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Restart reload meter

This cheat only works for the coalition weapon, when the reload meter appears rev up the chain saw by pressing b button, then the reload meter should start all over again

By: Unregistered

Rating: 33%

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About Face maneuver Gears Of War

This type of move is done when your character whips around 180 degrees quickly. To perform the move, hold Analog-stick Away to start walking backwards + A for a short time. Release A when your character turns around to perform it. To avoid frag grenades or retreat somewhere fast, keep holding A and Marcus will "roadie run" in the opposite direction.

Achievements Gears Of War

Accomplish the indicated achievement to get the corresponding number of Gamerscore points:

Prison Breakout (10 points): Completed tutorial level on any skill level.
 Completed Act 1 on Casual (10 points): Complete Act 1 on Casual Difficulty.
 Completed Act 2 on Casual (10 points): Complete Act 2 on Casual Difficulty
 Completed Act 3 on Casual (10 points): Complete Act 3 on Casual Difficulty.



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Become One

Completed Act 4 on Casual (10 points): Complete Act 4 on Casual Difficulty.

Completed Act 5 on Casual (10 points): Complete Act 5 on Casual Difficulty.

Mercenary (10 points): Complete all acts on Casual Difficulty.

Completed Act 1 on Hardcore (20 points): Complete Act 1 on Hardcore Difficulty.

Completed Act 2 on Hardcore (20 points): Complete Act 2 on Hardcore Difficulty.

Completed Act 3 on Hardcore (20 points): Complete Act 3 on Hardcore Difficulty.

Completed Act 4 on Hardcore (20 points): Complete Act 4 on Hardcore Difficulty.

Completed Act 5 on Hardcore (20 points): Complete Act 5 on Hardcore Difficulty.

Soldier (20 points): Complete all acts on Hardcore Difficulty.

Completed Act 1 on Insane (20 points): Complete Act 1 on Insane Difficulty.

Completed Act 2 on Insane (30 points): Complete Act 2 on Insane Difficulty.

Completed Act 3 on Insane (30 points): Complete Act 3 on Insane Difficulty.

Completed Act 4 on Insane (30 points): Complete Act 4 on Insane Difficulty.

Completed Act 5 on Insane (30 points): Complete Act 5 on Insane Difficulty.

Commando (30 points): Complete all acts on Insane Difficulty.

Time to Remember (10 points): Recover one-third of the COG tags (on any difficulty).

Honor-Bound (20 points): Recover two-thirds of the COG tags (on any difficulty).

For the Fallen (30 points): Recover all of the COG tags (on any difficulty).

My Love for You Is Like a Truck (30 points): Defeat a Berserker on Hardcore Difficulty.

Broken Fingers (30 points): Defeat a Corpser on Hardcore Difficulty.

A Dish Best Served Cold (30 points): Defeat General RAAM on Hardcore Difficulty.

Zen and the Art of Reloading (10 points): Perform 25 perfect active reloads (on any difficulty).

Zen and the Art Part 2 (20 points): Perform 5 perfect active reloads in a row (on any difficulty).

Clusterluck (20 points): Kill 3 enemies at once 10 different times (on any difficulty).

A Series of Tubes (20 points): Host and complete 50 ranked matches.

Dom-curious (10 points): Complete 1 co-op chapter as Dominic Santiago on any difficulty.

Domination (20 points): Complete 10 different co-op chapters as Dominic Santiago on any difficulty.

I Can't Quit You Dom (30 points): Complete all acts in co-op as Dominic Santiago on any difficulty.

Don't You Die On Me (10 points): Revive 100 teammates in ranked matches.

Fall Down Go Boom (20 points): Kill 100 enemies in ranked matches with the Boomshot.

Pistolero (20 points): Kill 100 enemies in ranked matches with a pistol.


The Nuge (20 points): Kill 100 enemies in ranked matches with the Torque Bow.

I Spy with My Little Eye (20 points): Kill 100 enemies in ranked matches with the Longshot.
 Don't Hurt 'Em (20 points): Kill 100 enemies in ranked matches with the Hammer of Dawn.
 It's a Massacre (10 points): Kill 100 enemies in ranked matches with the Chainsaw.
 Curb Appeal (20 points): Kill 100 enemies in ranked matches with the curb stomp.
 Capital Punishment (20 points): Kill 100 enemies in ranked matches with an execution.
 Is It A Spider (30 points): Kill 100 enemies in ranked matches with grenade tag.
 The Money Shot (20 points): Kill 100 enemies in ranked matches with a headshot.
 Always Remember Your First (10 points): Finish playing a versus ranked match.
 Don't Hate the Player (10 points): Finish with the highest points in a ranked match.
 Mix It Up (30 points): Win a ranked match in every versus game type.
 Around the World (30 points): Win a ranked match on every versus map.
 Can't Touch Me (20 points): Win 10 ranked matches without losing a round.
 Seriously... (50 points): Kill 10,000 people in versus ranked match total.

Become a Cheat Master of Gears Of War

It is easy, just create an account [[Register](#)] and submit answers to visitors questions. You can also submit hints and tips that you know or find elsewhere on the Internet. Each vote you get earns you points. The member with the highest points for the game is the **Cheat Master** of the game.

Members will also be emailed when their question is answered and have less banners.

You can also find out more help for Gears Of War in our [Forum](#) 

C.O.G. tag locations(Gears Of War)

The following is a list of the C.O.G. tag locations:

Act 1

Prison Area

1. After you choose paths go straight ahead. The tag is under the logo.
2. In the room where the Locust cut through the door. If you are facing away from the door it is to the back of the right side.
3. When you enter the outside courtyard, go up the small staircase on your left. It is in the corner on your left.

Trial By Fire

4. It is in the small courtyard after you exit the building. It is to the right of the Gears logo. Your team will point it out to you.

5. After you cross a bridge you enter a building with a lot of broken pillars. There are two Emergence Holes in this room. The tag is behind the second one in the grass.

6. This one is in the large battle area with the fountain in the middle. The tag is in the back left corner if you face the logo.

Knock Knock

7. When you enter the outside area (in front of the House Of Sovereigns) with lots of stairs, there is a van with a logo on it and a big hole to the left. If you follow the edge of the hole up, the tag is in that corner.

8. In the hallway where you fight all the wretches, the tag is in the left corner if you face the door Jack is ripping. It is easier to get it after killing everything.

9. You will enter a small room where you find the body of Rojas (a dead Alpha soldier). The tag is in the direct right corner after coming down the stairs. Its behind the column.

China Shop

10. Immediately after the Berserker intermission sequence, the tag is in the flaming area to one of your sides. There is a logo in there.

11. You must get the Berserker to smash down doors. In the third room before the final door, the tag is in the last alcove to your left if you are facing the door.

12. Once you get outside after tag #11, you will enter a courtyard. Go to the left and follow the wall. The tag is behind one of the broken blocks along the wall. You must get this one before you kill the Berserker.

Act 2

Tick Tick Boom

13. After you split up but later meet again, you reach a room with stairs in the middle. They lead to a couch. The tag is under the couch.

14. There is a room that you enter in which you walk on catwalks. After you leave this room, you go down some stairs that lead to the street. The tag is down under and behind the stairs.

15. When you come up on the stranded gateway (not in it but prior), there is a tag back behind the newspaper dispensers. There is a logo above it.

Outpost

16. After the first checkpoint there is an outside area where an Emergence Hole appears. After that there is a shed to the left. There is a propane tank in it. Shoot the tank before going to get the tag in the shed.

Lethal Dusk-Dark Labyrinth

17. This one is in the area that you must use the spotlight and guide Dom. It is in far left corner of the street, next to a pile of rubble. Shine the light on the tag after Dom has pulled the switch.

Dark Labyrinth

18. After you exit a destroyed building, there is a tag to the right just around the corner. This is before you reach the gas station.

Act 3

Downpour

19. After you split up to find an entrance to the factory, you will reach an area outside. There are little shelters along the way. There is a shelter with an elevator in it. Behind it is a dock that leads out to sea. The tag is on the end of the dock.

20. It is in the room in which you must walk on the broken floorboards. It is in the far right corner. Make sure to stay on the metal beams to reach the tag.

Evolution - Coalition Cargo

21. When you enter the room with the mine carts that you ride, go down the stairs and turn to the right. The tag is next to the stairs. Make sure to get it before activating the carts.

Darkest Before Dawn

22. After you enter the caves on the drilling platforms, follow the path and stay to the right. Go down the right path and you will reach a steel door. The tag is in front of it.

23. A little bit after tag #22, you will enter an area where you will fight some Locust, and there is a small building to the right. The tag is to the right of the stairs leading to it.

24. After you and Dom split and meet, you will go down a narrow passage with Locust in it. After this you will see a Corpser moving to your left. There is a small ledge to your right. There is a tag on it. There is also some ammo at this location.

Act 4

Campus Grinder

25. When you enter the first area with a big fountain, look to the right. There are two small staircases. The tag is behind the second, or farther, one.

Bad To Worse

26. After you leave Delta 2 behind, you will reach a street with a car to one side and a walkway with a ton of columns on the other side. The tag is behind the left side of the car (if you are facing the car and not the columns).

Imaginary Place

27. In the second section of the house you will enter an office-like room. It has lots of books and a desk. Destroy the desk. The tag is under it.

Act 5

Train Wreck

28. This tag is just inside the door that Jack rips open. It is on the left side of the room.

29. This tag is on the floor just before you climb the ladder to the roof of the train.

30. Get to the second train car that you must drop the big tanks in order to cross. You should be on the right side of the car. There is a storage corridor to your left on the same car. You must go around to the left and into the storage room. The final tag is at the end of the corridor. Make sure to get the tag before you enter the next door.

Defeating Berserkers

In the final level, you first need to get the Berserker's attention; Berserkers are blind. They only go off smell and sound. Lead her all the way back to the very first train car. While she is still on it, quickly run off and press the button to release the car. The train car will collapse and the Berserker will go with it.

Killing Berserkers usually takes two hits with the Hammer Of Dawn. However, if you stick a grenade to them while they are still glowing red, it saves the trouble of aiming again with the Hammer Of Dawn. This is easier with two players, but not too difficult to do solo.

Use the following trick for an alternate method to defeat the final Berserker in Act 5. Instead of pushing the button on the train car, lead the Berserker to the very back of the train. Walk to the very end of the train where there is an opening. Do not worry; its impossible to fall off. Stand in the opening, have the Berserker run at you, then roll out of the way. The Berserker will run off the train. If you look back, you will see the Berserker laying on the tracks. Also, once you have done that, look at the boxes all over the ground near you. They all say "Gears Crunch" (cereal boxes). If you hold LT to look closer, some of them advertise that "you can win a tiny pillow."

Defeating Boomers Gears Of War

Boomers have rocket launchers that can usually kill you with one hit. In order to kill them safely, take cover and wait until they shoot at you before you start shooting back. Just as they start

reloading is the best time to shoot them, because their gun has a very slow reload. After they reload, hide again and let them fire. Repeat this a few times to kill them.

Equip a grenade. After the Boomer fires their weapon, run next to them and press B, then run away. If done correctly, you will hear a sound that indicates that the grenade has attached to the Boomer. You can kill a Boomer instantly and save ammunition by doing this. Another method that can be done later in the game is when you receive the Torque Bow. If you have the Torque Bow, wait until they fire, then launch an arrow at them. This also kills them very quickly.

Take cover and wait for the Boomer to reload. Then, use a sniper to shoot him in the head. It will explode after about three shots. When you are reloading let him shoot so that he can reload.

Equip a Toque Bow and hold the trigger until you see the arc straighten. This indicates that the bolt will stick. Then, fire it onto the Boomer. It should kill them in one hit, even on the high difficulties.

Defeating Corpser(Gears Of War)

In Act 3, you are in the Locust tunnels and must plant the Resonater in the building behind a lava filled lake. There are rocks on top of the lava, allowing you to walk across; however, it is not that easy. About one third of the way across an intermission sequence starts, with a giant spider creature, the Corpser. All you need for this battle is a shotgun and machine gun. This will be a fairly long range fight. It is an easy fight but the Wretches that come from everywhere complicate it. When the Corpser raises all his legs and slams them down, your teammate will probably yell "Wretches!". This is your cue to take out a shotgun or use your machine gun. At the beginning you should have a point of interest on the stomach, which is your cue to shoot it. You can always get a shot on it, even when the Corpser shields itself; or you can wait until it tries an attack then shoot its stomach. After that there will be another point of interest, which is in its mouth. When you shoot the stomach it will cringe and its mouth will open as it screams. Then, shoot it in the mouth. While you are doing this, watch out for the Corpser's Ground Pound. It not only brings Wretches (watch the ceiling), but also takes away part of the arena in the back. If your character dies in the back he might be lost. Your ammo cases may also be lost. Keep repeating the process of shooting the stomach and the mouth until the Corpser backs up as far as it. It can no longer be hurt. There will now be a point of interest around the smashable latches. There are two of them. Shoot both of the latches so that they pop, and the platform that the Corpser is on will be sent into the lava.

Defeating General RAAM(Gears Of War)

Once you reach General RAAM at the end of the last Act, he will have a Gatlin type gun and will be surrounded by the bird locust. There will also be flying locusts attacking from the side of the train (ignore them). You can only damage General RAAM when the bird locusts leave him and go after you. Stay in the light or the birds can kill you. When you start fighting him, hide behind the first rectangular block that is directly in front of the doors you came from. He will start walking towards you and shoot. When the birds leave him, start shooting. After a while he will get directly in front of where you are hiding. When he does, run around him and hide on the other side of the platform. Stay in the light as you run. Hide, then continue shooting him until he

dies.

Get General Ramm off the Gatlin gun. When he starts walking towards you, let Dominic get his attention. Then, run towards the Gatlin gun and shoot him with it. This should kill him in seconds. This is easier in Co-Op mode.

If you are having trouble accessing the second Troika-gun, try the following specific gun-combo. At the beginning of the level, ensure that the Lancer Rifle and the Torque Bow are in your inventory. Collect the extra ammunition from the train car and enter the next area. When the intermission scene ends, proceed to the vault over the cement slab. Enter cover behind any of the cement blocks. You must hit RAAM with the Torque Bow to drive off the Kryll. When they fly away, immediately switch to the Lancer Rifle to execute as many headshots as possible. This may require at least a clip of ammunition each time. When the Kryll regroup, reload the Lancer Rifle immediately, and switch to the Torque Bow. Depending on various timing-issues, RAAM will advance to your location, requiring that you use the "switch cover" action to force RAAM to adapt his path-finding. Whenever RAAM's AI pauses to change direction, repeat the use of the Torque Bow/Lancer Rifle combination. This method may require at least five combos to defeat RAAM. If you run out of Torque Bow arrows, the grenades may be used as a means of "scaring off" the Kryll.

Before you start fighting General RAAM, make sure you have the Longshot (sniper rifle) and Torque Bow with full ammunition. You can get the Longshot along with its ammunition in the car before fighting RAAM. When you fight RAAM, first tell Dom to cease fire. By doing this, Dom is not firing and is safe. This should also stop RAAM from coming towards you. The only way you can hurt RAAM is when the Kryll (the bats around him) are not shielding him. Use the Torque Bow to get rid of the shielding Kryll, then take out the Longshot and shoot RAAM in the head. Try to reload quickly. If you are lucky and can get a couple of active reloads, you can headshot RAAM twice before the Kryll shield him. Continue this process until RAAM is dead.

When the battle begins, duck behind the first blockade (the one you start at). Use the sniper rifle to shoot RAAM from a distance and remain ducked until he gets to the other side of the block. Stay ducked on the light and when he sends the Krill guarding him to attack you, blind shoot and him. At this spot he is unable to shoot you. Just continue until he is dead. Also, do not worry about saving your teammate or shooting the Reavers as they are only distractions.

Before exiting the room to fight General RAAM, you should still have the bow. Do not trade it with the sniper. Cover behind the first spot that you can and wait for him to get close to you. When he gets close enough, run up to the turret so that the bat Locusts cannot hurt you. When you get to the turret, shoot RAAM with the bow and the bat Locusts will leave him. When this happens, get into the turret as quickly as possible and blast him away.

Play in Co-Op mode. Player one must have a Lancer (chainsaw) and a Longshot (sniper). Player two must have a Lancer and a Torque Bow. Make sure both players have full ammunition. Once the battle begins, have player one switch to the Longshot and player two switch to the Torque Bow. Have player two shoot the general with the Torque Bow. This should take the Kryll off of him. Then, have player one try to get as many headshots as

possible before the Kryll come back to guard RAAM. Keep doing this until the Torque Bow is out of ammunition. When this happens, have player two take out his Lancer and then have both players wait for the Kryll to hit the light. Both players should continue doing this until the Longshot has run out of ammunition. At this point, player one will do the same thing as player two and take out his Lancer and shoot RAAM when he is in the light. Keep doing this until he is dead.

Easy achievement points in Co-Op mode *Gears Of War*

When starting a Co-Op campaign, instead of logging into your main Gamertag as player one, log in as player two. Doing this from the beginning or while replaying chapters will let you play as Dominic Santiago. There are several achievements that you will unlock playing as him. Additionally, if you start as Dominic from the beginning, you will not gain any less points then you would as Marcus and it will save you a lot of time.

Easy Clusterluck achievement *Gears Of War*

Play Act 1 on the Casual difficulty setting. Play the first chapter "14 Days after E-day" until reaching the part where you are about to go outside for the second time. This is when the Locusts are about to break open the door. Run to the door that is not in front of them or you will die. Make sure you have frag grenades equipped. When they break open the door, stick the very first Locust that comes through the door then stand in front of him so he cannot run away. When the grenade explodes it should kill all three of the Locusts and you might survive. If you survived make sure that you killed all three of them then pause the game. Load the last checkpoint and do this ten times. You do not have to survive while trying to get this achievement.

Play the "Evolution" section of Chapter 3. After you rescue the stranded, you will reach a point where you must cross wooden floor boards that may fall away. Cross all the way to the other side where the respawning grenades are located. Stand just at the edge of the planks and wait until a few wretches gather underneath. Then, toss a grenade in the middle of the group, and refill your grenades as needed. To make it even easier, do this in Co-Op mode and have your partner stand on the planks looking down into the pit.

Easy My Love for You Is Like a Truck and Broken Fingers achievements

Start a new campaign on the Easy difficulty setting. Right before you fight the Berserker and Corpser, exit out to the main menu. Select "Continue Campaign" and switch the difficulty to Hardcore to still get the achievements.

Emergence holes

When an emergence hole opens up, toss a grenade into it. This will automatically close the hole, and therefore keep the locusts from coming out.

The Hammer Of Dawn can easily destroy emergence holes. You must activate it by targeting an enemy first, and then aim it toward the emergence hole.

Faster reload times

When you press RB to reload, there will be a clear bar with a small white segment somewhere along it. It will appear where your bullets used to be. There will also be a smaller white bar moving across the clear bar. As soon as the white bar gets inside the white segment, press RB again. This will reload your

weapon much faster, and if timed just perfectly, will give your gun an extra boost in fire power. However, if you do not time it correctly, the clear bar will become red and it will take even longer to reload than if you had not attempted it.

Finding C.O.G. tags-[Gears Of War]

In Campaign mode, look for the dead soldier symbol (red gear with skull inside) painted on a wall, floor, or other location. This indicates that the Locust have killed some Gear soldiers in the area. Because Gear soldiers wear C.O.G. tags, you should be able to find one nearby.

Get under level in Fuel Depot Gears Of War

Walk into the large warehouse in the middle of the level. If you walked in from the front, you will see a large shelf with a few racks on the left side in the middle of the warehouse. Shoot all of the loose objects off the shelf until you see a small yellow object. Behind the shelf, there is a small indentation that leads to the left that you can climb on top of to lead you to a higher platform. Kick the yellow object into the top left corner of that indentation. Then, take cover against the object. It will appear as if you are taking cover against a wall. Climb over the wall and you will be under the level. **Note:** Once under the level you cannot get out.

Hidden video Gears Of War

Turn on the game and wait for the "Gears Of War: Press Start" screen to appear. Do not press Start. Allow the screen to idle for a few of minutes, and a video will begin to play about Emergence Day.

Insane mode

Successfully complete Campaign mode on the Casual or Hardcore difficulty setting to unlock Insane difficulty setting.

Secret Gamerpics

Successfully complete Campaign mode on the Insane difficulty setting to unlock a secret Gamerpic, which has the Red Gear's Symbol behind Marcus.

Accomplish the "Seriously..." achievement by getting 10,000 total kills in versus ranked matches to unlock a secret Gamerpic.

Successfully complete any ranked versus mach to unlock a secret Gamerpic featuring Marcus running in the rain.

Two player path block Gears Of War

Use the following trick while playing in two player mode and you reach a difficult part with a doorway. Have one player die in the doorway. This will create a block that the Locust cannot get past. They will usually line up behind your dead partner, allowing you a safe zone to easily pick them off. Once it is clear, just revive your partner and move on.


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Questions / Answers

Gears Of War

 Ask Question

Q:How to defeat General RAAM?

I'm stuck too. I've seen that if you crouch over the lights at the end of the stack of pipes that will help protect you from the "night bat whatever". Wait for them to leave RAAM and fire away, just be careful as sometimes they will hit you too.
 + When he gets too close run to the nearest "once wall now platform" and evade him to get to the Jersey barrier and get behind it. Repeat between there and the pipes. (I think.)
 Either way it's a bitch. -Answer by:Unregistered

Stick behind well lit cover at first, and when RAAM is right beside you, jump the rock and rush to the turret/Troika on the next car. Remember to stay in the light to avoid kryll. -
 + Answer by:Unregistered

He is only vulnerable when his kryll sheild are not around
 + him. lure him into the light so the kryll leave and blast him. do this several times and he's dead. -Answer by:Unregistered

I just kept unloading my assult rifle on him, doing the perfect reload, where you get a bonus with your gun. It took quit a bit but he'll go down. Don't save Dom once he falls, just keep shooting RAAM. -Answer by:Unregistered

You will need either long range weapons; the long range rifle or tourqe bow, and preferably shotgun but lancer will do it will just take longer.
 When you enter the car with General RAAM get and stay crouched behind the barrier you start at. When the kryll surrounding General RAAM leave to come attack you squeeze off a couple of head shots with your long range weapon, this is where all that practice with active reload will come in handy. You may sustain minor damage but not enough to kill
 + you as long as you dont keep your body above barrier for to long. Reavers will come from the backsides of the train but also minimal damage taken. Do this until RAAM is on the opposite side of the barrier you are crouched behind. Note do not leave barrier unless you want to revive DOM and do it quick, I did not need him. Once RAAM is on opposite side of barrier switch to shotgun. Once again when the Kryll leave to come attack you get body shots on RAAM with shotgun using the blind shot option from the crouched position. If RAAM comes around to your side just switch sides with him, repeat if necessary. -Answer by:Unregistered

I did it in Co-Op. You have to stay in the light to survive, All i did was keep him on me while my friend kept hamming him. i
 + t doesnt look like he's taking damage but he does. Also to increase your chance make sure you take out the flying baddies on the sides of train. -Answer by:Unregistered

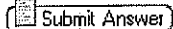
I did it on co-op, just unload on him with the torque bow, the explosion causes the kryll to leave him and become
 + vulnerable, he goes down before he can get to your side on any difficulty. -Answer by:Unregistered

The first thing I did, was to get cover. I let Dom just do his kamikaze thing; this made RAAM get his attention (for a while). When RAAM had his "kryll shield" on, I threw
 + grenades or used the Torque Bow to make the krylls fly off him, then I just simply blasted him to pieces. (I did this a couple of times) -Answer by:Unregistered

I just beat Raam after trying for 4 days at about 2 hours per session. Go to www.youtube.com and search for Raam insane
 + etc. This will show you how someone beat him in under 3 minutes. All you do is run and shoot him in the head when the Kryll are off him.
 Use the sniper rifle on long distances so you can sight him in

better and use the lancer when he is close.

Good luck. -Answer by: **Unregistered**

 Submit Answer

Question from: **Unregistered**

Rating: **60%**

Was this QA: **Bogus or Helpful**

Q:How do I roll over (not jump over) obstacles? I ve seen some people doing it online.....

 Submit Answer

Question from: **Unregistered**

Rating: **56%**

Was this QA: **Bogus or Helpful**

Q:How do i defeat General RAAM....Every shot i hit him with doesn't hurt him.?

When you go out the door hide in the first cover zone in the light section

+ and shot arrows and snipers at his head. when he gets to close run down the other side in the light and keep shooting him. -Answer by: **Unregistered**

You have to run past him. after you get past him farther
+ down the train there is a ramp that goes up to a turret gun. use it to kill him -Answer by: **Unregistered**

Throw a grenade at him and his shield of kryll will disperse. Then, you are free to pop him a few times with the longshot or the torque-bow. His kryll will come back eventually and you will be forced to toss another grenade at him. Hit him a few more times and he will start to move towards you. When he gets near you, make a rodie-run to some new cover, but make sure it is in a lighted area or the kryll will swarm you! Repeat as needed. -Answer by: **Unregistered**

It DOES hurt him in the long run. Explosives are the quickest way to defeating RAAM. Use the Torque Bow and Bolo Grenades to take him down. I JUST beat him on hardcore
+ difficulty in less than a minute. The key is doing Perfect Active Reloads because of the dark areas on the train car and the Kryll. When they leave RAAM's side you are lunch if you're out of the light -Answer by: **Unregistered**

You just have to keep unloading clips into him. try to aim for the head if possible, but dont go anywhere without light or
+ else the kry will eventually killyou. If you shoot him enough he will go down. GEARS RULES!!!!!!!!!!!!!! -Answer by: **Unregistered**

You have to wait until the kryll stop flying around him and start attacking u. If you're in the light, they wont hurt you,
+ but they'll leave RAAM vulnerable. Just keep shooting him when hes vulnerable. I used a grenade..worked well. -Answer by: **Unregistered**

General RAAM is covered by those annoying bat things which doesn't allow him to get hurt by fire. To get those bats to spread away from him throw a gernade or shoot your torque
+ bow. When the explosion goes off they will scatter, but only for a short time. This is where you unload on him with your guns. Keep doin that untill you beat him it takes a little while. -Answer by: **Unregistered**

The key is doing Perfect Active Reloads with the Lancer
+ assault rifle and aim for the head and only shot when kryll fly at you and they leve RAAM -Answer by: **Unregistered**

EASIEST WAY: Just tell DOM to cease fire. Then when RAAM is closer to you, have Dom attack, to keep RAAM busy. Then + run past RAAM, and take the mounted machine gun on the second rail car. He'll be dead in less than 10 seconds. Just keep poppin caps at him. -Answer by:Unregistered

Submit Answer

Question from: Unregistered Rating: 50%
Was this QA: Bogus OR Helpful

Q:How do i beat the monster on the train?

Get the sniper rifle inside the box car and as much ammo for it as you can. the only shots that will hurt the raam are head shots and the only time you can make them is when the krill are not around him. get behind the first barrier that you come to and wait till he sends the krill to attack you. get off as many head shots as you can but dont move out of the light. he will move twords you after that so youll have to run for the far barrier. if you can get farther back on the train + twords the back of the gun mount and move up the ramp just far enough to see his head you can get a few good head shots. but dont stand on top of the mount, its not lighted and the krill will kill you. once he moves back twords you run back up to your original position and take more head shots. this was the only way i could find to kill him, after i died near 50 times. gernades also help to scar away the krill so you can get off and extra shot here and there. -Answer by:Unregistered

Between the two sections of the tran you must detach one + section from the other and get it to fall onto the tracks. - Answer by:Unregistered

Pretty simple if u have patience and good at running. One way is to wait for him to sick his krill on you and aim for his + head. Or you can lob a frag to make his krill sheild go down and again go for the head. Keep you team mate alive b/c he's a moron and will try to get in close. -Answer by:Unregistered

You can also fire blind at him from behind cover with the shotgun when he walks up close and shoots over your head - + shotgun located a little way back in the game. Wouldn't waste time trying to revive teammate on solo play - you end up getting shot or done by the krill -Answer by:Unregistered

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Question from: Unregistered Rating: 50%
Was this QA: Bogus OR Helpful

Q:Where are all of the cog tags? Ive only been able to find two of them. - Paradox1151

Submit Answer

Question from: Unregistered Rating: 44%
Was this QA: Bogus OR Helpful

Q:When Im playing in the online mode, execution style, and I chainsaw someone, there are times where I get stuck. Do you know why this happens or how to get "unstuck?" Is this a glitch or something?

Hey gamer I think it's a glitch the same thing happend to me + to night i was like WHAT!! and all I could do was turn my guy I couldn't move or shoot it was messed up. -Answer by:Unregistered

[Submit Answer](#)Question from: **Unregistered**Rating: **43%**Was this QA: **Bogus or Helpful****Q:How do u use the hammer of god on gears or war?**

I think you mean "Hammer of Dawn" mate. Just point it at whatever you want to die (eg Berserker - first thing you have to use it on) and hold the trigger. After a couple of seconds a + golden beam comes down from a sattelite a kills your enemy. This will only work outside. If you are told by command that you do not have sattelite cover it will not work. Hope this helps! -Answer by:**Unregistered**

Equip the weapon. Keep the trigger pressed while aiming at the target. A satellite then blasts down onto the target. Keep + trigger pressed for the blast to last longer. This only works while outside and in certain conditions. -Answer by:**Unregistered**

[Submit Answer](#)Question from: **Unregistered**Rating: **43%**Was this QA: **Bogus or Helpful****Q:How to defeat the corpser?**

Shoot it in the belly each time it opens it's legs to attack. It will scream and back up. Do this about 4 or 5 times and he + will eventually back up onto a platform. Shoot the control on the ground. Then shoot him in the belly a few more times. Eventually he will fall into the lava. -Answer by:**Unregistered**

Shoot it in the belly where it shows you when you press Y (Should say soft belly), when the corpser (could be a she) + lifts its head and opens its mouth shout at the yellow part of the mouth opening, it will scream and back up 4 to 5 times and then fall off the platform -Answer by:**Unregistered**

Shoot above the metal belt then when it opens it's mouth + shoot the lower jaw and then it will back up on a clamp and then you shoot the clamp and he/she(the corpser)will fall into the lava. -Answer by:**Unregistered**

[Submit Answer](#)Question from: **Unregistered**Rating: **40%**Was this QA: **Bogus or Helpful****Q:How do you kill the berseker?**

The beserker is blind and so only reacts to sound and smell. If you look around thelevel you will find that it's basically a long corridor that ends with a "breakable door". Stand in front of it and fire a weapon to attract the beserker. when it gets close to you it will charge - use "A" to dive sideways at the last minute and the beserker will smash the door. While it's disoriented quickly run past it into the next room.

+ Rinse. Repeat.
Rinse. Repeat.

Now you should be outside. Take cover behind a block and use the Hammer of god to call in a satellite kill on the beserker. it may take 2 or 3 hits - but it will go down. just keep holding the button to make the satellite beam last longer.

Piece of cake. -Answer by: **Unregistered**

+ Berserker can only be killed by the Hammer of Dawn. -Answer by: **Unregistered**

+ You can kill the beserker with the hammer of dawn after you lure it outside. -Answer by: **Unregistered**

+ Theres a room on the right take that go straight theres a door stand there bersker with come after you shel run the door down. coutine you this perseger -Answer by: **Unregistered**

+ Just throw grenades in front of you as you run through the doors, they fall down and you don't have to risk the berzerker charging you. Then once outside I just found a good safe position and waited for him to exit into the light. -Answer by: **Unregistered**

+ Its soooo easy!! jus lure it outside and jus kill it with the hammer of dawn!! amazin game init! -Answer by: **Unregistered**

Question from: **Unregistered** Rating: **33%**
Was this QA: **Bogus** or **Helpful**

Q:I need help with act for bad to worse.I need to know what to do to get the beast out side?

+ I needed help with that also, i spent an hour trying that level but couldnt figure it out -Answer by: **Unregistered**

Question from: **Unregistered** Rating: **33%**
Was this QA: **Bogus** or **Helpful**

Q:IS their a way you can input codes like god mode of infinite ammo or something because I beat the game on casual mode and hardcore mode and on insane im on the last level but i cant beat Raam he really hard.?

+ I have also been looking fo rthese codes. I found an infinite ammo code but it never worked. I'd also like to know if these codes are available!!! -Answer by: **Unregistered**

Question from: **Unregistered** Rating: **29%**
Was this QA: **Bogus** or **Helpful**

Q:Can you tell me the easy way to beat RAAM?

+ The way i defeated RAAM was in co-op mode because i would run up to him while my partner would stand by and i would stick a grenade in him and run away, if i didnt make it my partner would revive me and i would do it again, i only had to do this 3 times before he died. -Answer by: **Unregistered**

Question from: **Unregistered** Rating: **25%**
Was this QA: **Bogus** or **Helpful**

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