



TIPO DE ARMA	CARGADOR	BALAS TOTAL	ZOOM
ALIEN GUN	78	780 / 10	-
CHAINSAW GUN	60	660 / 11	-
HANDGUN	12	072 / 12	2X
REVOLVER	06	036 / 06	2X
SHOTGUN	08	039 / 05	-
SNIPER RIFLE	01	024 / 24	4X
TORQUE BOW	01	012 / 12	-
BOOM SHOT	?	? / 01	-
GRENADES	04	004 / 004	-



PRISION AREA

COG Tag 1 - Right after you make your choice of paths (i chose training) there is a tag straight ahead under the Gear logo. Can't miss it.

COG Tag 2 - In the room where the locusts cut through the door. If you are looking directly at the door they cut through, you can find it back and to the left. It's under the stairway across the room you came down.

COG Tag 3 - As you exit the above mentioned door into the courtyard, there is a stairway to the left. Run up the stairs and turn left right at the top. The COG tag is in the near side corner (if enemies are North, it would be in the SW corner of the patio area.

TRIAL BY FIRE

COG Tag 4 - your team points this one out to you. In the first small courtyard, look to the right of the Gear logo.

COG Tag 5 - You cross a bridge over a road and enter a building. Once you enter the building with all the pillars and the two emergence holes, it's just behind the second emergence hole in some weeds.

COG Tag 6 - You fight through the roadways with the Trioka guns and get to the open area with the fountain in the center. There are 4 emergence holes here. The COG tag is in the far left corner (your left as you enter the area)

KNOCK KNOCK

COG Tag 7 - You're told to gain entrance to the house of sovereigns. You'll enter an open area with stairs leading up to the building. To your far left you'll see a white van with the Gear logo painted on it. Follow the massive hole in the street on the left all the way up, sticking to the edge. The COG tag is in the corner made by where the wall extends over part of the stairs.

COG Tag 8 - In the hallway where Jack has to open the door, there are a ton of annoying wretches. If you're facing the door that Jack is opening, it's in the far left corner. Alternatively, you can follow the wretch footsteps on the floor right as you enter this hallway and they'll lead you right to it, just to the left of the door you came in through.

COG Tag 9 - there's a small room that you enter where you'll find the body of Rojas. As you come down the stairs into this small area, turn right immediately. The COG tag is behind the pillar to your right.

CHINA SHOP

COG Tag 10 - Beginning of the China Shop chapter - The Berserker kills a soldier. Go back into the area where he was killed, and you can pick up his dog tag near his body. It's in a dead end alley on the left, near some flames.

COG Tag 11 - There will be 3 smashable doors. as you proceed through this area. You may feel a bit of stress as you're doing this. To the left of the third smashable door, in a little alcove, immediately before you exit the Tomb area.

COG Tag 12 - Just after COG Tag 11, you exit into an open courtyard. Follow the semi-circle wall and head left. The tag is on the other side of a block just after you see the logo. If the room was a clock, the Tag would be between 8 and 9, right against the semi circular wall.



TICK TICK BOOM

COG Tag 13 - After you choose a path (either one, doesn't matter) and reunite, You'll enter a small room with two stairways in it, one in the very middle of the room that leads down to a couch. Shoot up the couch, and it's underneath.

COG Tag 14 - There's a room with a catwalk that square shaped. When you exit, you head down some stairs into the street. Turn around and run back the alley formed by the stairs you came down and the wall of the next building. The Tag is at the end of that alleyway, behind a rock.

COG Tag 15 - Just before you enter the Settlement, you come up the stairs where the Boomer was and it's behind a newspaper machine. Facing ahead as you come up the stairs, it'll be to the back and left (the exit area will be to your right).

OUTPOST

COG Tag 16 - On your way to checkpoint 2, facing the first emergence hole, you'll see a propane tank in a shed to your left. Shoot the tank and enter the shed.

COG Tag 17 - When you enter the area where you have to use the spotlight, after you guide Dom through, move the spotlight to the far left (as you're holding the light) area near where you entered. The COG Tag is in that corner area. just to the left of the lit room of the blown out building, on the street.

DARK LABYRINTH

COG Tag 18 - This one is hard to explain. There's a car with a propane tank in the trunk. You've gotta be quick. Facing the car while still in the light, look right, and you should see the tag up against a wall. You've got to shoot the tank in the car, grab the tag, and run.



DOWNPOUR

COG Tag 19 - In the open, rainy area next to the sea, there is a dock behind the building with the elevator in it, on the far right. Get down on this dock and follow it all the way out. Tag is at the end.

COG Tag 20 - In the room with the rotting floorboards, the Tag is in the far right corner (as you enter the room).

EVOLUTION

COG Tag 21 - When you enter the room with the carts, go down the stairs to the car area and turn around. The Tag is to the left of the stairs as you face them.

DARKEST BEFORE DAWN

COG Tag 22 - After you ride down the drilling platforms, stick to the wall on the right. There will be a path leading down to the right, follow that to find the COG tags and some grenades.

COG Tag 23 - In the next area after Tag 22. you'll enter an open area with a small building on the right side. Just to the right of the stairs leading up to that building, you'll find the tags.

COG Tag 24 - After you choose your paths, and reunite, you'll fight through a narrow hallway with a lot of cover. Just after the hallway and before you exit the area, turn around and the tags are on a narrow ledge over the pool. (to your right as you leave the hallway, or to your left after you turn around)



CAMPUS GRINDER

COG Tag 25 - As you enter the first area, on the right there are two small staircases. The Tags are behind the second small staircase.

BAD TO WORSE

COG Tag 26 - As you enter the second area, before you go down the sidewalk with the columns to enter the conservatory, there is a rusty car on in the street. If you're facing the columns, it's back and to your right behind that car.

IMAGINARY PLACE

COG Tag 27 - In the second section of the estate, there's a shield shaped room (square top, semi circle bottom) with 4 columns in it, and a desk. Destroy the desk. Tags are underneath.

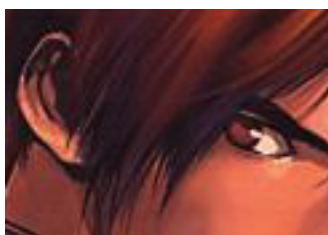


TRAIN WRECK

COG Tag 28 - It's on the left side of the 5th train car, after the last door is opened.

COG Tag 29 - in the third passenger car on the right, before you go up the ladder.

COG Tag 30 - There's a room on the left side of the fifth and final car in the third part of the train. It's at the end of that room.



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