

## RED DEAD REDEMPTION II 100% GUIDE (IN PROGRESS)

### CHALLENGE TIPS

#### Gambler

**#9: Win 3 games of Dominoes in a row;** it doesn't sound nearly as bad as it actually is, since you CANNOT leave the table in between games won – you have to win all three of these largely luck-based games in a literal row. To make the challenge a little less frustrating, pick the Draw Game at Emerald Station with no less and no more than TWO opponents present. More opponents means more points, so a game against two opponents will be faster than against one, but with three opponents, you have no chance to draw since all of the blocks are in use, in other words very little chance to win after your first pass. The Draw Game doesn't require nearly as much brainstorming as All Threes or All Fives. Focus on playing your biggest pips first, and halting your opponents' progress by blocking both ends of the line with the same number. And, once again, remember that you cannot leave the table in the middle of the challenge, so reserve time for this one either way.

#### Weapons Expert

**#2: Kill 3 enemies in 10 seconds using only throwing knives;** tough, but much more manageable when you realize that the "enemies" part is really just a guideline. If you happen to sneak up on a group of small birds, rabbits, or squirrels, or whatnot, they work just fine. Just take care you make effective use of Dead Eye; right after you throw the knife, activate Dead Eye instantly to prevent your prey from escaping and also to make the 10-second time limit.

### COLLECTABLE TIPS

## **Cigarette Cards** (Stranger Mission: "Smoking and Other Hobbies")

- Meet collector Phineas T. Ramsbottom at Flatneck Station after the mission "Who Is Not Without Sin" to officially trigger this side mission – the cards themselves can be collected from the very beginning of the game.
- There are a total of 144 collectable Cigarette Cards in the game, divided into 12 sets of 12 cards each.
- The cards are obtained both separately, and from within packs of Premium Cigarettes.
- Most small houses, train stations and establishments in the game hold one to three cards from miscellaneous sets.
- Once a set is completed, it can be mailed to Ramsbottom for a reward. The reward for the first set is the unique item Vintage Civil War Handcuffs, which is needed to craft the Alligator Tooth Talisman. It cannot be obtained from anywhere else.
- There are two ways to complete the collection. Those with a lot of money and patience can get quite the collection just by buying stocks of Premium Cigarettes from stores (you still get to keep the cards even if you discard the packs from your inventory). The more economic and fun way is, of course, trying to search for them all within the world of RDRII. However, keep in mind that most sets can only be completed once you're allowed passage to New Austin, in other words during and after the Epilogue chapter of the game.
- "Fauna of America" (Cigarette Cards #73-#84) is definitely the easiest set to complete during Arthur's lifetime. Most of the cards in that particular set are found from the Eastern part of New Hanover.
- Extra cards can be sold at Fences for a few extra bucks.

## **Talismans**

- Talismans are special amulets crafted from a certain legendary animal part, a rare (if not

unique) item, and one piece of common jewelry. Raven Claw is the only exception; crafting a Raven Claw only requires the rare item Old Brass Compass.

- Each Talisman offers you a specific perk regarding either Health, Stamina, Dead Eye or your horse; you are able to use two at a time for cosmetic effect, but all of them are in practical effect from the moment you have them crafted at a Fence in Rhodes, Emerald Ranch or Saint Denis.
- The smartest thing is to save all of the needed common jewelry up to the point you're able to have the respective Talisman crafted, and resist the urge to donate them to camp or sell them. These pieces include: Gold Jointed Bracelet, Silver Chain Bracelet, Gold Earring, Silver Earring. You can do anything you please with the rest; in my experience, these items are much harder to find when you're actually trying to, so saving them from the beginning is really the best idea.
- The legendary animals you need to hunt to collect each Talisman are: Bullgator (only available after Chapter IV story mission "Country Pursuits"), Bharati Grizzly Bear, Legendary Boar and White Bison.
- As for the rare items, you need:
  - Abalone Shell Fragment, found from the kitchen of an old house just north of the Rhodes Sheriff's Station
  - Cobalt Petrified Wood, found from a chest hidden under a rock overhang just northwest of Lake Isabella
  - Old Brass Compass from "Geology for Beginners" (find all 10 rock carvings and visit Francis' house to complete the mission, then re-enter the house)
  - Quartz Chunk from "A Test of Faith" (find and mail the first dinosaur bone location)
  - Vintage Civil War Handcuffs from "Smoking and Other Hobbies" (complete and mail the first set)

## HUNTING TIPS

**Oxes** come in two different types: Devon and Angus. Both are easily "hunnable" at Guthrie Farm, where one spawns at a time, and killing one results in loss of honor, a wanted alert and an assault by the farmfolk – one or two men, plus the guard dog, killing whom results in even more loss of honor. On very random occasions on the road between Guthrie Farm and Horseshoe Overlook, you might come across a lone herder with an ox (probably from Guthrie Farm as well). Just ride towards the ox to make him run away from his owner; he won't retaliate and you are able to kill off and skin the ox with no punishment.

Domestic **pigs** come in three different types: Berkshire, Big China and Old Spot. By far the easiest way to gather all the pig skins you'll ever need in the game is to kill legendary gunslinger **Emmet Granger** via the side mission "The Noblest of Men, and a Woman" at his farm near Flatneck Station (which in turn is close to the Horseshoe Overlook camp), and proceed to kill his pet pigs using a Repeater. You'll lose a little bit of Honor doing this, but there will be no witnesses around to submit you to a bounty, and it'll be worth it in the long run if you plan on buying every piece of clothing from the Trapper. The small farm is also home to a **rooster**, also rare, even at henhouses.

Normal-sized **rats** come in two different types: Black and Brown, of which the Brown are absolutely more common, but just as elusive in the wild; rats can often be found in old ruins and abandoned sites, but if you're looking for a sure-fire way to gather all the rat pelts you need with the least possible effort, keep reading. You need two things in advance: Small Game Arrows and an upgraded satchel. Materials Satchel is enough, Legend of the East is naturally the recommended one. Keep a lookout for a specific random world event, which takes place at the small saloon in the Eastern part of Saint Denis. The owner hires you to kill a bunch of rats that have taken over the

saloon. During the first event, there are about six rats, and during the second event, there are no less than ten. Just keep cool and spam those fuckers with the Small Game Arrows – if you're a good and patient shot, you'll need just one of those arrows, but remember to switch back to them after each kill.