrows can be crafted and used.



THROWN WEAPONS

Weapons like throwing knives and tomahawks can be used to take out enemies quickly and quietly. If stealth isn't a priority, throw a fire bottle or dynamite in their general direction.



MELEE WEAPONS

In situations where it's not polite or possible to carry a gun, you can always use your fists. Find various knives and hatchets in the world, which can give you the edge in a brawl.



LASSO

You can use the lasso to rope animals, and to immobilize enemies – it's particularly useful for bounty hunts where the target is wanted alive. To lasso a target, equip your lasso like any other weapon, aim at the target with **L2** and **R** and press **R2** to hurl your lasso.

Once you've lassooed a target, you can quickly approach them and press **○** to hogtie and keep them still. The hogtied enemy can then be picked up and carried and even placed on your horse. Lassoed targets will break free after a short time if they're not hogtied. Enemies that have been hogtied can also break out eventually if left hogtied on the ground.

AMMUNITION

Ammunition for your weapons can be bought from Gunsmiths or General Stores, crafted, looted from dead enemies, or found in the world. Certain types of Ammunition have special properties that can give you an advantage in combat.

- High Velocity cartridges increase range and penetration through enemies.
- Split Point cartridges improve accuracy and reduce Dead Eye drain.
- For extra damage, purchase Express cartridges or craft special Explosive Ammunition.
- When Hunting small critters, craft Small Game arrows to end up with better quality pelts and carcasses, or use Poison arrows to take down big animals quickly. Craft Fire or Dynamite arrows for increased power against larger enemies.

CONDITION

A weapon's condition will deteriorate due to usage and environmental factors, and requires regular maintenance to stay in perfect condition. Letting your weapons get dirty or rusty will lead to lower damage, slower cocking, and longer reloads.

To maintain your weapon, select it from the Weapon Wheel and press **RE** to inspect and  to

clean your weapon. This requires Gun Oil, which can be purchased from any Gunsmith store.

Weapon Components, Trinkets, Talismans, Equipment and Outfits can also impact weapon maintenance.

A Gunsmith can also clean your weapon for you for a fee.

ACCESSORIES

- Equipment upgrades can be bought from any Gunsmith store, allowing you to carry more Ammunition and slow the degradation of your weapon.
- Reinforced versions of weapon accessories that provide further upgrades can be purchased from the Trapper store. The shopkeeper will require both money and the correct Challenge Rank.
- Craft improved satchels to store more items in your Satchel by visiting Pearson after you've performed certain actions in Camp and collected the correct materials.
- Weapon Modifications can customize your weapons aesthetics as well as its components.
- Talisman and Trinkets can be purchased from Fences. You may be required to collect the correct materials beforehand.



DEAD EYE

Dead Eye is a special ability that you can use by pressing **R3** while aiming a weapon. In Dead Eye, time passes slowly and you take less damage, making you more effective in combat.

There are five levels to Dead Eye:

- 1 Targets are automatically painted on the enemy/animal by moving the aiming reticle over different body parts.
- 2 You can now manually paint targets on an enemy by moving the aiming reticle anywhere on an enemy and pressing **R1** to add a target.
- 3 Dead Eye no longer de-activates if you shoot without painting a target on an enemy/animal. You can continually shoot in Dead Eye.
- 4 Fatal points are now shown for enemies and animals.
- 5 Fatal and Critical points are now shown for enemies and animals.

Your Dead Eye core is displayed above the radar at the bottom left of your screen. Dead Eye capacity drains while in use.

Your Dead Eye Outer Bar will refill slightly each time you kill an enemy.

Using Chewing Tobacco will Fortify your Dead Eye Outer Bar causing it to drain slower than usual.

You can permanently increase the capacity of Dead Eye by gaining experience in completing actions that use Dead Eye, such as Hunting, crafting, and finding collectibles.

Exposure to extreme heat or cold will negatively affect your ability to regenerate Dead Eye, as well as other attributes.

**YOU CAN ALSO USE THROWN WEAPONS, LIKE
THROWING KNIVES, DYNAMITE AND FIRE BOTTLES
IN DEAD EYE.**





FAMILIARITY

When you use the same model of gun over a long period of time, your skill with it increases, which can improve weapon handling, reduce recoil, and speed up actions like reloading.

To view your current Familiarity level with a weapon, visit the Weapons section of the Compendium.

GUNSMITHS

Gunsmith stores can be found in most major towns, and each has a unique selection of items available. Browse the store's catalogue to buy weapons, Ammunition and accessories, or take a look at the store's shelves to see what's for sale.

You can also customize weapons at a Gunsmith store. Improve stats by upgrading components, make the weapon stylish with new materials, engravings and carvings, or repair your weapon to perfect condition.

ON HORSEBACK

You can use weapons while on horseback but bear in mind that some Horses will become agitated if they feel threatened or you make loud noises. Use silent weapons, like the bow, to avoid spooking your horse. Its courage will increase as you unlock Horse Bonding levels by doing things such as riding, feeding, or brushing it.

COMPENDIUM

The Compendium is a comprehensive log detailing a wide range of information you encounter in the world, such as animals, fish, weapons, Gangs and more.

The Weapons section of the Compendium keeps track of all weapons you have encountered so far, as well as key statistics like kills and headshots.

Be on the lookout for some unique versions of weapons. These could be hidden in the world, dropped by certain enemies, or given as a reward for completing certain activities.

WEAPONS EXPERT

Using certain weapons will increase your rank in the Weapons Expert Challenge, allowing you to unlock special and reinforced combat accessories that can then be purchased. Challenge completion information can be found in the Progress – Challenges section of the Pause menu.

COVER

Press **R1** to use a nearby wall, building or other structure as cover, and use **R** to look around while in cover. Press **R1** again to break out. To move around corners or transition from cover to cover, press **L** in the direction of movement and **□**.



STEALTH

You can press **L3** to crouch, avoiding enemies' lines of sight, and move more quietly and stealthily. Sneak up on enemies from behind and press **○** to knock them out while unarmed, or stealth kill if you have a knife equipped. Be sure to keep stealth in mind when Hunting as well.



CRIME

CRIME AND PUNISHMENT

The Wanted or Witness text will appear in the top right of your screen should you commit a crime. While wanted, you can lose your pursuers by escaping the region, killing all nearby lawmen, or hiding and staying out of sight until they call off the search.

The directional indicator on the radar will indicate the direction of where the law is currently searching. If you are spotted by law enforcement you will become fully wanted again.

If you commit more crimes while the law is chasing you, more and more vicious law officers will show up to pursue you.

If you have committed serious crimes before you have lost the local lawmen, they will hire bounty hunters to chase after you across the wilderness. Commit enough crime and the local lawmen will call the US Marshals to hunt you down.





When law officers approach you, you have the opportunity to surrender to them. You must be on foot, and have your weapon holstered, to surrender.

If you injure an officer of the law, or draw your weapon while surrendering in order to attempt an escape, then the law will no longer attempt to capture you alive – they will shoot to kill.

The next time you commit a crime, your state Bounty will include all crimes you have previously committed in that state. Lawmen and bounty hunters will attempt to track you down unless you find a telegraph operator at a post office ✉ and pay your debt to society.

As you commit more crimes in a region, lawmen and civilians become more vigilant, eventually placing the region on Lockdown. This turns the region map red and prevents use of local shops and events until enough time passes or your bounty is paid.

There are also areas where law is a last resort—citizens of areas such as Van Horn will take matters into their own hands well before the law shows up.



DISGUISES

Once you've been witnessed taking part in criminal activity in an area, law enforcement will make a note of your physical description. Make yourself harder to recognize by changing your clothes and facial hair, or wearing a mask.

If you wear a mask or bandana, witnesses will be unable to positively identify you, and you may be able defuse the situation during a lawmen's interrogation.



HORSES

HORSE BREAKING

You can train, or 'break', wild Horses to gain their trust so that you can saddle and ride them.

BONDING

As you spend time with your Horse, you will develop a bond of trust and understanding with it.

There are four levels of Bonding. As Bonding increases:

- Your Horse's Health and Stamina will increase.
- You'll be able to call your Horse from a greater distance, and even during combat.
- Your Horse will cross deeper water and navigate more challenging ground.
- Your Horse will become more difficult to steal.

You can increase bonding by:

- Calming your Horse when agitated.
- Feeding your Horse when it's hungry.
- Grooming your Horse when it's dirty.
- Riding, leading, and swimming with your Horse.

At certain Bonding Levels, you can perform more complex maneuvers:

- At Bonding Level 2, hold **R1** and tap **□** when stationary to Rear.
- At Bonding Level 3, hold **R1** and **X** while moving to Skid Turn or Skid Stop.
- At Bonding Level 4, hold **□** to perform a Piaffe. While doing this, push **L** right or left while moving to Drift.

HORSE CARE

To keep your Horse happy and healthy, and retain a strong bond, you will need to keep it fed and clean. A Horse's Health and Stamina cores are affected when it gets hungry or dirty – meaning it'll tire faster and withstand less damage.

You will see a warning when your Horse starts to become hungry or dirty. Hold **L1** and navigate the tabs using **R1** to the Horse item menu to select and use food items or the Horse Brush. Dirt can also be cleared by riding through water.

FEEDING

Nutritious foods like oat cakes, apples, and hay will satisfy your Horse's hunger for longer than treats. Giving these foods to your horse also increases bonding significantly.

Certain plants and herbs picked in the wild can also be fed to your Horse.

Treats, such as Sugar Cubes, Peppermints, Common Bulrush, and English Mace will increase bonding a medium amount but will give almost no nutritional value.

You should be careful feeding your Horse. Overfeeding when it is already full can cause it to become overweight. Underfeeding it will cause the Horse to become thin.

HITCHING

Hold **△** to hitch your horse safely. This will slowly refill your Horse's Cores and stops the Horse from wandering away.

This means it can't be stolen.

WHISTLING

You can use **✦** to call your Horse to you. As you bond with your Horse, the range at which you can call it will increase.




Your Horse will not respond to your whistle if it's too far away, stabled, or dead. It cannot come to you if you are inside a building, cave, or Gang Camp.





SADDLING HORSES

You can buy and sell Horses at stables throughout the world. You can break wild horses, or steal owned horses. You can ride a horse temporarily, but to make it yours, you'll need to put your saddle on it.

To saddle a Horse, approach it with a saddle in hand and hold  to put it on. You can only have one saddle, and therefore one main Horse, at a time. To remove a saddle you must approach the Horse and hold  to lock on and hold  to remove. You can also saddle a Horse by taking it to a Horse Shop, at this point your previous Horse will be added to the stables.

Arthur cannot saddle, bond with, or own Horses belonging to the other members of Dutch's Gang.

Remove your saddle from a dead Horse by approaching and holding  to remove. Saddles left on dead horses can also be recalled using the stables.

STABLES

There are stables in most major towns, shown by a blip on your map and Radar. At a stable you can:

- Buy and sell Horses.
- Retrieve your lost Horse.
- Rename your Horse.
- Buy Horse care items such as food, snacks, and tonics.
- Buy or upgrade equipment such as saddles, saddlebags, stirrups, horns, blankets and bedrolls.
- Keep up to three Horses safely in stables.
- Customize your Horse's appearance and accessories.

ACTIVITIES



FISHING

Go fishing to catch fish for meat and other useful materials. To start, find a body of water and equip your fishing rod from the Item Wheel, then select a bait appropriate for the species you intend to catch.

Each species bites at the bait differently. Some species nibble cautiously until taking a firm bite, other species are more confident and will repeatedly take firm bites. When you get a firm bite, the fishing rod will be pulled strongly downwards and the bobber pulled underwater, but the bite won't last long so quickly try to hook the fish.

Fishing with a bobber uses food baits such as bread, or natural baits such as worms. Baits are cheap and readily available but are often lost whilst fishing, such as fish sometimes escaping with the bait if you miss a firm bite, so you will often need to rebait your hook.

Artificial lures are more expensive than bait, but they are sturdy so can be used more than once. There are different lures that are suited to attracting river, lake and swamp-dwelling fish species.

Fish activity is affected by weather and time of day. They will struggle to see your bait in poor weather, and larger fish are more active at dawn and dusk.

You will find different species of fish in different habitats around the map.

Each fish species has a legendary fish which is the largest, most aggressive and therefore most difficult to catch of its species. Each legendary fish will be blipped on your map when you are close to it.

AS YOU CATCH EACH TYPE OF FISH, INFORMATION ABOUT THE SPECIES AND YOUR CATCHES WILL BE RECORDED IN THE COMPENDIUM.



HUNTING

Animals and birds are valuable natural resources, and can be hunted for their meat, hides, and other useful materials. You can hunt and skin any animal, and sell the resulting carcasses in town, or bring them back to help the Gang.

Some more unusual parts, like teeth and claws, have mysterious power when worn as talismans.

When hunting, choose your weapon carefully to avoid damaging the animal's pelt too much. Carcasses which have been damaged by multiple wounds, or have been dragged around while the animal struggled, are worth less money than pristine ones.

Studying an animal will reveal important information about the habitats they are found in and the weapons that are best suited to attain a Perfect pelt. After Studying an animal this information will be added to the Compendium.

You can buy or craft bait to attract wild animals. Predators and herbivores will respond to different types of bait. Drop bait on the ground, then crouch nearby to hide and stay still while waiting for the animal to arrive. The bait can take a few minutes to begin working.

**YOU CAN ALSO USE CARCASSES AS BAIT.
CARNIVORES AND PREDATORS WILL BE ATTRACTED
TO FRESHLY KILLED ANIMALS LEFT IN THE
WILDERNESS.**

Call out to certain animals while you're targeting them by pressing **L2** then **□**.

Cover scents can make it harder for animals to detect your presence, allowing you to sneak up closer and catch your prey unaware. You can craft or buy a supply of cover scent.

If you use stealth and a silent weapon, like the bow, then you'll be able to creep closer to animals without startling them.

You can track nearby animals using Eagle Eye by simultaneously pressing **L3** and **R3** to see their trails. Press **R1** to highlight the trail, making it easier to follow.





POKER

The aim of poker is to win the pot. You win it by having the best cards, or by forcing other players to drop out by convincing them that you do.



BLACKJACK

The aim of blackjack is to beat the dealer by having the total value of a hand of cards to attain a score as close as possible to 21 without going over.



DOMINOES

You can play a number of dominoes games, such as:

- Draw
- All Threes
- All Fives
- Spinners

FIVE FINGER FILLET

Five Finger Fillet is a test of courage and coordination. To play this game you place one hand, outstretched, palm down, on a table and then stab a knife back and forth between the fingers, aiming to move quickly and avoid stabbing your hand. Test your luck with the following game modes:

- Classic
- Guts
- Burnout
- Practice





RED DEAD ONLINE

GETTING STARTED

Red Dead Online begins with creating your character. Set your name, age, skin tone, weight, facial features, whistle style and player attributes to your liking before you set out on your journey from Sisika Penitentiary where you'll acquire a horse, set up a camp, search for treasure, equip your first Ability Card, and meet some fateful characters with a larger story to tell; one that involves chasing the truth, revenge and honor.



PROGRESSION

Throughout your travels you will always be accumulating XP, cash and gold – whether you're taking on co-op missions, surviving an Ambush, attacking a Gang Hideout, finding treasure or competing in Showdown Modes. You can enjoy a variety of gameplay in Red Dead Online as you earn and progress all the while. Track your progression via the in-game pause menu or on socialclub.rockstargames.com

NAVIGATING RED DEAD ONLINE



Visit General Stores, Barber and Tailors for supplies, clothing and other character customization options.



Gunsmiths will sell and offer upgrades for weapons.



Find and accept Free Roam missions from various characters. Or counter a rival player's mission for your own reward.



Enter a series and compete against others by using a Series Marker or through the Player Menu.



Form or Join a Posse with other players, and improve your chance of success in Red Dead Online.



The Player Menu is used to send and receive invites, view nearby players and Posses, access and form your own Posses and manage your Stable or Camp options.

FOR MORE INFORMATION, PLEASE VISIT:

www.rockstargames.com/reddeadonline



SOCIAL CLUB



**JOIN ROCKSTAR GAMES SOCIAL CLUB
AND LINK YOUR GAME TO GET THE MOST
OUT OF RED DEAD REDEMPTION 2 AND
RED DEAD ONLINE.**

SIGN UP IN-GAME OR AT:
www.rockstargames.com/socialclub

PHOTOSHARING

Use the in-game camera to take pictures and then share directly to the Social Club community.

- View your photos in the in-game Gallery and on the Social Club website
- View, comment and rate photos taken by other Social Club members

Photostream can be viewed online at
<https://socialclub.rockstargames.com/photos>

WHEELER, RAWSON & CO. CATALOGUE

Web and mobile version of the in-game catalogue, from which you can make purchases using your in-game balance.

STAT TRACKING AND CHECKLISTS

OVERVIEW

An interactive visualization of your current progress towards 100% completion of the Story.

COMPENDIUM

A collection of the different flora and fauna, collectibles and gangs that you have encountered.

STORY

Detailed breakouts of the different milestones that you have completed in your travels.

CHALLENGES

The challenge paths available to you, along with tallies of the ones that you've already pursued.

PLAYER

A snapshot of your character's current physical state.

TROPHIES

Tracker for all the Trophies you've earned.



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