



Wiki Guide PDF

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Walkthrough

Looking for tips and strategies for getting through Uncharted 3's epic campaign? The **Walkthrough** is where you want to be. Pick the chapter where you're at for a full video walkthrough and the locations for each of the chapter's Treasures.

London, England

- Chapter 1 Another Round (2 Treasures)

Cartagena, Colombia

- Chapter 2 Greatness from Small Beginnings (7 Treasures)
- Chapter 3 Second-Story Work (3 Treasures)

London, England

- Chapter 4 Run to Ground (6 Treasures)
- Chapter 5 London Underground (4 Treasures)

Eastern France

- Chapter 6 The Chateau (9 Treasures)
- Chapter 7 Stay in the Light (1 Treasures)

Syria

- Chapter 8 The Citadel (7 Treasures)
- Chapter 9 The Middle Way (3 Treasures)

Yemen

- Chapter 10 Historical Research (7 Treasures)
- Chapter 11 As Above, So Below (9 Treasures)
- Chapter 12 Abducted (7 Treasures)
- Chapter 13 Rough Seas (3 Treasures)
- Chapter 14 Cruisin' for a Bruisin' (9 Treasures)
- Chapter 15 Sink or Swim (1 Treasures)
- Chapter 16 One Shot at This (3 Treasures)
- Chapter 17 Stowaway (0 Treasures)
- Chapter 18 The Rub' al Khali (1 Treasures)
- Chapter 19 The Settlement (8 Treasures)
- Chapter 20 Caravan (3 Treasures)
- Chapter 21 The Atlantis of the Sands (5 Treasures)
- Chapter 22 The Dreamers of the Day (2 Treasures)

Chapter 1

Another Round Walkthrough

Below you'll find a full video walkthrough for **Chapter 1**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/27/uncharted-3-treasure-locations-chapter-1-part-122-hd>

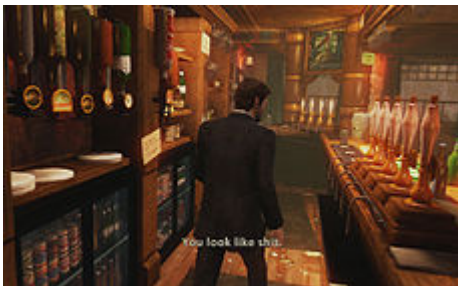
Antique Boxing Medallion

By the arcade slot machine in the bar fight scene. You can get this during or after the fight.



Brass Vesta Case

After the bathroom fight, search the shelves behind the bar for this one. Be sure to grab this Treasure before you head into the kitchen as you won't be able to come back to the bar once you leave.



Text Walkthrough

1. You will be given control of Drake and then you'll be given on-screen button prompts to aid you in the first fight. (NOTE: Don't just mash Square, or you will most likely miss the button prompts to counter and Drake will take damage!). Use these prompts to clear the room of thugs which should not be that hard. Then, head out the door.
2. **TREASURE 1:** During this fight at the bar (using Circle to throw the thugs is a good idea) check the arcade slot machine. Picking up the Antique Boxing Medallion earns you the **First Treasure trophy**.
3. The guy who threw you out the window before will return and drag you into the bathroom. Make

sure to counter his blows using Triangle, then immediately attack using Square. After the fight, leave the bathroom.

4. **TREASURE 2:** Don't walk through the door near Sully just yet. Instead, look on the shelf behind the bar to find the Brass Vesta Case. You can now join up with your friend.
5. The fight continues in the kitchen, where you'll find three more thugs. Take them out. Walk outside to trigger a scene and end the chapter. At the end of the level you get a Trophy.

Crushing Mode Tips

- This Chapter is pretty easy even on Crushing difficulty. The biggest difference is that you won't be given most of the on-screen prompts during fights. Just remember to watch nearby enemies for attacks, and to press Triangle to counter. Also, repeatedly tap Circle if grabbed to get out. You shouldn't find this too hard.

Chapter 2

Chapter 2: Greatness from Small Beginnings Walkthrough

Below is a full video walkthrough for **Chapter 2**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/27/uncharted-3-treasure-locations-chapter-2-part-222-hd>

Emerald and Diamond Ring

Inside one of the cannons in the first room of the museum.



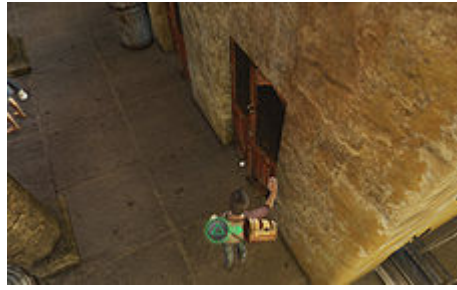
Antique Coin Purse

Instead of going upstairs in the museum, search the little area to the right of the stairs. This is on the floor behind a vase.



Antique Colombian Soup Ladel

After you get booted out of the museum into the street, look for this past the blue car. It's in a doorway under an overhang.



Pottery Chimu Vessel

After eating the rotten fruit, Sully will enter a meat market up ahead. Do not follow him. Search the pottery stands across from the staircase (on the right) for this Treasure.



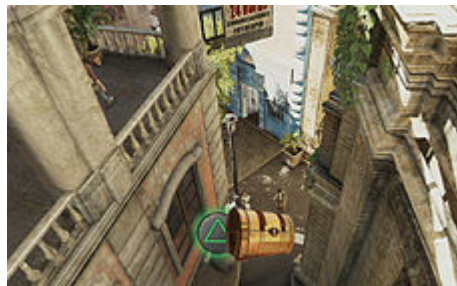
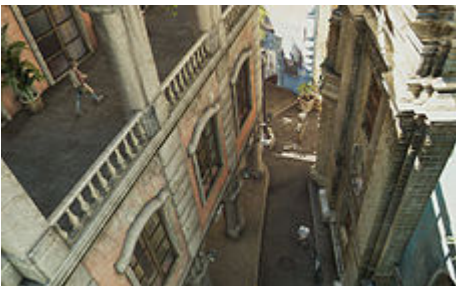
Ancient Chupicuaro Figure

Before entering the meat market while following Sully, turn left and follow the street to a small set of stairs across from Cafe El Sol. At the top of these stairs is the Treasure.



Shamanistic Jaguar Head

After spying on Sully, swing from the yellow pipe to the balcony and look for this on far end of the balcony by the potted plant.



Antique Colombian Table Knife

As you follow Sully from the rooftops, climb to the top of the red and yellow Hotel Arrecife sign to get this.



Text Walkthrough

1. **TREASURE 3:** Walk forward and look inside the third cannon on your right for the Emerald and Diamond Ring.
2. **TREASURE 4:** Continue past the cannons, making sure to stay to the right. At the back of the room, to the right of the staircase, you'll find the Antique Coin Purse behind a potted plant.
3. **TROPHY:** Before examining the display case in the middle of the upstairs floor, examine 18 out of 22 display cases to earn the **Quick Study** trophy.
4. Walk towards the display case containing future-Drake's ring mentioned in step 3 and press up on the D-pad to trigger a scene.
5. **TREASURE 5:** Once you've been thrown out of the building, walk down the street. Check the slightly-open door to the right of the blue car for the Antique Colombian Soup Ladel.
6. Continue following Sully. When the road forks, choose right. Take cover next to the car using Circle when prompted. Follow the chain of prompts as you move from cover to cover. A quick scene will then trigger where Drake eats some fruit. Continue to follow Sully, choosing right when the road forks again.
7. **TREASURE 6:** As you enter the market you'll notice stairs on your left. Across the street from the staircase you'll spot two stands with jars on top of them. The Pottery Chimu Vessel is on the right stand.
8. **TREASURE 7:** From the previous treasure, continue down the street. Instead of following Sully inside, turn left and look for a white staircase on the left side. At the top of those stairs you'll find the Ancient Chupicuaro Figure.
9. Backtrack from the above Treasure to follow Sully inside the building with all the meat. At the back of the room, press Triangle near the door to go through it. Once back on the street you'll notice Sully entering another building, though this time he locks the door behind him. Go left from that door and follow the outside edge of the building until you notice a yellow pipe. Press X to climb onto it.
10. Climb up the vertical portion of the pipe then shimmy right when it curves. Monkey-bar across the bottom of the balcony and swing to the column, then leap to the first window. From the second window, jump up and to the right to grab the column. After the short scene, continue along the building to your right, then swing from the yellow pipe onto the next balcony.
11. **TREASURE 8:** Make sure to walk all the way to the other side of this balcony. There you'll find the Shamanistic Jaguar Head, next to a potted plant.

12. Hop over the balcony railing and grab the “24 Horas” sign. From there, leap to the building on your right. Continue shimmying to your left, climb up and leap to the next ledge, then walk over the roof until you see the vertical “Hotel Arrecife” sign.
13. **TREASURE 9:** Climb up the hotel sign to find the Antique Colombian Table at the top.
14. Climb down the hotel sign and drop down to street level. Walk up the stairs across the street then make your way through the crowd. Closing in on Sully will complete **Chapter 2**.

Chapter 3

Chapter 3: Second-Story Work Walkthrough

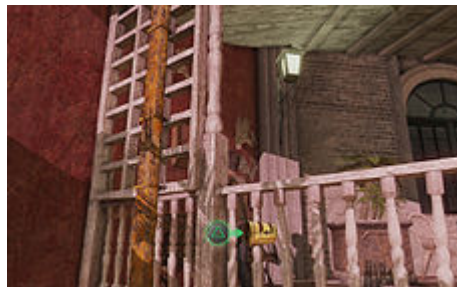
Here is a full walkthrough video for Chapter 3.

Click this link to see the video

<http://www.ign.com/videos/2011/10/27/uncharted-3-treasure-locations-chapter-3-part-322-hd>

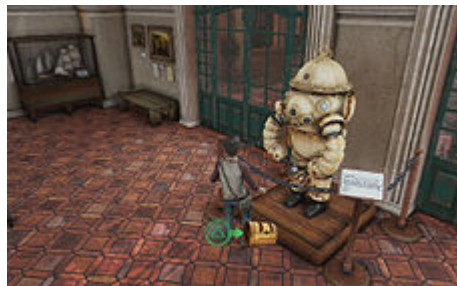
Dog-Shaped Incan Whistle

Just outside the entrance to the museum is an L-shaped, covered porch with this Treasure on it. It's just under the yellow pipe you can use to climb down from the rooftops.



Silver Chimu Pendant

Just as you enter the museum, search the diving suit for this Treasure.



Seventeenth Century Coin

When you enter the museum, don't go to the case. Search by the green door for this Treasure.



Text Walkthrough

1. Cross the rope in front of you. Once on the roof, you'll see a box and you should climb up the box and onto the raised section above it, then leap to the higher portion of roof. Run across this rooftop to where you see some planks leaning against the railing. Jump from here onto the lamp and swing to the next one. You won't make it, but you will catch yourself on the next roof.
2. **TREASURE 10:** Go down to the balcony, and run all the way to the other end. You'll find the Dog-Shaped Incan Whistle there on the ground, next to the bench.
3. **TREASURE 11:** Walk to the blue door and press Triangle to enter the museum. As soon as you enter you'll notice a old diving suit. The Silver Chimu Pendant is in the hands of that suit.
4. **TREASURE 12:** Before inspecting the display case in the center of the room, pick up the Seventeenth Century Coin in the corner. It is next to a display case with a ship in it.
5. Inspecting the display in the center of the room triggers a scene. Next, make sure to run up the stairs to the left. At the top, use the fire axe case to reach the window above the door. Go up the next set of stairs and press Triangle to open the door at the top. Squeeze through the opening in the gate, repeatedly pressing square to escape the grasp of the men behind you.
6. Leap over the railing and run across the roof. Look for an area to your right where you can drop down a bit and use the plank ramp to leap to the adjacent building. Follow the path until you see more planks, allowing you to climb higher. Continue on (the camera will guide you) and make your way to the roof. From here, keep moving and jump to the next roof. Leap from awning to awning until you reach the last one, where you can pull yourself up. Continue straight and jump to the next building.
7. Make your way along the rooftops, past Sully, until you reach an apparent dead-end. Look to your left and use the yellow windowsill to get up to the next roof, where you leap to yet another building. Drake will slip here, so make sure to press X during the QTE. Run through the apartment, leaping over the bed and out the window next to it.
8. Keep moving to the right, going along the path the camera is showing you. When you run into a man in a suit, leap off the railing to your left to end the chapter.

Chapter 4

Chapter 4: Run to Ground Walkthrough

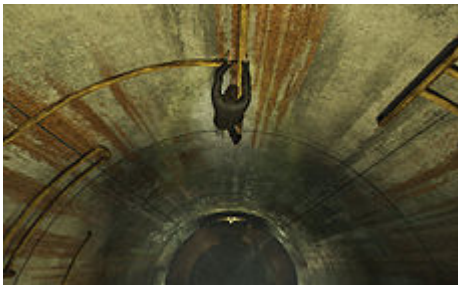
Below is a complete video walkthrough for **Chapter 4**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-trophy-relic-finder-the-precursor-orb-or-strange-relic-hd>

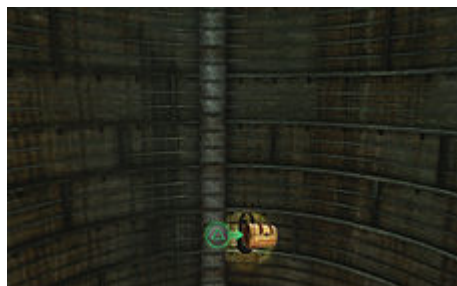
Fierce Lion Bangle

When you climb down the huge cylindrical waterway using the yellow pipes, you can snag this Treasure in a grate on one of the walls of the cylinder.



Pearl, Diamond and Ruby Brooch

In the large, round room with the two levers that lower the bridge, climb to the left of the lever to pick this up high on the wall.



Text Walkthrough

1. **TREASURE 13:** Go forward, and squeeze through the alley on your left and then the Diamond-Studded Horse Brooch will be on your right.
2. Climb over the fence in front of you, and then on to the building to your left by using the electricity meter with the yellow edge. Push the big yellow object against the wall and use it to climb over. Anything that is yellow or has a yellow edge should probably be climbed onto/over.
3. After the cutscene, follow your friends to the green door. Climb the YELLOW pipe nearby, and

press X to jump when the pipe breaks. Continue to the left and drop down to the roof when you can. Look for more pipe to your right. Swing to the lamp and continue along the side of the building and into the open window.

4. **TREASURE 14:** Once inside, leap to the pipe on the wall but drop directly down to another pipe instead of going left. Follow this pipe to the right and onto a platform where you'll find the Coral Cameo Brooch.
5. Go back to the pipe and shimmy to the left. Climb through the window, then continue left until you are able to safely drop down to the ground.
6. **TREASURE 15:** Look for the corner of the warehouse that has a large stack of crates. Climb the crates to find the Victorian Locket and Chain.
7. Run over to the door and open it so that your three friends can get in. Walk over to Charlie and press up on the D-pad to investigate the tire tracks. Follow the tracks toward the wall and Drake will step on a hidden switch. After you and your friends try jumping, look at the wall in front of you while holding up on the D-pad to trigger a scene.
8. Once past the secret entrance, follow the tire tracks down and look for a small door to your right. Shoot the lock off and enter. Squeeze through the tight area to come across your first real enemies. Take them out and enter the room with the generators.
9. **TREASURE 16:** Just behind the right generator you'll find Silver Roses Bracelet.
10. Climb the ladder, walk over the short bridge, and drop down on the other side. You'll find yourself in a large circular room; leap to the yellow pipes on the wall.
11. **STRANGE RELIC (aka TREASURE 17):** Jump to the vertical pipe directly in front of you. Climb up the pipes and pick up the Strange Relic at the top to obtain the **Strange Relic Trophy**.
12. **TREASURE 18:** From the strange relic, descend in a counter-clockwise direction and look for a grate in the wall. The Fierce Lion Bangle is on the bottom-right part of that grate. Continue until you reach the bottom of the room.
13. Head through the door and duck behind cover. Wait until the two bad guys get closer, then take them out. In the next room, climb up the pipes on the wall to reach the ladder. Drake will kick it down for his friends. Climb up to the next room.
14. **TREASURE 19:** In this room, look for a yellow box. Use it to climb up the wall, then make your way left until you hit the duct. Now go straight up to find Pearl, Diamond and Ruby Brooch.
15. Press Triangle near Sully to give him a boost up to the ladder when he asks. You can use the yellow box on the other side of the room to climb up to the gate, navigating around the ducts as necessary. When you get to the switch, mash triangle when prompted to open the gate. Continue on and turn left when able, then descend into the caves to end **Chapter 4**.

Chapter 5

Chapter 5: London Underground Walkthrough

Here is a video walkthrough for **Chapter 5**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-treasure-locations-chapter-5-part-522-hd>

Victorian Copper Penny

On the lower floor of the library, right when you enter and stealthily take out the two enemies, look for lion and elephant heads mounted on the wall. You can climb up the wall next to the lion head and get to a small ledge with this Treasure on it. It's above the painting of a guy with wings on a horse.



Victorian Gold Sovereign

This is on the upper floor of the library, but you can't get it when you first arrive there. After getting the map from the gold deer head and killing the enemies that barge in, circle back to the top level of the subterranean library. Under a display case in the upper walkway you'll find this Treasure.



Silver Hunter Pocket Watch

As you backtrack through the large subterranean train station with all of the enemies, you'll have a gun so you can shoot this Treasure down. It's on a ledge under the giant clock above one of the trains.



Art Nouveau Flask

In the North Atwood subway station, this is on the tracks beneath one end of a train car.



Text Walkthrough

1. Walk forward to trigger a short cut scene. Dislodge the counterweight by climbing the ladder to your left. Make your way up the rest of the wall, then shimmy along the pipes to trigger another short cut scene.
2. Climb into the window and make your way across the scaffolding and jump to the ledge on the wall. Shimmy across the ledge, and jump to the light fixtures until you can jump to a wall. Drop down from there, and take out the guard.
3. Walk across the room, and follow the on-screen prompt to quietly take out the guards. Continue on and up the stairs to trigger a cut scene.
4. Follow the next few on-screen prompts to take out the two guards.
5. **TREASURE 20:** Look up and to the left to see a lion head mounted on the wall. Climb the wall to the left of it to get the Victorian Copper Penny on a shelf. **TROPHY:** *Apprentice Fortune Hunter for finding 20 treasures.*
6. Walk up to the table in the center of the room and press Triangle to trigger a cut scene. After the cut scene, go around the pillar to your right and climb up it using the desk as leverage. Climb around the paintings, and eventually jump to the pillar opposite this one. Climb to the highest shelf on this pillar, and press Triangle.
7. Shoot the two guards while hanging to trigger a short cut scene. Afterwards, take cover behind the pillar and take out the enemies.
8. **TREASURE 21:** Once the enemies in the library are taken care of, grab their guns, and take a right as soon as you leave the room. Go back up the stairs and into the top floor of the library. Circle around to the back of the balcony and you will find the Victorian Gold Sovereign under a display case.
9. **TROPHY:** Hop over the balcony closest to the display case mentioned in the previous step, and you will find yourself standing on a crocodile. This will net you the **Ride the Crocodile Trophy.**

10. Hop back down to the lower floor and go straight out of the room until you see a hole in the wall. Take cover there, and take out the following enemies.
11. Keep going forward, and you will find yourself in a big room with lots of enemies. Take cover, and take out all of the enemies before proceeding. Another wave of enemies will spawn when you walk about half way through the room. Once again, take them out before continuing on.
12. **TREASURE 22:** There is a giant clock above one of the train cars in this room (It is the only car to the left as you spawn the second wave of enemies.) Shoot down the sparkling Silver Hunter Pocket Watch from the clock, climb onto the train, and snatch this treasure.
13. Moving further into this room will spawn yet another wave of enemies. This time they are in a smaller space, so they are much easier to take care of. Continue on, kill the two guards in the small hallway, and then kill all of the enemies in the following room.
14. Climb the ladder, and find cover. There will be five enemies in this room, two of which have laser sights so stay in cover as much as possible.
15. With those enemies downed, continue down the tunnels until Cutter announces that you are in the North Atwood train station. This will trigger more enemies which must be downed before continuing on.
16. **TREASURE 23:** Go around to the back end of the train here, and the Art Nouveau Flask is laying on the tracks right under the train.
17. Continue through the station, go through the door and up the stairs. Two enemies will spawn at the top of the stairs. Take them out and continue on to the final room. Deal with the enemies here, run up the stairs, shoot the lock off the door, and finish the chapter.

Crushing Mode Tips

- Sully and Cutter will do a lot of the work if you have the patience. They deal damage slowly, but they CAN kill nearly every enemy in the chapter without any input from you.
- There is plenty of ammo in this chapter, so don't waste time trying to get lots of head shots. A few bullets to the chest can be a much faster kill than aiming for head shots -- and you want to be out of cover as little as possible on crushing.
- The laser sights in this chapter aren't really manned by any of the enemies. They CAN kill you, but you don't have to kill them. That means that there are even fewer enemies you have to down than it seems. If you do for any reason have to leave cover while laser sights are pointing at you repeatedly press Circle to dodge them.

Chapter 6

Chapter 6: The Chateau Walkthrough

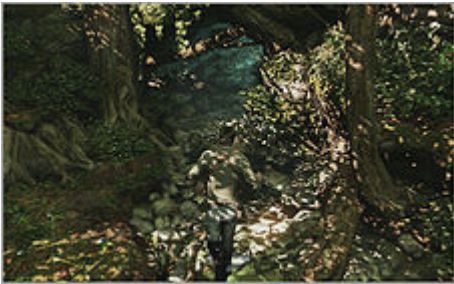
Here is a complete video walkthrough for **Chapter 6**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-treasure-locations-chapter-6-part-622-hd>

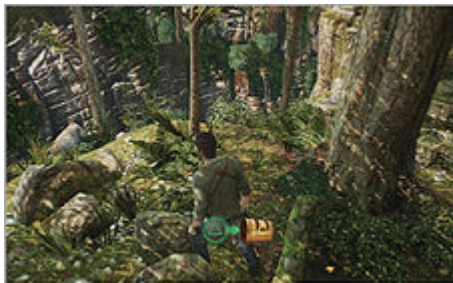
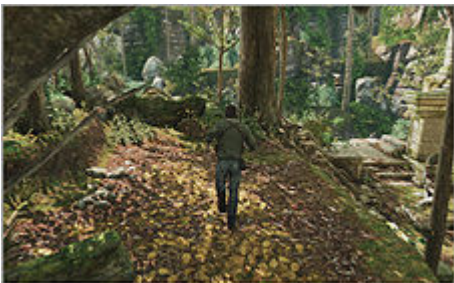
Antique Wax Seal Stamp

At the beginning of the level, in the forest, there is a small stream. Follow it downstream to its termination point in a little cave and pick up this Treasure in the pool there.



Gold Inlay Cameo Bangle

In the forest at the beginning of the chapter, you'll come across a statue of a guy playing a pan flute. A short path above this statue leads to a small wall with the Treasure behind it.



Diamond and Pearl Bracelet

When first climbing up into the castle, do not enter the first hole you come to in the round tower. Climb/hang/jump to the right and you can find some ledges that lead up to a higher hole in the tower. Here you'll find the Treasure.



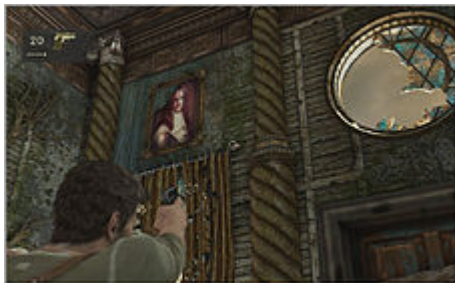
Louis XVI Louis d'or Coin

After swinging from the chandeliers and working your way through the castle, a short cutscene will reveal the old tower. You are now supposed to hop out a window at the top of some stairs. Do not leave just yet. Search the dead end of the hallway on the second floor behind the stairs for this Treasure.



Emerald Cameo Brooch

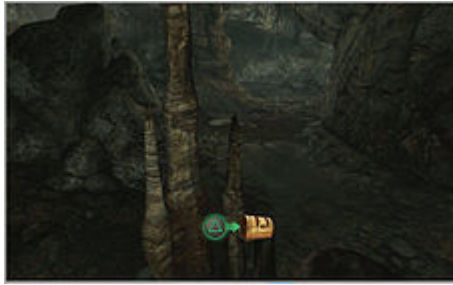
In the room with the four statues with gold weapons you must rotate, there is a small adjacent room with red curtains. Search the top of the curtains for the glimmer of this Treasure. Shoot it down.



Art Nouveau Belt Buckle

When you fall through the floor into the caves below, run downhill and search for a Treasure behind a

stalagmite.



Ruby and Diamond Ring

Right when you first get grenades, kill all the enemies in the quick grenade tutorial, then hop down and look for this Treasure in the corner near the closed gate.



Silver Rococo Teapot

After reuniting with Sully you'll take on a ton of enemies in a large courtyard. At the end of this you and Sully will break through a door. Below is the floor puzzle, but don't go there yet. Instead, look for an adjacent room on the top level with some hand holds. You can climb these to reach a high platform with the Treasure on it.



Miniature Portrait Pendant

On the ceiling of John Dee's laboratory there is a Treasure you can shoot down.



Text Walkthrough

1. **TREASURE 24:** Follow the jungle path until you come to a small stream. Follow the water downstream and pick up the Antique Wax Seal Stamp at the end.
2. **TREASURE 25:** Turn around and continue along the jungle path. After the camera turns to show you the castle, there is a statue of a man playing a flute. Climb the ledge behind it to find a Gold Inlay Cameo Bangle next to a well.
3. Jump down from this ledge and climb onto the opposite one. Shimmy along the cliff and into a cave. Jump through the cave and then down to a lower portion of land after seeing the car.
4. Run to the front door of the castle, and then jump onto some rocks jutting out of the wall to the right of it. Climb up these and onto the balcony.
5. **TREASURE 26:** Jump across to the opposite wall, and make your way around the building. Do NOT climb into the first window you see. Instead, continue climbing around the tower until you can climb up to a higher window. The Diamond and Pearl Bracelet is in here.
6. Drop down to the lower floor, and continue along the hallway til you can drop down to an even lower floor. Run directly forward and shoot the lock off the window to let Sully in.
7. Help Sully lift the bookcase near the window, and jump on to it. Run across the platform and jump to the chandelier, and then to the platform behind it. Press Triangle to turn the mechanism and raise the other chandelier.
8. Jump back to the first chandelier, but now jump to the second one you just raised. Jump to the nearby platform, and press Triangle to move the plank.
9. **TREASURE 27:** Traverse the next few rooms of the castle until you are shown the old tower via cut scene. Run behind the stairs to reveal a short path with a treasure at the end of it. Pick it up to receive the Louis XVI Louis D'or Coin.
10. **TREASURE 28:** Climb out the window opposite of the Treasure, and make your way to a new building. Press Triangle to get through the door and you will find yourself in a room with four statues. Adjacent to this room, is a small room with a boarded up door. Go in here, and look up towards the left curtain. Shoot the shining Treasure down, and pick up the Emerald Cameo Brooch.
11. Go back to the room with the four statues to solve a puzzle. The goal of the puzzle is to face the four statues in the correct direction. Look in Drake's journal and you will see four statues corresponding to the ones in the room, and notice that they are all holding something different. Rotate each statue so that they are facing the statue holding the weapon shown in Drake's journal. (Rotate the *Axe Statue clockwise once*, the *Shield statue twice*, and the *Morning Star Statue clockwise once*.)
12. **TREASURE 29:** When you fall through the floor in the caves, search for the Art Nouveau Belt Buckle behind a stalagmite.
13. Keep moving through the linear cave path and through the small tunnel with spiders in it. Hold

Circle to dive into the water and swim through the tunnel. Make your way to the surface, and walk down the path. Jump to a new ledge when you can, and then onto the nearby rocks on the wall.

14. Climb up the rocks and all the way up the well to encounter your first enemies of the chapter. Press Square to take out the enemy by the well, and then climb out and take care of the rest.
15. When the first wave of enemies are dealt with, two enemies will start shooting from a window. Take these enemies out and climb up the wall into the room where they were to encounter a third enemy. Kill him, and finish the short grenade tutorial afterwards.
16. **TREASURE 30:** Drop down and the Ruby and Diamond Ring is in one of the corners of this area.
17. Continue along the side of the castle until you are forced to do another grenade tutorial. Complete that, and squeeze through the debris you just created. Climb up the stairs and you will see Sully.
18. Take out all the enemies in the courtyard with Sully and then make your way up the stairs to a door you have to break through with the help of Sully.
19. **TREASURE 31:** Instead of dropping down, go to an adjacent room and climb the rocks on the wall. This will bring you to a higher ledge with Silver Rococo Teapot on it.
20. Go back down, and drop down to the spot you passed in the previous step. You will get a cut scene showing a decaying body, and then you can drop down to an even lower floor with a puzzle.
21. **Tile Puzzle Solution:** *Start on the tile with the circle and crescent, and then make the following moves. Forward, Left, Forward, Right, Forward, Forward, Left, Backwards, Left, Forward, Forward, Right, Right, Right, Forward, Left, Forward. See pictures below for further clarification.*



22. **TREASURE 32:** Make your way to the laboratory, and stand in the doorway. Look up and shoot down the Miniature Portrait Pendant on the ceiling of the room.
23. Wait for Sully to light up the room, and then press Triangle near the altar. After the short cutscene, press Select to decipher the code, and then press Triangle to move the altar and end the Chapter.

Crushing Mode Tips

- On your first encounter with enemies after climbing out of the well, go for the ruined stone building to your right. After silent grabbing a gun from the enemy nearest its archway, climb up to its second floor from the outer wall on its left side facing the well. This is the best place to take out all of the enemies here. Just shoot them as they climb up to get you from the side facing the mansion. Make sure to stay clear of the open windows.
- After the first wave of enemies is dealt with, and the two enemies start shooting you from the window, pick up a machine gun and to cover just below the window. You can easily pick off the two enemies with the machine gun here. *(Note: Do not try to climb to the window and shoot them while hanging, as they can shoot your hand the entire time and kill you easily. You are*

NOT behind cover at this point.)

- In the courtyard where you must kill a bunch of enemies with Sully, pick off the first few enemies while on the ledge as they are shooting Sully. Then, drop down to your left and you will find a magnum on the ground, pick it up as it will take out most enemies with a single shot. Stay in cover, and pick the rest of the enemies off one by one with this.

Chapter 7

Chapter 7: Stay in the Light Walkthrough

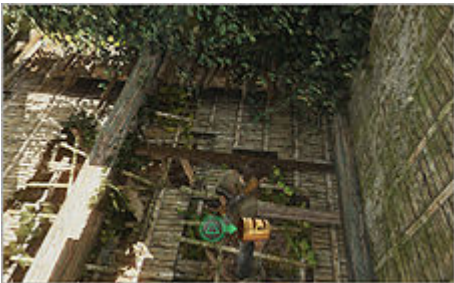
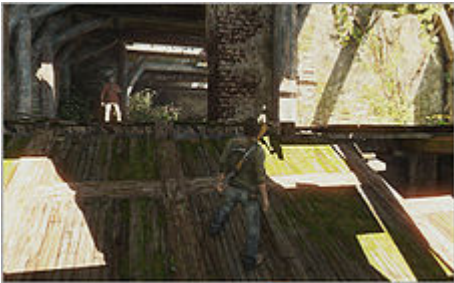
Here is a video walkthrough for **Chapter 7**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-treasure-locations-chapter-7-part-722-hd>

Gold and Pearl Stickpin

After you escape the spiders and re-enter the castle, you'll have to cross a gap using a chandelier. You'll pull down a part of ceiling creating a ramp for Sully. Use this ramp to jump to the topmost floor above where you just were. Follow the floor around to a room with this Treasure on the floor.



Text Walkthrough

1. Follow the cave until you come to a door which will be opened in a cut scene. This brings you to a room with a puzzle.

2. **Tile Puzzle Solution:** Think of the 25 tiles as a grid where the columns are labeled A-E going to the right, and the rows are labeled 1-5 going down. Use the Left Analog Stick to move the tiles, and the Right Analog Stick to switch to a different tile. Place the four tiles in the following locations: Eagle at C5, Horse at A4, Lion at B2, and the Animal on all Fours at D3. See picture



below for further clarification.

3. Climb into the newly-opened passage to trigger a cut scene. Stay close to Sully and then lift him up to the ledge when prompted. Get yourself up there as well, and then follow the path the camera sets for you to run away from the spiders. Jump the gap at the end of the spiral staircase to complete your escape.
4. Jump down into a room and follow the path til you come to a room with a chandelier. Use the planks on the wall to climb around the room and jump to the chandelier. Shimmy around it and jump to the wall on the other side. Keep climbing up the linear path and you will create a giant ramp for Sully to climb.
5. **TREASURE 33:** Turn around and use the ramp to jump to a doorway on a higher floor. The Gold and Pearl Stick Pin is on the floor in this room.
6. Climb back up the ramp and drop down to a lower room. A cut scene will trigger showing some enemies placing gasoline throughout the building.
7. As soon as you get out of the cutscene, walk forward and start shuffling on the ledge in front of you. Quickly jump to the rocks on the opposite wall and then to the post in front of you. Shimmy to the other end of the post so that you are hidden behind a brick wall. Help Sully take out the two enemies.
8. Climb over the post and into the following room. You will be tackled by an enemy, but you can easily get out of it and melee him. Take out the few remaining enemies here, and press triangle near a slanted post to let Sully across.
9. As Sully is crossing, two enemies will open the door behind him. Take them out before they know what hit them.
10. With Sully across, go back to the room behind you and take out the two enemies shooting you from above. Attempt to boost Sully to the nearby ladder with triangle, but you will fail.
11. An enemy will come out of some burning debris. Take him out, and enter the hallway he was in. Follow the hallways until Drake falls into a pit.
12. Start shimmying up the slanted post, and jump up to the wall as it begins to break. Make your way up the wall and across some planks on the ceiling to reach Sully on the other side.
13. Press Triangle to open the door with Sully and you will be greeted by a brute. Take him out with melee. (Note: This is a great place to earn the **Brute Beater Trophy**. Make sure you successfully press all of the action events as displayed on screen. If you fail, you can restart the checkpoint.)
14. Go down the stairs and take out the few enemies here. Follow Sully down the stairs and into a new room.
15. The floor will cave in, bringing you to a room with a staircase. Climb up until Drake's foot gets caught. Take out the two enemies while Sully tries to set you free.
16. Continue up the stairs until a portion of them fall behind Sully. Jump forward and traverse the

- wall until you meet back up with him.
17. Keep going and a portion of the stairs will fall again, leaving both Drake and Sully hanging. Climb over to Sully and press triangle to help him up.
 18. The stairs will fall again, leaving you two to climb straight up to a new room. Make your way through the building until you come to a fight. Take out all of the enemies before proceeding.
 19. Climb the fallen floor that is now a ramp, and jump to the ladder. Climb it, and then jump across the roof as it is falling apart. Before long, you will trigger a cut scene and the Chapter will be over.

Crushing Mode Tips

- Enemies in this chapter come in small doses, so they are not hard to take care of. In many cases, you will be in tight places with them, so it is a good idea to use melee.
- There is plenty of ammo that doesn't carry over to the next chapter, so don't worry about getting head shots. Just shoot wherever you can.
- During the last fight in this chapter (described in Step 18), try to stay behind stable cover. Most of the wood/burning pieces will easily be destroyed by enemies and will leave you unprotected. There are plenty of big posts and metal chests here to take cover behind. Also, you'll want to throw back as many grenades as you can here. Rolling out to dodge a grenade is not a good choice here, especially considering the grenade might destroy the cover you were behind.
- Just before you and Sully jump to the ladder where you help him up, make sure to move as fast as you can to your right as you are hanging since falling debris can kill you.

Chapter 8

Chapter 8: The Citadel Walkthrough

Here is a complete video walkthrough for **Chapter 8**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/31/uncharted-3-treasure-locations-chapter-8-part-822-hd>

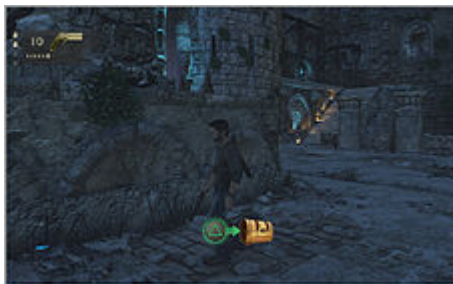
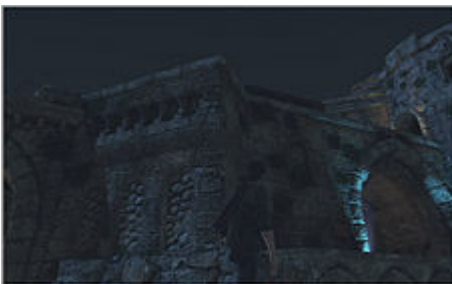
Silver Sassinid Coin

At the start of the level, after climbing past the first door, you'll pass under a large stone arch. Look to your right and a large chunk of the wall is missing and it's all lit up. Drop down here and you can climb over the arches to get the Treasure.



Ancient Metal Elephant

After fighting the first enemies, let down the drawbridge. A locked gate is your next destination, but look up and to the left of this locked gate to see a flashing Treasure on the wall you can shoot down.



Crusader Coin

After fighting the first enemies, let down the drawbridge and shoot the lock off the door to continue. As soon as you pass through the unlocked gate, look to your right. A statue has a Treasure on it.



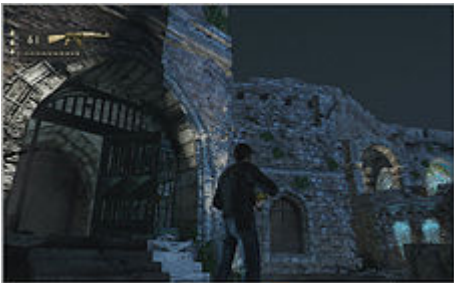
Enamel Copper Vessel

When you ride the bucket down into the well, take out the enemies and then look for this in one of the rooms. If you climb up from the well, just keep left and you'll walk through a doorway right into the Treasure.



Marble Double Eye Idol

You can get this at various points in the Chapter, but you can get it first just after emerging from the well. After you and Sully shoot each other's locks off, walk through the unlocked gate and turn around. Look up -- high above the gate on the fortress wall is a shining Treasure. Shoot it down.



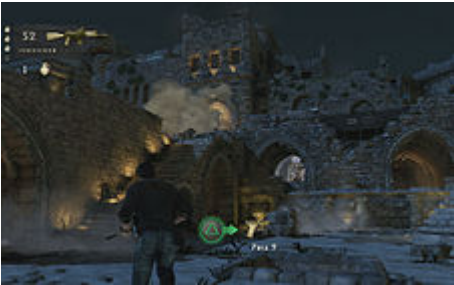
Medieval Lead Horseman

In the interior of the tower with the spiral staircase, check the first landing you come to for this Treasure. It's in one of the windows near the stairs leading up.



Byzantine Reliquary Cross

You can get this Treasure right after Drake and Cutter got separated from Chloe and Sully. After finding the storage room, you will see two snipers in a building ahead. Sully will shoot the building with an RPG killing the two snipers. Once you enter the hole that Sully created, turn right and in the corner, you will see this Treasure.



Text Walkthrough

1. Use the platforms to the left of the first door you encounter to climb onto the wall. Make your way around the tower and onto the narrow walkway.
2. **TREASURE 34:** On this walkway, there is a section where a fence juts out the side and makes the walkway even narrower. Jump over the fence, hang off the ledge, and jump to the bottom of the second arch here to retrieve the Silver Sassinid Coin.
3. Climb back up, move forward to the door, and then climb onto the small platform to the right of it. From here, climb up to the yellow ledge and shimmy around til it breaks. You will fall onto a rock. Continue climbing the remaining rocks around the building and you will make it to a window. Climb through this, and into the room.
4. There will be 5 enemies in this room; 3 on the middle floor and 2 on the bottom floor. They can all be taken out with stealth if you are careful enough. Once they are all downed, open the door for Sully to come in.
5. **TREASURE 35:** Press Triangle near the giant crank to let down the draw bridge. Walk forward from here until you hit a railing, then look 90 degrees to your right and on the wall is a flashing treasure. Shoot it down and pick up the Ancient Metal Elephant.
6. **TREASURE 36:** After fighting the first enemies, let down the drawbridge and shoot the lock off the door to continue. As soon as you pass through the unlocked gate, look to your right. A statue has the Crusader Coin on it.
7. Move around the wall to get to a locked gate. Shoot the lock, and open the door to get in.
8. Run through the pathway and jump on a hanging bucket when you reach it. Sully will lower you down.

9. Drop down from the bucket, and make your way forward. There will be a few enemies here, but they are easy to take out with stealth. Hang on the first wall you come to and a guard will come up to it in a few seconds. Press Square to take him out. Wait a few moments, and a second guard will walk past. Climb over the wall, and sneak up behind him to take him out. Finally there is a third guard walking in a circle counter-clockwise around four small rooms. You will probably see his flashlight, and if you do, circle around the rooms to take him out.
10. **TREASURE 37:** In one of the four small rooms that the previous guard traverses, the Enamel Copper Vessel is on the floor.
11. In one of the rooms adjacent to the previous one is a small stone on the ground. Climb onto this and up the wall above it to get out of the well.
12. You will be shown Sully behind a locked gate, shoot the lock off through the window and then make your way to the other end of your room. Sully will shoot the lock off of your door to let you out.
13. **TREASURE 38:** As soon as you exit the locked door, turn around and look up. There is a shining Treasure on the corner of the building. Shoot it down and pick up the Marble Double Eye Idol.
14. Go through a small stone archway and into the building. This will trigger a cut scene where you meet up with Chloe and Cutter.
15. Climb up the stairs and outside. You will see some guards so prepare for a fight. It is a good idea to take them out with stealth, which is detailed below in the Crushing Mode Tips section, as it makes the fight a lot easier. As soon as you are spotted, many more enemies spawn. If you do get spotted, you can take out the enemies pretty easily. There is plenty of good cover below the stairs.
16. Enter the doorway above the stairs and follow the passage to the gate. Open it up and you will find yourself in a circular tower.
17. **TREASURE 39:** Going around the room clockwise, the Medieval Lead Horseman is in the third window.
18. Go through a small stone archway and into the building. This will trigger a cut scene where you meet up with Chloe and Cutter.
19. When you are ready, go up the stairs to the second floor. There will be enemies here that you can not take out with stealth. The easiest way to take them out is by going around the room counter-clockwise and using your Mag 5 and melee to take them out.
20. Try going up more stairs to the third floor, but you will be stopped by a falling rock. Climb over this, and two enemies will blow you out of the tower.
21. Swing on the chain to jump to the next one, and then jump to stone. Enemies will start shooting you, but the stone you are under acts as cover. Aim up and shoot the enemies down.
22. With the enemies on the roof gone, continue up the tower and swing around to a window. Climb in and up the stairs.
23. Take out the three enemies to your right and take cover. Shoot down the two enemies on the other side of the floor. Go around and open the door on the inside wall. A brute will come out. Take him out before going on. *(Note: This is a good place to get the Brute Beater Trophy).*
24. Go in the door and climb up the tower. Follow Cutter up the small set of stairs to trigger a cut scene. Stand on the circular symbol and press L1 to look through the scope. Move the camera around until it is pointing at the North Star, and then when prompted, drop the camera directly below that to a door.
25. Run forward to dodge the RPGs, and pick up the Dragon Sniper at the end of the path. Take

cover, and use your sniper to take out the enemies one by one. It is best to take cover on the lower platform. Standing behind the pillar doesn't cut it; some RPGs can still take you out there. *(Note: This is a good spot to earn 30 Kills: Dragon Sniper Trophy)*

26. Zip-line across and you will be separated from Chloe and Sully. Follow Cutter around the building until you fall down. This triggers a short cut scene.
27. This will leave you in a big open courtyard with a lot of enemies. Drake mentions taking out the enemies silently. If you choose to do this, note that there is a well-hidden, seventh enemy located on the second story of the building ahead and to the left of your starting position. Without disposing of him, Cutter will stay in cover and prevent you from moving forward. ***He is easy to miss and this is often mistaken for a bug***
28. With the enemies taken care of, go up the stairs to the door with the statues by it. This triggers a cut scene and you will once again have to use the scope. Step on the symbol and use L1 to use the scope. Point it down and to the left of the courtyard at a symbol on the ground, then move the scope slowly up from there to find some symbols on some pillars.
29. There will be a lot of enemies in the courtyard, but Sully will take out a lot of them with his RPG. Stay close to Cutter and take out the few enemies you encounter. Eventually all of the enemies will be gone, which will spawn two snipers in a tower on the other end of the courtyard. Sully will take them out with his RPG, leaving a hole for you and Cutter to get through.
30. **TREASURE 40:** Go through the courtyard to the hole in the wall Sully created. Turn right as soon as you get inside, and the Byzantine Reliquary Cross will be on the ground. **TROPHY:** Skilled Fortune Hunter for finding 40 treasures
31. Climb up the rocks to make it to the top of the tower, meeting up with Chloe and Sully.
32. Follow them to the pillars, and check out some of the archways with Triangle. When Sully says something about it, check the corner to trigger a cut scene. After the cut scene, move up to the middle pillar and press Triangle to end the chapter.

Crushing Mode Tips

- (Step 4 Fight) You can take out all of the enemies in Step 4 using Stealth. Start by taking out the three enemies on the middle floor. You will want to wait for good times to drop down behind them and take them out with Square. Do not do a jumping square attack, as it may not keep your secrecy. There is a ladder that will help you make your way down to the two enemies on the side of the room where there are no stairs. Once the three enemies on the middle floor are taken care of, drop down and take out the other two. It is okay if you do not do this stealthily, as the other three guys will drop a Mag 5 that one-hits enemies here.
- (Step 14 Fight) You can also take out nearly all of these enemies using stealth. Move to the ledge, and press Square to take out the first enemy with a jump attack. Climb over the small platform and take cover behind the next. Press Square to take out the guy leaning on this platform. Stay here and wait for a guard to walk in front of you. When he turns around and starts walking away, walk up behind him and take him out. QUICKLY take run up and take out the next enemy. You do not want him to reach the stairs. With him downed, climb up to the ledge to the right of the stairs and hang there. Wait for the guard at the top of the stairs to turn around before climbing up and taking him out. Run into the doorway and hide behind a cover. Two guards will come walk down the stairs. You can take one out stealthily when they walk near you, and can fight the other one with melee. This will take you out of stealth mode, but there will only be one guy left and your other three partners will take him out easily.
- (Step 25 Fight) Since you are not allowed to take out the enemies silently here due to one of the

game's Glitches, you must use your weapons against them. It is best to stay near the beginning of the level where there is a lot of cover. There is a higher platform you can get to by going up the stairs to the right of the spawn point. There are AK-47s here, so use those to take out the enemies far away on ledges. If you take out a few enemies quietly before being spotted, there is a good chance they will drop a Mag 5. These are very useful in this fight, as they can one hit any of the enemies, even the armored shotgun enemies (if you get a headshot).

Chapter 9

Chapter 9: The Middle Way Walkthrough

Here is a complete video walkthrough for **Chapter 9**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/31/uncharted-3-treasure-locations-chapter-9-part-922-hd>

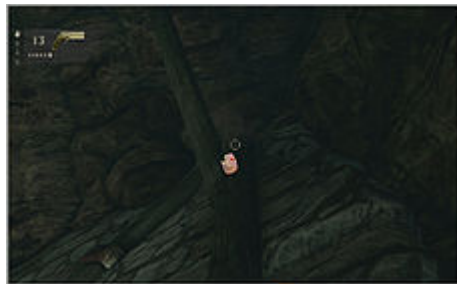
King Bohemond III Coin

In the room with the large globe, search the perimeter of the area for a Treasure sitting on the floor by the wall.



Antique Cuff Bracelet

After lighting all the torches and scaring off the spiders, you'll come back a pair of switches that fill a chasm with water, allowing you to return to the globe. A Treasure is in a rafter above the water. Let the water fill all the way to the top, then hop in and use your handgun to shoot the Treasure. Swim under it and you can press TRIANGLE to snag it as it falls.



Crusader Fleur-de-lis

After rotating the giant globe, take the spiral staircase up to the tomb. As soon as you leave the staircase, search the left wall for a Treasure. It's by some skeletons.



Text Walkthrough

1. Proceed ahead through a chasm. Once you get to the next area, walk over to Cutter to trigger a short cutscene. Now you will run into a fist-fight with Cutter. Always start with a counter-attack followed by a series of melee attacks and follow on-screen prompts in between. Eventually you will get to another cutscene. When the cutscene ends, lead the pack through the chasm in front of you.

2.

TREASURE 41: When you reach the room with the large globe, head to the left side. The King Bohemond III Coin is sitting on the floor along this wall.

3. Move along the perimeter of this area, you will find the stairs that will lead you up to the floor above you. Use your torch to light all four braziers behind the statues on this floor (Press Triangle). You will now have to get the water flowing to make the globe spin to solve the next part of the puzzle.



4. Head over to Cutter and go down the hallway behind him to reach the next area. The spiders force you to throw a torch at the brazier below you. Hold L2 to aim then release L2 to throw the torch. Once you managed to get the brazier lit, jump down to the platform. Don't worry if you miss the brazier, you will have an infinite supply of torches. Just run up to the brazier and press Triangle to get another torch to try again.

5. When you drop down to the next platform, throw another torch at a brazier above you using the same method. Once it's lit jump onto the rope hanging in front of you and jump again onto the next rope. You will see a platform to your right, swing the rope in this direction and jump onto the platform. Climb the stairs here and walk across the wooden beam to get to the fire.

6. There is another brazier in front of you. You know the drill. Once it's lit, jump onto the rope and jump onto the yellow beam ahead to climb up on this platform. Grab the torch and throw it at the last brazier below you on the right side. Jump down once it is lit.

7.

TREASURE 42: Walk over to the floodgate and press Triangle. Cutter will take the other end, helping you release the water into the room. Jump into the water when the gap is filled. On the right side, there is the Antique Cuff Bracelet in a rafter above the water. Swim towards it and position yourself underneath it and shoot it down with a handgun. You will "catch" it by pressing Triangle when the on-screen prompt pops up. (*Note: If you shoot it down without placing yourself underneath it, it will be lost and you will have to restart the Checkpoint.*)

8. Swim towards Sully and get onto the platform. There is another floodgate ahead of you, walk towards it and press Triangle again to open the gate up. Now that water has reached the globe, you are able to spin it. Walk up to it and press Triangle.

9. **Globe Puzzle Solution:** Use your joysticks to rotate the globe so that the glowing yellow lights line up with land masses. The left stick will turn the entire globe, and the right stick will spin it on its x-axis. The picture below shows the solution:



10.

TREASURE 43: Once you've solved the puzzle, a chamber will be lowered down. Head back upstairs to where the statues were and go through the entrance of the chamber. Climb up the spiral stairs until you reach the top. Once you're in a room, there is a the Crusader Fleur-de-lis along the left wall by the skeletons.

11. Walk up to the tomb to trigger a cutscene. Afterwards, follow your party members to a wall. Press Triangle here to trigger yet another scene.

12. After the cutscene you will find yourself running from gunfire. Follow Chloe and Sully to the top of the tower, making sure you mash Circle along the way.

TROPHY: *In this area, you'll encounter the enemies with Riot shields. You can hunt for the Riot Rocker trophy during the next two checkpoints. Run up to the enemy with the Riot Shield and press Square to run over his shield. This will put you behind them, leaving just one more tap of the Square button to take him out.*

13. After the cutscene, run down the stairs in front of you and take out the enemy coming towards you with melee. Quickly get to the bottom and take cover on the left side. When it's safe, take out the enemies in front of you. There will be a wave of enemies coming from the gate. This is the first time you encounter an enemy with a Riot shield. You can take him out by simply shooting at exposed body parts or throwing a grenade at him. Hang back and clear the area before you move towards the gate ahead.

14. After opening the gate with Chloe, there will be another wave of enemies. This time, there are two Riot shield guys and a brute. Just hang back and wait until the two Riot shield guys are close to each other and then throw a grenade to take both of them out simultaneously (There is a grenade on the short wall on the right side of the passage). Once the area is clear, head up the stairs.

15. Before you move ahead to the red gate on the right, take out two guys on the tower ahead of you. Move ahead through the gate once you have killed them. There will be two enemies coming upstairs, take them out and head down. Move towards another big gate ahead to exit the ruins and finish the chapter.

Crushing mode Tips

- (Step 1 Fight) In the fight with Cutter at the beginning of the Chapter, there will be no on-screen prompts to guide you. The easiest way to complete this fight is to keep tapping Triangle until Drake counters Cutter, and then get a few hits in. There will be times where Drake dodges, but does not actually counter the attack. During this times, Cutter will mostly take another swing, so make sure you keep pressing Triangle until Cutter is pushed back. At the end of the fight, he will try to strangle Drake. Press Circle quickly to avoid suffocation.
- (Step 11 Fight) Quickly run down the stairs and use melee to take out the first enemy, obtaining his gun in the process. Run a little further and once again use melee to take out the next enemy. Take cover behind the pillar he was next to and take out as many enemies as you can from here. There are two enemies in a lower portion behind a fence that you can try to pick off here as well. When the Riot Shield enemy comes, throw a grenade to take him out easily. Take cover a good ways away from the room, and use your machine gun/pistol to take out as many of the enemies in there before proceeding. Grab a Riot Shield, and use it to kill the last few enemies in the room. Overall, this isn't a tough battle.
- (Step 12 Fight) Run forward and take cover behind the tiny wall jutting out of the right side of the bridge, and take the grenade here. Do not take out the normal enemies here first, as they seem to aid you more than deal damage. They will throw lots of grenades, which you can use to throw back to the two Riot Shield enemies. If they get close, use a grenade to take them out. Next you will want to take out the brute. The easiest way to take him out is to take a good distance away from him and aim for a headshot. Enough gunfire at the brute's head will knock his mask off allowing you to take him down with melee. After he is dealt with, take out the remaining two enemies from afar with a machine gun.

Chapter 10

Chapter 10: Historical Research Walkthrough

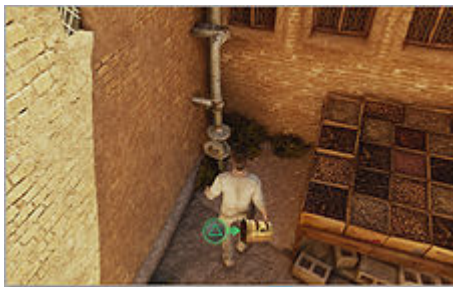
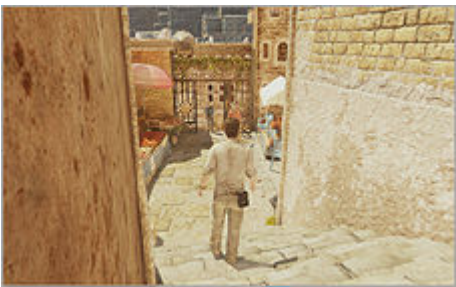
Here is a complete video walkthrough for **Chapter 10**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/31/uncharted-3-treasure-locations-chapter-10-part-1022-hd>

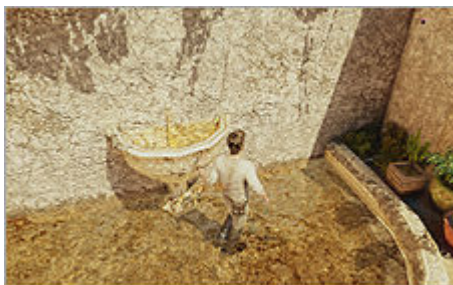
Antique Cloak Clasp

At the very start, before going through the first gate Elena opens, look by the fruit stands for a Treasure on the ground.



Silver Jambiya Dagger

After going down a set of stairs just before coming to a large area with lots of stands, search the side of the fountain you pass for this Treasure.



Golden Yemeni Bracelet

This Treasure can be found just after the shopkeeper opens the gate for Elena. Go through the gate and look for this on a small, raised area with a cactus.



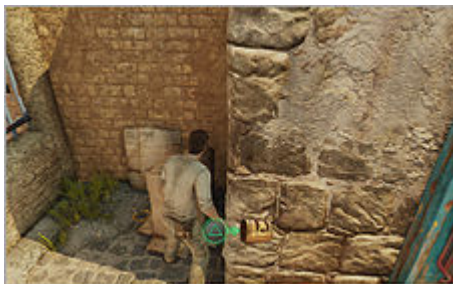
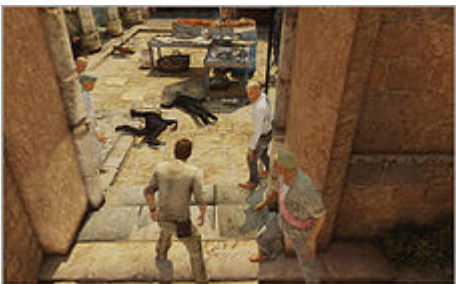
Traditional Silver Bead

When you cut through the building with the red carpet, this is on the landing at the top of the stairs.



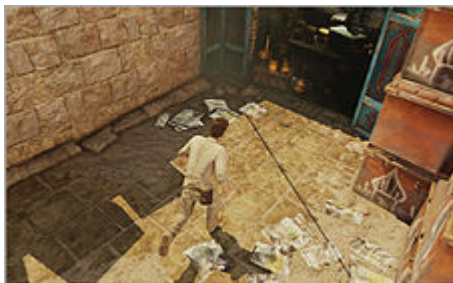
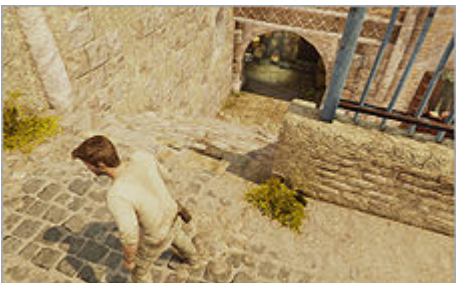
Amber and Silver Necklace

You can get this right after the fight scene in the market. Walk out the gate and search for it along the right side of the wall.



Kahraman Amber Necklace

You can get this right after the fight scene in the market. Walk down the stairs and double back to pick this up in the dead end.



Unusual Red Bead Necklace

After the market fight scene, follow Sully and Elena down some stairs and, instead of pursuing them through the dark alley that terminates in the final cutscene, look for a ledge with some boxes on it you can climb up to. You'll find this Treasure up on the ledge. This is right in the area you find the previous two Treasures.



Text Walkthrough

1.

TREASURE 44: Follow Sully and Elena down the stairs. Turn left at the bottom to find the Antique Cloak Clasp on the ground.

2.

TREASURE 45: Continue following them through a gate, and then down another set of stairs. Turn right at the bottom of the stairs and pick up the Silver Jambiya Dagger near the fountain.

3.

TREASURE 46: Move forward near a gate to trigger a short cutscene. You won't be let through, so follow Sully and Elena to the new route. A shopkeeper will open the gate for you here. Pass through the gate and there will be the Golden Yemeni Bracelet shining on a ledge tracing the left wall here.

4.

TREASURE 47: Climb up the ladder on the wall on the right side. Keep climbing up until you've reached the balcony. Now, go through the door in front of you and head up using the stairs to your right. Once you reached the floor above you, look to your left. There is the Traditional Silver Bead by the table in the corner. Now turn around, and follow the hallway to another set of stairs. Head up the stairs and climb up the ladder to reach the rooftop.

5. After the cutscene, jump onto the building across from you and maneuver your way around the building. When you come to a pipe next to a "Fresh Fish" sign, drop all of the down to the ground. Follow Talbot through the door and down the hallway. A cutscene will start.

TROPHY: *You can earn He's Gonna Need a Sturgeon Trophy by beating three enemies with fish in this area. To do this, stand by the fish until they are within reach, move the Left Analog Stick towards the fish and press Square while an enemy is near. Do this three times and the Trophy should unlock*

6. Take the enemies out by using melee attacks. Always start by counterattacking (Triangle) followed by a series of melee attacks (Square). Once you've defeated a wave of enemies, a brute will spawn. Take him out and finish off the rest of the enemies. Once they are all taken care of, out with Sully and Elena

Glitch: Beware of the *Dancing Enemy Glitch* in the previous step. One of the few known Glitches in Uncharted 3, this one occurs after the fight with the Brute. Rarely, one of the enemies after the brute will not drop down from his post on the roof of a building and will play fistycuffs with the air, giving the illusion of a dance. Restarting the checkpoint from the pause menu will not fix this glitch; you must back out to the Main Menu and Continue your journey from there.

7.

TREASURE 48: Run directly forward out of the previous room to find the Amber and Silver Necklace in the corner between a fence and a store.

8.

TREASURE 49: Follow Sully and Elena down the first set of stairs, but don't go much farther as it will trigger a cutscene and you will be unable to get the next two treasures. Instead, look to your right. There should be the Kahraman Amber Necklace in front of the shop.

9.

TREASURE 50: Now, climb up the wall to your left. The Unusual Red Bead Necklace is behind three boxes here.

10. Now follow Sully and Elena down the passage into the room. A cutscene will play, allowing you to advance to Chapter 11.

Chapter 11

Chapter 11: As Above, So Below Walkthrough

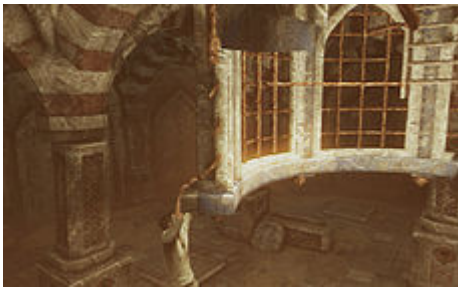
Here is a complete video walkthrough for **Chapter 11**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/31/uncharted-3-treasure-locations-chapter-11-part-1122-hd>

Silver and Coral Ring

This can be found right at the start of the level as you climb down the ladder into the well. Do NOT drop below. Climb around the cylindrical grate to the rear side and pick this up. You can also get this at the end of the level if you miss it.



Silver and Leather Dagger

After you open the secret passage in the bottom of the cistern, search the left side of the hallway for a Treasure. It's just before you come to the large room with the three doors.



Pearl and Emerald Brooch

This is in the room with the gear puzzle. Search the sandy area above the doorway for it. It's behind a column.



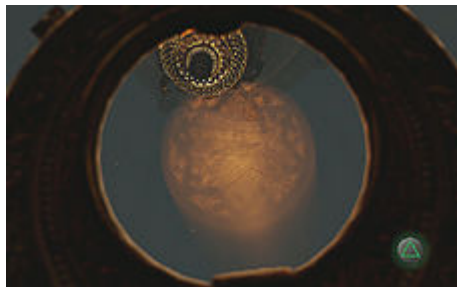
Silver Box Pendant

In the room with all the floating body parts, head down the stairs and hang a left to find this on the ground.



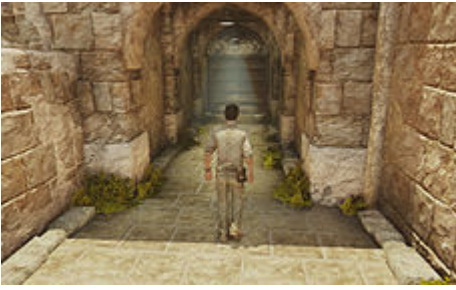
Silver Filigree Bracelet

In the room with all the floating body parts, grab the staff at the center of the room. Facing the central image on the wall, turn right 90 degrees and shine the light at the ceiling. A should drop to the ground. Place the staff in a hole in the ground and pick up the Treasure.



Amazonite and Amber Necklace

After you leave the well, walk out into the market and hang a right. The Treasure is at the dead end in front of a door.



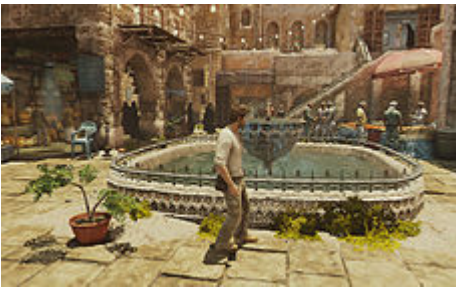
Silver Capsule Pendant

After you leave the well, walk out into the market. This is on a bench under an overhang to the right of the fountain.



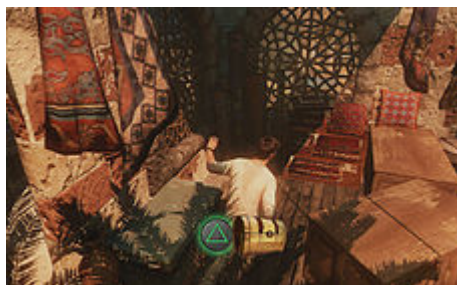
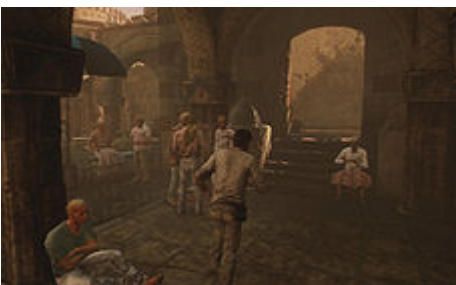
Amazonite and Amber Earring

After you leave the well, walk out into the market. Do NOT go near Sully and Elena . This is to the left of the fountain in the shade of an overhang.



Silver Yemeni Bangle

During the chase scene with Talbot, he finally escapes into a crowd. Just before entering the crowded area, look for a small set of stairs on your right. Climb these to find the behind some boxes.



Text Walkthrough

1.

TREASURE 51: Drop down into the well. **DO NOT** drop down to the ground once you reach the bottom of the ladder. Instead, climb onto the bottom ledge of the well, and shimmy around to the opposite side of it to pick up the Silver and Coral Ring.

2. **Puzzle Solution:** Drop down and run along the wall to find a message scratched on the wall. Press Select to decipher the message, and then open up your map (Press L1) and remember the moon symbol marked by a red circle. Run along the wall until you find the same symbol engraved on a stone plate on the ground. Stand on it, and open your map. Navigate your map just to the left until the drawing on the map matches up with the pillars in the room.



3.

TREASURE 52: Run up to the pillar in front of you and reach in to pull down the lever (Press Triangle). A secret passage will open, revealing a hallway. Stay on the left side of the hall and pick up the Silver and Leather Dagger about half way through.

4. Once you've arrived in the large room with two golden statue guards in the middle, head through the left door.

5.

TREASURE 53: When you've made it to the room, hop over the railing of the stairs to the right. Turn right and move around the pillar to find the Pearl and Emerald Brooch.

6. **Puzzle Solution:** Basically you need to place gears into the slots so that it alternates between a cross design and a four-circle design. You only start out with one cog in place, so you must find the others around the room. You only need to pick up the cogs with the cross or four-circle design on them. Most of them are pretty easy to find, except for the big cross cog. This can be found by going up the broken staircase and climbing onto the column at the end. Use monkey bars to get across and maneuver your way to the platform ahead by shimmying to the left on a wooden bar. Drop down onto the platform to find the Big-Cross gear near the edge. Push it off the ledge and put it in place. *From left to right the order of the gears should be: Big-Circles, Small-Cross, Big-Circles, Big-Cross, Small-Circles, and Small-Cross* (see picture below). Once ready, push the giant crank to finish the puzzle.



7.

TREASURE 54: Go back out to the big room, but go through the right door this time. Go down the stairs, and immediately turn left to find the Silver Box Pendant in the corner.

8.

TREASURE 55: Go to the middle of the room and pick up the staff. Turn 90 Degrees Left from the stairs, and then look up at the ceiling, shine light onto the glowing Silver Filigree Bracelet to make it fall.

9. **Puzzle Solution:** Go to the center of the room, face the central image on the wall, and walk directly right while looking through the glass. When all the body parts line up, put the staff down to finish the



puzzle.

10. Go back to the main room. You can now go through the middle passage, so do so. Follow the path until you come to a room, where you need to grab a torch by the door and light the ornate brazier to trigger a cutscene.

11. After the cutscene, follow the path while tapping Square to keep the spiders from attacking you. The gate will be partially closed, so you are forced to protect yourself while Elena gets the door open. *(Note: This portion isn't timed. You are not really waiting for Elena to open the door, because she always opens it as soon as you use up your last bullet. So shoot off all of your rounds as quickly as possibly to end this scene.)*

12. After another cutscene, follow the path back out to the room with the well. You will be ambushed here. Try to stay out of the smoke as much as possible, and watch out for the brute. Once he is downed, the rest of the fight should come pretty easily.

13. Once the area is clear, run towards Sully. He will give you a boost. Climb up the column then jump backwards onto the well. Get on the ladder to send it down to your friends, and then climb the rest of the way up. *(Note: You must obtain the three following treasures before following Sully and Elena. They will wait for you by some stairs at the end of the area, so don't go near them until you are ready.)*

14.

TREASURE 56: Leave the area by exiting through the door ahead. Make a sharp right and you will find the Amazonite and Amber Necklace on the ground at the end of a small corridor down some steps.

15.

TREASURE 57: To the right of the fountain in this area is a small shop under an overhang. Go in there and pick up the Silver Capsule Pendant off of a bench.

16.

TREASURE 58: There is another overhang on the opposite side of the fountain. Go in here and pick up the Amazonite and Amber Earring off of the ground.

17. Drake will start hallucinating. Simply make your way down the path until a new cutscene triggers.

18. Chase Talbot. When you come out of the first building, Talbot will climb up the wall ahead and push the ladder away. Just ignore this and keep moving forward across the bridge. There, you can climb up on the wall to your left. Keep chasing him. When you're inside the hotel, jump over the reception desk and climb up the wall. Run after him and exit the hotel through the door to your right.

19.

TREASURE 59: Once you're outside, look for a small set of stairs on your right. Climb these to find the Silver Yemeni Bangle behind some boxes.

20. Keep moving forward through the crowd until you reach the dead end, jump over to the building then to another building to your left. Chase Talbot to the top of the building then take the zipline down. You will get into a fight with him at this point. Remember to counter all of the moves he puts on you so that you don't take any damage. Shortly a cutscene will start and the Chapter will conclude.

Chapter 12

Chapter 12: Abducted Walkthrough

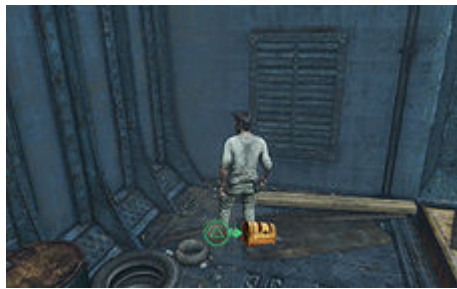
Here is a complete video walkthrough for **Chapter 12**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/31/uncharted-3-treasure-locations-chapter-12-part-1222-hd>

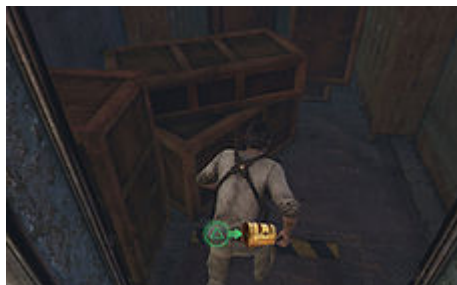
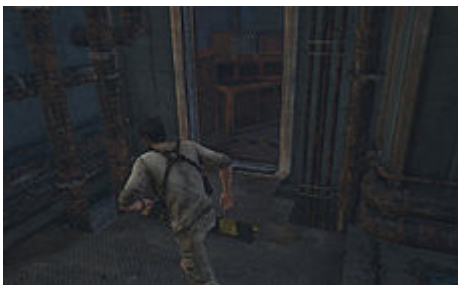
Seahorse Vesta Case

Right after the initial brawl, climb up to the top of the cargo containers and look for this Treasure in the corner.



Silver Figa Amulet

After you get your holster back, follow the hallway to the door leading out to the shipyard. Turn around here and look for a small closet with this Treasure on the ground.



Antique Silver Parrot

In the area with all the floating platforms, boats and turrets where you have a huge shootout, search the wall opposite from where you entered the area for a hole you can swim through. On the other side is a climbable wall. Climb it and pick up the grenade launcher if you need it, then turn around and leap across the gap to pick up the Treasure.

(Note: If you are treasure hunting on Very Easy, you can skip the fight in this area by swimming to the central boat and climbing the crows nest as if you meant to continue to the next area. If you make it here and die, you'll continue here with no enemies!)



Turquoise and Pearl Bracelet

After the huge shootout amongst the boats, you'll climb to a new area and fight a few more enemies. After this you need to push a box off a ledge to reach a corroded ship hull in the distance. Once you clamber your way across this you'll find yourself on relatively solid ground. Look around and you should spot this Treasure on a beam nearby. To get here you must carefully jump from beam to beam using quick taps of the Jump button (if you hold it down, you'll leap past the beams and die). Use these small jumps to reach the Treasure.



Unusual Blue Stone Ring

When you finally reach the top of the boat, you'll swing to a platform just outside the radio tower. Do not jump off this final rope. Stop swinging and climb it to the top. Up above is a Treasure.



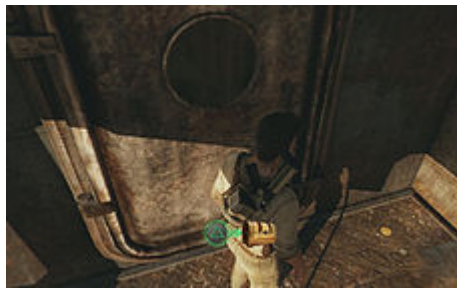
Gold Scarab Brooch

When you finally reach the top of the boat, you'll swing to a platform just outside the radio tower. Before heading into the radio tower, drop off the far side of the platform and climb down to this Treasure.



Gold Axumite Coin

After the cutscene in the radio tower, do NOT take the zipline. Look for this treasure in the corner before zipping down.



Text Walkthrough

1. Defeat the pirates. Much like in Chapter 1, start by counter-attacking followed by a series of melee attacks. Beat them down one by one until a brute jumps down. Take him out using the same method, follow the on-screen prompts in between (not shown on Crushing Mode).

2.

TREASURE 60: Climb up the cargo containers on the left side and head towards the vent to collect the Seahorse Vesta Case here. Make your way to the right side to climb up. Shimmy your way over to the left side then up the yellow ladder. Jump backwards towards the crane then to a rope in front of you. **TROPHY:** Adept Fortune Hunter for finding 60 treasures.

3.

TREASURE 61: Once you reached the top platform by jumping from a rope, follow the hallway down to reclaim your gun holster. Before going out the door on the left side, turn right into a small room filled with boxes to collect the Silver Figa Amulet here.

4. Exit through the door at the end of the hallway. Jump onto the rope in front of you and onto the yellow pipe. Then jump onto the anchor and make your way down to the water.

5. Swim to the ship in front of you and take out the enemy standing by the box silently. Head over to

the front of the ship to continue.

6. Now you're in an area filled with multiple enemies. You can take out most of the enemies silently by swimming underwater from a platform to a platform/ship. However, the better strategy is to take out the two enemies in front of you and then head over to the right side instead. When the two enemies come towards you, take them out silently by hanging off the blue cargo container and sneaking up behind him.

TROPHY: *This is the area you first find TAU-Sniper. You can easily get the 30 Kills: TAU-Sniper Trophy if you attempt to earn it at this point.*

7.

TREASURE 62: Before you move forward through the hole, swim over to another hole on your right to access the platform. Climb up the wall in front of you and once you're on top jump backwards, there is the Antique Silver Parrot sitting here.

8. Now move forward and towards the enemy standing by the turret. M32-Hammer galore! There is M32-Hammer sitting here as well as a bonus M32-Hammer if you successfully take him out silently. In the fight ahead, utilize a combination of M32-Hammer and turret to take out most of the enemies on the right side. Just be careful of the grenades and the snipers up on the cargo ship.

When the area is clear, make your way over to the ship next to you and climb up the ladder. You can replenish your M32-Hammer and TAU-Sniper ammo by the turret up here. Keep climbing up the ladder to the top of the pole. Jump onto the broken ladder from the wire and make your way towards the platform.

9. This is where the M32-Hammer and TAU-Sniper come in handy. Enemies ambush you when you reach the platform, but these two weapons are overpowering. Just make sure to take cover and you will have no trouble clearing the area. After you've cleared the area, go to the crane at the end, and drop the box in the water by pressing Circle and moving the left stick forward. Now that the crane arm is lowered, you can progress.

10.

TREASURE 63: Once you're inside the hull of a ship, there should be a Treasure sitting on one of the beams to your right. Jump from beam to beam to get to the Turquoise and Pearl Bracelet.

11. Backtrack to the platform and climb up the door. Maneuver your way to the top. Jump from platform to platform until you reach the metal beam. Walk on the beam, there is a rope hanging to your right, jump onto the rope then onto the ladder. Now climb outside the ship, then make your way to the left. After you pulled the enemy off to the ocean, pick up a Raffica and jump forward onto the red beam. The key here is to take cover behind these dorade boxes and shoot the enemies above you. Kill all of them before you move onto the next box and kill the next set of enemies, hanging off from the next box. Once the coast is clear make your way up.

12. Once you're on the platform, jump onto the yellow pipe in front of you. There will be an enemy jumping down to the platform below you. Quickly jump down and push him off the edge. Now, two enemies will come down to the platform in front of you. Take both of them out by blowing up the propane tank before you start climbing up the yellow pipes to the left.

13. After you get into a small room, climb up ahead and be ready to fight. There are enemies on the platform below you. Take them out before you jump onto the yellow beam on your right. Now, just kill a set of enemies spawning by hanging off the dorade box and climb up. Take cover behind the metal piece jutting out of the ship and kill two enemies facing you before jumping onto yellow monkey bars. Head over to the ladder by crossing over the wooden plank. Climb up the ladder on your right.

14.

TREASURE 64: Make your way to the monkey bars. You'll swing to a platform just outside the radio tower. Do not jump off this final rope. Stop swinging and climb it to the top. Up above is the Unusual Blue Stone Ring.

15.

TREASURE 65: Jump off the rope to reach the radio tower. Before heading into the radio tower, drop off the far side of the platform and climb down to the Gold Scarab Brooch.

16.

TREASURE 66: Before taking the zipline look for the Gold Axumite Coin in the corner. Take the zipline down to advance to Chapter 13

Crushing mode tips

- Be stealthy, stealthy, and stealthy! When you reached the ship graveyard, you can use stealth to take out most of the enemies. Take out two enemies on the first two platforms you encounter silently by hanging off the edges. (If you want, you can swim around the graveyard and take almost all enemies out silently on the ships as well.) Make your way over to the right by swimming underwater. There will be an RPG7 for you to pick up on one of the platforms, but ignore it so that you can pick up the M32-Hammer instead. Take out the two enemies coming through the hole by hanging off the blue shipping container and sneaking up on him.
- Swim underwater to reach the platform up ahead and climb up to the turret. Take out the enemy by the turret silently (this will earn you a bonus M32-Hammer). You can hop over to the next ship and take the enemies out silently. You could also use the combination of turret and M32-Hammer to take care the rest of the enemies in this area. When you're using the turret, enemies will spam you with grenades, so make sure you throw them back or roll away from them. Just take your time, hide behind cover, and take them one by one. There is another turret and ammo for M32-Hammer on the top of the ship.



Chapter 13

Chapter 13: Rough Seas Walkthrough

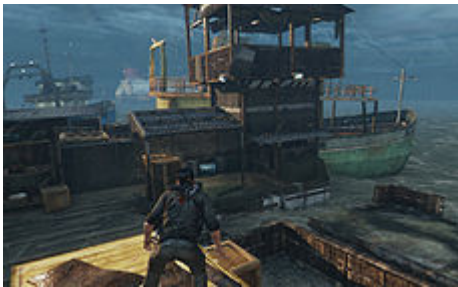
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Click this link to see the video

<http://www.ign.com/videos/2011/10/31/uncharted-3-treasure-locations-chapter-13-part-1322-hd>

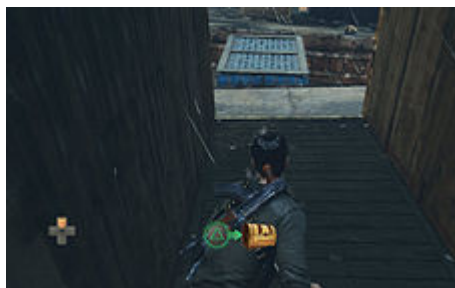
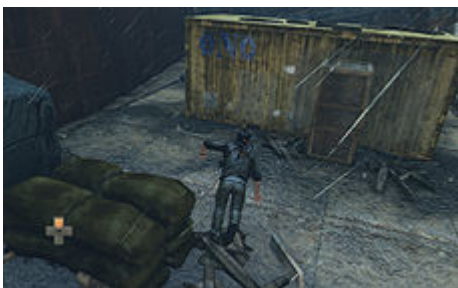
Antique Silver Box

At the very start of the chapter, keep to the right as you fight your way through the floating platforms. Look for a lookout tower near a green tugboat. This Treasure is under the tower in a corner on a barrel.



Silver Tribal Bangle

At the very start of the chapter, look for a red, floating crane. Near this is a yellow cargo container with Treasure inside of it. This is pretty much on the opposite side of the area from the first Treasure.



Ancient Gold and Coral Bracelet

Before lowering the green bridge to leave the first area, search the exterior boardwalk area nearby for this Treasure.



Text Walkthrough

1. By now, you need to be comfortable using stealth, because stealth is the key to success in the beginning of this level. Take out the enemy in front of you with a stealth takedown. Take down enemies one by one by swimming underwater and moving from platform to platform. This way, you can easily take the guards out without getting detected -- just hang off the edges of the platforms. Once the area is cleared, it's time to collect treasures.

2.

TREASURE 67: Look for a lookout tower near a green tugboat on the right side. The Antique Silver Box is under the tower in a corner on a barrel.

3.

TREASURE 68: At the very start of the chapter, look for a red, floating crane. Near this is a yellow cargo container with the Silver Tribal Bangle inside of it. This is pretty much on the opposite side of the area from the first Treasure.

4.

TREASURE 69: Make your way towards the end, there will be a green bridge. Just to the right of the bridge, you will see the boardwalk area. The Ancient Gold and Coral Bracelet is by the shelves.

5. After you have cleared the area and collected all three Treasures, it's now time to move on. Lower the green bridge by the ship and a cutscene will play.

6. You don't have to take out all the fleeing enemies. Just take out a couple of enemies by the ship as well as a guy waving signals. Make your way towards the boat.

7. After the cutscene, jump onto the fleeing boat, and hang around the back of this boat to kill all of the enemies. When your boat catches up to the boat that got away, there will be enemies hopping over to your boat. Move towards the front of the boat to keep some distance away from these enemies. Take them out.

TROPHY: You can grab the 30 Kills: RPG-7 Trophy at this point if you haven't already. Just kill a couple of enemies on the other boat, then kill yourself. The checkpoint will reload to the point where

you have to blow up the other boat. Rinse and repeat until you get the Trophy.

8. When your boat catches on fire, go to the front of the boat, and jump onto the next boat. There will be RPG-7 on both the left and right sides of this boat. Use the RPG to clear out the back. Once the boat is clear, you will have to blow up the boat that that you jumped off of. Blow up the boat and a cutscene will play.

9. Jump onto the ladder on the cruise ship to advance to Chapter 14.

Crushing Mode Tips

- Again, stealth is a key here to make your life easier. When you're making your way over to the vessel, take the enemies out silently. You can swim from enemy to enemy and take a number of them out silently by hanging off the edge of a platform. However, when you do so, make sure to swim underwater afterwards so that you won't be spotted. After the RPG scene, take your time getting onto another boat. You DO NOT have to take out all the enemies fleeing. Just kill a couple of enemies on the ship and the marshaller.
- Once you're on the first ship, you will find a shotgun at the back of the ship. Use it to take out most of the enemies in the back. If you get overwhelmed by enemies just run away towards the front; hang back here and take them one by one. When a wave of enemies hop on your ship, take the fight to the front instead of hanging around the back. Again, take cover frequently and take them out one by one. When your boat catches on fire, jump onto the front of the ship next to you, and quickly either head down left or right side of this ship to grab an RPG. Once you get your hands on this, the rest of the fight should be a breeze.

Chapter 14

Chapter 14: Cruisin' for a Bruisin' Walkthrough

Here is a complete video walkthrough for **Chapter 14**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/31/uncharted-3-treasure-locations-chapter-14-part-1422-hd>

Unusual Mask Brooch

Right at the beginning of the chapter, look in a small area along the outer walkway for a Treasure on the ground.



Rose Cut Diamond Pendant

Just past the escape boat you can use to climb to the second level is a dead end with this Treasure on the ground.



Emerald and Pearl Necklace

In the area where you fight the heavily armored pirate with the machine gun, jump on the shifting, yellow cargo container in the middle of the area and then jump into a secret area with this Treasure.



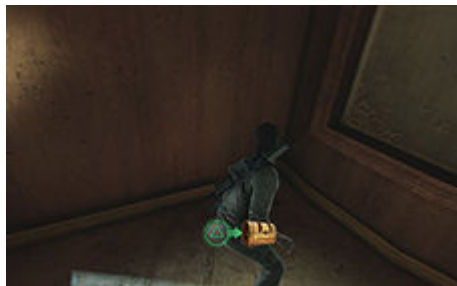
Antique Minerva Pendant

This is in the corner of the pool area, to the left of the rotating door. It's hard to spot.



Ruby and Pearl Pendant

After the ballroom shootout, several enemies will bust through a door, allowing you to proceed. Go through the door and turn right to find a Treasure at the dead end of the hallway.



Georgian English Compass

After the ballroom shootout, several enemies will bust through a door, allowing you to proceed. Go through the door and turn left and pass the hallway that leads into the ship. At the far end of the corridor is a Treasure.



Ruby and Diamond Bracelet

After the ballroom shootout, enter the hallways leading to the ship's hold. One room has a bar in it. Behind the bar is a treasure amongst the empty bottles.



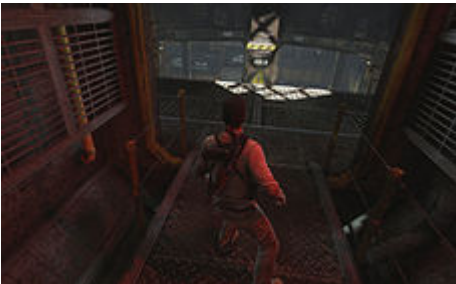
Amethyst Cufflink

Just before entering the ship's hold you'll have to go down a few flights of stairs. At the bottom, snag the Treasure.



Golden Amethyst Ring

Just before jumping down into the hold to save "Sully," grab the treasure on the platform just to the left as you enter.



Text Walkthrough

1.

TREASURE 70: Head to the back of the ship. Just before you head up the stairs, look to your left there should be the Unusual Mask Brooch in the corner.

2.

TREASURE 71: Before you jump onto the lifeboat to proceed, follow the walkway to the dead end. There should be the Rose Cut Diamond Pendant by the fire hose.

3. Jump onto the lifeboat, then climb up the wire and onto the crane arm to reach the deck. Climb up the ladder in the middle.

4. Once you reached the deck, take cover by the wall. There is an enemy patrolling ahead. Take him out silently. Climb up the cargo container. There's another enemy ahead. Take him out silently. Follow the passage.

5. In the open area filled with pirates, hang back at the start, and clear the first wave of pirates. A mini-boss will jump down from the upper deck. Lure him to the start area. Another wave of pirates will spawn. Take them out. One of the pirates above you has the M32-Hammer. Take him out and unload the M32-Hammer on the mini-boss.

6.

TREASURE 72: After you clear the area, don't move ahead just yet. Look for the yellow cargo container in the middle of the area, then jump into a secret area to find the Emerald and Pearl Necklace.

7.

TREASURE 73: Exit the area through the red door. Before you exit the poor area through the rotating door, head to the left of the rotating door, there is the Antique Minerva Pendant sitting in the corner.

Trophy: *Before you move towards the rotating door, stop and run around in the pool to get the Marco Solo Trophy.*

8. Once you're in the ballroom area, take out the first enemy sitting on the enemy silently. He will drop a bonus TAU-Sniper rifle. Next, head down the stairs, and take the guy out standing by the piano silently. He will drop you a bonus M32-Hammer. Clear the area with both weapons. Take cover and hang around by the rotating door if you run into trouble.

9. Now that you clear the ground level, snipers will spawn up on the upper deck. Don't worry about them for now -- just hang around the rotating door. A brute will come down from the upper level. Take him out with M32-Hammer. After you take care of the brute, you can take out the snipers above. Another group of enemies is trying to break in through the door to your left. Just throw a grenade by the door and that should take care of the problem. Before you move ahead, pick up all the goodies on the ground.

10.

TREASURE 74: Go to the door that the pirates bust open and look to your right. There should be the Ruby and Pearl Pendant at the dead end. Proceed left to advance to the next part.

11.

TREASURE 75: There should be an enemy to your left if you follow along the walkway. Take him out, then keep following the corridor to the end. There's the Georgian English Compass at the dead end near the firehose.

11.

TREASURE 76: Backtrack to where you just took out the enemy. There's another enemy in the small room ahead. Take him out silently. There's the Ruby and Diamond Bracelet behind the bar.

12.

TREASURE 77: Head towards the the spotlight and take out the enemy. Move forward and head down stairs. Once you reached the bottom, there will be the Amethyst Cufflink behind the stairs. Exit through the door.

13.

TREASURE 78: Before you jump onto the yellow beam in front of you, look to your left to find the Golden Amethyst Ring.

14. Make your way down by jumping onto the beam, then shimmy your way to the right onto the metal. Drop down to the ground and head towards Sully to advance to Chapter 15

Crushing Mode Tips

- This level is a level on Crushing Mode that will leave you frustrated and confused, especially at the part, in which you face a mini-boss with PAK-80. Don't try to kill him right away, but lure him to the area where you started and wait for his goons to spawn. With the mini-boss walking around the starting area, head over to the opposite side to take all the enemies out. One of the enemies above you will drop the M32-Hammer. Once you get your hands on the M32-Hammer, this boss won't be a problem.
- After defeating the boss, you'll come to a ballroom with two chandeliers. Most of the enemies in this area can be taken out silently. First, take out the enemy sitting on the table and then head down quickly to take out the enemy walking towards the piano. Take out this enemy before he gets close to the guy standing by the piano. Take out the guy on the right by hiding behind cover and then take out the enemy by the piano. You will get a bonus M32-Hammer from the piano enemy by killing him silently. Now, take out the brute below you with the grenade launcher and the rest of the enemies below. Quickly head down to fight the enemies on the upper deck. Take out the middle enemy with M32-Hammer first and then quickly roll over to grab it. Now that you have more ammunition, you shouldn't have trouble with heavily armored enemies that come down from the upper deck. Deal with the snipers afterwards. Take them to the starting area and kill them off with the grenade launcher. Finally, just throw a grenade by the door that the guards are trying to break through and that should take care of this area.



Chapter 15

Chapter 15: Sink or Swim Walkthrough

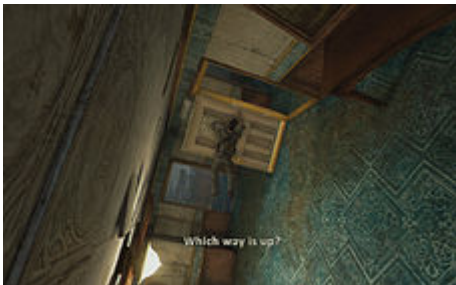
Here is a complete video walkthrough for **Chapter 15**.

Click this link to see the video

<http://www.ign.com/videos/2011/11/01/uncharted-3-treasure-locations-chapter-15-part-1522-hd>

Silver Rococo Napkin Ring

After you run from the water and get trapped under the heavy object under water, you'll climb one of the ship's hallways vertically using some doors for hand grips. On the way up, look for a bathroom you can pull yourself into and collect the chapter's lone Treasure.



Text Walkthrough

1. Fight the enemies off behind the cover, if you have looted good weapons from the previous chapter in the ballroom area, you should have no problem. Take out the brute and the riot shield guy using a grenade. Pick up his Riot shield and take out the sniper above you. A brute will come down, use riot shield to stay in cover and take him out.
2. After you cleared the area, swim towards the right side. There should be a stack of boxes in front of you. Climb up and head towards the door and fall down. Once you regain control, move forward and climb over the yellow fence.
3. A cutscene will begin, follow the on-screen instructions. Swim towards the vent and bust it open. Swim forward to continue.
4. Turn around and head towards the gap, there is a red rope hanging on the right side, jump onto it and climb up. Maneuver your way to left and keep climbing up until the door opens.
- 5.

TREASURE 79:Get inside the small room and turn around. There is a pile of boxes at the end. Climb

up and jump onto the door above you. Pull yourself into the bathroom and collect the Silver Rococo Napkin Ring inside.

6. Head forward and climb up using the shelves to your left. Open up the door to climb up. Keep moving forward until you come to the gap. Jump onto the elevator behind you. Use the elevator by pressing Triangle.

7. When you're hanging onto a giant chandelier, climb down and jump onto the red rope in front of you. Jump onto the hanging chandelier bottom. Walk forward to the exit sign up ahead.

8. After the cutscene--you need to be quick here--hold down on your joystick to run down the hallway. When you jump down from the an opening hold left on your joystick to escape the ship. Press X to jump into the ocean at the end and advance to Chapter 16.

Crushing Mode Tips

- Only challenging part in this Chapter is the area where you start in. First take cover on your right, there should be a brute coming towards you, shoot the green gas tank. When it blows up, the brute will be missing his helmet, quickly run up and kill him with a melee takedown. Now take cover again, there will be a Riot Shield enemy coming towards you this time, take hm out with a grenade. (If you have carried over the M32-Hammer from the previous Chapter you won't have any problems in this area.)
- Run towards the boxes ahead of you, take cover and take out the snipers up on the balcony ahead of you. Take out the two enemies coming down. One of them is a brute, keep a safe distance away from him. Shoot his helmet off then kill him with a melee takedown.
- At this point, water will be coming into the ship, quickly run towards the start area and take cover. Kill the guy rushing towards you first, then take out the sniper on your right on the balcony. Now face forward and kill another guy on the balcony. As soon as he's down, the ship will be sinking, allowing you to move to the next area

Chapter 16

Chapter 16: One Shot at This Walkthrough

Here is a complete video walkthrough for **Chapter 16**.

Click this link to see the video

<http://www.ign.com/videos/2011/11/01/uncharted-3-treasure-locations-chapter-16-part-1622-hd>

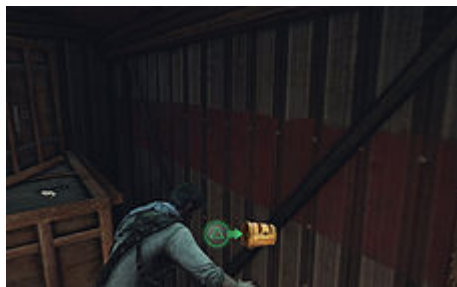
Mosaic Birds Pendant

This Treasure is atop a precarious pile of boxes just inside the first garage door you and Elena lift at the start of the level.



Song Bird Brooch

After you use the skylights to infiltrate the warehouse with the first enemies in it, search the corner for a pile of boxes for a Treasure on top.



Enamel Bird Ring

At one point you and Elena push a car down a hill through a fence. You can jump up into another warehouse here with a green car in it. In the corner behind the car you'll find a Treasure.



Text Walkthrough

1.

TREASURE 80: After the reunion with Elena, lift up the garage door in front of you. When you get inside there will be a pile of boxes on your right. Climb up the tallest one and grab the Mosaic Birds Pendant sitting on top. **TROPHY:** Expert Fortune Hunter for finding 80 treasures.

2. Proceed to next area by going through an opening just to the right of the first Treasure.

3. There's a vehicle in the corner, walk towards the back of it and on screen prompt will be shown when Elena is near you. Push the truck towards the window, quickly jump on top of it, and onto the window on your left before the jeep slips away.

4. Hop over the fence in front of you and keep following the passage until you reached the end. Climb up the wall to your right using the box, then shimmy over to the middle before jumping onto the roof behind you.

5. Keep going forward and infiltrate the warehouse by jumping down from the open skylights by pressing Square button, which will take out an enemy below you. If you successfully take him out silently, you'll receive a bonus grenade. There is another enemy ahead. Take him out silently and he will drop a SAS-12. Head over to your right and then shoot the locks to let Elena in. At this point, you can earn both the Dyno-Might Master and 30 Kills: SAS-12 Trophies (if you haven't already). A jeep will roll in carrying six enemies. Hide behind the box in front of you and take them out.

TROPHY: *After you shot the locks off the shutters, hide behind a box. When the jeep comes in, throw a grenade close to the rear of the jeep. This should unlock the Dyno-Might Master Trophy. If not, reload the last checkpoint and try again.*

TROPHY: *Again, just after you shot the locks off to let Elena in, a jeep will come in. You can kill these enemies with SAS-12 that you just received; just restart the checkpoint in the pause menu after you finished them off. Repeat the process until you unlock the 30 Kills: SAS-12 Trophy.*

6.

TREASURE 81: Before you move ahead, grab the Song Bird Brooch by the boxes sitting in the

corner just below the skylights that you dropped down from. If you have been following this guide, the Expert Fortune Hunter Trophy should unlock shortly after you collect this Treasure.

7. Walk towards the gate in front of you. It will be locked. Head back to the jeep and push the jeep down towards the gate to break it open. There will be guards coming towards you. Take them out and then head over to the left to jump into another warehouse.

8.

TREASURE 82: Once you're inside the warehouse, look for a green car parked in the corner. There is the Enamel Bird Ring behind this car

9. You'll come to an open area with lots of enemies. At this point, though, you can avoid a huge fight by taking them out silently. Follow the detailed instructions in the Crushing Mode Tips section below

10. Once you're on the roof, jump onto the ladder to your right to head down. Move towards the gate. A cutscene will be play.

11. You'll be spotted and be shot on sight. Quickly head over to your left to find a box underneath the light, then climb up the building.

12. Take out the enemies on the roof one by one, taking cover. Head towards the plane. Kill the enemy below you and jump down to the ground.

13. Chase the plane taking off. Elena will show up just in time, get on her jeep by pressing X. Guide the Elena to the landing gear at the front of the plane by using the left analog stick. Once you're close enough, jump onto it to advance to Chapter 17.

Crushing Mode Tips

- This level is fairly easy if you avoid unnecessary fights by being stealthy. Towards the end, when you get past the area that you broke into by pushing a jeep, you can avoid a huge fight by taking the guards out silently.
- First, go through the green shipping container in front of you. At the end, there will be a guard. Take him out silently. Now, make sure to leave the guard standing by the light post, as there's a guard patrolling around him. Instead, move forward and hide behind the truck. A guard will pass by you. Take him out silently. Now, there are two guards that face each other on the passage surrounded by containers. Take out the guard closer to you first as he passes by the truck near the container. Next, take out the other guard as he walks away from the container.
- After you have successfully taken all the enemies out silently on the this side, head down to the left. There will be a guard patrolling in this area. Wait for him to get near you and take him out silently as another guard circles this area around. Now, take out the guard that is circling around the light post guard, then take out the guard by the light post. Finally, head over to the building at the end, where two guards are guarding the door. Simply throw a grenade to take both of them out simultaneously. Advance to the next part by climbing up the box near them.



Chapter 17

Chapter 17: Stowaway Walkthrough

Here is a complete video walkthrough for **Chapter 17**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-walkthrough-chapter-17-part-1722-hd>

Chapter 17: Stowaway Treasures

- 0 Treasures

Text Walkthrough

1. You will be detected by a brute, which will lead to an epic fight. Fight him until you get him on the ground. Quickly head over to the box and smash Triangle to pull off the parachute.
2. When you're hanging onto the truck, climb up towards the enemy and press Square to take him out. Keep climbing up and get inside the plane. Take out the two guards. Keep moving forward to take out the enemies until the plane catches on fire. Back off at this point and just wait for the explosion.
3. When you're airborne, move towards the parachute package and follow on-screen prompts to advance to Chapter 18.

Chapter 18

Chapter 18: The Rub' al Khali Walkthrough

Here is a complete video walkthrough for **Chapter 18**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-treasure-locations-in-chapter-18-part-1822-hd>

Calcite Statue of a Female Figure

Shoot or run over the pot by the well in the desert to get the Chapter's only Treasure.



Text Walkthrough

1. Walk towards the crashing site, a cutscene will be shown.
2. Hold right on the joystick to walk along the sand dunes. Enjoy the cinematics!
- 3.

TREASURE 83: Walk forward towards the well. Find a vase by the well and shoot or run over by it, there's the Calcite Statue of a Female Figure inside. Press Triangle to pull the water up. Walk forward. A cutscene will start.

4. Keep walking forward until another cutscene begins.
5. Walk towards the red rock and rest under the shadow.
6. Push forward on joystick when you meet Sully. Keep walking forward towards the settlement to advance to Chapter 19

Chapter 19

Chapter 19: The Settlement Walkthrough

Here is a complete video walkthrough for **Chapter 19**.

Click this link to see the video

<http://www.ign.com/videos/2011/11/01/uncharted-3-treasure-locations-chapter-19-part-1922-hd>

Ancient Alabaster Ibex

At the entrance to the settlement is a locked gate. Just to the left of it is a Treasure.



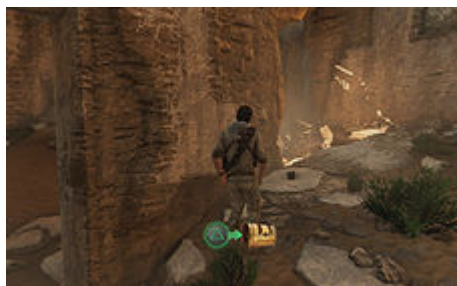
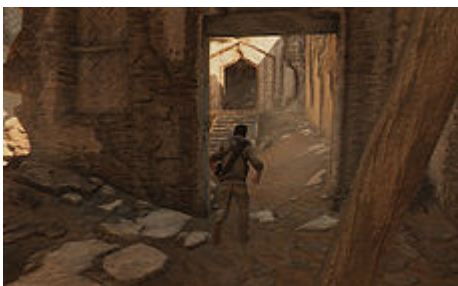
Coin of the Qataban Kingdom

After you fall through the floor at the start of the level, search the room you land in for this Treasure.



Antique Silver Linked Bracelet

When you climb out of the well, run through the doorway ahead and, when you pass through a second doorway, turn around and look by the column in the middle of the area for this Treasure.



Antique Agate Wedding Ring

After you encounter the first enemies, an enemy shoots the ground out from under you. When you regain your footing, search for this ring in the pit.



Silver and Cornelian Necklace

After you encounter the first enemies, an enemy shoots the ground out from under you. Climb out of the pit and go up the stairs. Just before the huge shootout scene with all the laser-sighted enemies, look for this Treasure along the left side of the area at the top of the stairs.



Ancient Sabaean Bust

In the area with a big shootout and the first enemy with a rocket launcher, look for a secret area you can drop into just to the left of the passage leading to the next area.



Ancient Kingdom of Sheba Coin

After squeezing through the tight area after the big fire fight (with the first rocket launcher), vault over the edge of the wall and, before going through the fancy arches look for this Treasure in the shadows.



Antique Bedouin Bracelet

In the area with the jeep on the columns and the gate you need to clear with a rocket launcher, face the gate and turn right. Follow the path through the buildings to the right of the gate to find a Treasure.



Text Walkthrough

1.

TREASURE 84: Walk towards the gate of the settlement. Just to the left of the gate, the Ancient Alabaster Ibex can be found.

2. The gate is blocked. Head to your right. There will be a ladder for you to climb up. Hop over the broken piece of wall in front.

3.

TREASURE 85: After you fall through the floor, search the right side and pick up the Coin of the Qataban Kingdom.

4. Keep moving forward. There's a well ahead. Fall down into the well and move through the chasm towards the water. Jump onto the ledge, hanging off the rock wall in front of you. Make your way up.

5.

TREASURE 86: When you climb out of the well, run forward. When you pass through a second doorway, turn around and there should be a Antique Silver Linked Bracelet by the column.

6. Move forward and break the door open by pressing Triangle. Now, you will encounter a group of

enemies, only to find yourself weaponless. Quickly head over to the left. You'll find a small room where you can either grab a Para 9 or take out the enemy coming towards you and take his assault rifle. If you run into trouble, just move backwards towards the door and take them out, one by one.

TROPHY: *This is a good chapter to claim Bare Knuckle Slugger Trophy if you're playing on Normal or lower difficulty levels. Get to the area where you first encounter a group of enemies and then clear the area by defeating them with melee attacks. Leave the brute in this area and let him kill you. The game will restart to the point where you had just broken into the area. Repeat the process until you get the Trophy. You can do this on Hard as well, but it will be much harder. Play through this Chapter on Very Easy difficulty from the main menu to have an easier time obtaining this Trophy.*

7. Move forward. Press Square to take out the enemy below you when you've reached the stairs heading down. There will be a group of enemies waiting for you. You can utilize melee attacks to defeat them easily if you use the tight space to your advantage, but watch out for the enemy with a shotgun. After you've defeated the enemies, another wave of them will come through the door. Defeat them and go through the door.

8.

TREASURE 87: After you've fallen through the floor, take out the enemy above you. Below him is the Antique Agate Wedding Ring in the corner.

9. Shoot down the pillar wrapped in red. Climb up the wall in front of you, then make your way to the left until you see the stairs below. Jump down. There will be an enemy waiting for you on the top of the stairs.

10.

TREASURE 88: Kill the sniper up ahead and pick up his T-Bolt Sniper before moving forward. Look to your left in this room. There's the Silver and Cornelian Necklace hiding in the corner as well as a Mag 5.

TROPHY: *The reason why I mentioned T-Bolt Sniper and Mag 5 is that this is a good spot to finish off both 30 Kills: T-Bolt Sniper and 30 Kills: Mag 5 Trophies. You can also grab the Reload Master Trophy if you haven't already by using these two weapons. You won't have to worry about reloading at all. Just kill enemies using these two weapons until you run out of ammo. Make sure to you don't kill all the enemies in this area, reload the checkpoint and repeat the process. By the end, you'll have killed 60 of them and you'll have earned three Trophies in one sitting.*

11. An easy way to clear the area ahead is just to camp in the room where you just found the Treasure. Just hang back here and take the enemies out using the sniper rifle. Watch out for the enemies with RPG-7s to your right. Since they don't come down to this room, just throw a grenade by the opening to take out a brute and an enemy with a Riot Shield. Once the area is clear, leave the room and move forward.

12.

TREASURE 89: Before you proceed to the next area by going through a chasm, there's a Ancient Sabaeen Bust for you to collect. Look for a secret area you can drop into just to the left of the chasm.

13.

TREASURE 90: After squeezing through the gaps, hop over the edge of the wall. Look for a Ancient Kingdom of Sheba Coin on the right, under the shadow. Proceed to next area by going through a stone archway.

14. You'll arrive at an open area with a MG-mounted jeep in front of you. Try to take the jeep down first by knocking down the weak spots of the pillars. Head over just the left of the crashed jeep. There will be a PAK-80 in the secret area. You can take out most of the enemies using the machine gun. There are a couple of brutes in this area, but they're no match for the PAK-80. Kill the enemy with the RPG-7 above the gate in front. Grab the RPG-7 to knock it down and proceed to the next area.

15.

TREASURE 91: Before you do that, though, there's a Treasure just the right of the gate. Move right towards the end. The Antique Bedouin Bracelet is in the corner.

TROPHY: *If you haven't earned the Trophy already, this is a good place to rack up 30 kills with the PAK-80. Just kill some of the enemies in this area and let them kill you. Since kills are cumulative, the checkpoint will reload and you can repeat the process until the 30 Kills: PAK-80 Trophy is unlocked.*

16. Climb up the ladder ahead and jump down to the next area. You will be facing a group of enemies in the building just up head of you. Take them out from behind cover. Shortly after that, Salim and his men will come to rescue you.

17. After you have gained the control of the horse, keep following Salim. Take out the two snipers. There will be an enemy with the RPG-7 on one of the archways that you have to take out. As you pass by him, press Triangle to pick it up. Blow up the gate ahead of you to advance to Chapter 20

Crushing mode tips

- You will be facing three large groups of enemies this level. The key here is patience. The first area that you arrive in after climbing up the well can be quite frustrating, because you start with no gun. However, with patience you will beat them quite easily. Walk up to the red pillar on your left and quickly take down the enemy in front of you to grab the M9. Sit in the cover and take out the enemy in front of you. **DO NOT** hang in the cover for too long as you will be overrun by grenades. There are two enemies ahead of you hiding behind the railing, take them out. **BE CAREFUL** of your right flank, there's an enemy hiding behind the well. Take him out and the brute on the top of a building. The easiest way to kill the brute is to aim for a headshot. Once the area is clear, **DO NOT** walk towards the stairs ahead as this will trigger a spawn of enemies, instead go around the area and pick up ammo. Instead of heading down the stairs take cover behind the wall to the right of the stairs. Once you kill most of the enemies below you head

downstairs. Take care of the last couple of enemies here and pick up ammo before you proceed to next area.

- The second area is relatively easy. You'll have access to both the Mag 5 and the T-Bolt Sniper. Just lay back in the area where the Silver and Cornelian Necklace is and take cover by the opening. You can take most of them out using these two weapons very easily. Just be careful of the RPG enemy on your right and the sniper ahead of you. If you get overrun by grenades or your health gets low run away to the bottom. You should take out the enemies on your left and right flank first then take out the Riot shield enemy rushing towards you. Kill him with a grenade he should go down easily. There should be a brute walking towards you. Throw a grenade at him and aim for a headshot. When his helmet gets is taken off, kill him with a melee takedown. This should pretty much take care of this area.
- Finally, when you reach the open area with the MG-equipped vehicle, take it out first by knocking down the pillars as this will make your fight much easier. Next, head over to the west side of the jeep, where you'll find the PAK-80. With the PAK-80, you won't have any trouble taking out the rest of the enemies in this area. PLAY SMART, just take cover and take the enemies out one by one, you've already played through the game once, you should be familiarized with the enemies and the way they behave. Two brutes here are really easy with the machine gun, just keep a safe distance away from them and you will be fine. Take out the RPG guy ahead and the rest should be a breeze.

Chapter 20

Chapter 20: Caravan Walkthrough

Here is a complete video walkthrough for **Chapter 20**.

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-walkthrough-chapter-20-part-2022-hd>

Chapter 20: Caravan Treasures

- 3 Treasures
- When browsing the chapters in-game to see how many treasures you have collected in each Chapter, you will not find these three treasures listed under this Chapter. Instead, the game counts them as part of the eight listed for Chapter 21.

Carved Sabaean Face

Just as you enter the large doors after the fight with the two trucks with turrets, look to your left to pick up this Treasure on a mound of sand.



Bronze Sabaean Bull Sculpture

Climb up the ladder to the right in the massive entrance area Sully stays to pull the switch. Drop off the ledge to the right of the switch pick up this Treasure on a platform below.



The Royal Game of UR

Climb up the ladder to the right in the massive entrance where Sully stays to pull the switch. Hop to

the chandelier and climb around to the far side and pick up a Treasure.



Text Walkthrough

1. Drake on a horse! Follow Salim's instructions to catch up to the convoy.
2. Catch up to the truck on left and jump and hang onto the truck. There is an enemy on this truck, take him out by pulling him off. Once you're on the truck, there will be enemies on motorcycles ahead, take them out and jump back on the horse.

TROPHY: *You can earn the Truck Brawler trophy here by killing 10 enemies with hand-to-hand combat on the back of the convoy trucks.*

3. Keep moving forward, catch up to another truck on your right and take the enemy out with the same method. When you're on the truck, turn around and kill the enemy on a bike and jump back on horse.
4. Take two guys out on both trucks in front of you. You can shoot both of them on horseback or catch up to one of the trucks and take the guy out with the same method. There is another guy on motorcycle behind you, kill him before moving forward.
5. Catch up to next two trucks ahead, take the guy out on the right with the same method. Hop on the truck and shoot the guy on your left. Once again jump back on horse.
6. Catch up to the next truck and take the guy out by pulling him off the truck. Hop over and grab the RPG-7 near the front. Take out two turrets ahead of you with RPG-7. Your truck will be lit on fire, jump back on your horse on your left.
7. Follow the convoy and shoot the enemies on bikes while on horseback. As you pass through the gaps a cutscene will be shown.
8. Jump back on your horse and keep moving towards the three jeeps at the front. Jump on the trucks to refill ammunition if needed. Take out the enemies as you move towards those jeeps. A cutscene will be shown.
9. Catch up to Sully, jump onto the truck to flee him. Fight the brute following on-screen prompts.

When you're hanging onto the crane, jump down on your horse by pressing Circle. A cutscene will begin.

10. There will be enemies ahead of you. Luckily you're in a huge sandstorm. You can take out the first enemy silently and pick up the T-Bolt Sniper. Head to left and take out the guard walking by the truck silently then the guy standing on your right. Lastly, kill the guy up on the hill. At this point you will run into a fight. Run away towards the truck behind you and take a guy coming towards you with the sniper rifle. He will drop PAK-80 pick it up and move forward into the ghost town.

11. Kill the guys greeting you at the front and head to the left side. There will be a sniper ahead of you. Take him out and look ahead, there is a guy with a grenade launcher, you know what to do. After you've killed him, climb up to the spot where the sniper just died, there will be RPG-7 on it, take the turret ahead.

12. Now head down to the right side where the other sniper is, take him out and climb up to find ammo for RPG. Take the last turret out. Watch out for an enemy sneaking up on you to your right.

13. Move ahead, taking the enemies out as you move forward. Sully will help you out here, just be patient and take cover. There are two snipers ahead, take them out. Keep moving forward until you reach the giant gate and go inside.

14.

TREASURE 92: Just as you entered the room, look to your left, there is the Carved Sabaean Face on the mound of sand.

15.

TREASURE 93: Climb up the ladder on your right. Drop off the ledge just right of the switch and jump down to a platform below. There is the [[Bronze Sabaen Bull Sculpture] for you to pick up. Backtrack to the switch and wait for Sully to climb up and pull the switch.

16.

TREASURE 94: Before you climb up on the gears, turn around, there is a chandelier near the switch. Jump over to the chandelier and shimmy around to the far side to pick up the The Royal Game of Ur.

17. Now, climb up on the gears and jump onto the next platform. Drop down to another platform below. Maneuver your way to the right, climbing onto the beams at the end then onto the narrow wooden beam. Jump onto the chandelier ahead of you and shimmy your way around. Jump onto the next chandelier then onto another chandelier then finally onto the platform. Hold Triangle at the switch to advance to Chapter 21.

Crushing Mode Tips

- When you are chasing the caravan on horseback there are a few instances in which you really need to change your strategy for the Crushing playthrough. First, before you make a move you

need to make sure that the area/truck you are going to is clear or you need to make it clear. This is mostly just to say watch out for the motorcycle guys. In Crushing, they will take you out fast. They still go down easily, but just make sure you blow em all up real good. There are two checkpoints in this chase and the second is the most difficult one. There are some instances where you are going to be getting shot at pretty hard and need to regain health. When this happens get behind one of the trucks you have already emptied and while riding your horse use it as moving cover. With this strategy you will be up to the truck in front and rescuing Sully in no time.

- When you reach the sandstorm-swept ghost town filled with enemies with Sully, try to take out two snipers on both left and right side first. Climb up on both sides and there should be RPG-7 waiting for you. Blow up the two MG-equipped vehicles with it and the rest should be a breeze. Again PLAY SMART. Just take cover and take out enemies one by one as you move forward. Keep in mind that Sully will help you a lot in this area if you take time. **You don't need to take down all enemies in the ghost town, but it would be suicide until you get rid of the snipers and destroy the two trucks with machine guns.**

Chapter 21

Chapter 21: The Atlantis of the Sands Walkthrough

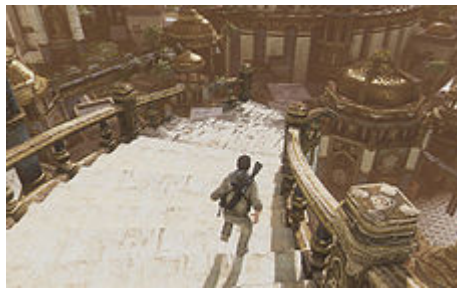
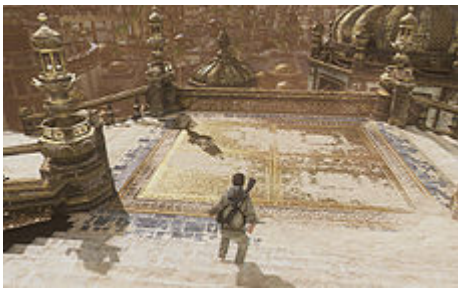
Here is a complete video walkthrough for **Chapter 21**.

Click this link to see the video

<http://www.ign.com/videos/2011/11/01/uncharted-3-treasure-locations-chapter-21-part-2122-hd>

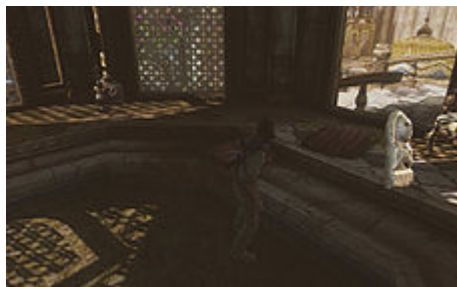
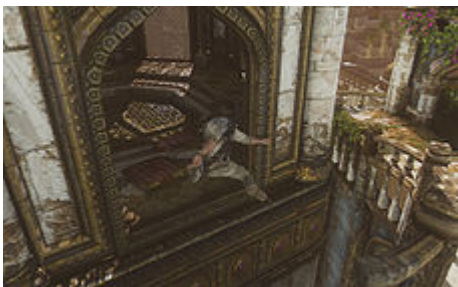
Bronze Man of Nashqum

As soon as you enter the Atlantis of the Sands, head down the stairs and take a left at the fork. Where the stairs are broken off, pick up a Treasure.



Sabaeen Alabaster Stele

As soon as you enter the Atlantis of the Sands, head down the stairs and take a right. Look for a tower top you can jump into and snag a Treasure on your way to the fountain.



Akkadian Statue Head

In the first fight with the flame-headed demons, as soon as you land, turn right and run into the structure. Look for this Treasure on above some stairs along the back wall.



Sabaeen Moon Symbol

After the spider hallucination, you'll be returned to the bottom of the elevator, turn around and grab this Treasure before heading down the street in your drug-induced daze.



Statue of Gudea

When you wake up from your hallucination in the pool, run down the hallway and search the left side for a Treasure.



Text Walkthrough

1.

TREASURE 95: Here we go, we're finally here! There are **two treasures** for you to pick up. Head down the stairs on the left, there is the Bronze Man of Nashqum waiting for you at the end.

TREASURE 96: Now, head down the stairs on the right. You can access the tower on your left by jumping over, the Sabaeen Alabaster Stele is inside.

2. Keep heading down the stairs until you reach the fountain. After the cutscene, head up the stairs on your right. There is an enemy in front of you and RPG-7 on your right. Pick it up and kill him.

These enemies you encounter here are tough as they can turn into fire demons that teleport and throw flaming grenades at you. Gamers should just watch out and take them out using the RPG-7, but even then it will take two blows to kill them completely. Just take cover at all times and if your screen goes remotely black, take cover until your health regenerates again. Run around the area, there will be weapons like SAS-12 and TAU-Sniper for you to pick up. Use them to kill the fire demons. Also the M32-Hammer can be found near the stairs, a weapon that is effective against the demon enemies if a direct hit is landed.

3.

TREASURE 97: Once the area is clear, don't head down just yet. There is the Arkadian Statue Head for you to pick up. Head to the room that you picked up RPG-7 from at the start, there will be a Treasure in the back wall along the stairs. Replenish your ammo and pick up power weapons before heading down.

4. You will be greeted by Talbot at the bottom. Run after him. Turn around when you get to the dead end and move forward towards the streets of Columbia. Run away from those crawlers, heading towards the door at the end. The sequence is very similar to the chasing scene in Chapter 3. Run forward onto the monkey bar, then go forward and jump over to the building across from your location. From there, leap over the railing to your left instead of going forward.

5.

TREASURE 98: When you're controlling the adult Drake again, before going forward towards the gate, turn around and grab the Sabaeon Moon Symbol by a statue. Now, move forward and towards the gate. Grab ammo for TAU-Sniper just right of the gate. A cutscene will begin when you're near the gate. There will be a wave of fire demons coming down from the elevator.

6. Nothing new here, just defeat these enemies with TAU-Sniper and M32-Hammer. They will go down rather quickly. Again, just keep an eye out for those flaming grenades. Make sure to replenish your ammo again before going through the gate.

7. You will be greeted by another set of enemies. Take cover and kill them. Make sure you save plenty of TAU-Sniper ammunition, as it will prove to be extremely valuable in the next section.

8. When you arrive at the fountain, prepare yourself for one of the most difficult areas in the game. What you want to do here is grab the RPG-7 from the left side. Use RPG-7 against the enemies and when you run out of ammo you can grab the M32-Hammer on the right side. The TAU-Sniper and T-Bolt Sniper are also very effective against these enemies. Don't bother using the M9 or grenades against them -- neither weapon is truly effective enough to help in this situation. Don't bother to stay in cover, as they will teleport around and kill you or continually launch flaming grenades at you. Run away from them, maintaining a large distance between you. Move around the left to right sides to take them one by one.

9. Go towards the opening. There's a switch at the front. Press Triangle to fill the pool with water. Go over to the left towards the wheel. Press Triangle again. Now, follow your reflection to the other side and press Triangle again by another wheel. Investigate the shiny object in the middle of the pool.

10.

TREASURE 99: When you wake up from your hallucination, head down the hallway and search the left side for the Statue of Gudea sitting by a golden statue just before the second doorway. Run towards the fountain then down the stairs on your right to advance to the final chapter of the game.

Crushing Mode Tips

- When you're dealing with fire demons, make sure you have power weapons such as RPG-7/M32-Hammer/TAU Sniper to kill them with as those weapons will kill the enemies in two shots. Take cover at all times.
- When you reach the big fountain with five fire demons, try to take the battle to either the right or left side of the fountain and then take them down one or two at a time. There is an RPG-7 on the left side and both a M32-Hammer and T-Bolt Sniper on the right. *The best weapon of choice is an M32-Hammer.* Move around and deal with them one by one rather than hiding behind cover, as they can teleport around any cover you take.



Chapter 22

Chapter 22: The Dreamers of the Day Walkthrough

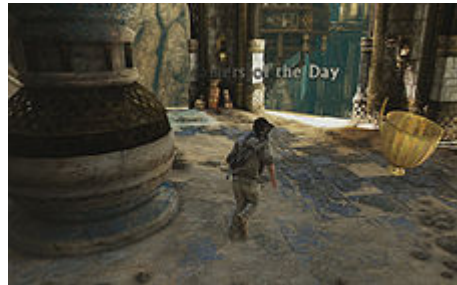
Here is a complete video walkthrough for **Chapter 22**.

Click this link to see the video

<http://www.ign.com/videos/2011/11/01/uncharted-3-treasure-locations-chapter-22-part-2222-hd>

Gold Cup from Ur

At the very start of the Chapter, look for this Treasure at the bottom of the spiral stairs.



Golden Hittite Goddess

At the bottom of the elevator (after you meet up with Sully), run along the path to the stairs on the far side of the chasm. At the bottom of the stairs is the final treasure, along the right wall.



Text Walkthrough

1.

TREASURE 100: Welcome to the last chapter of the game, first thing first, head down the spiral stairs and once you reach the bottom turn around and look for the Gold Cup from Ur. **TROPHY:** Master Fortune Hunter for finding 100 treasures.

2. Follow the passage. There will be an enemy coming towards you, you know what to do. After you killed him, take cover by the archway, there should be enemies on the bridge to your left, kill them

before you advance.

3. As you move forward, there will be a brute coming down your way, take him out and head towards the room ahead. Once you're inside, there will be some enemies to deal with, clear the room before you head to the bridge.

TROPHY: This is a good area to earn both Throwback Master and Throwback Trophy.

4. There is a group of enemies on the bridge ahead, take cover by the door and clear the bridge. You can also go upstairs and take cover by the window, there will be T-Bolt Sniper for you to pick up. These enemies are close to each other, utilize grenades to take them out.

5.

TREASURE 101: Cross the bridge and head towards the tower on your left, a cutscene will begin. Take the elevator down. Follow the passage down. Before you head up the stairs, run along the wall at bottom you will find the Golden Hittite Goddess here.

6. Follow the passage to the door. Once at the door, walk up to one of the switches and press Triangle to open. When you're in the room with a cobra statue, there will be two enemies below you, take them out first then drop down. Move forward to the hallway and then immediately take cover. There are enemies ahead, take them out one by one, moving from cover to cover.

7. You will arrive at another room, exit through the door. Immediately take cover once you're outside. Take the enemy with a grenade launcher on your left first before you take out the brute coming towards you. Once the area is clear move ahead to another tower. There will be enemies on the bridge and up on the balcony, take them out.

8. Move towards the cave ahead, another wave of enemies will spawn on the balcony, take them out before you go through the cave. Once you're at the bottom of the cave, an enemy will toss a grenade, simply run away then head up once it's safe. There will be two enemies waiting for you up there, take them out and move towards the box, another cutscene will start.

9. Cross the bridge and move towards the central cistern, a cutscene will begin. After the cutscene you will spawn back at the bridge. An enemy will immediately greet you, take him out and take his T-Bolt Sniper. Again, clear the bridge moving from cover to cover. Be patient, Sully will help you out here. Move towards the tower ahead once the area is clear and take out another group of enemies before you move to the elevator in front of you.

10. There will be two enemies greeting you once you arrive on top. Take them out and head to the right to take the ladder up. Now there will be gears on each side of the tower, take the gears on the opposite side and hold onto the gear going up to reach the level above you. You will be greeted by enemies, kill the enemy coming towards you first and then take out another enemy on the bridge ahead of you. Keep going up until you reach the last ladder, there will be an enemy waiting by ladder here, take him out first then climb up the ladder. Here you will be greeted by yet another enemy by the stairs, kill him then head upstairs. A cutscene will begin.

11. Much like Uncharted 2 ending, you will encounter moving platforms that will lead you to the other side. Follow Sully until a cutscene plays. You will now run into a fist-fight with Talbot, you know what to do, start by counter-attacking (Triangle) followed by a series of melee attacks (Square), follow the on-screen prompts in between.

12. When the cutscene ends, you will find yourself hanging onto the beam, make your way up then shoot Talbot. Keep climbing up to the top. Once at top, follow Sully until the ending scene plays. Congratulations, you just have beaten Uncharted 3, the completion trophies should unlock shortly depending on your difficulty level.

Crushing Mode Tips

- Believe it or not, this Chapter is relatively easy. However, there will be some parts where you encounter large groups of enemies, just take your time and hide behind cover to take them out one by one. Also, use power weapons such as M32-Hammer, T-Bolt Sniper, TAU-Sniper, etc.
 - You will come across the first group of enemies on the bridge in the beginning. This area is easy once you clear the room before the bridge. Just head upstairs and there will be T-Bolt Sniper by the window up there. Use it to take most of the enemies out on the bridge and use grenades to take care of the rest. Just be careful of the enemies tossing grenades at you and you will be fine.
 - Another problematic area you encounter is after you crossed the hallway filled with snipers. Once you exit the room, you will be immediately greeted by a brute coming towards you. The key here is to take out the grenade launcher enemy first on the bridge to your left. Once you took care of him, take the brute out. Remember, the easiest way to kill a brute is to aim for a headshot to shoot his helmet off then finish him off by a melee takedown.
 - After the relatively cramped hallway with snipers and rotating gears, go down the spiral staircase and out into the open to make the game spawn enemies in the tower up ahead and the bridge to your left. Run back upstairs and go back to the hallway with rotating gears and ornate windows overlooking the bridge and the path toward the nearest tower. **You could take out the enemies on the bridge and those hiding behind pillars in the tower nearest to your location by aiming through the spaces of the ornate windows without the enemies figuring out where the shots came from.**
 - Last but not least, after the lengthy cutscene in the central cistern, you will find yourself on another bridge. Here, the enemies are much tougher to kill since the whole city is falling down. Take the enemy in front of you quickly to grab his T-Bolt Sniper. **Take care of the enemy firing an M-32 Hammer from the second floor of the tower, since he could take you out even if you hide behind cover within ten seconds after grabbing the T-Bolt Sniper.** Move from cover to cover, killing them one by one. Take your time! The earthquake will throw your aim off quite often and this can get very annoying, however, with patience you will find yourself on the other side of the bridge.
 - Note that for the last boss fight, the on-screen prompts will not be shown. Always start attacking Talbot after you counter his attacks. You will die if Talbot slashes you twice so make sure to counterattack before you begin landing punches on him. Once you're in a hold, spam Circle to get out as this particular on-screen prompt will not be shown on Crushing Mode.
-

Treasures

There are 100 hidden **Treasures** in Uncharted 3. This page documents the locations of all 100 treasures (with images).

Note: Video for every Treasure in the game can be found in the Walkthrough and the Chapter sections of the Treasure guide (see navigation bar on the left).

Below is a quick reference list for every Treasure in the game.

Chapter 1 Treasure Locations

- 2 Treasures

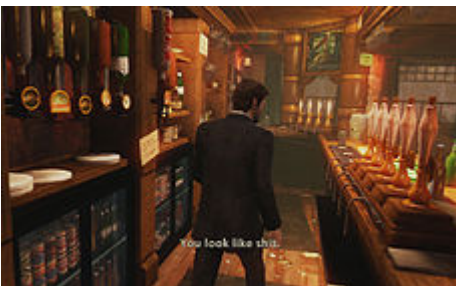
Antique Boxing Medallion

By the Arcade Slot Machine in the bar fight scene. You can get this during or after the fight.



Brass Vesta Case

After the bathroom fight, search the shelves behind the bar for this one.

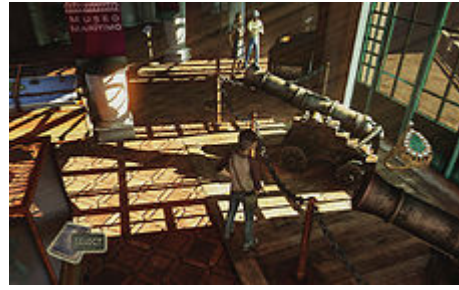
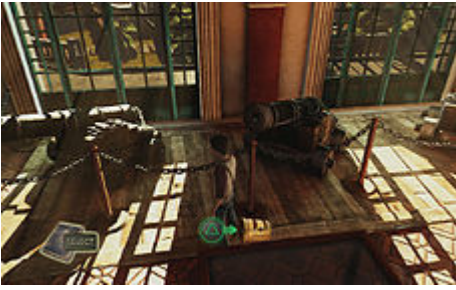


Chapter 2 Treasure Locations

- 7 Treasures

Emerald and Diamond Ring

Inside one of the cannons in the first room of the museum.



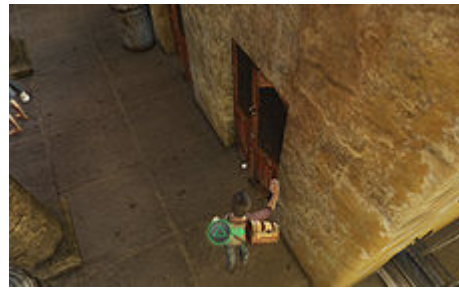
Antique Coin Purse

Instead of going upstairs in the museum, search the little area to the right of the stairs. This is on the floor behind a vase.



Antique Colombian Soup Ladel

After you get booted out of the museum into the street, look for this past the blue car. It's in a doorway under an overhang.



Pottery Chimu Vessel

After eating the rotten fruit, Sully will enter a meat market up ahead. Do not follow him. Search the pottery stands across from the staircase (on the right) for this Treasure.



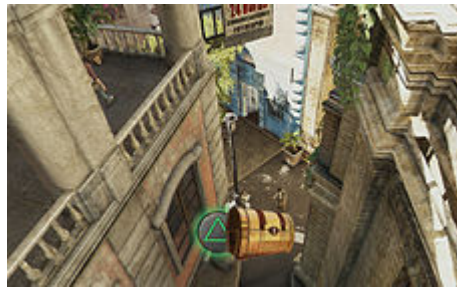
Ancient Chupicuaro Figure

Before entering the meat market while following Sully, turn left and follow the street to a small set of stairs across from Cafe El Sol. At the top of these stairs is the Treasure.



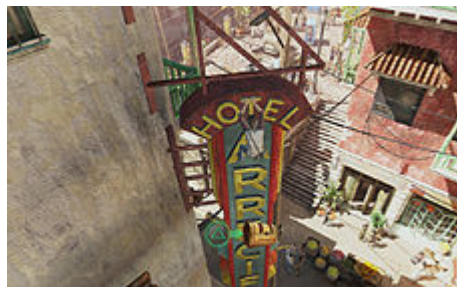
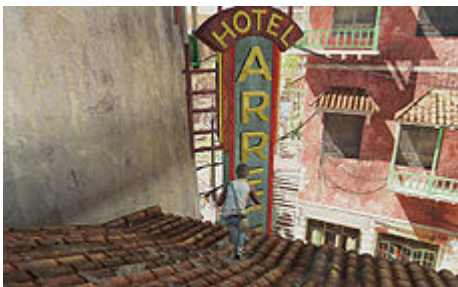
Shamanistic Jaguar Head

After spying on Sully, swing from the yellow pipe to the balcony and look for this on far end of the balcony by the potted plant.



Antique Colombian Table Knife

As you follow Sully from the rooftops, climb to the top of the red and yellow Hotel Arrecife sign to get this.

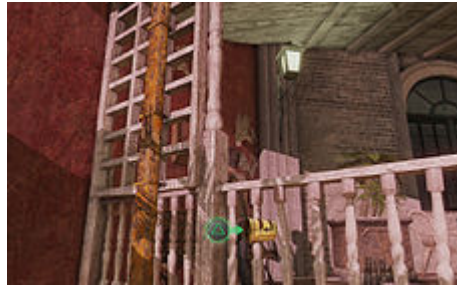


Chapter 3 Treasure Locations

- 3 Treasures

Dog-Shaped Incan Whistle

Just outside the entrance to the museum is an L-shaped, covered porch with this Treasure on it. It's just under the yellow pipe you can use to climb down from the rooftops.



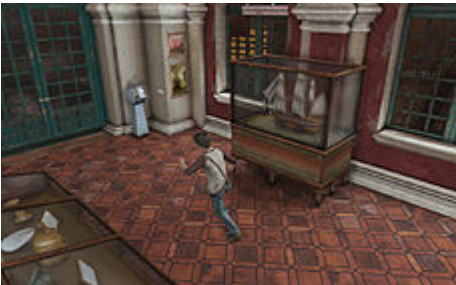
Silver Chimu Pendant

Just as you enter the museum, search the diving suit for this Treasure.



Seventeenth Century Coin

When you enter the museum, don't go to the case. Search by the green door for this Treasure.



Chapter 4 Treasure Locations

- 6 Treasures

Diamond-Studded Horse Brooch

Just after you squeeze through the tight alley at the beginning of the level, hop over the bar and hang a right to find this Treasure in a dead-end alley.



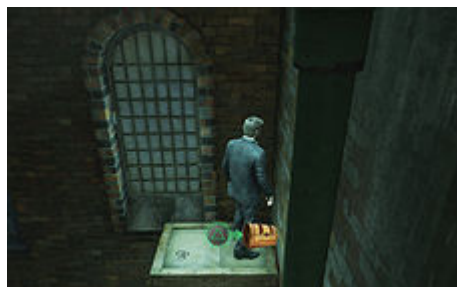
Coral Cameo Brooch

After climbing into the warehouse through the open window, jump to the yellow pipe but instead of climbing through the internal window ahead of you, shimmy along the pipe to the right. You'll reach a platform where you can find this Treasure.



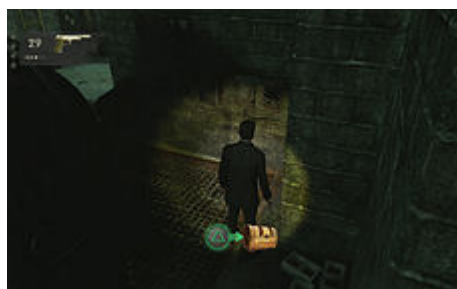
Victorian Locket and Chain

After you get down to the warehouse floor, look for a huge pile of boxes in one corner. Climb the boxes to find this Treasure.



Silver Roses Bracelet

In the generator room where you encounter the very first enemies, look for this behind a generator in the shadows.



Fierce Lion Bangle

When you climb down the huge cylindrical waterway using the yellow pipes, you can snag this Treasure in a grate on one of the walls on the left of the cylinder.



Pearl, Diamond and Ruby Brooch

In the large, round room with the two levers that lower the bridge, climb to the left of the lever to pick this up high on the wall.

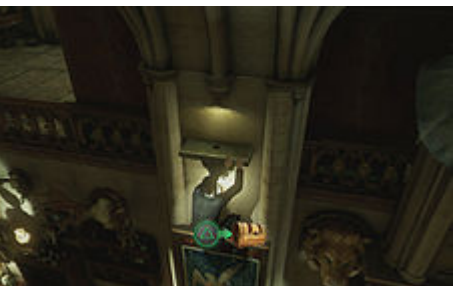


Chapter 5 Treasure Locations

- 4 Treasures

Victorian Copper Penny

On the lower floor of the library, right when you enter and stealthily take out the two enemies, look for lion and elephant heads mounted on the wall. You can climb up the wall next to the lion head and get to a small ledge with this Treasure on it. It's above the painting of a guy with wings on a horse.



Victorian Gold Sovereign

This is on the upper floor of the library, but you can't get it when you first arrive there. After getting the

map from the gold deer head and killing the enemies that barge in, circle back to the top level of the subterranean library. Under a display case in the upper walkway you'll find this Treasure.



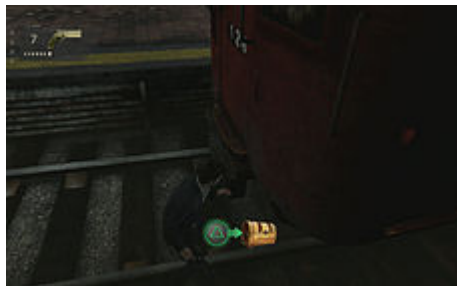
Silver Hunter Pocket Watch

As you back track through the large subterranean train station with all of the enemies, you'll have a gun so you can shoot this Treasure down. It's on a ledge under the giant clock above one of the trains.



Art Nouveau Flask

In the North Atwood subway station, this is on the tracks beneath one end of a train car.

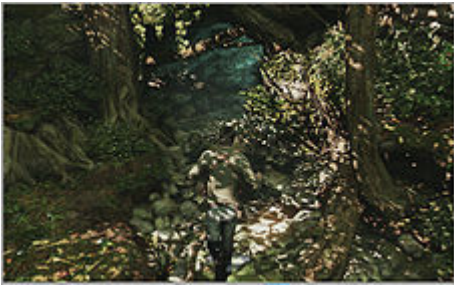


Chapter 6 Treasure Locations

- 9 Treasures

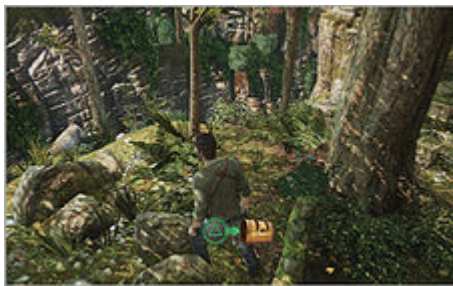
Antique Wax Seal Stamp

At the beginning of the level, in the forest, there is a small stream. Follow it downstream to its termination point in a little cave and pick up this Treasure in the pool there.



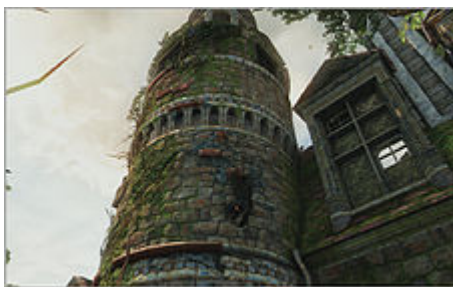
Gold Inlay Cameo Bangle

In the forest at the beginning of the chapter, you'll come across a statue of a guy playing a flute. A short path above this statue leads to a small wall with the Treasure behind it.



Diamond and Pearl Bracelet

When first climbing up into the castle, do not enter the first hole you come to in the round tower. Climb/hang/jump to the right and you can find some ledges that lead up to a higher hole in the tower. Here you'll find the Treasure.



Louis XVI Louis d'or Coin

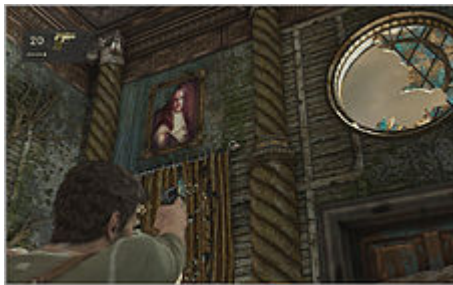
After swinging from the chandeliers and working your way through the castle, a short cutscene will reveal the old tower. You are now supposed to hop out a window at the top of some stairs. Do not

leave just yet. Search the dead end of the hallway on the second floor behind the stairs for this Treasure.



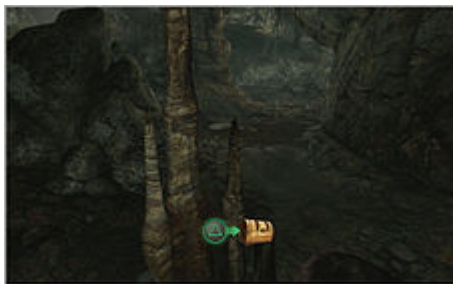
Emerald Cameo Brooch

In the room with the four statues with gold weapons you must rotate, there is a small adjacent room with red curtains. Search the top of the curtains for the glimmer of this Treasure. Shoot it down.



Art Nouveau Belt Buckle

When you fall through the floor into the caves below, run downhill and search for a Treasure behind a stalagmite.



Ruby and Diamond Ring

Right when you first get grenades, kill all the enemies in the quick grenade tutorial, then hop down and look for this Treasure in the corner near the closed gate.



Silver Rococo Teapot

After reuniting with Sully you'll take on a ton of enemies in a large courtyard. At the end of this you and Sully will break through a door. Below is the floor puzzle, but don't go there yet. Instead, look for an adjacent room on the top level with some hand holds. You can climb these to reach a high platform with the Treasure on it.



Miniature Portrait Pendant

On the ceiling of John Dee's laboratory there is a Treasure you can shoot down.

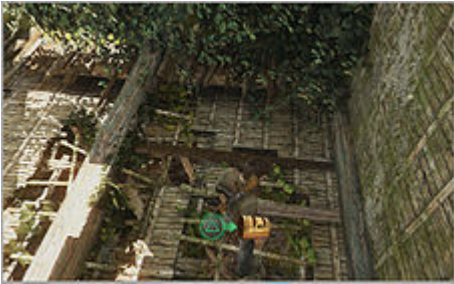
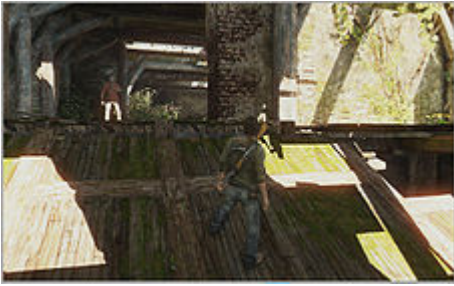


Chapter 7 Treasure Locations

- 1 Treasures

Gold and Pearl Stickpin

After you escape the spiders and re-enter the castle, you'll have to cross a gap using a chandelier. You'll pull down a part of ceiling creating a ramp for Sully. Use this ramp to jump to the topmost floor above where you just were. Follow the floor around to a room with this Treasure on the floor.



Chapter 8 Treasure Locations

- 7 Treasures

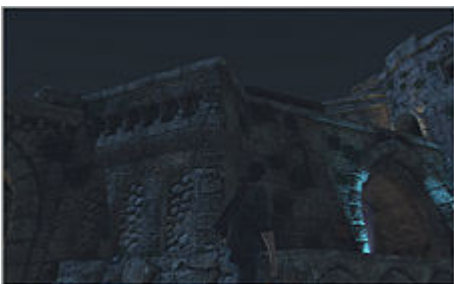
Silver Sassinid Coin

At the start of the level, after climbing past the first door, you'll pass under a large stone arch. Look to your right and a large chunk of the wall is missing and it's all lit up. Drop down here and you can climb over the arches to get the Treasure.



Ancient Metal Elephant

After fighting the first enemies, let down the drawbridge. A locked gate is your next destination, but look up and to the left of this locked gate to see a flashing Treasure on the wall you can shoot down.



Crusader Coin

After fighting the first enemies, let down the drawbridge and shoot the lock off the door to continue. As soon as you pass through the unlocked gate, look to your right. A statue has a Treasure on it.



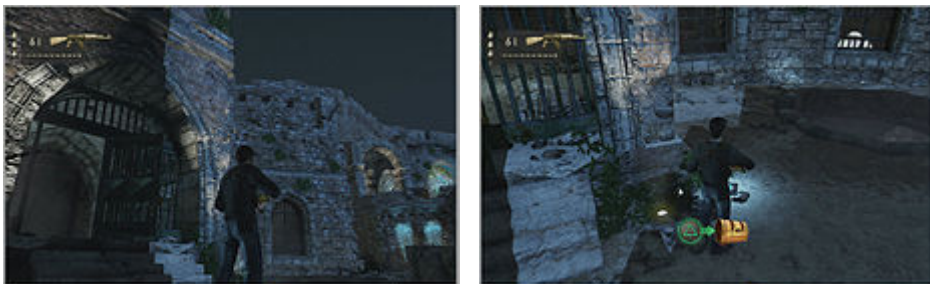
Enamel Copper Vessel

When you ride the bucket down into the well, take out the enemies and then look for this in one of the rooms. If you climb up from the well, just keep left and you'll walk through a doorway right into the Treasure.



Marble Double Eye Idol

You can get this at various points in the Chapter, but you can get it first just after emerging from the well. After you and Sully shoot each other's locks off, walk through the unlocked gate and turn around. Look up -- high above the gate on the fortress wall is a shining Treasure. Shoot it down.



Medieval Lead Horseman

In the interior of the tower with the spiral staircase, check the first landing you come to for this Treasure. It's in the window to the left of the two windows near the stairs leading up.



Byzantine Reliquary Cross

After the last fight in the chapter, you will see two snipers in a building ahead. Sully will shoot the building with an RPG killing the two snipers. Once you enter the hole that Sully created, turn right and in the corner, you will see this Treasure.

No images yet for this treasure.

Chapter 9 Treasure Locations

- 3 Treasures

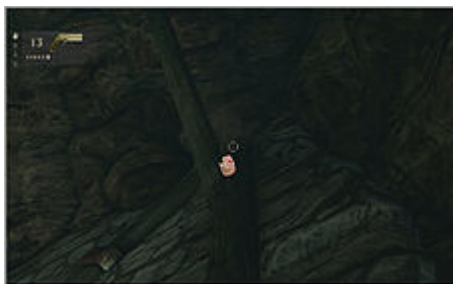
King Bohemond III Coin

In the room with the large globe, search the perimeter of the area for a Treasure sitting on the floor by the wall. It's about a quarter of the way around to the left.



Antique Cuff Bracelet

After lighting all the torches and scaring off the spiders, you'll come back a pair of switches that fill a chasm with water, allowing you to return to the globe. A Treasure is in a rafter above the water. Let the water fill all the way to the top, then hop in and use your handgun to shoot the Treasure. Swim under it and you can press TRIANGLE to snag it as it falls.



Crusader Fleur-de-lis

After rotating the giant globe, take the spiral staircase up to the tomb. As soon as you leave the staircase, search the left wall for a Treasure. It's by some skeletons.

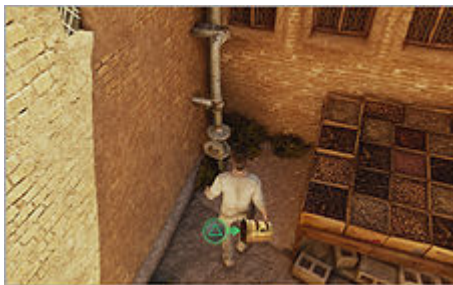
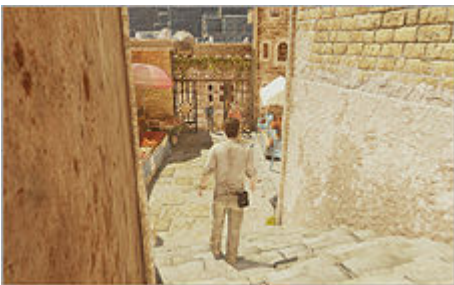


Chapter 10 Treasure Locations

- 7 Treasures

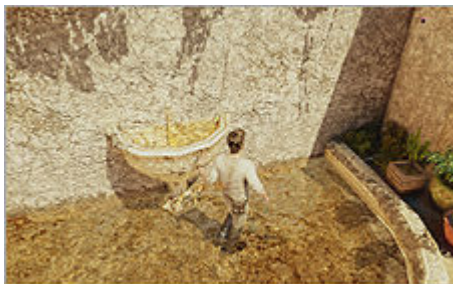
Antique Cloak Clasp

At the very start, before going through the first gate Elena opens, look by the fruit stands for a Treasure on the ground.



Silver Jambiya Dagger

After going down a set of stairs just before coming to a large area with lots of stands, search the side of the fountain you pass for this Treasure.



Golden Yemeni Bracelet

This Treasure can be found just after the shopkeeper opens the gate for Elena. Go through the gate and look for this on a small, raised area with a cactus.



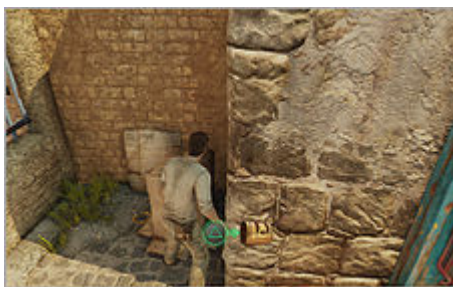
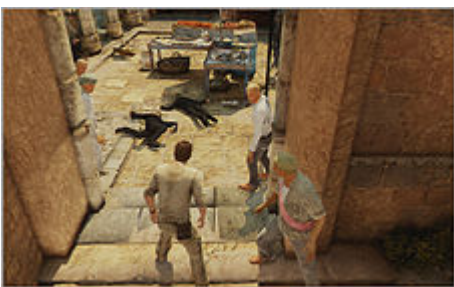
Traditional Silver Bead

When you cut through the building with the red carpet, this is on the landing at the top of the stairs.



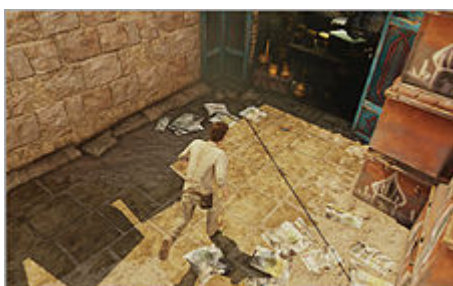
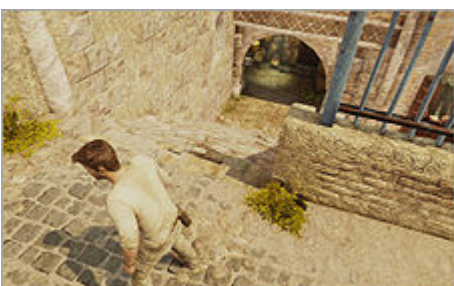
Amber and Silver Necklace

You can get this right after the fight scene in the market. Walk out the gate and search for it along the right side of the wall.



Kahraman Amber Necklace

You can get this right after the fight scene in the market. Walk down the stairs and double back to pick this up in the dead end.



Unusual Red Bead Necklace

After the market fight scene, follow Sully and Elena down some stairs and, instead of pursuing them through the dark alley that terminates in the final cutscene, look for a ledge with some boxes on it you can climb up to. You'll find this Treasure up on the ledge. This is right in the area you find the previous two Treasures.



Chapter 11 Treasure Locations

- 9 Treasures

Silver and Coral Ring

This Treasure can be found right at the start of the level as you climb down the ladder into the well. DO NOT drop below. Climb around the cylindrical grate to the rear side and pick this up. You can also get this at the end of the level if you miss it.



Silver and Leather Dagger

After you open the secret passage in the bottom of the cistern, search the left corner right after you enter the hallway with cogs on both sides for a Treasure. It's just before you come to the large room with the three doors.



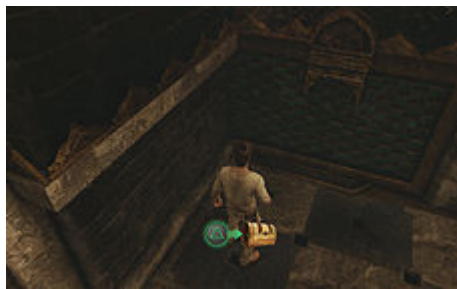
Pearl and Emerald Brooch

This Treasure is in the room with the gear puzzle. Search the sandy area above the doorway for it. It's behind a column.



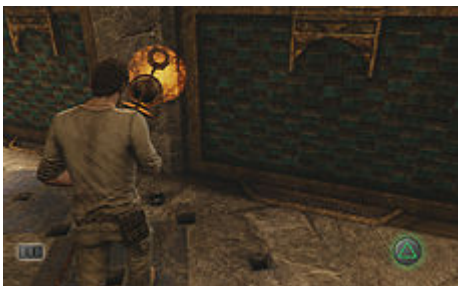
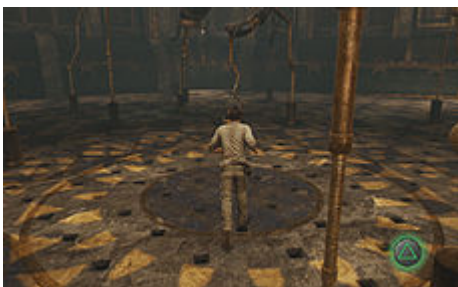
Silver Box Pendant

In the room with all the floating body parts, head down the stairs and hang a left to find this Treasure on the ground.



Silver Filigree Bracelet

In the room with all the floating body parts, grab the staff at the center of the room. Facing the central image on the wall, turn right 90 degrees and look up at the ceiling. A Treasure should drop to the ground. Place the staff in a hole in the ground and pick up the Treasure.



Amazonite and Amber Necklace

After you leave the well, walk out into the market and hang a right. The Treasure is at the dead end in front of a door.



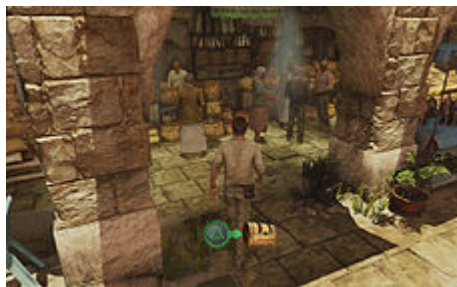
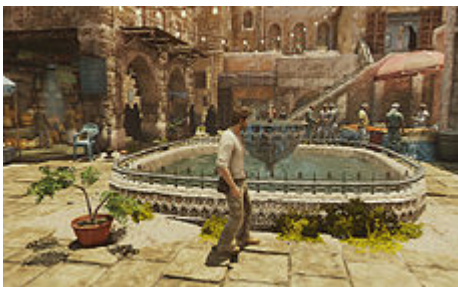
Silver Capsule Pendant

After you leave the well, walk out into the market. This Treasure is on a bench under an overhang to the right of the fountain.



Amazonite and Amber Earring

After you leave the well, walk out into the market. DO NOT GO NEAR SULLY AND ELENA. This Treasure is to the left of the fountain in the shade of an overhang.



Silver Yemeni Bangle

During the chase scene with Talbot he finally escapes into a crowd. Just before entering the crowded area, look for a small set of stairs on your right. Climb these to find the Treasure behind some boxes.



Chapter 12 Treasure Locations

- 7 Treasures

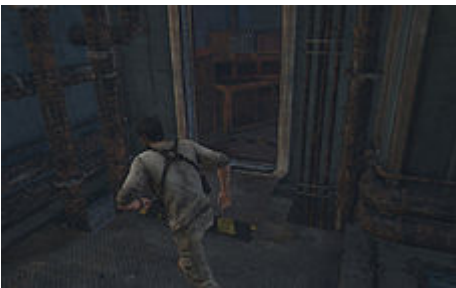
Seahorse Vesta Case

Right after the initial brawl, climb up to the top of the cargo containers and look for this Treasure in the corner.



Silver Figa Amulet

After you get your holster back, follow the hallway to the door leading out to the shipyard. Turn around here and look for a small closet with this Treasure on the ground.



Antique Silver Parrot

In the area with all the floating platforms, boats and turrets where you have a huge shootout, search the wall opposite from where you entered the area for a hole you can swim through. On the other side is a climbable wall. Climb it and pick up the grenade launcher if you need it, then turn around and leap across the gap to pick up the [[Treasure]. NOTE: If you are treasure hunting on Very Easy you can skip the fight in this area by swimming to the central boat and climbing the crows nest as if you meant to continue to the next area. If you make it here and die, you'll continue here with no enemies!



Turquoise and Pearl Bracelet

After the huge shootout amongst the boats, you'll climb to a new area and fight a few more enemies. After this you need to push a box off a ledge to reach a corroded ship hull in the distance. Once you clamber your way across this you'll find yourself on relatively solid ground. Look around and you should spot this Treasure on a beam nearby. To get here you must carefully jump from beam to beam using quick taps of the Jump button (if you hold it down, you'll leap past the beams and die). Use these small jumps to reach the Treasure.



Unusual Blue Stone Ring

When you finally reach the top of the boat, you'll swing to a platform just outside the radio tower. Do not jump off this final rope. Stop swinging and climb it to the top. Up above is a Treasure.



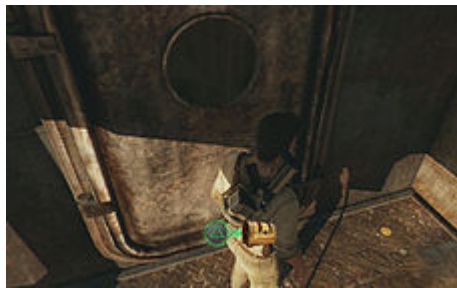
Gold Scarab Brooch

When you finally reach the top of the boat, you'll swing to a platform just outside the radio tower. Before heading into the radio tower, drop off the far side of the platform and climb down to this Treasure.



Gold Axumite Coin

After the cutscene in the radio tower, do NOT take the zipline. Look for this treasure in the corner before zipping down.

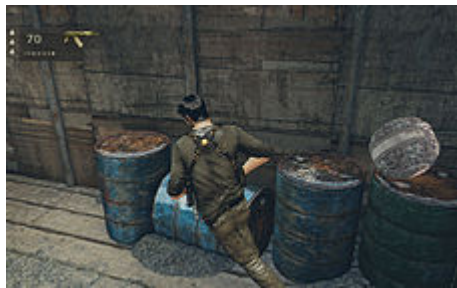
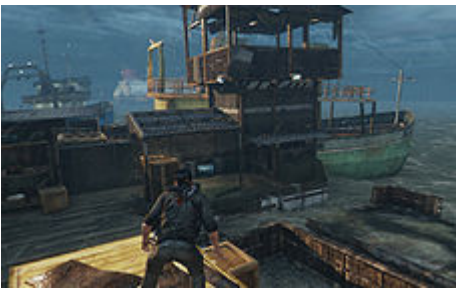


Chapter 13 Treasure Locations

- 3 Treasures

Antique Silver Box

At the very start of the chapter, keep to the right as you fight your way through the floating platforms. Look for a lookout tower near a green tugboat. This Treasure is under the tower in a corner on a barrel.



Silver Tribal Bangle

At the very start of the chapter, look for a red, floating crane. Near this is a yellow cargo container with Treasure inside of it. This is pretty much on the opposite side of the area from the first Treasure.



Ancient Gold and Coral Bracelet

Before lowering the green bridge to leave the first area, search the exterior boardwalk area nearby for this Treasure.



Chapter 14 Treasure Locations

- 9 Treasures

Unusual Mask Brooch

Right at the beginning of the chapter, look in a small area along the outer walkway for a Treasure on the ground.



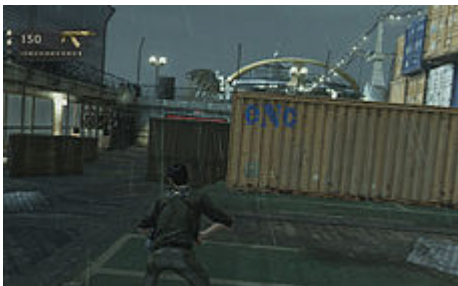
Rose Cut Diamond Pendant

Just past the escape boat you can use to climb to the second level is a dead end with this Treasure on the ground.



Emerald and Pearl Necklace

In the area where you fight the heavily armored pirate with the machine gun, jump on the shifting, yellow cargo container in the middle of the area and then jump into a secret area with this Treasure.



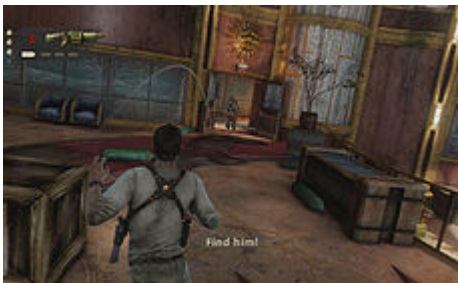
Antique Minerva Pendant

This is in the corner of the pool area, to the left of the rotating door. It's hard to spot.



Ruby and Pearl Pendant

After the ballroom shootout, several enemies will bust through a door, allowing you to proceed. Go through the door and turn right to find a Treasure at the dead end of the hallway.



Georgian English Compass

After the ballroom shootout, several enemies will bust through a door, allowing you to proceed. Go through the door and turn left and pass the hallway that leads into the ship. At the far end of the corridor is a Treasure.



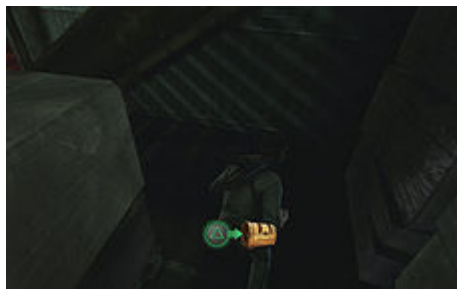
Ruby and Diamond Bracelet

After the ballroom shootout, enter the hallways leading to the ship's hold. One room has a bar in it. Behind the bar is a treasure amongst the empty bottles.



Amethyst Cufflink

Just before entering the ship's hold you'll have to go down a few flights of stairs. At the bottom, snag the Treasure.



Golden Amethyst Ring

Just before jumping down into the hold to save "Sully," grab the treasure on the platform just to the left as you enter.



Chapter 15 Treasure Locations

- 1 Treasure

Silver Rococo Napkin Ring

After you run from the water and get trapped under the heavy object under water, you'll climb one of the ship's hallways vertically using some doors for hand grips. On the way up, look for a bathroom you can pull yourself into and collect the chapter's lone Treasure.



Chapter 16 Treasure Locations

- 3 Treasures

Mosaic Birds Pendant

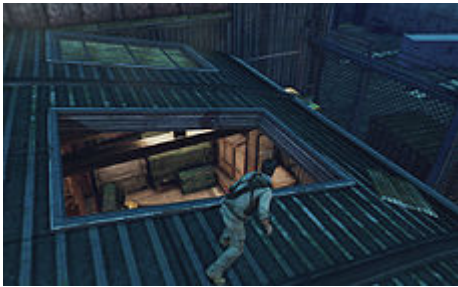
This Treasure is atop a precarious pile of boxes just inside the first garage door you and Elena lift at the start of the level.



Song Bird Brooch

After you use the skylights to infiltrate the warehouse with the first enemies in it, search the corner for

a pile of boxes for a Treasure on top.



Enamel Bird Ring

At one point you and Elena push a car down a hill through a fence. You can jump up into another warehouse here with a green car in it. In the corner behind the car you'll find a Treasure.



Chapter 17 Treasure Locations

- 0 Treasures

Chapter 18 The Rub' al Khali

- 1 Treasure

Calcite Statue of a Female Figure

Shoot or run over the pot by the well in the desert to get the Chapter's only Treasure.



Chapter 19 The Settlement

- 8 Treasures

Ancient Alabaster Ibex

At the entrance to the settlement is a locked gate. Just to the left of it is a Treasure.



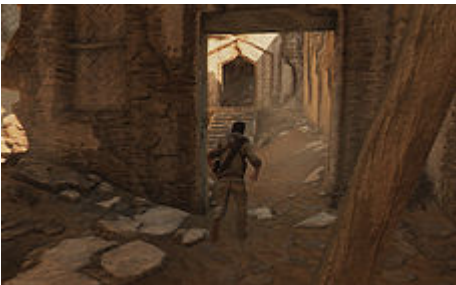
Coin of the Qataban Kingdom

After you fall through the floor at the start of the level, search the room you land in for this Treasure.



Antique Silver Linked Bracelet

When you climb out of the well, run through the doorway ahead and, when you pass through a second doorway, turn around and look by the column in the middle of the area for this Treasure.



Antique Agate Wedding Ring

After you encounter the first enemies, an enemy shoots the ground out from under you. When you regain your footing, search for this ring in the pit.



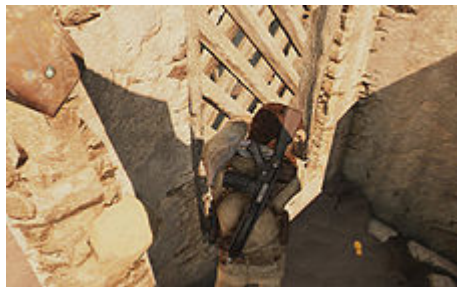
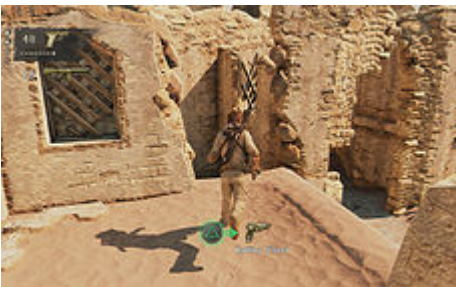
Silver and Cornelian Necklace

After you encounter the first enemies, an enemy shoots the ground out from under you. Climb out of the pit and go up the stairs. Just before the huge shootout scene with all the laser-sighted enemies, look for this Treasure along the left side of the area at the top of the stairs.



Ancient Sabaean Bust

In the area with a big shootout and the first enemy with a rocket launcher, look for a secret area you can drop into just to the left of the passage leading to the next area.



Ancient Kingdom of Sheba Coin

After squeezing through the tight area after the big fire fight (with the first rocket launcher), vault over the edge of the wall and, before going through the fancy arches look for this Treasure in the shadows.



Antique Bedouin Bracelet

In the area with the jeep on the columns and the gate you need to clear with a rocket launcher, face the gate and turn right. Follow the path through the buildings to the right of the gate to find a Treasure.



Chapter 20 Caravan

- 3 Treasures

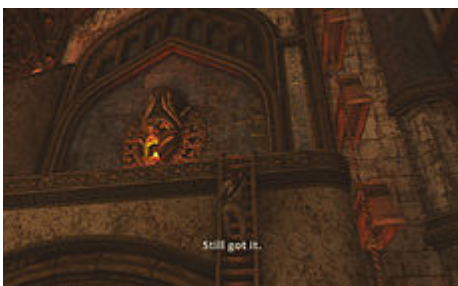
Carved Sabaean Face

Just as you enter the large doors after the fight with the two trucks with turrets, look to your left to pick up this Treasure on a mound of sand.



Bronze Sabaean Bull Sculpture

Climb up the ladder to the right in the massive entrance area Sully stays to pull the switch. Drop off the ledge to the right of the switch pick up this Treasure on a platform below.



The Royal Game of UR

Climb up the ladder to the right in the massive entrance where Sully stays to pull the switch. Hop to

the chandelier and climb around to the far side and pick up a Treasure.

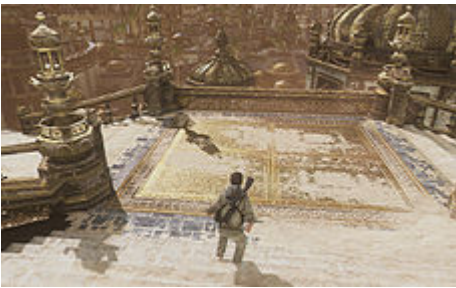


Chapter 21 The Atlantis of the Sands

- 5 Treasures

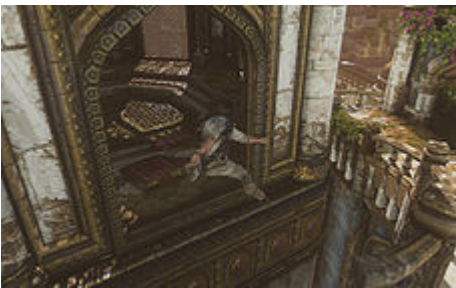
Bronze Man of Nashqum

As soon as you enter the Atlantis of the Sands, head down the stairs and take a left at the fork. Where the stairs are broken off, pick up a Treasure.



Sabaeen Alabaster Stele

As soon as you enter the Atlantis of the Sands, head down the stairs and take a right. Look for a tower top you can jump into and snag a Treasure on your way to the fountain.



Akkadian Statue Head

In the first fight with the flame-headed demons, as soon as you land, turn right and run into the structure. Look for this Treasure on above some stairs along the back wall.



Sabaeen Moon Symbol

After the spider hallucination, you'll be returned to the bottom of the elevator, turn around and grab this Treasure before heading down the street in your drug-induced daze.



Statue of Gudea

When you wake up from your hallucination in the pool, run down the hallway and search the left side for a Treasure.

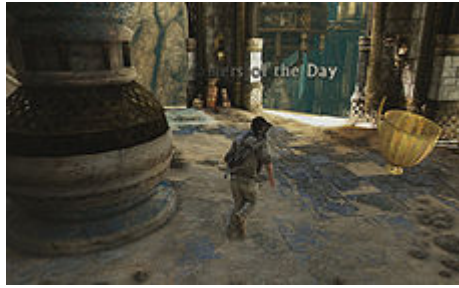


Chapter 22 The Dreamers of the Day

- 2 Treasures

Gold Cup from Ur

At the very start of the Chapter, look for this Treasure at the bottom of the spiral stairs.



Golden Hittite Goddess



At the bottom of the elevator (after you meet up with Sully), run along the path to the stairs on the far side of the chasm. At the bottom of the stairs is the final treasure, along the right wall.

100 Treasures in 30 Minutes

Here is a video with all 100 Treasures.

Click this link to see the video

<http://www.ign.com/videos/2011/11/01/uncharted-3-all-100-treasures-in-one-epic-video-hd>

Chapter 1 Treasures

Chapter 1: Another Round Treasures

- 2 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/10/27/uncharted-3-treasure-locations-chapter-1-part-122-hd>

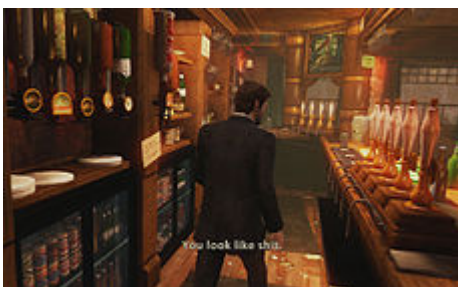
Antique Boxing Medallion

By the jukebox in the bar fight scene. You can get this during or after the fight.



Brass Vesta Case

After the bathroom fight, search the shelves behind the bar for this one.



Antique Boxing Medallion

In Chapter 1, this Treasure is by the arcade game in the bar fight scene. You can get this during or after the fight. This is the first Treasure in the game, so it is recommended that you pick this up to get the First Treasure Trophy.



Brass Vesta Case

After the bathroom fight, search the shelves behind the bar for this one.



Chapter 2 Treasures

Chapter 2: Greatness from Small Beginnings Treasures

- 7 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/10/27/uncharted-3-treasure-locations-chapter-2-part-222-hd>

Emerald and Diamond Ring

Inside one of the cannons in the first room of the museum.



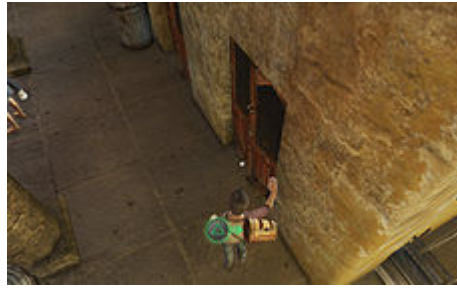
Antique Coin Purse

Instead of going upstairs in the museum, search the little area to the right of the stairs. This is on the floor behind a vase.



Antique Colombian Soup Ladel

After you get booted out of the museum into the street, look for this past the blue car. It's in a doorway under an overhang.



Pottery Chimu Vessel

After eating the rotten fruit, Sully will enter a meat market up ahead. Do not follow him. Search the pottery stands across from the staircase (on the right) for this Treasure.



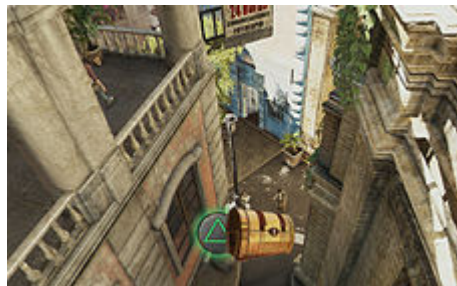
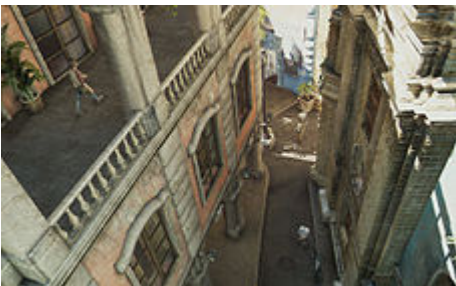
Ancient Chupicuaro Figure

Before entering the meat market while following Sully, turn left and follow the street to a small set of stairs across from Cafe El Sol. At the top of these stairs is the Treasure.



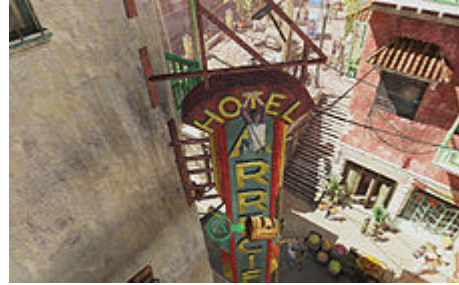
Shamanistic Jaguar Head

After spying on Sully, swing from the yellow pipe to the balcony and look for this on far end of the balcony by the potted plant.



Antique Colombian Table Knife

As you follow Sully from the rooftops, climb to the top of the red and yellow Hotel Arrecife sign to get this.



Emerald and Diamond Ring

This Treasure is inside one of the cannons in the first room of the museum.



Antique Coin Purse

Instead of going upstairs in the museum, go through the arched doorway. The Treasure is on the floor behind a vase.



Antique Colombian Soup Ladel

After you get booted out of the museum into the street, look for this past the blue car. It's in a doorway under an overhang.



Pottery Chimu Vessel

After eating the rotten fruit in Chapter 2, Sully will enter a meat market up ahead. Do not follow him, instead search the pottery stands across from the staircase (on the right) for this treasure.



Ancient Chupicuario Figure

In Chapter 2, before entering the meat market while following Sully, turn left and follow the street to a small set of stairs across from Cafe El Sol. At the top of these stairs is the treasure.



Shamanistic Jaguar Head

After spying on Sully in Chapter 3, swing from the yellow pipe to the balcony and look for this on the far end of the balcony by the potted plant.



Antique Colombian Table Knife

As you follow Sully from the rooftops in Chapter 2 , you'll come across the red and yellow Hotel Arrecife sign. Before you climb down the sign to catch up to Sully and Marlowe, climb to the top of the sign to get this.



Chapter 3 Treasures

Chapter 3: Second-Story Work Treasures

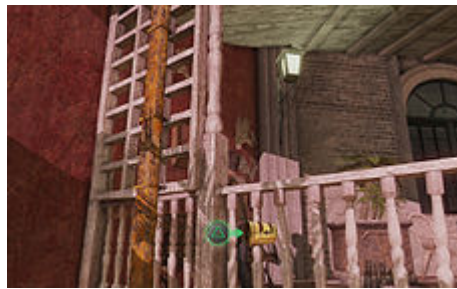
- 3 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/10/27/uncharted-3-treasure-locations-chapter-3-part-322-hd>

Dog-Shaped Incan Whistle

Just outside the entrance to the museum is an L-shaped, covered porch with this Treasure on it. It's just under the yellow pipe you can use to climb down from the rooftops.



Silver Chimu Pendant

Just as you enter the museum, search the diving suit for this Treasure.



Seventeenth Century Coin

When you enter the museum, don't go to the case. Search by the green door for this Treasure.



Dog-Shaped Incan Whistle

Just outside the entrance to the museum in Chapter 3 is an L-shaped, covered porch with this Treasure on it. It's just under the yellow pipe you can use to climb down from the rooftops.



Silver Chimu Pendant

Just as you enter the museum in Chapter 3, search the diving suit for this Treasure. (Grab this before you examine Francis Drake's Ring Display to trigger a cutscene.)



Seventeenth Century Coin

When you enter the museum, look for a [Treasure](#) by the green door. Make sure to grab the [Treasure](#) before you examine the Sir Francis Drake's Ring Display as this will trigger a cutscene.

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Chapter 4 Treasures

Chapter 4: Run to Ground Treasures

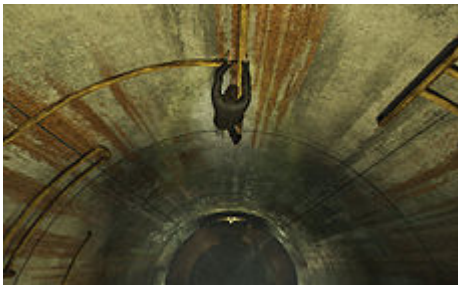
- 6 Treasures AND the Strange Relic

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-trophy-relic-finder-the-precursor-orb-or-strange-relic-hd>

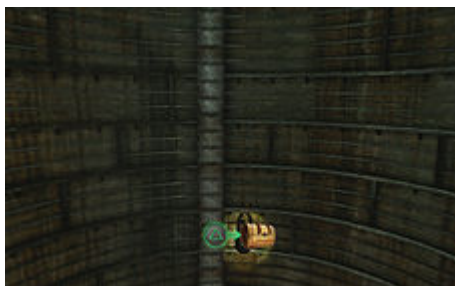
Fierce Lion Bangle

When you climb down the huge cylindrical waterway using the yellow pipes, you can snag this Treasure in a grate on one of the walls of the cylinder.



Pearl, Diamond and Ruby Brooch

In the large, round room with the two levers that lower the bridge, climb to the left of the lever to pick this up high on the wall.



Victorian Locket and Chain

Drop down to the ground floor of the warehouse and look for a corner stacked with boxes. Climb the boxes nearly to the top to find a treasure.

Silver Roses Bracelet

In the room with the turbines the treasure is opposite the ladder leading up to the tunnel where enemies attack from.

Strange Relic

The Strange Relic is a reference to the Jak and Daxter Series and there is one hidden in every Uncharted game.

In Uncharted 3, you can find it in Chapter 4. Before climbing down the cylindrical waterway in Chapter 4, climb the pipe directly to the right of the platform to a grate at the top. Snag the Precursor Orb and you will get the Relic Finder trophy.

Note: *This treasure does count towards the "Master Fortune Hunter" trophy. Despite there being 101 treasures in total you need only find 100 (and this can include the strange relic)*

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-trophy-relic-finder-the-precursor-orb-or-strange-relic-hd>

Chapter 5 Treasures

Chapter 5 Treasure Locations

- 4 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-treasure-locations-chapter-5-part-522-hd>

Victorian Copper Penny

On the lower floor of the library, right when you enter and stealthily take out the two enemies, look for lion and elephant heads mounted on the wall. You can climb up the wall next to the lion head and get to a small ledge with this Treasure on it. It's above the painting of a guy with wings on a horse.



Victorian Gold Sovereign

This is on the upper floor of the library, but you can't get it when you first arrive there. After getting the map from the gold deer head and killing the enemies that barge in, circle back to the top level of the subterranean library. Under a display case in the upper walkway you'll find this Treasure.



Silver Hunter Pocket Watch

As you back track through the large subterranean train station with all of the enemies, you'll have a gun so you can shoot this Treasure down. It's on a ledge under the giant clock above one of the trains.



Art Nouveau Flask

In the North Atwood subway station, this is on the tracks beneath one end of a train car.



Victorian Copper Penny

Rich text editor, Wiki_markup, press ALT 0 for help.
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Chapter 6 Treasures

Chapter 6 Treasure Locations

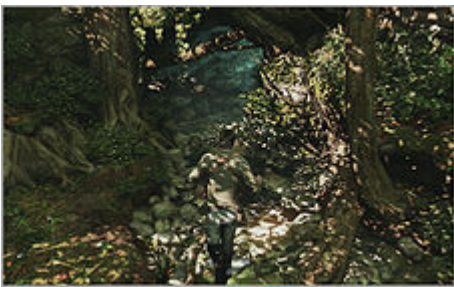
- 9 Treasures

Click this link to see the video

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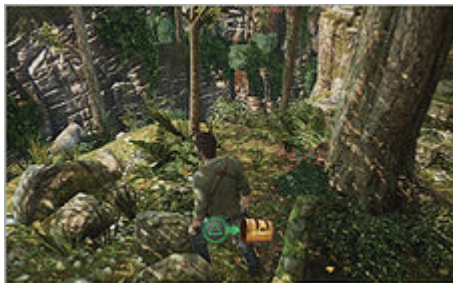
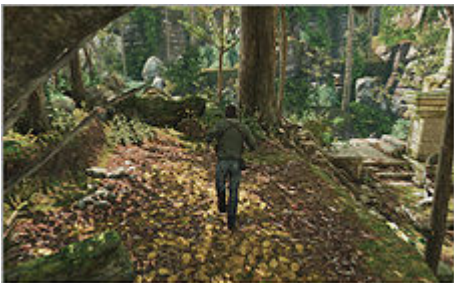
Antique Wax Seal Stamp

At the beginning of the level, in the forest, there is a small stream. Follow it downstream to its termination point in a little cave and pick up this Treasure in the pool there.



Gold Inlay Cameo Bangle

In the forest at the beginning of the chapter, you'll come across a statue of a guy playing a flute. A short path above this statue leads to a small wall with the Treasure behind it.



Diamond and Pearl Bracelet

When first climbing up into the castle, do not enter the first hole you come to in the round tower. Climb/hang/jump to the right and you can find some ledges that lead up to a higher hole in the tower. Here you'll find the Treasure.



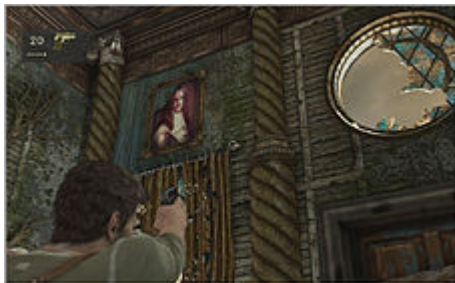
Louis XVI Louis d'or Coin

After swinging from the chandeliers and working your way through the castle, a short cutscene will reveal the old tower. You are now supposed to hop out a window at the top of some stairs. Do not leave just yet. Search the dead end of the hallway on the second floor behind the stairs for this Treasure.



Emerald Cameo Brooch

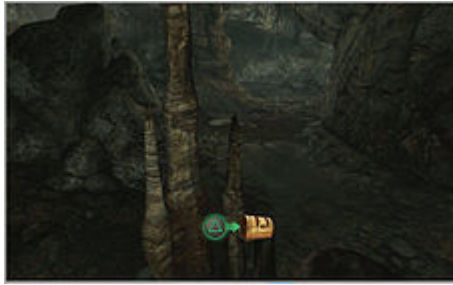
In the room with the four statues with gold weapons you must rotate, there is a small adjacent room with red curtains. Search the top of the curtains for the glimmer of this Treasure. Shoot it down.



Art Nouveau Belt Buckle

When you fall through the floor into the caves below, run downhill and search for a Treasure behind a

stalagmite.



Ruby and Diamond Ring

Right when you first get grenades, kill all the enemies in the quick grenade tutorial, then hop down and look for this Treasure in the corner near the closed gate.



Silver Rococo Teapot

After reuniting with Sully you'll take on a ton of enemies in a large courtyard. At the end of this you and Sully will break through a door. Below is the floor puzzle, but don't go there yet. Instead, look for an adjacent room on the top level with some hand holds. You can climb these to reach a high platform with the Treasure on it.



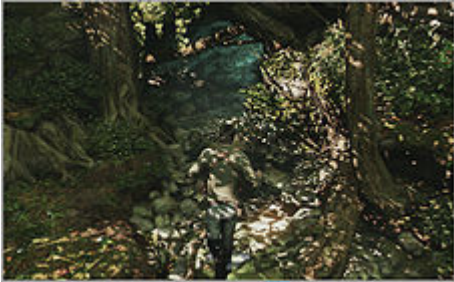
Miniature Portrait Pendant

On the ceiling of John Dee's laboratory there is a Treasure you can shoot down.



Antique Wax Seal Stamp

At the beginning of chapter 6 in the forest, there is a small stream. Follow it downstream to its termination point in a little cave and pick up this Treasure in the pool there.



Gold Inlay Cameo Bangle

In the forest at the beginning of Chapter 6, you'll come across a statue of a guy playing a flute. A short path above this statue leads to a small wall with the Treasure behind it.



Diamond and Pearl Bracelet

When first climbing up into the castle in Chapter 6, do not enter the first hole you come to in the round tower. Climb/hang/jump to the right and you can find some ledges that lead up to a higher hole in the tower. Here you'll find the Treasure.



Louis XVI Louis d'or Coin

After swinging from the chandeliers and working your way through the castle in Chapter 6, a short cutscene will reveal the old tower. You are now supposed to hop out a window at the top of some stairs. Do not leave just yet. Search the dead end of the hallway on the second floor behind the stairs for this Treasure.



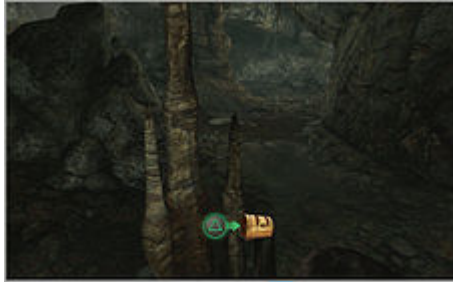
Emerald Cameo Brooch

In the room with the four statues in with gold weapons you must rotate in Chapter 6, there is a small adjacent room with red curtains. Search the top of the curtains for the glimmer of this Treasure. Shoot it down.



Art Nouveau Belt Buckle

When you fall through the floor in Chapter 6 into the caves below after the Statue puzzle, run downhill and search for a Treasure behind a stalagmite.



Ruby and Diamond Ring

Right when you first get grenades in Chapter 6, kill all the enemies in the quick grenade tutorial, then hop down and look for this Treasure in the corner near the closed gate.



Silver Rococo Teapot

After reuniting with Sully in Chapter 6 you'll take on a ton of enemies in a large courtyard. At the end of this you and Sully will break through a door. Below is the floor puzzle, but don't go there yet. Instead, look for an adjacent room on the top level with some hand holds. You can climb these to reach a high platform with the Treasure on it.



Miniature Portrait Pendant

On the ceiling of John Dee's laboratory in Chapter 6 there is a Treasure you can shoot down.



Chapter 7 Treasures

Chapter 7 Treasure Locations

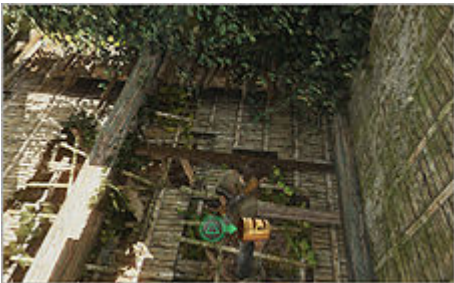
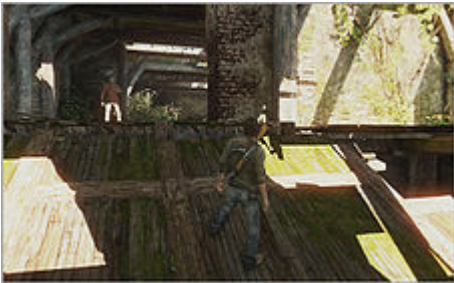
- 1 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-treasure-locations-chapter-7-part-722-hd>

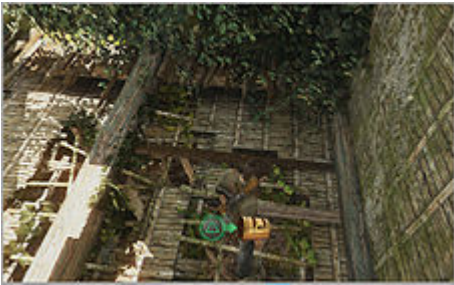
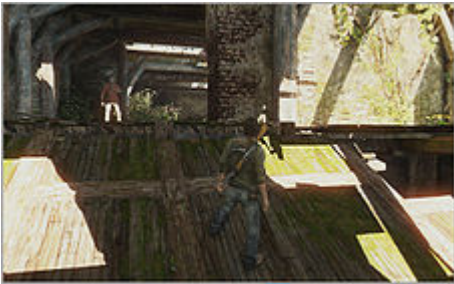
Gold and Pearl Stickpin

After you escape the spiders and re-enter the castle, you'll have to cross a gap using a chandelier. You'll pull down a part of ceiling creating a ramp for Sully. Use this ramp to jump to the topmost floor above where you just were. Follow the floor around to a room with this Treasure on the floor.



Gold and Pearl Stick Pin

After you escape the spiders and re-enter the castle in Chapter 7, you'll have to cross a gap using a chandelier. You'll pull down a part of ceiling creating a ramp for Sully. Use this ramp to jump to the topmost floor above where you just were. Follow the floor around to a room with this Treasure on the floor.



Chapter 8 Treasures

Chapter 8 Treasure Locations

- 7 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/10/31/uncharted-3-treasure-locations-chapter-8-part-822-hd>

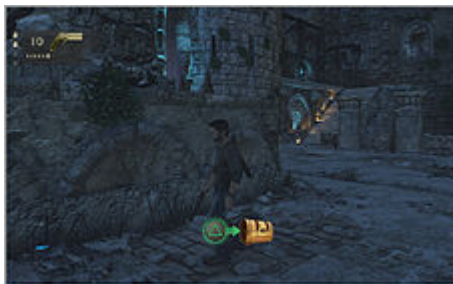
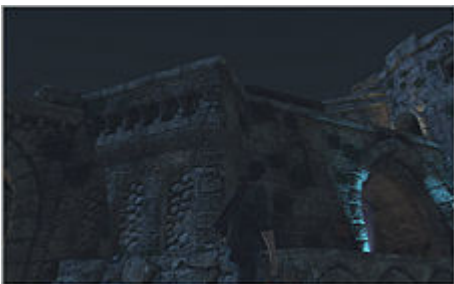
Silver Sassinid Coin

At the start of the level, after climbing past the first door, you'll pass under a large stone arch. Look to your right and a large chunk of the wall is missing and it's all lit up. Drop down here and you can climb over the arches to get the Treasure.



Ancient Metal Elephant

After fighting the first enemies, let down the drawbridge. A locked gate is your next destination, but look up and to the left of this locked gate to see a flashing Treasure on the wall you can shoot down.



Crusader Coin

After fighting the first enemies, let down the drawbridge and shoot the lock off the door to continue. As soon as you pass through the unlocked gate, look to your right. A statue has a Treasure on it.



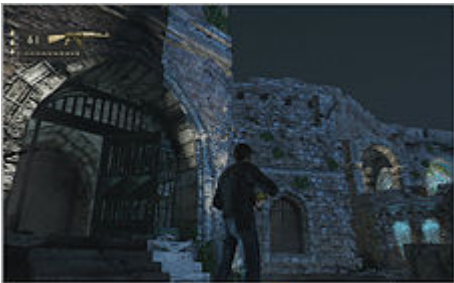
Enamel Copper Vessel

When you ride the bucket down into the well, take out the enemies and then look for this in one of the rooms. If you climb up from the well, just keep left and you'll walk through a doorway right into the Treasure.



Marble Double Eye Idol

You can get this at various points in the Chapter, but you can get it first just after emerging from the well. After you and Sully shoot each other's locks off, walk through the unlocked gate and turn around. Look up -- high above the gate on the fortress wall is a shining Treasure. Shoot it down.



Medieval Lead Horseman

In the interior of the tower with the spiral staircase, check the first landing you come to for this Treasure. It's in one of the windows near the stairs leading up.



Byzantine Reliquary Cross

You can get this treasure right after Drake and Cutter got separated from Chloe and Sully. After finding the storage room, you will see two snipers in a building ahead. Sully will shoot the building with an RPG killing the two snipers. Once you enter the hole that Sully created, turn right and in the corner, you will see this Treasure.

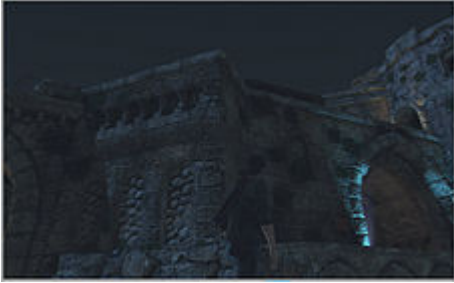
Silver Sassinid Coin

At the start of Chapter 8, after climbing past the first door, you'll pass under a large stone arch. Look to your right and a large chunk of the wall is missing and it's all lit up. Drop down here and you can climb over the arches to get the Treasure.



Ancient Metal Elephant

After fighting the first enemies in Chapter 8, let down the drawbridge. A locked gate is your next destination, but look up and to the left of this locked gate to see a flashing Treasure on the wall you can shoot down.



Crusader Coin

After fighting the first enemies in Chapter 8, let down the drawbridge and shoot the lock off the door to continue. As soon as you pass through the unlocked gate, look to your right. A statue has a Treasure on it.



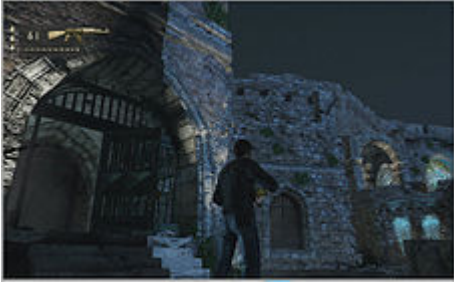
Enamel Copper Vessel

When you ride the bucket down into the well during Chapter 8, take out the enemies and then look for this in one of the rooms. If you climb up from the well, just keep left and you'll walk through a doorway right into the Treasure.



Marble Double Eye Idol

You can get this at various points in Chapter 8, but you can get it first just after emerging from the well. After you and Sully shoot each other's locks off, walk through the unlocked gate and turn around. Look up -- high above the gate on the fortress wall is a shining Treasure. Shoot it down.



Medieval Lead Horseman

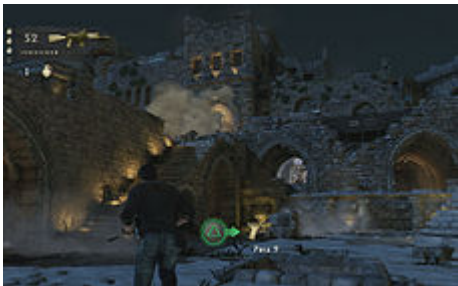
Medieval Lead Horseman

In the interior of the tower with the spiral staircase in Chapter 8, check the first landing you come to for this Treasure. It's in one of the windows near the stairs leading up.



Byzantine Reliquary Cross

You can get this treasure right after Drake and Cutter got separated from Chloe and Sully. After finding the storage room, you will see two snipers in a building ahead. Sully will shoot the building with an RPG killing the two snipers. Once you enter the hole that Sully created, turn right and in the corner, you will see this Treasure.



Chapter 9 Treasures

Chapter 9 Treasure Locations

- 3 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/10/31/uncharted-3-treasure-locations-chapter-9-part-922-hd>

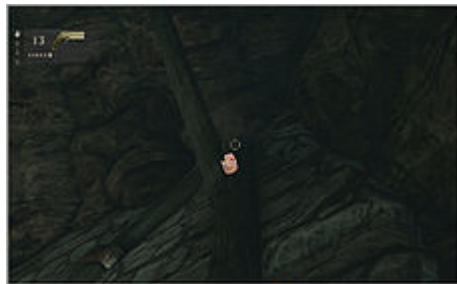
King Bohemond III Coin

In the room with the large globe, search the perimeter of the area for a Treasure sitting on the floor by the wall.



Antique Cuff Bracelet

After lighting all the torches and scaring off the spiders, you'll come back a pair of switches that fill a chasm with water, allowing you to return to the globe. A Treasure is in a rafter above the water. Let the water fill all the way to the top, then hop in and use your handgun to shoot the Treasure. Swim under it and you can press TRIANGLE to snag it as it falls.



Crusader Fleur-de-lis

After rotating the giant globe, take the spiral staircase up to the tomb. As soon as you leave the staircase, search the left wall for a Treasure. It's by some skeletons.



Crusader Fleur-de-lis

After rotating the giant globe in Chapter 9, take the spiral staircase up to the tomb. As soon as you leave the staircase, search the left wall for a Treasure. It's by some skeletons.



Antique Cuff Bracelet

After lighting all the torches and scaring off the spiders in Chapter 9, you'll come back a pair of switches that fill a chasm with water, allowing you to return to the globe. A Treasure is in a rafter above the water. Let the water fill all the way to the top, then hop in and use your handgun to shoot the Treasure. Swim under it and you can press TRIANGLE to snag it as it falls.



Chapter 10 Treasures

Chapter 10 Treasure Locations

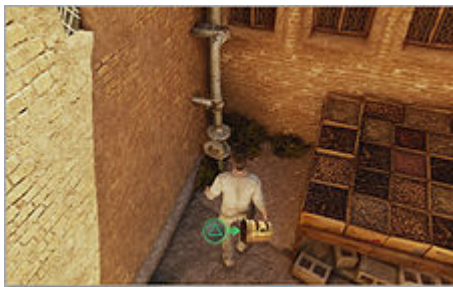
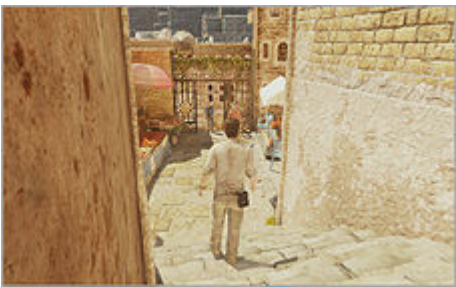
- 7 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/10/31/uncharted-3-treasure-locations-chapter-10-part-1022-hd>

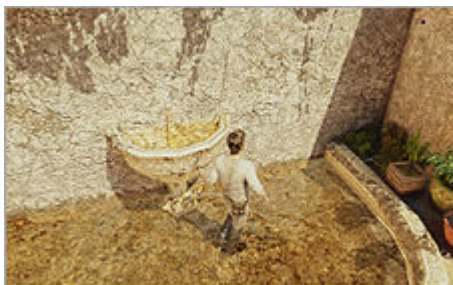
Antique Cloak Clasp

At the very start, before going through the first gate Elena opens, look by the fruit stands for a Treasure on the ground.



Silver Jambiya Dagger

After going down a set of stairs just before coming to a large area with lots of stands, search the side of the fountain you pass for this Treasure.



Golden Yemeni Bracelet

This Treasure can be found just after the shopkeeper opens the gate for Elena. Go through the gate and look for this on a small, raised area with a cactus.



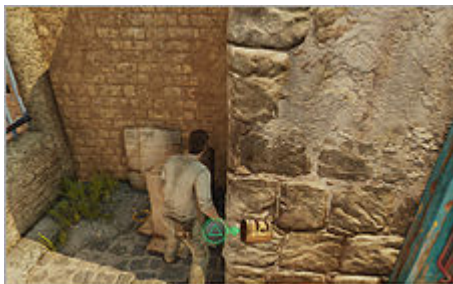
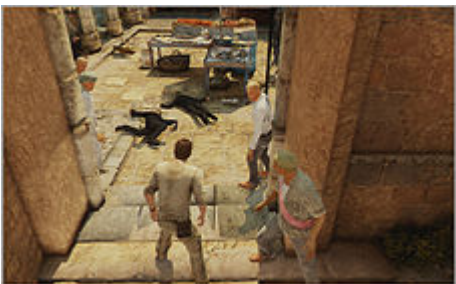
Traditional Silver Bead

When you cut through the building with the red carpet, this is on the landing at the top of the stairs.



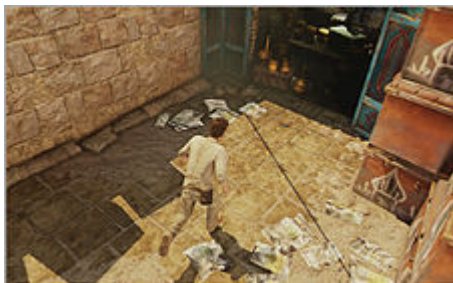
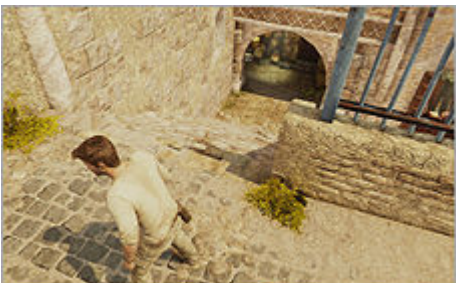
Amber and Silver Necklace

You can get this right after the fight scene in the market. Walk out the gate and search for it along the right side of the wall.



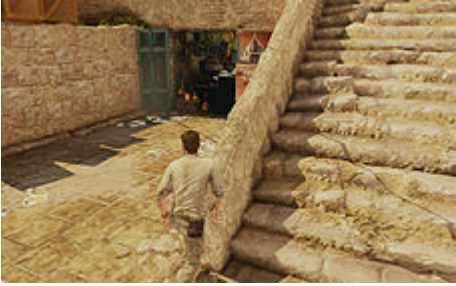
Kahraman Amber Necklace

You can get this right after the fight scene in the market. Walk down the stairs and double back to pick this up in the dead end.



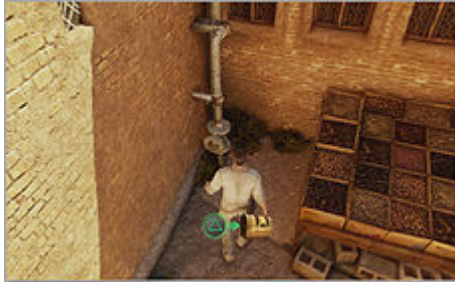
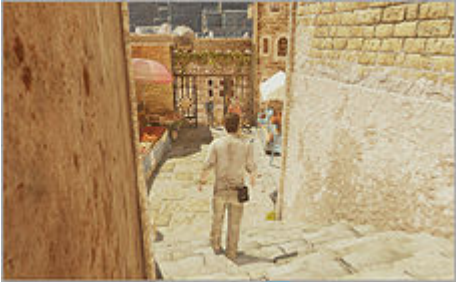
Unusual Red Bead Necklace

After the market fight scene, follow Sully and Elena down some stairs and, instead of pursuing them through the dark alley that terminates in the final cutscene, look for a ledge with some boxes on it you can climb up to. You'll find this Treasure up on the ledge. This is right in the area you find the previous two Treasures.



Antique Cloak Clasp

At the very start of Chapter 10, before going through the first gate Elena opens, look by the fruit stands for a Treasure on the ground.



Silver Jambiya Dagger

After going down a set of stairs just before coming to a large area with lots of stands in Chapter 10, search the side of the fountain you pass for this Treasure.



Golden Yemeni Bracelet

This Treasure can be found just after the shopkeeper opens the gate for Elena in Chapter 10. Go through the gate and look for this on a small, raised area with a cactus.



Traditional Silver Bead

Traditional Silver Bead

When you cut through the building with the red carpet in Chapter 10, this is on the landing at the top of the stairs.



Amber and Silver Necklace

In Chapter 10 just before you get the Kahraman Amber Necklace. After the fight is over move on, but don't go down the stairs. Stand at the top and turn right. In the corner there you should find the Amber and Silver Necklace.

Kahraman Amber Necklace

You can get this in Chapter 10 right after the fight scene in the market. Walk down the stairs and double back to pick this up in the dead end.



Unusual Red Bead Necklace

After the market fight scene in Chapter 10, follow Sully and Elena down some stairs and, instead of pursuing them through the dark alley that terminates in the final cutscene, look for a ledge with some boxes on it you can climb up to. You'll find this Treasure up on the ledge. This is right in the area you find the previous two Treasures.



Chapter 11 Treasures

Chapter 11 Treasure Locations

- 9 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/10/31/uncharted-3-treasure-locations-chapter-11-part-1122-hd>

Silver and Coral Ring

This Treasure can be found right at the start of the level as you climb down the ladder into the well. DO NOT drop below. Climb around the cylindrical grate to the rear side and pick this up. You can also get this at the end of the level if you miss it.



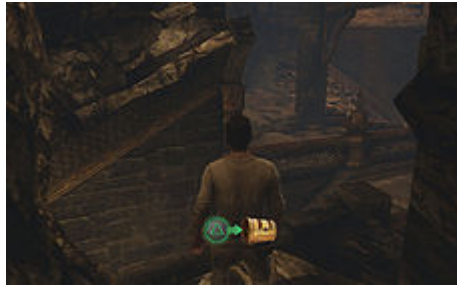
Silver and Leather Dagger

After you open the secret passage in the bottom of the cistern, search the left side of the hallway for a Treasure. It's just before you come to the large room with the three doors.



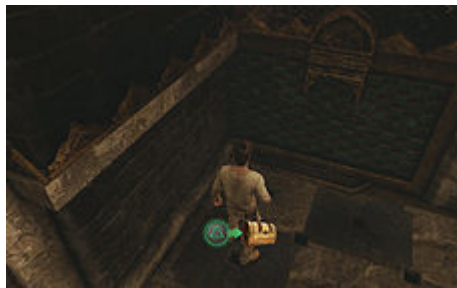
Pearl and Emerald Brooch

This Treasure is in the room with the gear puzzle. Search the sandy area above the doorway for it. It's behind a column.



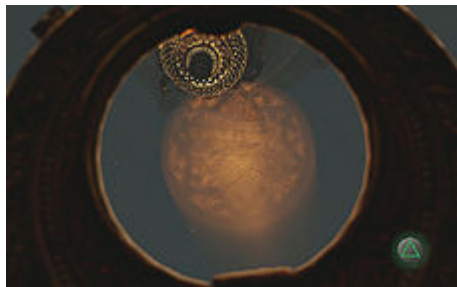
Silver Box Pendant

In the room with all the floating body parts, head down the stairs and hang a left to find this Treasure on the ground.



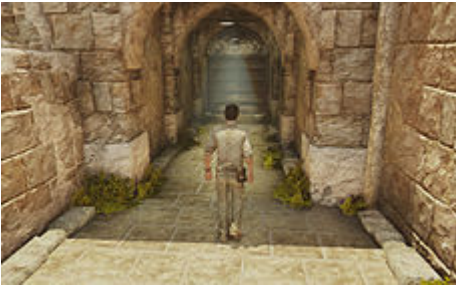
Silver Filigree Bracelet

In the room with all the floating body parts, grab the staff at the center of the room. Facing the central image on the wall, turn right 90 degrees and look up at the ceiling. A Treasure should drop to the ground. Place the staff in a hole in the ground and pick up the Treasure.



Amazonite and Amber Necklace

After you leave the well, walk out into the market and hang a right. The Treasure is at the dead end in front of a door.



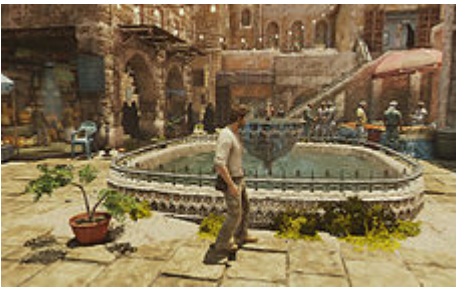
Silver Capsule Pendant

After you leave the well, walk out into the market. This Treasure is on a bench under an overhang to the right of the fountain.



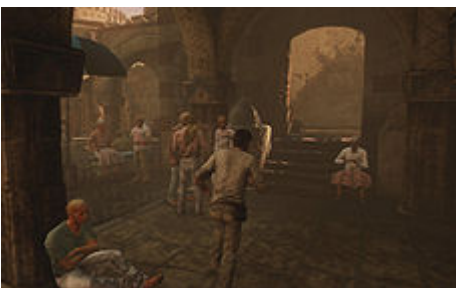
Amazonite and Amber Earring

After you leave the well, walk out into the market. DO NOT GO NEAR SULLY AND ELENA. This Treasure is to the left of the fountain in the shade of an overhang.



Silver Yemeni Bangle

During the chase scene with Talbot he finally escapes into a crowd. Just before entering the crowded area, look for a small set of stairs on your right. Climb these to find the Treasure behind some boxes.



Silver and Leather Dagger

After you open the secret passage in the bottom of the cistern, search the left side of the hallway for a Treasure. It's just before you come to the large room with the three doors.



Pearl and Emerald Brooch

This Treasure is in the room with the gear puzzle in Chapter 11. Search the sandy area above the doorway for it. It's behind a column.



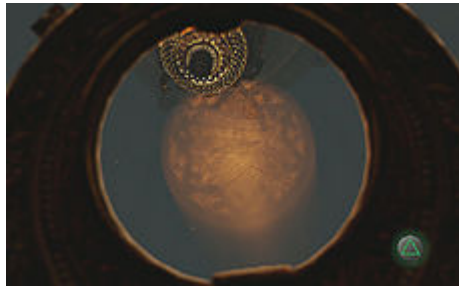
Silver Box Pendant

In the room with all the floating body parts in Chapter 11, head down the stairs and hang a left to find this Treasure on the ground.



Silver Filigree Bracelet

In the room with all the floating body parts in Chapter 11, grab the staff at the center of the room. Facing the central image on the wall, turn right 90 degrees and shine the light at the ceiling. A Treasure should drop to the ground. Place the staff in a hole in the ground and pick up the Treasure.



Amazonite and Amber Necklace

After you leave the well in Chapter 11, walk out into the market and hang a right. The Treasure is at the dead end in front of a door.



Silver Capsule Pendant

After you leave the well in Chapter 11 , walk out into the market. This Treasure is on a bench under an overhang to the right of the fountain.



Amazonite and Amber Earring

After you leave the well in Chapter 11, walk out into the market. DO NOT GO NEAR SULLY AND ELENA. This Treasure is to the left of the fountain in the shade of an overhang.



Silver Yemeni Bangle

During the chase scene with Talbot in Chapter 11 he finally escapes into a crowd. Just before entering the crowded area, look for a small set of stairs on your right. Climb these to find the Treasure behind some boxes.



Chapter 12 Treasures

Chapter 12 Treasure Locations

- 7 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/10/31/uncharted-3-treasure-locations-chapter-12-part-1222-hd>

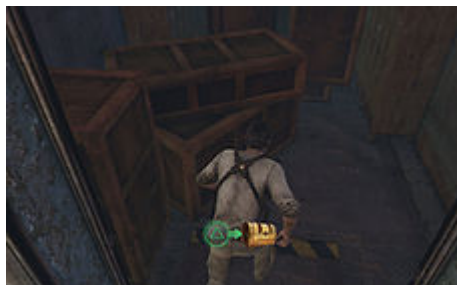
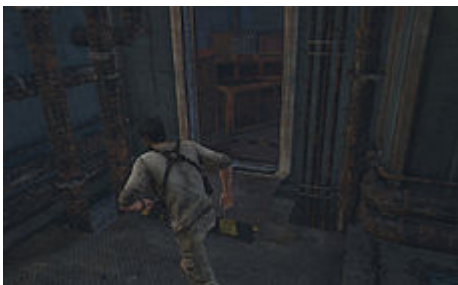
Seahorse Vesta Case

Right after the initial brawl, climb up to the top of the cargo containers and look for this Treasure in the corner.



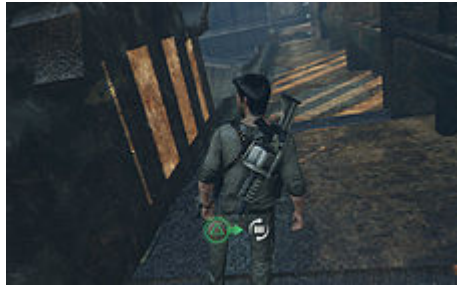
Silver Figa Amulet

After you get your holster back, follow the hallway to the door leading out to the shipyard. Turn around here and look for a small closet with this Treasure on the ground.



Antique Silver Parrot

In the area with all the floating platforms, boats and turrets where you have a huge shootout, search the wall opposite from where you entered the area for a hole you can swim through. On the other side is a climbable wall. Climb it and pick up the grenade launcher if you need it, then turn around and leap across the gap to pick up the Treasure. NOTE: If you are treasure hunting on Very Easy you can skip the fight in this area by swimming to the central boat and climbing the crows nest as if you meant to continue to the next area. If you make it here and die, you'll continue here with no enemies!



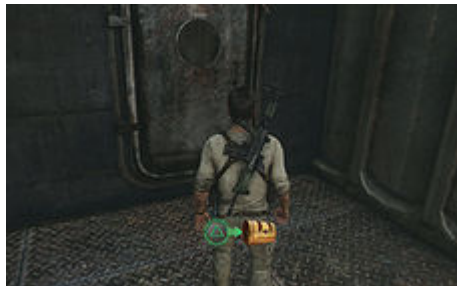
Turquoise and Pearl Bracelet

After the huge shootout amongst the boats, you'll climb to a new area and fight a few more enemies. After this you need to push a box off a ledge to reach a corroded ship hull in the distance. Once you clamber your way across this you'll find yourself on relatively solid ground. Look around and you should spot this Treasure on a beam nearby. To get here you must carefully jump from beam to beam using quick taps of the Jump button (if you hold it down, you'll leap past the beams and die). Use these small jumps to reach the Treasure.



Unusual Blue Stone Ring

When you finally reach the top of the boat, you'll swing to a platform just outside the radio tower. Do not jump off this final rope. Stop swinging and climb it to the top. Up above is a Treasure.



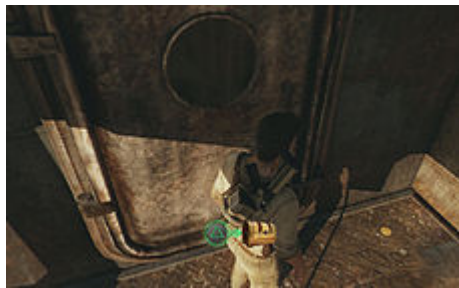
Gold Scarab Brooch

When you finally reach the top of the boat, you'll swing to a platform just outside the radio tower. Before heading into the radio tower, drop off the far side of the platform and climb down to this Treasure.



Gold Axumite Coin

After the cutscene in the radio tower, do NOT take the zipline. Look for this treasure in the corner before zipping down.



Seahorse Vesta Case

Right after the initial brawl in Chapter 12, climb up to the top of the cargo containers and look for this Treasure in the corner.



Silver Figa Amulet

After you get your holster back in Chapter 12, follow the hallway to the door leading out to the shipyard. Turn around here and look for a small closet with this Treasure on the ground.



Gold Axumite Coin

After the cutscene in the radio tower in Chapter 12, do NOT take the zipline. Look for this treasure in the corner before zipping down.



Antique Silver Parrot

In the area with all the floating platforms in Chapter 12, boats and turrets where you have a huge shootout, search the wall opposite from where you entered the area for a hole you can swim through. On the other side is a climbable wall. Climb it and pick up the grenade launcher if you need it, then turn around and leap across the gap to pick up the Treasure. NOTE: If you are treasure hunting on Very Easy you can skip the fight in this area by swimming to the central boat and climbing the crows nest as if you meant to continue to the next area. If you make it here and die, you'll continue here with no enemies!



Turquoise and Pearl Bracelet

After the huge shootout amongst the boats in Chapter 12, you'll climb to a new area and fight a few more enemies. After this you need to push a box off a ledge to reach a corroded ship hull in the distance. Once you clamber your way across this you'll find yourself on relatively solid ground. Look around and you should spot this Treasure on a beam nearby. To get here you must carefully jump from beam to beam using quick taps of the Jump button (if you hold it down, you'll leap past the beams and die). Use these small jumps to reach the Treasure.



Unusual Blue Stone Ring

When you finally reach the top of the boat in Chapter 12, you'll swing to a platform just outside the radio tower. Do not jump off this final rope. Stop swinging and climb it to the top. Up above is a Treasure.



Gold Scarab Brooch

When you finally reach the top of the boat in Chapter 12, you'll swing to a platform just outside the radio tower. Before heading into the radio tower, drop off the far side of the platform and climb down to this Treasure.



Chapter 13 Treasures

Chapter 13 Treasure Locations

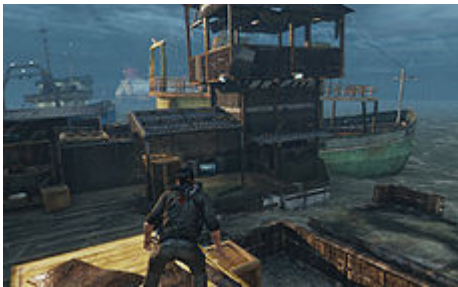
- 3 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/10/31/uncharted-3-treasure-locations-chapter-13-part-1322-hd>

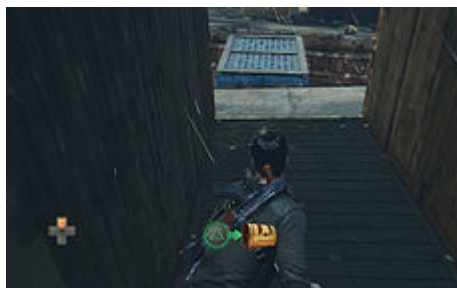
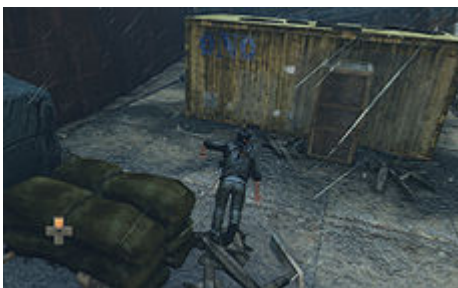
Antique Silver Box

At the very start of the chapter, keep to the right as you fight your way through the floating platforms. Look for a lookout tower near a green tugboat. This Treasure is under the tower in a corner on a barrel.



Silver Tribal Bangle

At the very start of the chapter, look for a red, floating crane. Near this is a yellow cargo container with Treasure inside of it. This is pretty much on the opposite side of the area from the first Treasure.



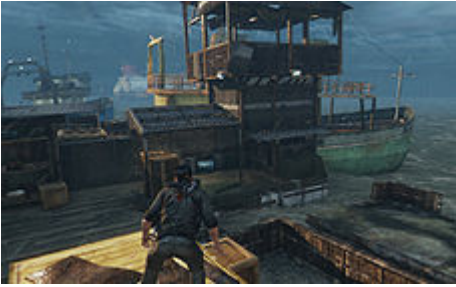
Ancient Gold and Coral Bracelet

Before lowering the green bridge to leave the first area, search the exterior boardwalk area nearby for this Treasure.



Antique Silver Box

At the very start of Chapter 13 keep to the right as you fight your way through the floating platforms. Look for a lookout tower near a green tugboat. This Treasure is under the tower in a corner on a barrel.



Ancient Gold and Coral Bracelet

Before lowering the green bridge to leave the first area of Chapter 13, search the exterior boardwalk area nearby for this Treasure.



Chapter 14 Treasures

Chapter 14 Treasure Locations

- 9 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/10/31/uncharted-3-treasure-locations-chapter-14-part-1422-hd>

Unusual Mask Brooch

Right at the beginning of the chapter, look in a small area along the outer walkway for a Treasure on the ground.



Rose Cut Diamond Pendant

Just past the escape boat you can use to climb to the second level is a dead end with this Treasure on the ground.



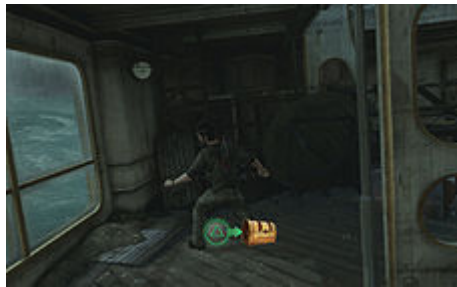
Emerald and Pearl Necklace

In the area where you fight the heavily armored pirate with the machine gun, jump on the shifting, yellow cargo container in the middle of the area and then jump into a secret area with this Treasure.



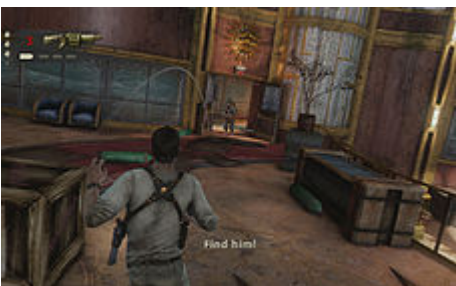
Antique Minerva Pendant

This is in the corner of the pool area, to the left of the rotating door. It's hard to spot.



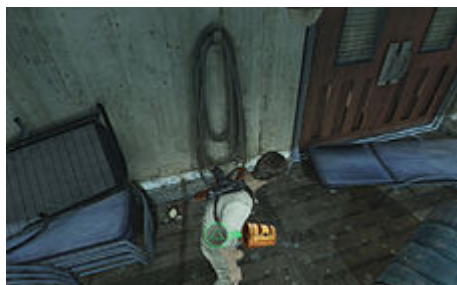
Ruby and Pearl Pendant

After the ballroom shootout, several enemies will bust through a door, allowing you to proceed. Go through the door and turn right to find a Treasure at the dead end of the hallway.



Georgian English Compass

After the ballroom shootout, several enemies will bust through a door, allowing you to proceed. Go through the door and turn left and pass the hallway that leads into the ship. At the far end of the corridor is a Treasure.



Ruby and Diamond Bracelet

After the ballroom shootout, enter the hallways leading to the ship's hold. One room has a bar in it. Behind the bar is a treasure amongst the empty bottles.



Amethyst Cufflink

Just before entering the ship's hold you'll have to go down a few flights of stairs. At the bottom, snag the Treasure.



Golden Amethyst Ring

Just before jumping down into the hold to save "Sully," grab the treasure on the platform just to the left as you enter.



Unusual Mask Brooch

Right at the beginning of Chapter 14, look in a small area along the outer walkway for a Treasure on the ground.



Rose Cut Diamond Pendant

Just past the escape boat you can use to climb to the second level in Chapter 14 is a dead end with this Treasure on the ground.



Emerald and Pearl Necklace

In the area where you fight the heavily armored pirate with the machine gun in Chapter 14, jump on the shifting, yellow cargo container in the middle of the area and then jump into a secret area with this Treasure.



Antique Minerva Pendant

This is in the corner of the pool area in Chapter 14, to the left of the rotating door. It's hard to spot.



Ruby and Pearl Pendant

After the ballroom shootout in Chapter 14, several enemies will bust through a door, allowing you to proceed. Go through the door and turn right to find a Treasure at the dead end of the hallway.



Georgian English Compass

After the ballroom shootout in Chapter 14, several enemies will bust through a door, allowing you to proceed. Go through the door and turn left and pass the hallway that leads into the ship. At the far end of the corridor is a Treasure.



Ruby and Diamond Bracelet

After the ballroom shootout in Chapter 14, enter the hallways leading to the ship's hold. One room has a bar in it. Behind the bar is a treasure amongst the empty bottles.



Amethyst Cufflink

Just before entering the ship's hold in Chapter 14 you'll have to go down a few flights of stairs. At the bottom, snag the Treasure.



Golden Amethyst Ring

Just before jumping down into the hold to save "Sully," in Chapter 14 grab the treasure on the platform just to the left as you enter.



Chapter 15 Treasures

Chapter 15 Treasure Locations

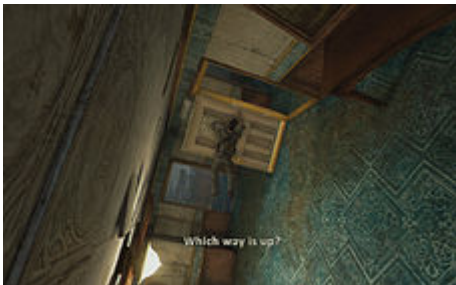
- 1 Treasure

Click this link to see the video

<http://www.ign.com/videos/2011/11/01/uncharted-3-treasure-locations-chapter-15-part-1522-hd>

Silver Rococo Napkin Ring

After you run from the water and get trapped under the heavy object under water, you'll climb one of the ship's hallways vertically using some doors for hand grips. On the way up, look for a bathroom you can pull yourself into and collect the chapter's lone Treasure.



Chapter 16 Treasures

Chapter 16 Treasure Locations

- 3 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/11/01/uncharted-3-treasure-locations-chapter-16-part-1622-hd>

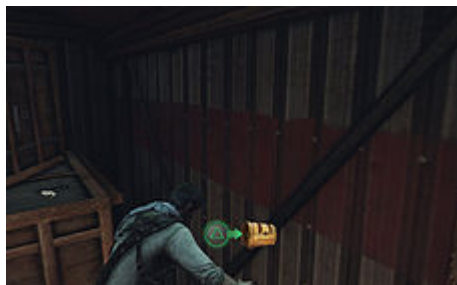
Mosaic Birds Pendant

This Treasure is atop a precarious pile of boxes just inside the first garage door you and Elena lift at the start of the level.



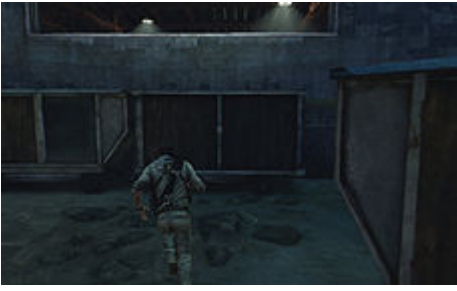
Song Bird Brooch

After you use the skylights to infiltrate the warehouse with the first enemies in it, search the corner for a pile of boxes for a Treasure on top.



Enamel Bird Ring

At one point you and Elena push a car down a hill through a fence. You can jump up into another warehouse here with a green car in it. In the corner behind the car you'll find a Treasure.



Mosaic Birds Pendant

This Treasure is atop a precarious pile of boxes just inside the first garage door you and Elena lift at the start of the level.



Song Bird Brooch

After you use the skylights to infiltrate the warehouse with the first enemies in it during Chapter 16, search the corner for a pile of boxes for a Treasure on top.



Enamel Bird Ring

At one point in Chapter 16 Drake and Elena push a car down a hill through a fence. You can jump up into another warehouse here with a green car in it. In the corner behind the car you'll find a Treasure.



Chapter 18 Treasures

Chapter 18 The Rub' al Khali

- 1 Treasure

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-treasure-locations-in-chapter-18-part-1822-hd>

Calcite Statue of a Female Figure

Shoot or run over the pot by the well in the desert to get the Chapter's only Treasure.



Calcite Statue of a Female Figure

Shoot or run over the pot by the well in the desert to get Chapter 18's only Treasure.



Chapter 19 Treasures

Chapter 19 The Settlement

- 8 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/11/01/uncharted-3-treasure-locations-chapter-19-part-1922-hd>

Ancient Alabaster Ibex

At the entrance to the settlement is a locked gate. Just to the left of it is a Treasure.



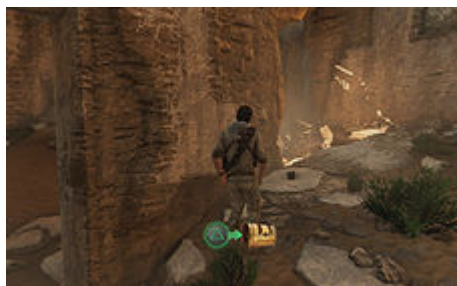
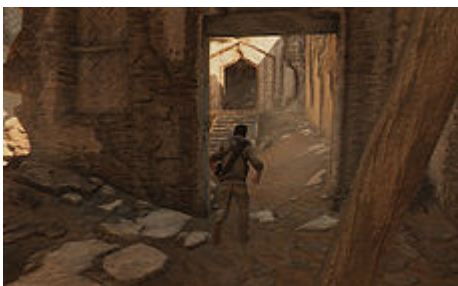
Coin of the Qataban Kingdom

After you fall through the floor at the start of the level, search the room you land in for this Treasure.



Antique Silver Linked Bracelet

When you climb out of the well, run through the doorway ahead and, when you pass through a second doorway, turn around and look by the column in the middle of the area for this Treasure.



Antique Agate Wedding Ring

After you encounter the first enemies, an enemy shoots the ground out from under you. When you regain your footing, search for this ring in the pit.



Silver and Cornelian Necklace

After you encounter the first enemies, an enemy shoots the ground out from under you. Climb out of the pit and go up the stairs. Just before the huge shootout scene with all the laser-sighted enemies, look for this Treasure along the left side of the area at the top of the stairs.



Ancient Sabaeen Bust

In the area with a big shootout and the first enemy with a rocket launcher, look for a secret area you can drop into just to the left of the passage leading to the next area.



Ancient Kingdom of Sheba Coin

After squeezing through the tight area after the big fire fight (with the first rocket launcher), vault over the edge of the wall and, before going through the fancy arches look for this Treasure in the shadows.



Antique Bedouin Bracelet

In the area with the jeep on the columns and the gate you need to clear with a rocket launcher, face the gate and turn right. Follow the path through the buildings to the right of the gate to find a Treasure.



Ancient Alabaster Ibex

At the entrance to the settlement of Chapter 19 there is a locked gate. Just to the left of it is a Treasure.



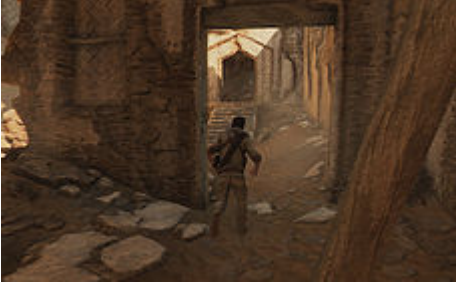
Coin of the Qataban Kingdom

After you fall through the floor at the start of Chapter 19, search the room you land in for this Treasure.



Antique Silver Linked Bracelet

When you climb out of the well in Chapter 19, run through the doorway ahead and, when you pass through a second doorway, turn around and look by the column in the middle of the area for this Treasure.



Antique Agate Wedding Ring

After you encounter the first enemies in Chapter 19, an enemy shoots the ground out from under you. When you regain your footing, search for this ring in the pit.



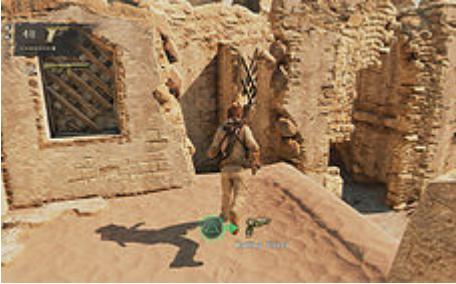
Silver and Cornelian Necklace

After you encounter the first enemies in Chapter 19, an enemy shoots the ground out from under you. Climb out of the pit and go up the stairs. Just before the huge shootout scene with all the laser-sighted enemies, look for this Treasure along the left side of the area at the top of the stairs.



Ancient Sabaean Bust

In the area with a big shootout and the first enemy with a rocket launcher in Chapter 19, look for a secret area you can drop into just to the left of the passage leading to the next area.



Ancient Kingdom of Sheba Coin

After squeezing through the tight area after the big fire fight (with the first rocket launcher) in Chapter 19 , vault over the edge of the wall and, before going through the fancy arches look for this Treasure in the shadows.



Antique Bedouin Bracelet

In the area in Chapter 19 with the jeep on the columns and the gate you need to clear with a rocket launcher, face the gate and turn right. Follow the path through the buildings to the right of the gate to find a Treasure.



Chapter 20 Treasures

There are 3 treasures at the end of this chapter that are at the beginning of the 21st chapter video. They start after you get inside from the sand storm.

Carved Sabaean Face

Just as you enter the large doors after the fight with the two trucks with turrets, look to your left to pick up this Treasure on a mound of sand.



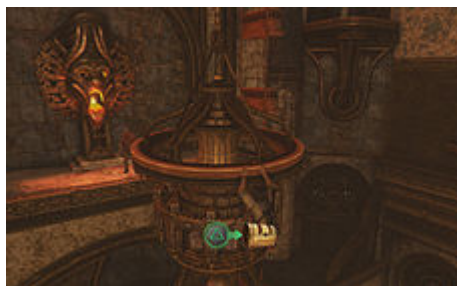
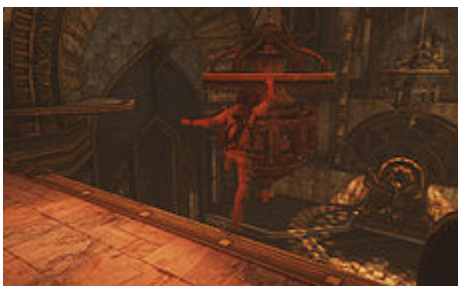
Bronze Sabaean Bull Sculpture

Climb up the ladder to the right in the massive entrance area Sully stays to pull the switch. Drop off the ledge to the right of the switch pick up this Treasure on a platform below.



The Royal Game of UR

Climb up the ladder to the right in the massive entrance where Sully stays to pull the switch. Hop to the chandelier and climb around to the far side and pick up a Treasure.



Carved Sabaean Face

Just as you enter the large doors after the fight with the two trucks with turrets in Chapter 20, look to your left to pick up this Treasure on a mound of sand.



Bronze Sabaean Bull Sculpture

Climb up the ladder to the right in the massive entrance area Sully stays to pull the switch. Drop off the ledge to the right of the switch pick up this Treasure on a platform below.



Chapter 21 Treasures

Chapter 21 The Atlantis of the Sands

- 8 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/11/01/uncharted-3-treasure-locations-chapter-21-part-2122-hd>

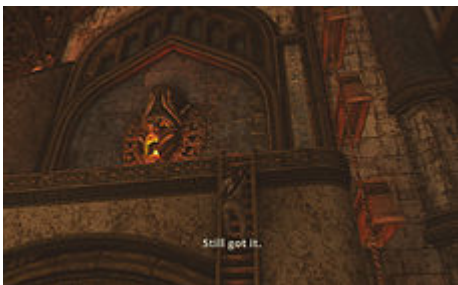
Carved Sabaean Face

Just as you enter the large doors after the fight with the two trucks with turrets, look to your left to pick up this Treasure on a mound of sand.



Bronze Sabaean Bull Sculpture

Climb up the ladder to the right in the massive entrance area Sully stays to pull the switch. Drop off the ledge to the right of the switch pick up this Treasure on a platform below.



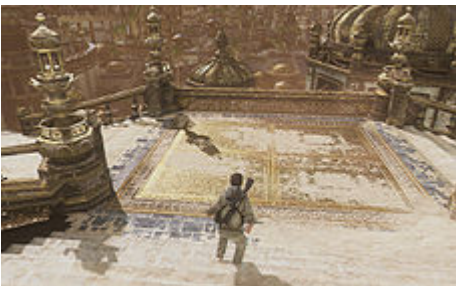
The Royal Game of UR

Climb up the ladder to the right in the massive entrance where Sully stays to pull the switch. Hop to the chandelier and climb around to the far side and pick up a Treasure.



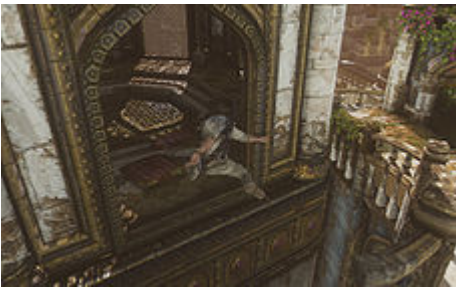
Bronze Man of Nashqum

As soon as you enter the Atlantis of the Sands, head down the stairs and take a left at the fork. Where the stairs are broken off, pick up a Treasure.



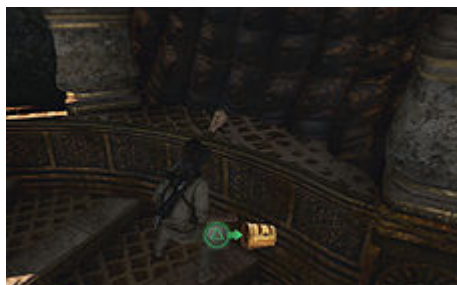
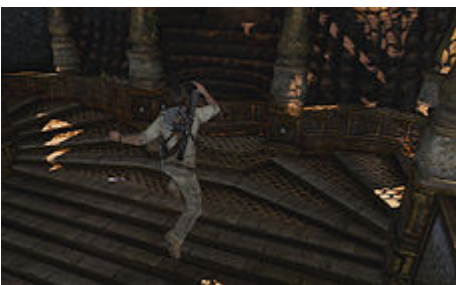
Sabaeen Alabaster Stele

As soon as you enter the Atlantis of the Sands, head down the stairs and take a right. Look for a tower top you can jump into and snag a Treasure on your way to the fountain.



Akkadian Statue Head

In the first fight with the flame-headed demons, as soon as you land, turn right and run into the structure. Look for this Treasure on above some stairs along the back wall.



Sabaeen Moon Symbol

After the spider hallucination, you'll be returned to the bottom of the elevator, turn around and grab this Treasure before heading down the street in your drug-induced daze.



Statue of Gudea

When you wake up from your hallucination in the pool, run down the hallway and search the left side for a Treasure.



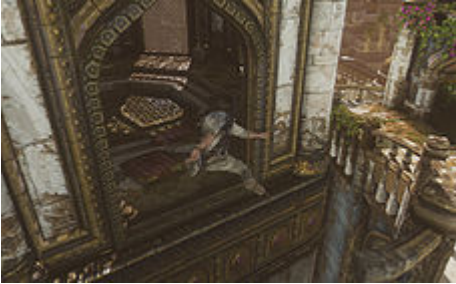
Bronze Man of Nashqum

As soon as you enter the Atlantis of the Sands in Chapter 21, head down the stairs and take a left at the fork. Where the stairs are broken off, pick up a Treasure.



Sabaean Alabaster Stele

As soon as you enter the Atlantis of the Sands in Chapter 21, head down the stairs and take a right. Look for a tower top you can jump into and snag a Treasure on your way to the fountain.



Akkadian Statue Head

In the first fight with the flame-headed demons in Chapter 21, as soon as you land, turn right and run into the structure. Look for this Treasure on above some stairs along the back wall.



Sabaeen Moon Symbol

After the spider hallucination in Chapter 21, you'll be returned to the bottom of the elevator, turn around and grab this Treasure before heading down the street in your drug-induced daze.



Statue of Gudea

When you wake up from your hallucination in the pool during Chapter 21, run down the hallway and search the left side for a Treasure.



Chapter 22 Treasures

Chapter 22 The Dreamers of the Day

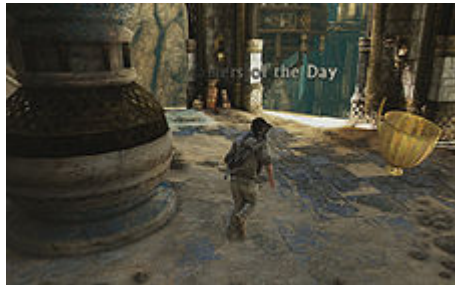
- 2 Treasures

Click this link to see the video

<http://www.ign.com/videos/2011/11/01/uncharted-3-treasure-locations-chapter-22-part-2222-hd>

Gold Cup from Ur

At the very start of the Chapter, look for this Treasure at the bottom of the spiral stairs.



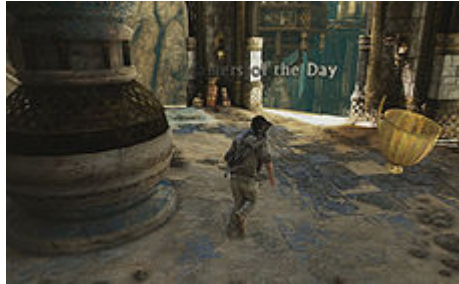
Golden Hittite Goddess

At the bottom of the elevator (after you meet up with Sully), run along the path to the stairs on the far side of the chasm. At the bottom of the stairs is the final treasure, along the right wall.



Gold Cup from Ur

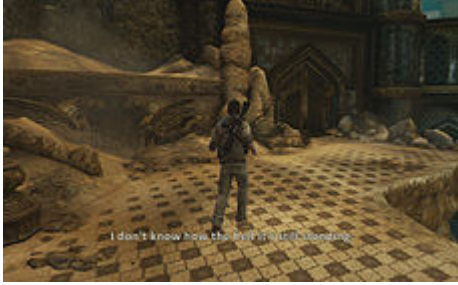
At the very start of Chapter 22, look for this treasure at the bottom of the spiral stairs.



Golden Hittite Goddess

At the bottom of the elevator (after you meet up with Sully in Chapter 22), run along the path to the stairs on the far side of the chasm. This treasure is along the wall at the bottom of the stairs.

Note: This is the last treasure in the game. If you have picked up all of the other treasures, this one should net you the Master Fortune Hunter trophy.



Trophies

There are 43 Bronze Trophies, 10 Silver Trophies, 1 Gold trophy and 1 Platinum Trophy -- a total of 55 Trophies -- in Uncharted 3. Accolades are listed in the same order as the PSN trophy list.

Platinum

Obtain all other trophies.

First Treasure

Find one Treasure.

Apprentice Fortune Hunter

Find 20 Treasures.

Skilled Fortune Hunter

Find 40 Treasures.

Adept Fortune Hunter

Find 60 Treasures.

Expert Fortune Hunter

Find 80 Treasures.

Master Fortune Hunter

Find all 100 Treasures.

Relic Finder

Find the Strange Relic.

Survivor

Defeat 75 enemies in a row without dying.

Combat Leapfrog

Defeat 10 enemies in a row, alternating hand-to-hand combat and gunplay.

20 Headshots

Defeat 20 enemies with headshots.

100 Headshots

Defeat 100 enemies with headshots.

Headshot Expert

Defeat 5 enemies in a row with headshots.

Side Arm Master

Defeat 30 enemies in a row with your side arm.

Reload Master

Defeat 50 enemies in a row without auto-reloading.

Rolling Ammo Master

20 times in a row, pick up ammo while rolling.

Blindfire Marksman

Defeat 20 enemies by blind-firing while in cover (without aiming with L1).

Run-and-Gunner

Defeat 20 enemies by shooting from the hip (without aiming with L1).

Hangman

Defeat 20 enemies with gunfire by aiming while hanging.

Land Shark

Defeat 20 enemies while swimming.

30 Kills: Mag 5

Defeat 30 enemies with the Mag 5.

30 Kills: Arm Micro

Defeat 30 enemies with the Arm Micro.

30 Kills: TAU Sniper

Defeat 30 enemies with the Tau Sniper.

30 Kills: KAL 7

Defeat 30 enemies with the KAL 7.

30 Kills: M9

Defeat 30 enemies with the M9.

30 Kills: G-MAL

Defeat 30 enemies with the G-MAL.

30 Kills: SAS-12

Defeat 30 enemies with the SAS-12.

30 Kills: Dragon Sniper

Defeat 30 enemies with the Dragon Sniper.

30 Kills: T-Bolt Sniper

Defeat 30 enemies with the T-Bolt Sniper.

30 Kills: RPG7

Defeat 30 enemies with the RPG-7.

30 Kills: PAK-80

Defeat 30 enemies with the PAK-80.

30 Kills: Mk-NDI

Defeat 30 enemies with the Mk-NDI.

Pro-Pain

Defeat 10 enemies with propane or acetylene tank explosions.

Dyno-Might Master

Defeat 4 enemies with one explosion.

Grenade Hangman

Defeat 10 enemies with grenades by aiming while hanging.

Drop the Bomb Hotshot

Make 5 enemies drop their grenades by shooting them.

Throwback

Kill 10 enemies with thrown-back grenades.

Throwback Master

Throw back a grenade and defeat two enemies at once.

Bare-knuckle Brawler

Defeat 20 enemies with hand-to-hand combat.

Bare-knuckle Slugger

Defeat 50 enemies with hand-to-hand combat.

Master Ninja

Defeat 50 enemies with stealth attacks.

Expert Ninja

Defeat 5 enemies in a row using stealth attacks.

Riot Rocker

Defeat 5 riot shield enemies by running over their shield.

Brute Beater

Successfully counter all of a Brute's damage-giving attacks.

Quick Study

Inspect almost every display case in the Cartagena Museum.

Ride the Crocodile

Stand on the crocodile in the Secret Library.

He's Gonna Need a Sturgeon

Hit three enemies with fish in the market.

Marco Solo

Play in the swimming pool on the Cruise Ship.

Truck Brawler

Defeat 10 enemies using hand-to-hand combat on the back of the convoy trucks.

Charted! - Easy

Finish the game in Easy Mode.

Charted! - Normal

Finish the game in Normal Mode.

Charted! - Hard

Finish the game in Hard Mode.

Charted! - Crushing

Finish the game in Crushing Mode.

Thrillseeker

Complete one Competitive Multiplayer game.

Buddy System

Complete one Cooperative Multiplayer game.

All achievement and trophy pages on IGN's wikis use a [special template](http://www.ign.com/wikis/how-to/Using_Wiki_Templates). Please visit the [Template Page](http://www.ign.com/wikis/how-to/Using_Wiki_Templates) for the correct code and instructions on how to use them. Thank you.

[Source: YouTube](http://www.youtube.com/watch?v=jFh1y7H9Ao&feature=player_embedded)

Road Map

This is a step-by-step playthrough of how to get all of the trophies as quickly as possible. Getting a platinum on this game is not very hard. The only tough trophy is in step 2, where you must beat the game on the Crushing Difficulty.

Step 1 - Beat Campaign on Normal

Playthrough the entire single-player storyline on Normal difficulty. This will unlock the Charted! - Normal and Charted! - Easy trophies as well as Crushing difficulty. You will probably get a lot of the weapon/kill trophies naturally on this playthrough. It is suggested that you don't use a treasure guide until the second playthrough (Step 2) as there will be spoilers.

Step 2 - beat crushing difficulty

Playthrough the single-player storyline again, but on the hardest difficulty. This will be a bit tough, but if you follow the Crushing Tips planted in the Walkthrough section you should be just fine. This will unlock both the Charted! - Hard and Charted! - Crushing trophies. You will most likely receive all of the weapon/kill trophies you didn't receive in your first playthrough. You also need to obtain the 100 treasures and Strange Relic during this playthrough. If you did not get the five secret story trophies in your first playthrough, get them now. They are as follows:

- **Chapter 2:** Quick Study
- **Chapter 5:** Ride the Crocodile
- **Chapter 10:** He's Gonna Need a Sturgeon
- **Chapter 14:** Marco Solo
- **Chapter 20:** Truck Brawler

Step 3 - Multiplayer

This is a very short step. Just get online and play one co-op match and one competitive match to obtain these trophies. You can play Splitscreen/LAN too, if you aren't hooked up to the internet. This will net you the trophies Thrillseeker and Buddy System.

Step 4 - Cleanup

Take a look at which few trophies you have yet to unlock. You can use Chapter Select to pick up your last few remaining treasures or farm for kills. You may also want to switch the difficulty to Very Easy. Use the guide for all Trophies you have left to get them quickly. Congratulations, after this step you have earned the **Platinum Trophy!**

Platinum

Obtain all other trophies.

Just like any other PS3 Platinum Trophy, collect all other Trophies in this game to unlock this Trophy. There are:

- 43 Bronze Trophies
- 10 Silver Trophies
- 1 Gold Trophy

Once you have collected the above 54 trophies, this trophy will unlock. Follow the Road Map to obtain all trophies in the fastest amount of time.

Treasure Trophies

Uncharted 3 offers 7 treasure trophies. The trophies are for finding:

- 1 Treasure;
- 20 Treasures;
- 40 Treasures;
- 60 Treasures;
- 80 Treasures;
- 100 Treasures;
- the Strange Relic

First Treasure

Find one Treasure.

You will get this Trophy after picking up your first treasure. The first treasure in the game is the Antique Boxing Medallion. It is located in Chapter 1 in The Pelican Inn. It is located by an arcade machine next to a juke box on the first level of the Inn.

Apprentice Fortune Hunter

Find 20 Treasures.

Self-explanatory. If you follow this guide, the Trophy should pop up near the end of Chapter 5.

Skilled Fortune Hunter

Find 40 Treasures.

Self-explanatory. If you follow this guide, you should unlock this Trophy during Chapter 9.

Adept Fortune Hunter

Find 60 Treasures.

If you follow this guide, you should unlock this Trophy during Chapter 12.

Expert Fortune Hunter

Find 80 Treasures.

If you follow this guide, you should unlock this Trophy during Chapter 16.

Master Fortune Hunter

Find all 100 Treasures.

Collect 100 Treasures by following this guide. The Trophy should unlock when you get to Chapter 22.

There are 101 Treasures in total. If you miss some, don't worry, as you can always select Chapters from the main menu. The game will also tell you how many Treasures you are missing on a specific Chapter.

Relic Finder

Find the Strange Relic.

The Strange Relic is a reference to the Jak and Daxter Series and there is one to find in every Uncharted game.

In Uncharted 3, you can find it in Chapter 4. Before climbing down the cylindrical waterway, climb the pipe directly to the right of the platform to a grate at the top. The Treasure is here.

Here is a video of the **Relic Finder** Trophy:

Combat Trophies

There are 24 trophies under this category. Although you can obtain some of them just by playing through the game, there are some that you could only earn in certain checkpoints in the game. Since they are all combat-related, I advice you to select a chapter from menu menu and play it on Very Easy difficulty level to obtain them easily. The trophies are as followed:

- Survivor
- Combat Leapfrog
- 20 Headshots
- 100 Headshots
- Headshot Expert
- Side Arm Master
- Reload Master
- Rolling Ammo Master
- Blindfire Marksman
- Run-and-Gunner
- Hangman
- Land Shark
- Pro-Pain
- Dyno-Might Master
- Grenade Hangman
- Drop the Bomb Hotshot
- Throwback
- Throwback Master
- Bare-knuckle Brawler
- Bare-knuckle Slugger
- Master Ninja
- Expert Ninja
- Riot Rocker
- Brute Beater

Survivor

Defeat 75 enemies in a row without dying.

This trophy is difficult to earn. You might get lucky and get it on your first playthrough. However, if you're playing on Hard or Crushing difficulty level, the Trophy may prove to be much more difficult to earn.

Select Chapter 19 on Very Easy difficulty from the main menu and play through the level without dying. Shortly after you defeat the convoy in Chapter 20, you will arrive at another ghost town. From there, take out all of the enemies. The Trophy should pop up before you reach the gate of Iram of the Pillars.



You can also select Chapter 12 from the main menu. Just play through Chapter 12 and keep making progress without dying. By the time you reach the end of Chapter 14, you should receive the Trophy. Keep in mind that platforming is a big part of these levels, so be careful not to die while playing through any of the platforming sections.



Combat Leapfrog

Defeat 10 enemies in a row, alternating hand-to-hand combat and gunplay.

The easiest way to earn this Trophy would be to play through Chapter 16 on Very Easy difficulty. All you need to do is wait until you reach the part where Elena and Nate lose grip on the jeep that they're pushing, which results in the jeep slamming through a gate.



When that happens, three enemies will come to check out the noise. All of the enemies will have their backs to you. Using your silenced pistol, take out the enemy closest to you with a headshot. Then, use hand to hand combat to earn a stealth kill on the enemy to the right of the jeep. Switch back to your pistol and use it get a headshot on the enemy in front of the jeep.

After that, you'll progress through the level by jumping through a wide window into a garage. Once you've landed, you'll exit the garage into a fairly large area where a good amount of unaware enemies are patrolling. Keeping in mind that you used gun combat to kill your last enemy, just work your way through the area by alternating between stealth kills and silenced headshots to take down seven more bad guys.

This Trophy is relatively easy to obtain even on Normal or Hard difficulty level. (*I got this trophy on Crushing unintentionally by playing through the convoy level in Chapter 20*)

You don't necessarily need to select a Chapter from the main menu, as it can be done on your first playthrough. The first opportunity to do this comes during Chapter 6. When you get to the courtyard filled with enemies, you will be asked to throw a grenade to take out two enemies sitting below you.

After this point, you will squeeze through narrow gaps to another area filled with enemies. As you arrive in this area, start by taking out the two enemies facing Sully, alternating between melee and gun combat. Enemies here lack firepower--plus there are no brutes in this area--so you should be able to take them out quite easily even on Hard or Crushing difficulty. Just be patient and fight one guy at a time. If you take the first guy out with a melee attack, make sure to kill the next guy with a firearm. If you mess up by accident, just reload last checkpoint and you will start in this area again.

There are more than 10 enemies here, so once you take the enemies out alternating between to melee to gunplay, the trophy should pop up once the area is clear.



Farming Method: You do not need to get all 10 kills without dying. That is, if you find a checkpoint where there are only one or two enemies. You can kill the first with melee, the second with a gun, and then restart the checkpoint. Do this four more times, and you will earn this trophy very easily.

Another good place to get this is Chapter 13 (The Rough Seas) just start alternating between gunplay and hand-to-hand combat at the beginning of the chapter and you'll get the trophy on the first boat you reach.

20 Headshots

Defeat 20 enemies with headshots.

Use a semi-automatic weapon or a high-powered pistol and take your time aiming. One shot to the head will kill most enemies on all difficulties, and this will come naturally on your first playthrough.

100 Headshots

Defeat 100 enemies with headshots.

This trophy is easier to get when playing through the story on normal or easy difficulty level since you have more health. However, headshots will kill most enemies on all difficulties. Also, you will get this naturally on your first or second playthrough, so playing on Hard and then Crushing is recommended so you can get the difficulty trophies as well.

To get a headshot, take a few extra seconds to aim at an enemies head rather than just shooting the first part of body that comes into view. Use semi-automatic weapons here, as they shoot one bullet at a time and are accurate. Rifles and strong pistols such as the Dragon Sniper, Tau Sniper, and Mag 5 are highly recommended to get headshots.

Headshot Expert

Defeat 5 enemies in a row with headshots.

This is a fairly easy trophy to acquire. After you pick up a sniper rifle or strong pistol/magnum such as the Tau Sniper, aim at enemy heads and shoot. You don't have to have 5 kill-shots in a row; you just can't kill an enemy with a body-shot. You CAN shoot them once in the torso, and if they don't die, finish them off a headshot.

The easiest place to earn this trophy is in Chapter 16, just after Drake and Elena lose grip on the jeep that they're pushing and it slams through a gate.



Immediately three enemies will come to check it out, they'll all have their back to you so you'll be able to take them out with headshots easily, just make sure you use your silenced pistol. After that you'll jump through a wide window into a garage--



--after you land you'll exit the garage into an area where there are a good amount of unaware enemies patrolling. Without being seen and still using the silenced pistol, take out the two enemies

closest to you with headshots as well.

Once all that is done the trophy should unlock.

Here's a video for easier instruction:

Side Arm Master

Defeat 30 enemies in a row with your side arm.

Side arms are secondary weapons like pistols and magnums, such as the .45 Defenders, Silenced Pistol and Arm Micro that occupy the left slot in your weapons menu.

To get this Trophy, just kill 30 enemies without switching to the weapon in your right slot. If you just play through the story without switching, this trophy will pop up shortly.

Play Chapter 5 and Chapter 6 at a difficulty you prefer, where an abundance of easy enemies can be found (no RPG-7s, no serious snipers, etc). Using only side arms of any kind, kill 30 enemies in a row. Using weapons such as the Arm Micro and the powerful Wes-44 make this trophy quite easy to earn.

Farming: Restarting the checkpoint and dying do NOT restart the counter for this trophy. Therefore, a very easy way to obtain this is to find a portion of the game where there are some enemies, kill them off with your side arm and then restart the checkpoint and repeat. After a few restarts, you will unlock this trophy.

Reload Master

Defeat 50 enemies in a row without auto-reloading.

This Trophy is fairly easy to obtain as long as you pay attention. Use weapons with more than one bullet per clip, as Drake will automatically reload after the clip is emptied. If you are getting low on ammo, reload yourself with the R2 button. Do **NOT** use **grenades** or **melee attacks**, as these will break your streak.

If you have problems with this trophy and are far into the game, there is a good spot where you can obtain this trophy in Chapter 19. Once you get to the area where the Silver and Cornelian Necklace is, you will find both the T-Bolt Sniper and Mag 5.

Note: This is a good place to also claim the 30 Kills: T-Bolt Sniper and the 30 Kills: Mag 5 trophies.

You will have a clip in each of these guns so you won't have to worry about reloading. There are plenty of enemies in this section of the Chapter. Just make sure that you don't get a melee kill or use grenades, as these will break your streak. After most of the enemies are downed, restart the checkpoint and repeat until you get the trophy. (Just be careful because the T-Bolt Sniper must be manually reloaded after your fourth shot and then again once more before the clip runs out.)



Rolling Ammo Master

20 times in a row, pick up ammo while rolling.

This one is pretty straight forward. You should be able to unlock this Trophy in a single playthrough. However, there is an easy method if you're struggling to obtain this Trophy.

When you get to the courtyard after climbing up the well in the Chateau (Chapter 6, after going through the cave), you'll encounter a group of enemies. First, clear the area, then you should be able to loot an Arm Micro from one of your fallen foes. Simply roll over and pick it up. Now you'll drop your .45 Defender. Repeat the process: pick up Arm Micro, then the .45 Defender, then the Arm Micro, etc. Do this 20 times and you'll earn the Trophy.

- You can do this in any place, just make sure you have **two of the same type of weapon (ie. AK 47 and RPG, AK 47 and M9, Para 9 and Arm Micro) available**. Picking up a gun of the same caliber will replace the one you have and you'll automatically drop the gun on the ground. Give yourself some space, because you may accidentally take cover by pressing Circle.

Video of how it is done:

Blindfire Marksman

Defeat 20 enemies by blind-firing while in cover (without aiming with L1).

While in a gunfight, take cover and use only the R1 button to fire your weapon at enemies without aiming. Take out twenty enemies and this trophy is yours. This is cumulative, so if you die or restart a checkpoint you will keep your kills.

Note: Grenade kills only count towards the trophy when you throw them without aiming while in cover.

Run-and-Gunner

Defeat 20 enemies by shooting from the hip (without aiming with L1).

This isn't too difficult. You must kill 20 enemies without aiming, so just press R1 to blindfire shoot in their direction. Once 20 enemies are downed, this Trophy will pop up.

The easiest way to get this is with a shotgun, preferably the Sawed Off Shotgun, as you can just run up to an enemy and one-hit them with L1. A good place to do this is at the end of Chapter 11 when you are ambushed in the well. You will be given a Sawed Off Shotgun and a good amount of enemies to down. When you have them all killed, restart the checkpoint and repeat. You will obtain this Trophy after a few restarts.

Note: *This Trophy is cumulative, so you don't have to do this all in one section of the game. You may get this naturally over the course of the game if you don't always aim.*

Hangman

Defeat 20 enemies with gunfire by aiming while hanging.

To get this trophy, you need to rack up 20 kills while hanging from cover. While you are hanging, you can only use your sidearm, so high-powered magnums are good to use here, such as the Mag 5 and Tau Sniper.

Note: *Using grenades will not count here, but they will count for the Grenade Hangman trophy.*

There is a good chance that you will obtain this trophy naturally through the course of the game. If not, a good place to do this is Chapter 12. Once you've reached the ship graveyard, hang onto docks and platforms, and shoot down enemies with your sidearm. There are plenty of enemies in this level, so unlocking the trophy shouldn't be a problem.



Land Shark

Defeat 20 enemies while swimming.

The only chapters you can get this in are Chapter 12 and Chapter 13. In Chapter 12, you will come to a ship graveyard, which is filled with numerous enemies. Jump in the water and start shooting them. At the beginning of Chapter 13, there are a lot of enemies in the first area. Simply jump in the water and kill the enemies on the platforms. Find a comfortable spot in either of these chapters, and take out all of the enemies while in the water. Once they are all downed, restart the checkpoint and repeat until the Trophy pops.

When taking out the enemies from the water, you can only shoot with a sidearm. Be sure that you are floating in the water and not hanging off something or just touching the water. If you have trouble killing these enemies on higher difficulty levels, just load up the Chapters from the main menu on Very Easy difficulty.

The TAU Sniper can be found in this area, and it is a great gun to use for this trophy.

Here is a video guide.

Pro-Pain

Defeat 10 enemies with propane or acetylene tank explosions.

Throughout the various shooting sequences in the game, you can find propane and acetylene tanks which explode when shot.



You're given the ability to carry and throw propane tanks. When you find a propane tank, one thing that works well is to throw it towards a large group of enemies and shoot it in midair.



Acetylene tanks are the tall green canisters (one of them appears on the left side of this screenshot). Unless the environment is unstable, these tanks remain stationary.

Simply kill 10 enemies by causing these tanks to explode and this Trophy is yours. This is cumulative, so you don't need to get it all in one spot. It will come naturally throughout the course of the game.

Link below shows a good way to do it in Chapter 8:

Another good place to obtain this is in Chapter 16. You will go through a window, but Elena will be left behind you. After traversing the rooftops you will come to open skylights. Now, kill the two guys and shoot the locks off to let Elena in.

After you let Elena in, a jeep full of enemies will enter the other side of the garage. Go to the other side of the small junk heap and grab the propane tank. Now, throw the tank towards the jeep and shoot it, which will kill one to four enemies. Before Elena can kill the remaining enemies, reload the checkpoint and repeat.



Dyno-Might Master

Defeat 4 enemies with one explosion.

To get this trophy, you must kill at least 4 enemies with a single explosion. The explosion can be made from a grenade or propane tank, or any other explodable object. It's easiest to just do this with a grenade though, since you can place them wherever. Find a spot where at least 4 guys are crowded together and throw a grenade near them to take them all out at once.

In Chapter 16, there is a checkpoint where you can kill 4-5 guys with a single grenade. When you get to the point where you jump down from the top of the warehouse building, take out 2 guards inside the warehouse silently and one of them will drop a grenade. After you open the door for Elena on the right side of the warehouse, a jeep will roll in. Make your way up to the back of the jeep and drop the grenade. It is important that you drop the grenade after the 3rd guy gets out from the jeep. The trophy should pop up shortly after you wiped out the guards with the grenade.

Here's a video for easier instruction:

Grenade Hangman

Defeat 10 enemies with grenades by aiming while hanging.

In Chapter 16, you will go through a window but Elena will be left behind you. After traversing the roofs you will come to open skylights. Wait for the guy to walk underneath and stealth kill him. This will give you a grenade. Now kill the other guy and shoot the locks off to let Elena in.

A jeep will now enter the room at the other end. Quickly jump and hang from somewhere (the best place is the tall box against the pillar right near the previously locked door) and aim your grenade to the back of the Jeep. This should kill anywhere from 2-4 guys. DO NOT kill all the guys. Quickly reload before Elena kills the other enemies and you can repeat this process.

Drop the Bomb Hotshot

Make 5 enemies drop their grenades by shooting them.

When it appears that an enemy is about to throw a grenade, shoot him and he will drop it. If the grenade lands next to him, the explosion should kill him.

Throwback

Kill 10 enemies with thrown-back grenades.

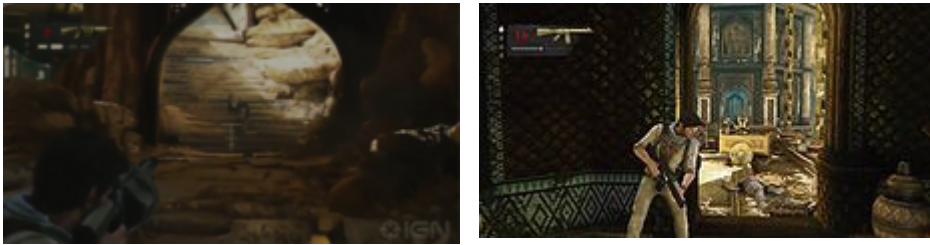
The easiest method to grab this Trophy is by playing through Chapter 22. There are a number of enemies on the bridge in the very beginning of the level. Head up to the bridge area and clear the room just before the bridge. Simply take cover by the doorway and wait for them to throw you a grenade. Use the same method that you used for the Throwback Master Trophy. Once you've killed 10 enemies with thrown-back grenades, the Trophy will pop up shortly.



Throwback Master

Throw back a grenade and defeat two enemies at once.

Although you can get lucky and get this Trophy early in the game, there is a good place where you can claim this Trophy later on in the game. At the beginning of Chapter 22, when you get to bridge filled with enemies staying close to each other, take cover by the doorway facing them. Wait for them to throw a grenade at you. A timer will appear next to the grenade. Throw back the grenade by pressing the triangle button when the cursor is in the white-colored area. It may take a couple of tries before you get the timing right. The trophy should pop up when you've successfully killed two enemies.



[Link to a video showing what is explained above](#)

Bare-knuckle Brawler

Defeat 20 enemies with hand-to-hand combat.

You will earn this Trophy by natural progressing through the game. All you need to do is kill enemies using melee combat, which can be started by merely running up to an enemy and punching them. Do this to nineteen more enemies and you'll eventually earn this Trophy in Chapter 3 or Chapter 4.

Bare-knuckle Slugger

Defeat 50 enemies with hand-to-hand combat.

Gamers should get this trophy just by playing through the game. However, if you haven't gotten it yet, go to the main menu and select Chapter 19 on Very Easy difficulty level. There are close to 40 enemies this level, so you should be able to get this Trophy by beating them with melee attacks. All opponents aren't very smart on Very Easy, so there shouldn't be any problems for gamers hunting for this Trophy.



Master Ninja

Defeat 50 enemies with stealth attacks.

It is possible to get this Trophy by beating the game. However, if you haven't gotten it yet, there is a good spot where this Trophy can be earned in Chapter 16. Near the end, when you've reached an open area with numerous cargo containers, there are 6 or 7 enemies here you can kill with stealth attacks. Detailed instructions can be found at the bottom of the Chapter 16 walkthrough page, but the general idea here is to just take the guards out one at a time when they are away from each other. Make sure to let the two guards guarding the door kill you so that you can start back at the garage. Repeat the process until the Trophy pops up.



Expert Ninja

Defeat five enemies in a row using stealth attacks

This Trophy can be earned in Chapter 8.

A good place to kill 5 enemies in a row with stealth attacks is Chapter 8. After Sully lowers you into the well, you can easily get three stealth kills in. Follow these steps:

- 1.) Hide behind the ledge up ahead and pull the enemy over.
 - 2.) Sneak up onto the ledge and kill the other two enemies from behind.
 - 3.) Now, play through the level until you meet up with Chloe and Cutter. Jump down from the upper ledge, hide behind a short wall, pull an enemy over it for a stealth kill. The fifth stealth kill is just in front of this enemy. Use the same move on the next short wall.
-

Here is a video guide with easier instructions.

Riot Rocker

Defeat 5 riot shield enemies by running over their shield.

Earning this Trophy is pretty simple. When you come across an enemy wielding a Riot Shield, lay down suppressing fire on him until he is overwhelmed and has fallen backwards. His Riot Shield will be tilted back. Quickly run up and press Square to run over his shield and get behind him. Quickly press Square again and Drake will snap the enemy's neck.

Do this five times and you've got it.

Here is a video guide for the trophy:

Brute Beater

Successfully counter all of a Brute's damage-giving attacks.

Brutes are the big guys which take a few minutes to take down. You may not think you can get this Trophy early on in the campaign, but it can be earned as early as Chapter 7. Play Chapter 7 on Very Easy mode and just start fighting him. To get this trophy, you'll need to defeat him without taking a hit at all. This means that you can't miss any of the prompts on the bottom right area of the screen. Also, don't worry if you have to start tapping Circle to escape. That's a natural part of the fight sequence.

You can also get this Trophy at the very beginning in the bar brawl sequece. When you come to a point where you fight the brute in the bathroom, don't take any damage and the Trophy should unlock.

Below is the video guide done in Chapter 7

Weapon Trophies

There are a total of 12 trophies for obtaining 30 kills with certain weapons in the game. All 12 trophies are bronze and require you to get 30 kills with their respected weapons. They are as followed:

- 30 Kills: Mag 5
- 30 Kills: Arm Micro
- 30 Kills: TAU Sniper
- 30 Kills: KAL 7
- 30 Kills: M9
- 30 Kills: G-MAL
- 30 Kills: SAS-12
- 30 Kills: Dragon Sniper
- 30 Kills: T-Bolt Sniper
- 30 Kills: RPG-7
- 30 Kills: PAK-80
- 30 Kills: Mk-NDI

30 Kills: Mag 5

Defeat 30 enemies with the Mag 5.

To get this Trophy, you just need to obtain 30 total kills using the Mag 5. It is a powerful weapon that will take out most enemies with one shot. The 30 kills is cumulative, so you can die/restart chapters without losing any progress. This will probably come naturally during your first playthrough.

Once you reach the ghost town village in Chapter 19, you will encounter many groups of enemies. When you get to the area where the Silver and Cornelian Necklace is, you will see the Mag 5 sitting right next to the Treasure. Pick it up and move forward until you encounter several enemies. Take out the enemies with your 7 rounds, and then restart the checkpoint until this Trophy pops.

You can obtain both 30 Kills:Mag 5 and 30 Kills:T-Bolt Sniper trophy in this area.



30 Kills: Arm Micro

Defeat 30 enemies with the Arm Micro

There are a lot of Arm Micros in Chapter 5 and Chapter 6. You can also earn the Side Arm Master Trophy if you decide to defeat 30 enemies in a row using only Arm Micro.

30 Kills: TAU Sniper

Defeat 30 enemies with the TAU Sniper.

This Trophy is *easy to miss*, so make sure to grab it when you get to the ship's graveyard in Chapter 12. When you drop down to the ship's grave yard there will be a platform sitting in front of you with 2 guys on it. TAU Sniper can be found on this platform (where the arrow is pointing in the picture).



This is a huge enemy spawn point so take advantage of that. Kill them with the pistol and once you run out of ammo just let them kill you and you should respawn pretty much right next to TAU Sniper. Rinse and repeat until you get the trophy.

You can also do this by starting up Chapter 13. If you load from chapter select, you start with the TAU Sniper. Kill 4 of the 5 guys in the next area, and restart the checkpoint.

30 Kills: KAL 7

Defeat 30 enemies with the KAL 7.

The trophy is unlocked by natural progression. There are plenty of KAL 7s throughout the game. KAL 7s are mostly found on pirates you encounter in Chapter 12, Chapter 13 or Chapter 14. You should be able to get this trophy if you have been using KAL 7 consistently during these 3 chapters. However, if you've missed the trophy, just load up Chapter 12 and get to the ships' graveyard where you encounter a huge group of enemies. There should be KAL 7s lying on the first two platforms, pick it up and kill some enemies (make sure you don't kill all of them) then kill yourself. Checkpoint will load and you will start on the platform that you just picked up KAL 7 from. Repeat the process until you get the trophy.

30 Kills: M9

Defeat 30 enemies with the M9.

This Trophy is obtainable by natural progression. There are plenty of M9s after Chapter 19. For some reason, if you missed this Trophy, select Chapter 19 from the main menu and clear the level using the M9. The Trophy should pop up. You can select an easier difficulty level to speed up the process.



30 Kills: G-MAL

Defeat 30 enemies with the G-MAL.

Plenty of G-MALs are available throughout the game, so you should be able to obtain this Trophy in a single playthrough.

30 Kills: SAS-12

Defeat 30 enemies with the SAS-12.

There is a farming spot for the SAS-12 in Chapter 16.



In Chapter 16, when you get to the point where you jump down from the top of the warehouse building with 2 guards inside, one of those guards will carry SAS-12. Take both of them out and open the door for Elena on the right side of the warehouse. A jeep will roll in promptly carrying 6 guards, just kill them with SAS-12 and let the last guard kill you. This will allow you to restart at the checkpoint just before the jeep rolls in. Rinse and repeat til the trophy pops up.

30 Kills: Dragon Sniper

Defeat 30 enemies with the Dragon Sniper.

You won't find Dragon Sniper that often throughout the game.

There is a good spot where you can rack up 30 kills in Chapter 8, though. When you get to the top of the ruins and are about to go down the zipline, you will have access to the Dragon Sniper to take out enemies on the other side of the ruins. Since kills are cumulative, just take out 4 guys and leave the last guy. Kill yourself by falling and repeat the process until the trophy pops up.

Another good place to find the Dragon Sniper and get kills is in Chapter 13, after jumping to the fleeing boat. Once your on the first boat, make your way to the back to find a Dragon Sniper with 5 bullets in it. When you have ran out of ammo, restart to checkpoint to find more ammo. Rinse and repeat, until your boat is on fire. Once its on fire, get more ammo and jump. You will now be on the boat that has a firefight with another boat. If you havent already, this would be a great point to get the 30 Kills: RPG-7 trophy.



30 Kills: T-Bolt Sniper

Defeat 30 enemies with the T-Bolt Sniper.

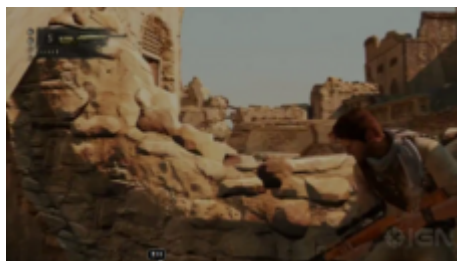
There are a couple of areas where you could farm this:

In Chapter 16, after you break the gate in by using the jeep you will encounter a series of enemies. If you get spotted you will run into a huge fight which is what you want. There will be snipers up on one of the cargo containers. You can kill these guys to get the T-Bolt Sniper or you can go through the open cargo container below them to grab T-Bolt Sniper. Once you get your hands on the sniper rifle, just take a group of enemies out. Make sure you leave one or two and let them kill you intentionally. You will restart at this area, rinse and repeat until you get the trophy.



If you missed the opportunity in Chapter 16, it isn't the end of the world. There is another spot where you can easily farm. In Chapter 19 when you climb up towards the small area where the Treasure (SILVER AND CORNELIAN NECKLACE) rests, you will encounter a sniper. Take him out and take his T-Bolt Sniper. Up ahead, you will encounter a group of enemies, take them out and just kill yourself. You will start at the checkpoint in the treasure area, rinse and repeat until you get the trophy.

You can obtain both 30 Kills:Mag 5 and 30 Kills:T-Bolt Sniper trophy in this area.



30 Kills: RPG-7

Defeat 30 enemies with the RPG-7.

You will **not** get this trophy in your first playthrough just by beating the game (Although you might if you have been dying a lot). The easiest spot to earn this trophy is when you get to boat-chasing scene in Chapter 13. Close to the end of Chapter 13 you will be on a moving ship with another ship right next to you. Once you make your way to the ship closer to the cruise ship, you will find an RPG-7 on the right side of the ship. Just kill a couple of guys and then reload the checkpoint. You will spawn on the ship again, so repeat the process until you get the trophy. You can also do this in Chapter 19 in the second to last fire fight with the English. When you have to blow up the gate, just take the rocket launcher and shoot it at the six guys who are still alive. There is also an RPG-7 lying on the ground to the left of where the checkpoint restarts which is easier to get than the RPG-7 near the gate, guarded by two armored soldiers. Reload the checkpoint and repeat until you get the trophy.

NOTE Make sure you do **not** kill all three guys on your boat. If you try to restart from the previous checkpoint, the game won't let you and you'll progress through the game, which forces you to restart the chapter in order to try getting the trophy again.



30 Kills: PAK-80

Defeat 30 enemies with the PAK-80.

You can do earn this trophy in various spots in the game:

In Chapter 14, when you get on the cruise ship just before you reach the pool, there will be an area filled with enemies surrounded by shipping containers. There will be a mini boss who has PAK-80, kill all of his goons first then there should be a guy that drops M32-Hammer. Pick it up and take the boss out. At the point there will be a several guys dropping down from the upper level, kill a couple of them with the machine gun and let them kill you. Rinse and repeat till you get the trophy message.



If you missed the opportunity in Chapter 14, you will encounter another spot where you can grab PAK-80. In Chapter 19 when you reached the ghost town, fight your way through until you reach to the point where you have to knock down pillars to take down the MG equipped jeep on top. From the westside of the Jeep there will be PAK-80 sitting below the jeep.



In Chapter 20, shortly after you defeat the convoy, you will arrive at another ghost town. There will be a mini boss waiting for you outside with PAK-80. Take him out and there will be a plenty of enemies for you to kill up ahead.

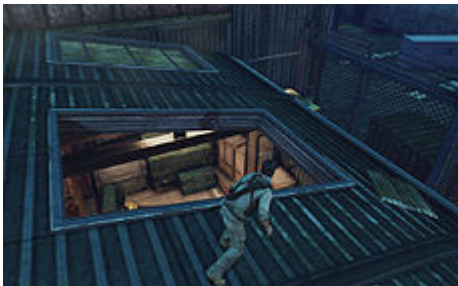


30 Kills: Mk-NDI

Defeat 30 enemies with the Mk-NDI.

You should be able to get this trophy by natural progression in a single playthrough.

However if you've missed the trophy, load up Chapter 16 from the main menu and get to the point where you have to infiltrate the warehouse by dropping down from open skylights. By taking out the guy silently as you drop down will allow you to receive a bonus Mk-NDI. Take out another guard and shoot the lock to your right to open the door for Elena. A jeep will roll in carrying 6 guys. As soon as the first guy gets out the jeep, throw a grenade in front of the jeep and this should take out the majority of them. Let the last guy kill you, and you will start at the point just before the jeep rolls in. Rinse and repeat until you receive the trophy. You can also get the Grenade Hangman trophy by doing this



method.

Another way is to load up Chapter 12 from the main menu and get to the ships' graveyard filled with lots of enemies.



Do not kill any enemies but swim to the right past the first ship and get on the ship at the end with the turret on the top, there should be a couple of grenades lying on the back of the ship for you to pick up. There's a lot of enemies to deal with in this area so just kill them with grenades and let them kill you before you kill the last guy. This will allow you to respawn at the back of the ship and from there just rinse and repeat until you get the trophy.

Story-Related Trophies

These are the trophies that can only be earned in certain areas of the game. Make sure you don't miss them as you would have to load a Chapter and start again from the beginning if you do. They are as followed:

- Quick Study
- Ride the Crocodile
- He's Gonna Need a Sturgeon
- Marco Solo
- Truck Brawler

Quick Study

Inspect almost every display case in the Cartagena Museum.

Chapter 2: Right at the start, you will be in a museum, view all the display downstairs, then when you get upstairs, do not view the middle case until you get the trophy.

- There are 23 total cases you can examine in the mesuem: 12 on the bottom floor, 1 on the stairs, and 10 on the top floor.
- Examine 15 of the 23 display cases in the museum and the trophy will pop up.
- Don't examine the case with Sir Francis Drake's artifacts in the center of the second floor room as this will lead to a cutscene.
- Not all 23 cases must be examined in one playthrough of the chapter--for instance, if you examine 22 cases then accidentally progress the chapter, you can come back to this chapter from Chapter Select and simply examine the final case to earn the trophy.

Below is the video guide:

Ride the Crocodile

Stand on the crocodile in the Secret Library.

On Chapter 5, after getting the map from the golden deer head and killing the guards in the library, go out of the room, and take a right. Climb the stairs here, which will lead you to the upper portion of the library. Make your way all of the way to the back of the room and jump over the middle railing to land on a crocodile. This will net you the Trophy.

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-trophy-ride-the-crocodile-hd>

He's Gonna Need a Sturgeon

Hit three enemies with fish in the market.

In Chapter 10, right after you get the notebook back, you'll be in a fist fight with henchmen in black suits. In the middle of the market area, there is a table with fish on it. The first side has one and then you will need to stand in the bend of the tables for the other two. While standing next to a fish on the table, hold the Left Analog Stick in the direction of the fish and press Square when an enemy is nearby. Drake will then hit him with a fish, knocking him out. Do this three times for the trophy.

This does not need to be completed in one fight. That is, if you only hit two henchmen in your first attempt you can get that third hit on a subsequent play-through. If you need to, you can restart the checkpoint to get your last hit in, as that would be much faster than starting the entire Chapter over a second time.

Marco Solo

Play in the swimming pool on the Cruise Ship.

Play in the swimming pool on the Cruise Ship. You can get the **Marco Solo** Trophy by running around in the pool in Chapter 14. Here is a video of the Trophy.

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-trophy-marco-solo-hd>

Truck Brawler

Defeat 10 enemies using hand-to-hand combat on the back of the convoy trucks.

For this Trophy, all you have to do is kill enemies with melee combat in Chapter 20. When you're riding your horse and are near the first car in the convoy, jump to it. Press Square and you should pull the guy off of the car. Next, go back to your horse and move on to the next car, repeating the process. After the fourth or fifth enemy, allow the enemies to kill you. The game will allow you to restart from a checkpoint and repeat the process. The Trophy will then pop up.

Completion Trophies

After completing the game you will receive trophies depending on the difficulty level.

To receive the Charted! - Crushing Trophy you will need to start a new game on **Crushing** difficulty level and play through the entire game. (*Note: For instance if you just select Chapter 22 and beat the chapter, you will not unlock the Trophy.*)

The easiest way to claim these trophies is to finish game on Normal difficulty. Beating the game on Normal or Hard will unlock the "Crushing" difficulty. Create a new game on Crushing difficulty and play through the entire game once again. Once you reach the ending, the Trophy should unlock. This method only requires you to play through the game twice to unlock all the completion trophies.

Charted! - Easy

Finish the game in Easy Mode.

Complete the game on any difficulty to achieve this trophy.

Charted! - Normal

Finish the game in Normal Mode.

Complete the game on normal difficulty level and the Trophy will pop up during the ending scene.

NOTE: Finishing the game on normal also unlocks the trophy for finishing on easy.

Charted! - Hard

Finish the game in hard Mode.

Finish the game on Hard. It takes some extra skill, but it is a good idea for players who played Uncharted before to start on Hard. You will get 3 Trophies: Charted!: Easy, Charted!: Normal, and Charted!: Hard. You will also unlock "Crushing" mode, which is the hardest mode in the game.

Charted! - Crushing

Finish the game in Crushing Mode.

To unlock "Crushing" mode, simply beat the game on "Normal" or "Hard." After beating the game on "Hard," beat it on Crushing.

Crushing mode is difficult and there will be some parts that will leave you frustrated. Some basic tips for Crushing mode: Stay in cover at all times and take your time while fighting enemies. Roll (Circle) to dodge bullets and aim for headshots as it will save you a ton of ammo. Try to take out enemies by performing stealth attacks to save yourself some time, trouble, and ammunition. Make sure to frequently grab the RPG7, TAU Sniper, and any other power weapon you can find when you get to Chapter 21. Power weapons will prove valuable as the enemies get much more difficult to defeat.

Thrillseeker

Complete one Competitive Multiplayer game.

Select the **Multiplayer** option from the main menu and simply play through a match on any mode. The Trophy will unlock after your first match is completed, regardless of whether or not you win.

Buddy System

Complete one Cooperative Multiplayer game.

This can be done either online or offline:

- **Online** - Select the **Multiplayer** option from the Main menu, and complete a co-op match with another player online.
- **Offline** - Select the **Co-op** option from the Main menu, sync a second controller, and finish a match.

You do not have to win the match to achieve the Trophy. You can simply run to your death and the Trophy will pop up once you have run out of lives.

Multiplayer

Prior to Uncharted 3's release, a beta was held for the multiplayer mode. Feel free to view / correct the information viewed here.

- Basic Tips
- Game Modes
 - Competitive
 - Co-op
- Maps
 - Airstrip
 - Chateau
 - City of Brass
 - Desert Village
 - Dry Docks
 - Facility
 - High Rise
 - London Underground
 - Molten Ruins
 - Museum
 - Syria
 - Yemen
- Medals and Treasures
 - Deathmatch Medals
- Weapons
- Boosters
- Medal Kickbacks
- Ranks

Basic Tips

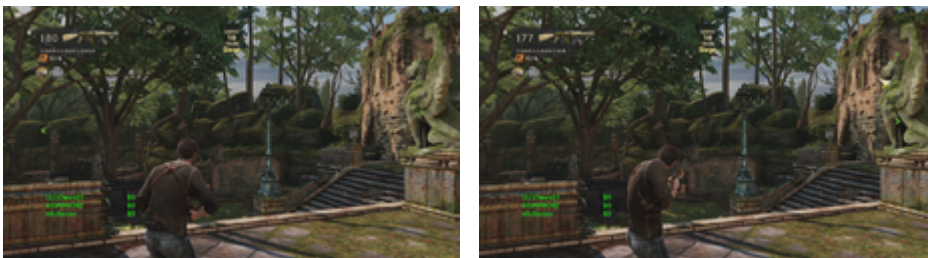
Accuracy With a Weapon

If you've played a third person shooter, Uncharted 3 won't be too hard to get used to. Using a weapon is pretty straightforward. You can fire your weapon straight from the hip (without aiming), but the accuracy will be pretty bad. The best way to fire your weapon is to aim down your weapon's sights. Click the aim button to bring up a small reticle on screen or, depending on the weapon, to use the weapon's scope. You can also use the zoom button for increased on screen zoom with any long gun.

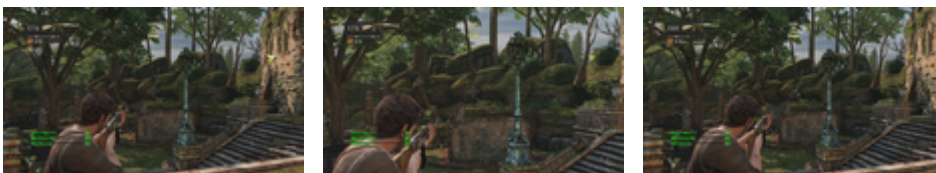
Aiming with your weapon's sights and scopes will not always give you great accuracy. The best way to hit an opponent that's far off is to fire your weapon in short bursts. If you keep the trigger down on an automatic weapon, the reticle will expand, causing your accuracy to drop. Semi-Automatic and Burst Fire weapons won't have this problem.

- Fully Automatic: Weapons fire round after round while holding the trigger down.
- Semi-Automatic: Weapons fire one round with each pull of the trigger.
- Burst Fire: Weapons fire a set amount of rounds with each pull of the trigger.

Using these techniques will help you be the most accurate on the battlefield. However, if you're hit by gun fire while aiming, your aim will be knocked off and your vision will change colors depending on how much damage has been done to you.



Hip fire is only good for close range because enemies can easily flank you if they're close since sensitivity isn't really high in the game.



Make sure to aim if they are not right in front of you.

Climbing

What's Uncharted without a little climbing? Climbing has many advantages in Multiplayer. Use your climbing skills to reach areas for great vantage points, special weapons, or mounted machine guns. You can even slip through back doors in buildings by climbing up the wall. Under no circumstances

should climbing be used in the middle of a firefight. If you're climbing and you find yourself getting shot at, it's usually best to jump off quickly. If enemies are at the top of the area you are climbing, you can always shoot them from the ledge you're hanging off of. Only pistols can be used when shooting from a ledge.



Cover System

Just like the past Uncharted games, Uncharted 3 has a very useful cover system. All you have to do is press the dodge/roll button near a solid surface. While behind cover, you have the ability to blindfire your weapon. Blindfiring allows you to shoot your weapon without looking at the target. Only a small portion of your body will come out of cover. The accuracy while blindfiring will be a lot worse than aiming with the gun. You can click the aim button to pop out of cover with your weapon.



Melee and Grenades

Just because you have a gun in your hands, doesn't mean you can't use your grenades and melee attacks. You should never forget about these two! You don't know when to use them? We'll tell you the ways to make the best out of grenades and fighting!

You will always start out with one grenade. You can pick up more grenades around each map. Grenades are best for killing an enemy who is behind cover or clearing out a room full of enemies. You can quickly tap the grenade button to throw a grenade in a general direction or you can hold down the grenade button to see the grenade arc. Use the grenade arc for extremely accurate grenade throws. The grenade arc is best for throwing a grenade through a door or window. If a grenade is thrown at you, you can throw it back by quickly tapping TRIANGLE. You must be near the grenade and tap the button quickly to throw it back. Be careful when using grenades! Grenades can team kill, even if bullets don't injure teammates.



One of the best tools in Uncharted's Multiplayer is the melee system. What's melee you ask? Melee is basically another word for fighting. Uncharted allows you to fight your enemies when they're close enough to you. If you hit them from the front, it usually takes two hits to kill an opponent with full health. It's not best to attack from the front unless you're out of ammo, you have a weapon that's best suited for long range, or you're so close that a fight is inevitable. The best time to use your Melee attacks is when you're coming up from behind an enemy. If you perform a melee on an enemy from behind, you will kill them in one hit. To know when you can have a stealth kill, a blue icon will appear above the enemy's head with a "Ninja" icon, indicating that you're able to press *Square* at that moment to perform a successful stealth kill! The sneak attack is always best when you want to be stealthy. Another good way is if you've already started hip-firing. Usually this gives you a one hit kill when you melee. It is possible to kill an enemy in one shot from the front, but it's a bit difficult. In order to pull the quick kill from the front, you must run at the enemy and hit the melee button at just the right time. This will kill many enemies in one shot, but not all.

Loadouts

Loadouts are your sets of Weapons, Weapon Mods, Boosters, and Medal Kickbacks. You are given four empty slots to create a loadout at the main menu. Each loadout consists of one Long Gun, one Pistol, two Boosters, and one Medal Kickback. If you like one loadout more than the other, select it as your default loadout. When you start a game of Competitive Multiplayer, you will always start with your default class. It is possible to change loadouts during a game too, so don't worry if you want to change classes mid-game. The loadout will not change until you die and respawn. And, when you hit your first Legacy, each Legacy level will add Negative boosters similar to the *Badges of Honour* in *Uncharted 2* Multiplayer. These are basically boosters that add negative effects to you (like increasing your medal kickback requirement by 4 medals), in return of double the cash per kill. In case you're wondering what's "Legacy", it is Uncharted's term for Prestige.

Co-op loadouts are a bit different than Competitive loadouts. The Co-op loadouts feature boosters and weapon mods that aren't available – or slightly altered – in the Competitive loadouts. The Co-op loadouts are only used in the Co-op multiplayer games, of course. Make sure you customize the right loadout, and make sure you go for Booster challenges in the loadout you're using.

Weapon Pickups

We all know the weapon you start out with depends on your loadout, but there are some weapons you can find on the map that won't be in your loadout! While exploring the Multiplayer Maps, you may find some weapons that can't be used at the Customization screen. Some of these are simple weapons like a Riot Shield, but some are great weapons like the M32 Hammer. These are called Power Weapons in Competitive Matches. If you're playing Co-op Arena, then you will find tons of

weapons that you can't use in your loadouts. The enemies in Co-op will drop many weapons which can be easily picked up and used. The same can be said for regular weapons in Competitive matches. You have the ability to pick up an enemy's weapon once you kill an enemy. All you have to do is walk over to the body and press *Triangle* to pick it up. If you pick up a new weapon, your older weapon will be switched out. You cannot carry two pistols or two long guns.



Buddy System in Competitive Multiplayer

Competitive Multiplayer matches **usually** pair you up with another player on your team at the start of the match. This will be your buddy throughout the game. You can tell your buddy from the other players by a emblem over his head. If you die, you have the option of spawning on your buddy (By pressing *Triangle*) or spawning some place random on the map (By pressing *Square*). Buddies can provide you with more opportunities to earn medals. They can also pick up treasures for you if you can't reach them. If you're new at the multiplayer, make sure you're near your buddy at all times. Playing with a buddy and cooperating with him definately helps your team to win, so teamwork is key.

Power Plays (By Greg Miller)

Power Plays are minute-long enhancers that give teams getting trampled a small advantage to narrow the gap between their opponents. The winning team might become visible on the losing team's screen. It's a neat little feature that keeps the mood of Uncharted 3 multiplayer light. I like that -- and when I'm on the winning end of a Power Play, I enjoy the bonus cash I get for overcoming stiff opposition. These are the Power Plays, and they appear in order:

- **Marked Man**

- **Exposed** - The winning team's location is revealed to the losing team. The winning team gets double cash for each losing team member killed.
-

- **Double Damage** - Losing team inflicts double damage. Winning team earns double cash for each kill.
-

Basic Tips for Winning (By hockeybro12) :

1. Always stay on the move: In Uncharted 3, it takes many bullets to kill someone. Hence, if you are

always on the move, you should be able to dodge most of the bullets someone shoots at you since third person shooters are not that accurate. This means that you will be able to quickly turn around and shoot back at the person and maybe you can get the kill. Even when aiming down the sight, move your movement stick to make sure you are a moving target and thus, harder to kill.

2. Spray on Close Range: This relates to the first tip. When you are really, I mean really close to the person, spraying is helpful. Melee is a good idea also but most of the time you can't kill someone with just one melee. When you spray, always keep moving around so if the other person is aiming down their sight, they can't kill you. If you don't spray close range, and someone else does, you will end up dying. If you don't move around close range, someone else will melee you.

3. Don't Go For Long Shots: As mentioned before, it takes a lot of bullets to kill a person. Hence, long shots don't work out to well. Your enemies can always just move away a bit and now you are screwed. Instead, I recommend that you throw aim at the person, shoot a bit, and then throw a grenade. Grenades usually won't kill the person entirely, but if they are already injured, it should kill the person. Make sure to be aimed down your sight when throwing the grenade to be more accurate.

4. Learn The Maps WELL: This works for ANY shooter and it also works for Uncharted 3. Learn where people are most likely going to be. You can use this to be prepared, or to flank the enemy from the other side. Either way, it works to your advantage. You can also pick up power weapons easily when you learn the map and the weapons' spawn points.

5. DON'T RAGE GUN SWITCH: Most of the long guns in Uncharted 3 have an equal amount of damage. Hence, choose a gun that you like and use it throughout the match. You will learn how to use the gun and you should realize that you will get better with that gun. I usually use the M9.

Additional Point (by raaboo) - in co-op mode, you have a better chance of survival if you split up - stay in the same general area but do not all stick in the same bit of the map! Move around as otherwise you will be surrounded and taken out VERY quickly!

Game Modes

Uncharted 3's Multiplayer is split up into two sections: Competitive and Co-op. Competitive allows players to face each other around the world in different game types. Co-op allows players to either work together or face each other, along with A.I.-controlled opponents. View each section for full details on each game mode.

Competitive Game Modes

See: [Competitive Game Modes](#)

- [Team Deathmatch](#)
- [Free For All](#)
- [Three Team Deathmatch](#)
- [Hardcore](#)
- [Team Objective](#)
- [Team Plunder](#)

Co-op Game Modes

See: [Co-op Game Modes](#)

- [Co-op Arena](#)
- [Co-op Hunter Arena](#)

Competitive

Team Deathmatch

One team of five vs another team of five. The first team to reach 50 kills in the 20 Minute Time Limit wins the game.

Free For All

Everyone vs everyone! You vs seven other players in a match to the death. First player to reach 15 kills in the 15 Minute Time Limit wins the game.

Three Team Deathmatch

You and a partner face two other teams consisting of two players each. The first team to reach 20 kills in the 20 Minute Time Limit wins the game.

Hardcore

No Boosters, Medal Kickbacks, or Mods. One team of five vs a team of five in a match to the death. First team to reach 50 kill in the 20 Minute Time Limit wins the game.

Team Objective

A team of five vs another team of five. Both teams face each other in different objective games. The team that wins three objectives first, wins the match. The objectives are:

Chain Reaction

You have three minutes to capture as many territories as you can. You have to capture these territories in a certain order. A neutral territory will be placed somewhere on the map for one team to capture. Goal 100 points, each cap is 10, but if your team captures five territories, your team wins.

Turf war

You have three minutes to capture and hold three neutral capture points on the map. You will be awarded points depending on how many flags you have captured. Points will be awarded twice every second. The goal is 200 points.

Treasure Hunter

You have three minutes to hold on to a heavy treasure. The treasure will award one point to your

team each second you hold it. The goal is 100 points. You can only use pistols while holding the treasure.

Deathmatch

Standard deathmatch. Kill players to earn a point each. The max goal is 15, but you only have a fifty second time limit.

King of the Hill

You have three minutes to capture and hold a neutral capture point on the map. You will be awarded points depending on how many players are in the ring. Points will be awarded every second. The goal is 200 points.

Team Plunder

A team of five vs another team of five in an objective match. Each team must grab a neutral treasure in the middle of the map and take it to their base. You have 20 minutes to score five times. You move slower while holding the treasure and can only use pistols. Each score for your team gives every teammate \$1000.

Co-op Adventure Arena

Co-op Adventure arena is a new approach to cooperative gameplay. It takes all of the cooperative game modes from Uncharted 2 and brings them all into a thrilling experience in the arena. A team of three players battles it out against increasingly difficult waves of enemies, attempting to complete objectives.

The arena plays out in rounds, in which the team of players must complete an objective to finish the round and progress to the next objective. The enemies fighting against them increase in difficulty as the rounds progress, making it harder and harder to complete objectives. The objective types are as follows:

Survival: Survive a single wave of enemies. The difficulty and enemy types of this wave will depend on the round it is played on.

Gold Rush: An idol is spawned on the map, which the players must pick up, carry through a gauntlet of enemies, and deliver it to a treasure chest. The players must deliver the treasure twice to complete the round. See "Gold Rush". Like survival, the difficulty of this objective will depend on the round that it is played on.

Siege: An area is designated within the environment, usually a square space. Like survival, players must survive a wave of enemies, but while the survival mechanic works identically to the survival mode, players are only awarded money for kills if they are standing in the siege area. This provides players with incentive to guard that area against the wave of enemies.

Reviving works exactly the same as Uncharted 2's co-op modes: you must hold down TRIANGLE by a downed teammate in order to fill up the red circle and revive them.

Co-op Adventure Hunter Arena

Co-op Hunter Arena is a brand new game mode in Uncharted 3. The Hunter Arena brings the same action from the Co-op arena game mode, but with a twist. The twist is that you'll have to not only fight an endless horde of enemies, but also real players. This makes for some very thrilling matches, with you and the other team taking turns playing as the heroes trying to complete the objectives, and the villains ruthlessly attempting to stop them.

When playing as a hero, you must complete many of the same objectives that you did in co-op arena. These include gold rush, seige and survival. However, you'll have to fight against real players, in addition to the standard horde of enemies.

When playing as the villains, the gameplay works much differently. The game designates you as a "hunter", and it gives you a set of loadouts you can spawn with when the game begins. You only have the pistol-wielding grunt class unlocked in the beginning, but as you earn more medals, you unlock more classes to play as, up to and including those armored shotgun-wielding fiends that you just love to hate.

While the hero's objective is always changing, your objective is quite simple: stop the heroes from fulfilling their objective, whether this means preventing them from delivering the treasure or eliminating both of them to stop their progress. Teams will switch roles after a set time limit, which gives players a chance to play on both sides of the conflict.

Co-op Adventure

Overview

Co-op Adventure drops you and two other players into a story-based game mode involving you, your partners, and extremely tough enemies. There are five chapters spanning maps from both Uncharted 2 and 3, while tweaking the stories and gameplay. You can choose the difficulty level on each chapter such as Easy, Normal, Hard, and Crushing (which will become available after beating Hard mode). Hard and Crushing mode are challenging and require good team work. Be warned, though: the harder the difficulty, the lower the amount of team lives you start with. Easy mode has 20, Normal mode has 15, Hard mode has 15, and Crushing mode has 10.

Co-op Adventure has almost every kind of weapon in the game as well as its own separate boosters, weapon perks, and medal kickbacks. All chapters are highlighted by the boss fight at the end, which can be quite frustrating if you're on Crushing mode. To succeed, all three players have to utilize their skills and layouts to work as a team and succeed. You can also play this mode offline in splitscreen.

Chapter 1: Borneo

Objective: Find all containers.



Chapter 2: London Underground

Objective: Get to the Marlowe's hideout.



Chapter 3: Monastery

Objective: Rescue Drake



Chapter 4: Syria

Objective: Solve the mystery of the golden artifact



Chapter 5: Airport

Objective: Locate Lazarevic's crew and recover the other half of the statue



Maps

The locations that your game takes place in during a multiplayer match is commonly referred to as a "map". Uncharted 3 currently has 11 maps available with a 12th, Dry Docks, already announced. More maps eventually being made available via DLC is highly probable.

Original Uncharted 3 Maps

- Airstrip
- Chateau
- City of Brass
- Desert Village
- Dry Docks
- London Underground
- Syria
- Yemen

Remade Uncharted 2 Maps

- Molten Ruins
- Highrise
- Museum
- Facility

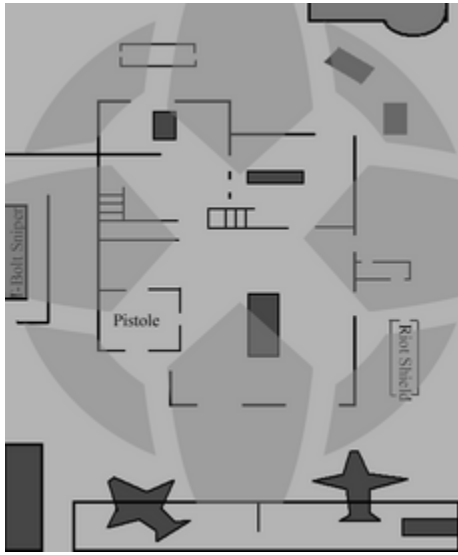
Airstrip

Airstrip is a small map that takes place around an airplane hangar. The map is basically one big square with a square building in the middle. The outer area will not connect to make a full square. A wall is placed on one of the sides which connects the outer wall to the main building. Two small buildings can be climbed on the outer walls.



Power Weapons

- T-Bolt Sniper: Found in the construction area near the outer wall
- M32 Hammer: Found on a cat walk in the main building
- Riot Shield: Found in a giant metal crate in between the outer wall and the main building
- SAS-12: Found in a small room at the top of the main building
- Pistole: Found on the ground floor of the main building. The room is under the SAS-12 room
- Mag: Found on a ledge behind where the SAS spawns. It can be seen from the window behind the desk in the same room.
- RPG!!!: Found top of the "shed" above where the SAS spawns. It's not attainable until that shed is blown up.



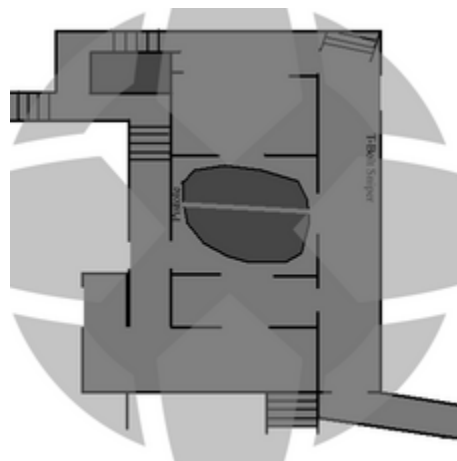
Chateau

Chateau is a medium-sized map that takes place around a huge, stone two story mansion. The mansion is a bit worn out, allowing you to climb the sides and enter through holes in the walls. The courtyard surrounding the mansion has a few small towers with good vantage points.



Power Weapons

- T-Bolt Sniper: Found on the second floor of the mansion, near a hole in the outer wall
- MAG-5: Found on the second (collapsible) floor of the mansion. It's near the T-Bolt Sniper
- Pistole: Found on the ground floor of the mansion, under the collapsible floor that has the MAG-5.
- M32 Hammer: Found in the courtyard near a statue and two cars.
- RPG-7: Found in the other courtyard with the ruined buildings. It will be on a small crate near the outer wall.



City of Brass

City of Brass is a very small map with a moving platform in the middle which is activated at some point during the match. At the center of the map there is a hole, near the middle of the match a platform will activate and players will be able to get an RPG-7 or a Hammer.



Desert Village

Desert Village is a Uncharted 3 Multiplayer map that takes place in a worn down and abandoned town. In the middle of the match, a sandstorm rolls in and obscures the players vision much like the train wreck map in Uncharted 2.



Dry Docks

Dry Docks is a Uncharted 3 multiplayer map. Dry Docks is a map that takes place in the ocean. It also adds the ability to swim and fight in the water. Parts of the map that are traversable will sink underwater, enabling players to swim around the map. Players can shoot and fight from the water and water-based combat moves will appear. This map is **not** in the Uncharted 3 retail Mutliplayer right now. It may be included as a DLC map in the future, **but it isn't available at launch.**



Facility

Facility is a remastered Uncharted 2 map with the addition of snow. Facility is also based upon the Submarine Level in Uncharted: Drake's Fortune. The layout remains unchanged from its previous rendition, the only notable change being the frozen theme and different weapon spawns. Power weapons in this map include a T-Bolt and a Hammer.



Highrise

Highrise is a recreated Uncharted 2 map with a new night time setting. It also includes the addition of ziplines in the map. The best weapon to use in this map is the G-MAL and, if you're expert enough, the Dragon Sniper. Also note that there's a lot of areas to climb in this map, so make sure to put them into good use.

- M32 Hammer is located in this map. The screenshot below shows your view from just below where the M32 is located.... basically look for the water tower in the map - there is a ladder that you can climb up, the M32 is at the top of the tower - you can then zip-line down to either of the buildings you see here.



London Underground

The station featured in the map is fictional, and is named "North Atwood."

The map begins with players fighting each other across two trains, which run alongside each other through an underground tunnel. Heroes spawn at the end of one train, while villains spawn at the opposite end of the other train. During this segment the layout of the track causes the trains to rise and fall, and move closer to and away from each other. For a brief period while the trains are on a section of even track, the doors of both will open.



At the end of the train segment (after approx. 150 seconds), the trains pull into North Atwood station, each at a different platform. Both platforms are at opposite ends of the map. The heroes platform contains two separate tracks, while the villains platform only contains one.

The station has fallen into disrepair, with large holes in many floors and walls. The station is centered around an open area, which opens up to a platform at either end. Tunnels and corridors run either side of this area, both above it and at ground level. A pipe above this area allows players to swing across from the upper corridor one side to the opposite corridor.

Molten Ruins

Molten Ruins is another remade multiplayer map from Uncharted 2 which is originally called Flooded Ruins. Molten Ruins is different from its Uncharted 2 counter part with the new addition of fire effects.



Museum

Museum is a remastered Uncharted 2 multiplayer map with a sunnier setting. There are two places where the T-Bolt spawns, and a Hammer is present in the map too. This map has a lot of vertical places to climb, so use that to your benefit.

- M32 hammer is practically visible in this screenshot below - in the map you have a large fountain - just beside this is the building that you can see the roof of in the foreground of the picture below - it looks like it should be some kind of market stall. If you go to any of the side columns/supports for the roof at any of the corners, you can climb up on to the roof - the M32 is on the roof!



Syria

This map is based in a large fort, with its outer limits spanned by stone walkways of varying heights. In the center is a large multi-level structure, providing multiple cover points. At one point in the match, a helicopter will appear and commence a brief attack on the map, firing numerous missiles at various locations.



Power Weapons

- T-Bolt Sniper: One T-Bolt is located in the map's tallest tower & the other T-Bolt is in the "hidden" sniper's nest overlooking the bridge which leads to the center building.
- Sawed-Off Shotgun: Located in covered hallway that is has an overhead light.
- RPG-7: Located on the top floor of the middle building

Yemen

A large portion of the map is taken up by alleyways and houses. Alternately, the center of the map offers a long range approach, based around an open courtyard. Overlooking the central courtyard is a mounted turret, and two towers that are ideal for sniping. These two towers are accessible via two ladders on each, and offer cover at the top in the form of a low wall. A zipline leads down from each tower to one of two opposing balconies. Both balconies contain a low wall which provides cover. These two balconies overlook the central courtyard.



Medals and Treasures

Medals

Medals are rewards for playing a specific way or accomplishing a goal. Each medal has its own objective and reward. You are rewarded with a certain amount of money for each medal. The medals are broken up into four categories: Deathmatch, Objective, Co-op, and Hunter. Some medals can be found in multiple categories.

Deathmatch has 78 different medals, all which involve killing an enemy in various ways. The medals range between \$50-\$10,000

Objective has 68 different medals. The medals have different goals to obtain them. The value ranges between \$50-\$3,000.

Co-op has 25 different medals. Most of the medals must be earned in Co-op matches. The value ranges between \$50-\$5,000.

Hunter has 44 different medals. The Hunter medals are mainly precision-type medals. The value ranges between \$50-\$1,500.

Treasures

Treasures are items you can find during a multiplayer game. They may drop after killing an enemy, but not after every enemy kill. Only you and the buddy you were assigned at the start of the match can see the Treasures you have earned. If your buddy picks it up, it will go into your collection. Collect full sets to unlock new emblems and character pieces. You can view which treasures you have collected and which treasures belong in a set in the records menu at the main menu.

Treasure Chests

Sometimes you will see Treasure Chests during Competitive Matches. All players can see these, so it will be a race to the Treasure! Inside will be either a Treasure piece, a few Medals, or a Paid Booster.

Deathmatch Medals

The following is a list of of the medals you can earn while playing multiplayer deathmatch.

\$50 Medals

- **Covered**
Stay in cover for more than a minute
- **Dizzy**
Roll more than 25 times
- **Three Medal Pickup**
Open a chest

\$100 Medals

- **Stay Low**
Stay in cover for a total of 2 minutes
- **Sunday Stroll**
Run more than 1000 meters
- **Think Vertically**
Spend more than a minute climbing
- **Unlucky**
Die 5 times without getting a kill

\$150 Medals

- **Afterlife**
Defeat an opponent after you yourself have been defeated
- **Comeback**
Get a kill after dying 5 times in a row
- **Deep Cover**
Stay in cover for a total of 3 minutes
- **High Five**
High five with your buddy over an opponent you defeated together

\$200 Medals

- **Marathon Man**
Run more than 2000 meters

\$250 Medals

- **Assistant**

Assist in the defeat of five enemies by shooting them but not getting the final shot

- **Commando**
Defeat three enemies using any long gun or long guns in a single Competitive game
- **Defender**
Kill a player that is actively shooting one of your teammates
- **Fisticuffs**
Defeat two enemies using hand-to-hand combat
- **Hard Shell**
Survive 5 bullets in the back with the Shield on Back
- **Just Cash**
Sometimes picked up off of dead enemies
- **Lucky...**
Survive 2 grenade explosions
- **Retaliation**
Kill the last player that killed you

\$350 Medals

- **Avenger**
Kill an enemy that just killed a teammate

\$500 Medals

- **Bash**
Kill an three enemies with a shield bash
- **Bolted**
Kill 5 players with the Bolt Action Sniper Rifle
- **Cluster's Last Stand**
Get a kill with a Cluster Bomb
- **Death From Above**
Kill enemy with falling kill
- **Defused**
Kill any enemy about to throw a Kickback grenade
- **Double Down**
Defeat two enemies in rapid succession
- **Down Came The Rain**
Kill a player with Creepy Crawler Active
- **Down Here**
Kill an enemy above you
- **Drake's On A Plane**
End the Airstrip sequence as the leading team
- **Fire In The Hole**
Defeat three or more enemies at once with an explosion
- **First!**
Get the first kill of a game
- **Fly on the Wall**

- Kill a player who is climbing
- **Gunslinger**
Defeat five enemies using any pistol or pistols in a single Competitive game
- **Hard Target**
Survive the entire minute while a Marked Man
- **Headache**
Get a head slam kill
- **Here, Hold This**
Kill an enemy with a thrown back grenade
- **In Your Face**
Taunt 5 enemies that you killed
- **Kick Off**
Kick an enemy off a ledge
- **Killer Curse**
Kill 3 players when cursed
- **Last Kill!**
Get the last kill of a game
- **No Turret For You**
Kill an enemy on a turret
- **Not Fast Enough**
Kill a player with Speedy G active
- **Not Goin' Nowhere**
Kill a player as he activates Smoke Bomb
- **Oh Snap!**
Perform stealth from behind kill
- **Power Killer**
Get 3 kills with power weapons
- **Pull Down**
Pull an enemy off a ledge
- **Riot Starter**
Kill every member of the other team twice
- **Spray And Pray**
Defeat five enemies with blindfire
- **Strike Three**
Go on a 3 kill streak
- **The Redcoats Are Here**
Kill a player with Militia Man active
- **Three Kickback King**
Use 3 medal kickbacks in game
- **Up Here**
Kill an enemy below you
- **Yippie-Kai-Yay**
Get a kill while on a zip line

\$1,000 Medals

- **Assassin**

- Defeat three enemies using stealth
- **Acquisitions**
Retrieve 5 treasures
- **BBQ**
Defeat an enemy with a propane tank
- **Dangerous**
Kill every member of the other team once
- **Executioner**
Kill a VIP on a Power Play
- **Guard Duty**
Protect the VIP during a power play
- **Hail Mary**
Get a grenade kill from 50m away
- **Head Hunter**
Defeat three enemies with headshots
- **Perfect**
Win a game without dying
- **Pull!**
Kill an airborne enemy
- **Put'em Down**
Kill someone in the knockdown state with a pistol weapon
- **Shut'em Down**
End an enemy's killing streak (Defeated enemy had five or more kills in a row)
- **Tricky**
Kill a player with a pistol weapon while hanging
- **Tripled**
Defeat three enemies in rapid succession
- **Wipe Out**
Defeat the entire opposing team

\$1,500 Medals

- **Connect Four**
Defeat four enemies in rapid succession
- **The Long Ranger**
Defeat three enemies from at least seventy metros away

\$2,000 Medals

- **Extinction**
Kill every member of the other team three times
- **Five Not Alive**
Defeat five enemies in rapid succession

\$2,500 Medals

- **Streak**
Defeat five enemies without being defeated

\$3,000 Medals

- **Triple Threat**
Defeat three enemies with long guns, three enemies with pistols, and three enemies with explosives

\$5,000 Medals

- **Fury**
Defeat ten enemies without being defeated

\$7,500 Medals

- **Rage**
Defeat fifteen enemies without being defeated

\$10,000 Medals

- **Rampant**
Defeat twenty enemies without being defeated

Weapons

Uncharted 3 features 22 different **Weapons**. Four of the weapons can only be used in the Long Gun slot, while two can only be used in the Pistol slot. Each weapon can choose one Weapon Mod to increase the weapon's ability. See the Weapon Mods section for more information on Mods.

Long Guns

AK-47

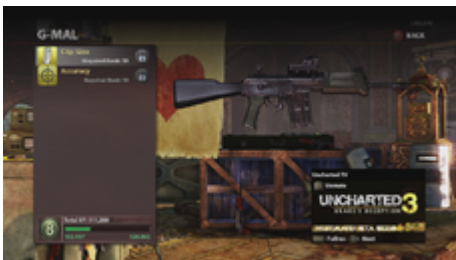


- Default Unlocked
- Fully Automatic
- 30 Rounds Per Clip + 90 Extra.
- 45 Rounds Per Clip + 75 Extra with Clip Size Mod in MP
- 180 Max Ammo

Weapon Mods:

- Clip Size (Rank 1, \$0)
- Rate of Fire (Rank 12, \$45,000)
- Call Out (Rank 19, \$55,000)

G-MAL



- Default Unlocked
- 3 Round Burst with Red Dot Scope (similar to UC:2's FAL)
- 30 Rounds Per Clip + 60 Extra.
- 75 Rounds Per Clip + 15 Extra with Clip Size Mod
- 120 Rounds Max Ammo

Weapon Mods:

- Clip Size (Rank 5, \$10,000)
- Accuracy (Rank 12, \$45,000)
- Call Out (Rank 19, \$55,000)

Dragon Sniper



- Default Unlocked
- Semi-Automatic with Sniper Scope
- 5 Rounds Per Clip + 10 Extra.
- 20 Rounds Max Ammo

Weapon Mods:

- Reload Speed (Rank 20, \$65,000)
- Call Out (Rank 14, \$75,000)
- Max Ammo (Rank 23, \$95,000)

M9



- Unlocked at Rank 16
- Fully Automatic
- 32 Rounds Per Clip + 64 Extra.
- 128 Rounds Max Ammo

Weapon Mods:

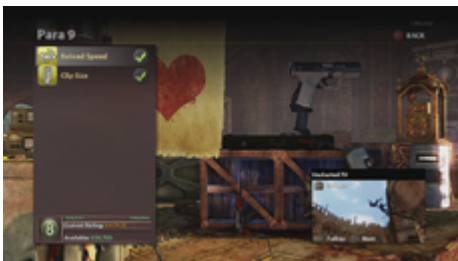
- Call Out (Rank 18)
- Scope Zoom (Rank 20)
- Max Ammo (Rank 22)
- Reload Speed (Rank 28, \$125,500)
- Clip Size (Rank 33)
- Blindfire Accuracy (Rank 39)
- Rate of Fire (Rank 43)

FAL-SS

- Unlocked at Rank 50
- Semi-automatic
- 3 Head Shot or 4 Body Shot kill

Pistols

Para 9



- Default Unlocked
- Semi-Automatic
- 15 Rounds Per Clip + 30 Extra
- 20 Rounds Per Clip + 20 Extra with Clip Size Mod

Weapon Mods:

- Clip Size (Rank 3, \$2,500)
- Reload Speed (Rank 8, \$15,000)

Arm Micro



- Unlocked at Rank 10
- Fully Automatic
- 15 Rounds Per Clip + 40 Extra

- 37 Rounds Per Clip + 28 Extra with Clip Size Mod

Weapon Mods:

- Clip Size (Rank 18, \$55,000)
- Rate of Fire (Rank 20, \$75,750)

TAU Sniper

Co-op Weapons

Para 9

- Semi-Automatic
- 15 Rounds Per Clip + 30 Extra
- 20 Rounds Per Clip + 20 Extra with Clip Size Mod

Weapon Mod:

- Clip Size (Rank 1, \$0)
- Reload Speed (Rank 4, \$5,000)

AK-47

- Fully Automatic
- 30 Rounds Per Clip + 90 Extra
- 45 Rounds Per Clip + 75 Extra with Clip Size Mod
- 180 Rounds Max Ammo

Weapon Mods:

- Rate of Fire (Rank 25, \$375,550)
- Blindfire Accuracy (Rank 10, \$45,000)

M9

- Fully Automatic
- 32 Rounds Per Clip + 64 Extra.
- 64 Round Per Clip + 64 Extra with Clip Size Mod
- 128 Rounds Max Ammo

Weapon Mods

- Clip Size (Rank 16, \$65,000)
- Scope Zoom (Rank 22, \$210,000)

G-MAL

- 3 Round Burst with Red Dot Scope
- 30 Rounds Per Clip + 60 Extra. +90 Max
- 75 Rounds Per Clip + 15 Extra with Clip Size Mod
- 120 Rounds Max Ammo

Weapon Mods:

- Clip Size (Rank 13, \$175,000)
- Accuracy (Rank 19, \$175,000)

Power Weapons

PAK-80

- A light machine gun with no zoom.

T-Bolt Sniper

- A Bolt-Action Sniper Rifle with two variable zooms on the scope.
- 1 Round Per Clip + 4 Extra

SAS-12

- A Pump-Action Shotgun.
- 6 Rounds Per Clip

M32-Hammer

- A Semi-Automatic Grenade Launcher.
- 4 Rounds Per Clip

RPG-7

- A Single Fire and Reload Rocket Propelled Grenade that explodes on impact.
- 1 Round Per Clip + 1 Round Extra

Riot Shield

- The Riot Shield replaces your Long Weapon with a full body shield. You can crouch behind the shield and use your pistol, or use the shield to ram people. While carrying the shield, your movement is slower than usual, but is normal while on your back. It also protects your back while on your back.

Pistole

- The Pistole is a shotgun-like Semi-Automatic pistol. It has high power and low range

- 2 Rounds Per Clip + 6 Extra

Mag-5

- A high caliber/power pistol
- 7 Rounds Per Clip + 1 Extra

Weapons Found in Co-op Only

.45 Defender

- A Semi-Automatic Pistol
- 8 Rounds Per Clip + 32 Extra

Pistol Auto

- A Fully Automatic Machine Pistol
- 25 Rounds Per Clip + 32 Extra

Raffica

- A three round burst Machine Pistol
- 15 Rounds Per Clip + 75 Extra

Boosters

Boosters are special abilities which you can choose at the customization screen. There are two Booster slots, but each slot has a different set of Boosters. Each Booster can be upgraded to a better ability. To upgrade, collect a certain amount of medals.

To use a Booster, you must unlock it at a certain Rank, then purchase it using the money you have earned.

Competitive Slot 1

Come Here

- Required Rank: 1
- Purchase Cost: \$10,000
- Level 1: See the opponent that killed you up to 15 meters away until they die.
- Level 2: See the opponent that killed you up to 20 meters away until they die.
- Level 2 Requirement: Earn five "Retaliation" medals with Come Here equipped to unlock. The "Retaliation" medal is earned when you kill the last player that killed you.
- Level 3: See the opponent that killed you up to 30 meters until they die.
- Level 3 Requirement: Earn ten "Retaliation" medals with Come Here equipped to unlock. The "Retaliation" medal is earned when you kill the last player that killed you.

Endurance

- Required Rank: 7
- Purchase Cost: \$20,000
- Level 1: Decrease sprint recovery time by 20%
- Level 2: Increase sprint duration by 20%
- Level 2 Requirement: Earn ten "Sunday Stroll" medals with Endurance equipped to unlock. The "Sunday Stroll" Medal is earned when you run more than 1000 meters.
- Level 3: Increase sprint duration by 40%
- Level 3 Requirement: Earn fifteen "Marathon Man" medals with Endurance equipped to unlock. The "Marathon Man" medal is earned when you run more than 2000 meters in one game.

Cloaked

- Required Rank: 11
- Purchase Cost: \$30,250
- Level 1: Opponents will not see your player arrow and you are difficult to hear.
- Level 2: ?
- Level 2 Requirement: Earn five "Assassin" medals with Cloaked equipped to unlock. The "Assassin" medal is earned when you defeat three enemies using stealth.
- Level 3: You are completely silent and immune to disruption

- Level 3 Requirement: Earn ten "Assassin" medals with cloaked equipped to unlock. The "Assassin" medal is earned when you defeat three enemies using stealth.

Weapon Expert

- Required Rank: 16
- Purchase Cost: \$55,000
- Level 1: Add one additional mod slot to all pistols.
- Level 2: Quickly swap between your pistol and long gun.
- Level 2 Requirement: Earn ten "Gunslinger" medals with Weapon Expert equipped to unlock. The "Gunslinger" medals are earned by killing five enemies using any pistol in a single game.
- Level 3: Add one additional MOD slot to all long guns.
- Level 3 Requirement: Earn ten "Triple Threat" medals with Weapon Expert equipped to unlock. The "Triple Threat" medal is earned by killing three enemies with a long gun, pistol, and explosive.

Competitive Slot 2

Power Hunter

- Required Rank: 1
- Purchase Cost: \$10,000
- Level 1: See the location of power weapons within 10 meters.
- Level 2: See the location of power weapons within 20 meters.
- Level 2 Requirement: Earn seven "Power Killer" medals with Power Hunter equipped to unlock. The "Power Killer" medal is earned when you get three kills with power weapons.
- Level 3: See the location of power weapons within 40 meters.
- Level 3 Requirement: ?

Daredevil

- Required Rank: 4
- Purchase Cost: \$8,000
- Level 1: Taunt over an opponent's body to receive ammo.
- Level 2: Taunt over an opponent's body to receive a grenade.
- Level 2 Requirement: Earn ten "In Your Face" medals with Daredevil equipped to unlock. The "In Your Face" medal is earned when you taunt five enemies that you killed.
- Level 3: Taunt over an opponent's body to receive additional ammo.
- Level 3 Requirement: Earn twenty "In Your Face" medals with Daredevil equipped to unlock. The "In Your Face" medal is earned when you taunt five enemies that you killed.

Back in the Saddle

- Required Rank: 9
- Purchase Cost: \$25,700
- Level 1: Respawn time reduced by 2 seconds.

- Level 2: Respawn time reduced by 3 seconds.
- Level 2 Requirement: Earn fifteen "3 Medal Pickups" with Back in the Saddle equipped to unlock. "3 Medal Pickups" are earned by opening chests around the maps.
- Level 3: Respawn time reduced by 4 seconds.
- Level 3 Requirement: Earn thirty "3 Medal Pickups" with Back in the Saddle equipped to unlock. "3 Medal Pickups" are earned by opening chests around the maps.

Bargain

- Required Rank: 20
- Purchase Cost: \$75,250
- Level 1: Decrease Medal Kickback cost by 1.
- Level 2: Glow gold (as opposed to green in teammates eyes/red in enemy eyes) while using a booster.
- Level 2 Requirement: Earn ten "Three Kickback King" medals with Bargain equipped to unlock. The "Three Kickback King" medals are earned by using three medal kickbacks in a game.
- Level 3: Decrease Medal Kickback cost by 2.
- Level 3 Requirement: Earn twenty "Three Kickback King" medals with Bargain equipped to unlock. The "Three Kickback King" medals are earned by using three medal kickbacks in a game.

Co-op Slot 1

Scoped In – Co-op

- Required Rank: 1
- Purchase Cost: \$10,0000
- Level 1: Reduced pain wobble while scoped in by 20%
- Level 2: Reduced pain wobble while scoped in by 60%
- Level 2 Requirement: Earn five "Dead Eye" medals with Scoped In – Co-op equipped to unlock. The "Dead Eye" medal is earned after you defeat three enemies quickly with the sniper rifle.
- Level 3: Reduced pain wobble while scoped in by 100%
- Level 3 Requirement: Earn ten "Dead Eye" medals with Scoped In – Co-op equipped to unlock. The "Dead Eye" medal is earned after you defeat three enemies quickly with the sniper rifle.

Regeneration – Co-op

- Required Rank: 9
- Purchase Cost: \$65,000
- Level 1: Recover from wounds 70% faster.
- Level 2: Recover from wounds 100% faster.
- Level 2 Requirement: Earn five "Medic" medals with Regeneration – Co-op equipped to unlock. The "Medic" medal is earned by rescuing three downed teammates.
- Level 3: Recover from wounds 130% faster.
- Level 3 Requirement: Earn ten "Medic" medals with Regeneration – Co-op equipped to unlock. The "Medic" medal is earned by rescuing three downed teammates.

Beast Mode – Co-op

- Required Rank: 15
- Purchase Cost: \$150,000
- Level 1: Move faster with heavy objects by 10%.
- Level 2: Move faster with heavy objects by 15%
- Level 2 Requirement: Earn ten "Wild West" medals with Beast Mode – Co-op equipped to unlock. The "Wild West" medal is earned by scoring five kills with any pistol
- Level 3: Move faster with heavy objects by 20%
- Level 3 Requirement: Earn twenty "Wild West" medals with Beast Mode – Co-op equipped to unlock. The "Wild West" medal is earned by scoring five kills with any pistol

Co-op Slot 2

Monkey Man – Co-op

- Required Rank: 1
- Purchase Cost: \$10,000
- Level 1: Increase traversal speed by 20%.
- Level 2: Increase traversal speed by 30%
- Level 2 Requirement: Earn ten "Tricky Boy" medals with Monkey Man – Co-op equipped to unlock. The "Tricky Boy" medal is earned when you kill two men while hanging.
- Level 3: Increase traversal speed by 40%
- Level 3 Requirement: Earn twenty "Tricky Boy" medals with Monkey Man – Co-op equipped to unlock. The "Tricky Boy" medal is earned when you kill two men while hanging.

Bargain – Co-op

- Required Rank: 13
- Purchase Cost: \$85,750
- Level 1: Decrease Medal Kickback cost by 1.
- Level 2: Always show the color gold when activating a kickback.
- Level 2 Requirement: Earn ten "Punch Out" medals with Bargain – Co-op equipped to unlock. The "Punch Out" medal is earned when you defeat three enemies with hand-to-hand combat in a single Co-op game.
- Level 3: Decrease Medal Kickback cost by 2.
- Level 3 Requirement: Earn twenty "Punch Out" medals with Bargain – Co-op equipped to unlock. The "Punch Out" medal is earned when you defeat three enemies with hand-to-hand combat in a single Co-op game.

Back in the Saddle – Co-op

- Required Rank: 20
- Purchase Cost: \$240,000
- Level 1: Respawn time reduced by 10 seconds.
- Level 2: Respawn time reduced by 15 seconds.

- Level 2 Requirement: Earn five "12 Parsecs" medals with Back in the Saddle – Co-op equipped to unlock. The "12 Parsecs" medal is earned when you Beat a Co-op game in ten minutes or less
- Level 3: Respawn time reduced by 20 seconds (respawn time is entirely eliminated in most cases)
- Level 3 Requirement: Earn ten "12 parsecs" medals with Back in the Saddle – Co-op equipped to unlock. The "12 Parsecs" medal is earned when you Beat a Co-op game in ten minutes or less

Paid Boosters

Some matches will have a screen with Blue Boosters at the start. These are the Paid Boosters. You have the option to purchase one booster at the start of the match or during a match, but you can only use it for that one match. If you have a little extra cash, you can purchase these special Boosters. Remember to use your money wisely!

Bargain

- Purchase Cost: \$15,000
- Level 1: Reduce Costs of Medal Kickbacks by 1.

Explosive Expert

- Purchase Cost: \$12,000
- Level 1: Extra Grenade Slot.

Heavy Bullets

- Purchase Cost: \$20,000
- Level 1: Increases Stopping Power of Ammo.

Ping!

- Purchase Cost: \$25,000
- Level 1: Short Range Radar.

Untraceable

- Purchase Cost: \$25,000
- Level 1: You don't fire Tracers.

Medal Kickbacks

Medal Kickbacks are special abilities you can choose at the Customization screen. There are seven different Medal Kickbacks, but you can only choose one at a time. Each Medal Kickback grants you a special ability for a select amount of time once you've collected a set amount of medals.

Just like with Boosters, Medal Kickbacks must be unlocked at a certain rank and bought with the money you have earned.

Competitive Medal Kickbacks

RPG!!!

- Required Rank: 1
- Purchase Cost: \$0
- Ability: Spawns an RPG
- Duration: INSTANT
- Medals Needed to use: 10 Medals

Speedy G

- Required Rank: 4
- Purchase Cost: \$8,000
- Ability: Speed Boost
- Duration: 20 Seconds
- Medals Needed to use: 7 Medals

Smoke Bomb

- Required Rank: 7
- Purchase Cost: \$28,000
- Ability: Vanish in a Puff of Smoke
- Duration: INSTANT
- Medals Needed to use: 7 Medals

Militia Man

- Required Rank: 10
- Purchase Cost: \$52,250
- Ability: No Reloading and full clip of ammo
- Duration: 30 Seconds
- Medals Needed to use: 7 Medals

Cluster Bomb

- Required Rank: 15
- Purchase Cost: \$63,000
- Ability: One grenade explodes into multiple grenades
- Duration: Instant
- Medals Needed to use: 10 Medals

Disruption

- Required Rank: 23
- Purchase Cost: \$100,000
- Ability: Nearby enemies cannot see player arrows
- Duration: 25 Seconds
- Medals Needed to use: 7 Medals

Creepy Crawler

- Required Rank: 1
- Purchase Cost: \$0 (unlocked by Add-On code through Gamestop pre-orders)
- Ability: Transform into a swarm of spiders and attack opponents
- Duration: 20 Seconds
- Medals Needed to use: 17 Medals

Co-op Medal Kickbacks

Militia Man – Co-op

- Required Rank: 1
- Purchase Cost: \$10,000
- Ability: No reloading and full ammo for 30 seconds
- Duration: 30 Seconds
- Medals Needed to use: 5 Medals

Team Medic

- Required Rank: 32
- Purchase Cost: \$15,000
- Ability: Heal yourself and nearby teammates
- Duration: INSTANT
- Medals Needed to use: 10 Medals

Speedy G – Co-op

- Required Rank: 11
- Purchase Cost: \$100,000
- Ability: Speed boost
- Duration: 20 Seconds

- Medals Needed to use: 3 Medals

Mega Bomb – Co-op

- Required Rank: 44
- Purchase Cost: \$200,000
- Ability: One massive grenade explosion
- Duration: INSTANT
- Medals Needed to use: 8 Medals

Army of Three

- Required Rank: 49
- Purchase Cost: \$650,000
- Ability: Doubles the damage of all players within 10 meters
- Duration: 30 Seconds
- Medals Needed to use: 10 Medals

Ranks



Just like many other Multiplayer Shooters these days, you can rank up and unlock new weapons, boosters, and other goodies. Ranks are gained by the money you earn in a match. Money can be earned from kills and different medals. All players start out at Rank 1 with \$10,000 to start.

Money earned in a match will only save if you complete the match. If you leave a match early, all money, medals, and treasures will not be saved.

Ranks	\$ Needed	\$ Total	Unlocks
1	\$0	\$0	<ul style="list-style-type: none"> • None
2	\$1,525	\$1,525	<ul style="list-style-type: none"> • None
3	\$6,100	\$7,625	<ul style="list-style-type: none"> • Laugh Taunt • Clip Size Weapon Mod (Para 9)

4	\$7,625	\$15,250	<ul style="list-style-type: none"> • Reload Speed Weapon Mod (Para 9 Co-op) • Speedy G Medal Kickback • Daredevil Booster
5	\$15,250	\$30,500	<ul style="list-style-type: none"> • Clip Size Weapon Mod (G-MAL) • Team Medic Co-op Medal Kickback
6	\$22,875	\$53,375	<ul style="list-style-type: none"> • None
7	\$24,400	\$77,775	<ul style="list-style-type: none"> • Smoke Bomb Medal Kickback • Endurance Booster
8	\$25,162	\$102,937	<ul style="list-style-type: none"> • Reload Speed Weapon Mod (Para 9)
9	\$25,952	\$128,862	<ul style="list-style-type: none"> • Flurry Taunt • Regeneration Co-op Booster • Back in the Saddle Booster
10	\$27,450	\$156,312	<ul style="list-style-type: none"> • Arm Micro • Blindfire Accuracy Weapon Mod (AK-47 Co-op) • Militia Man Medal Kickback
11	\$28,213	\$184,525	<ul style="list-style-type: none"> • Speedy G Co-op Medal Kickback • Cloaked Booster
12	\$28,975	\$213,500	<ul style="list-style-type: none"> • Loser Taunt • Rate of Fire Weapon Mod (AK-47) • Accuracy Weapon Mod (G-MAL)

13	\$29,737	\$243,237	<ul style="list-style-type: none"> • Clip Size Weapon Mod (G-MAL Co-op) • Bargain Co-op Booster
14	\$30,500	\$273,737	<ul style="list-style-type: none"> • Call Out Weapon Mod (Dragon Sniper)
15	\$31,263	\$305,000	<ul style="list-style-type: none"> • Oh Snap Taunt • Beast Mode Co-op Booster • Cluster Bomb Medal Kickback
16	\$32,025	\$337,025	<ul style="list-style-type: none"> • Clip Size Weapon Mod (M9 Co-op) • Mega Bomb Co-op Medal Kickback • Weapon Expert Booster • M9
17	\$32,787	\$369,812	<ul style="list-style-type: none"> • None
18	\$33,550	\$403,362	<ul style="list-style-type: none"> • Uppercut Taunt
19	\$35,075	\$438,437	<ul style="list-style-type: none"> • Call Out Weapon Mod (AK-47) • Call Out Weapon Mod (G-MAL Co-op)
20	\$38,125	\$476,562	<ul style="list-style-type: none"> • Reload Speed Weapon Mod (Dragon Sniper) • Rate of Fire Weapon Mod (Arm Micro) • Back in the Saddle Co-op Booster • Bargain Booster
21	\$43,463	\$520,025	<ul style="list-style-type: none"> • None

22	\$55,662	\$575,687	<ul style="list-style-type: none">• Scope Zoom Weapon Mod (M9 Co-op)
23	\$57,950	\$633,637	<ul style="list-style-type: none">• Max Ammo Weapon Mod (Dragon Sniper)• Disruption Medal Kickback
24	\$15,826	\$649,463	<ul style="list-style-type: none">• None
25	\$107,699	\$757,162	<ul style="list-style-type: none">• Rate of Fire Weapon Mod (AK-47 Co-op)• Army of Three Co-op Medal Kickback

Weapons

Uncharted 3 features 22 different **Weapons**. Four of the weapons can only be used in the Long Gun slot, while two can only be used in the Pistol slot. Each weapon can choose one Weapon Mod to increase the weapon's ability. See the Weapon Mods section for more information on Mods.

Long Guns

AK-47

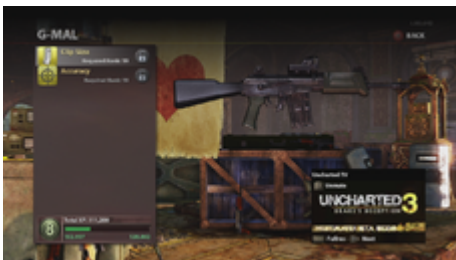


- Default Unlocked
- Fully Automatic
- 30 Rounds Per Clip + 90 Extra.
- 45 Rounds Per Clip + 75 Extra with Clip Size Mod in MP
- 180 Max Ammo

Weapon Mods:

- Clip Size (Rank 1, \$0)
- Rate of Fire (Rank 12, \$45,000)
- Call Out (Rank 19, \$55,000)

G-MAL



- Default Unlocked
- 3 Round Burst with Red Dot Scope (similar to UC:2's FAL)
- 30 Rounds Per Clip + 60 Extra.
- 75 Rounds Per Clip + 15 Extra with Clip Size Mod
- 120 Rounds Max Ammo

Weapon Mods:

- Clip Size (Rank 5, \$10,000)
- Accuracy (Rank 12, \$45,000)
- Call Out (Rank 19, \$55,000)

Dragon Sniper



- Default Unlocked
- Semi-Automatic with Sniper Scope
- 5 Rounds Per Clip + 10 Extra.
- 20 Rounds Max Ammo

Weapon Mods:

- Reload Speed (Rank 20, \$65,000)
- Call Out (Rank 14, \$75,000)
- Max Ammo (Rank 23, \$95,000)

M9



- Unlocked at Rank 16
- Fully Automatic
- 32 Rounds Per Clip + 64 Extra.
- 128 Rounds Max Ammo

Weapon Mods:

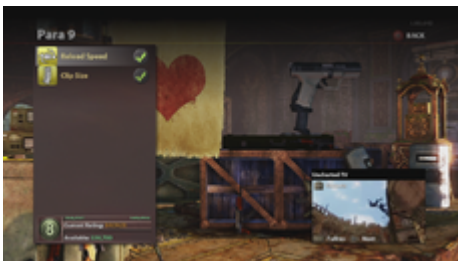
- Call Out (Rank 18)
- Scope Zoom (Rank 20)
- Max Ammo (Rank 22)
- Reload Speed (Rank 28, \$125,500)
- Clip Size (Rank 33)
- Blindfire Accuracy (Rank 39)
- Rate of Fire (Rank 43)

FAL-SS

- Unlocked at Rank 50
- Semi-automatic
- 3 Head Shot or 4 Body Shot kill

Pistols

Para 9



- Default Unlocked
- Semi-Automatic
- 15 Rounds Per Clip + 30 Extra
- 20 Rounds Per Clip + 20 Extra with Clip Size Mod

Weapon Mods:

- Clip Size (Rank 3, \$2,500)
- Reload Speed (Rank 8, \$15,000)

Arm Micro



- Unlocked at Rank 10
- Fully Automatic
- 15 Rounds Per Clip + 40 Extra

- 37 Rounds Per Clip + 28 Extra with Clip Size Mod

Weapon Mods:

- Clip Size (Rank 18, \$55,000)
- Rate of Fire (Rank 20, \$75,750)

TAU Sniper

Co-op Weapons

Para 9

- Semi-Automatic
- 15 Rounds Per Clip + 30 Extra
- 20 Rounds Per Clip + 20 Extra with Clip Size Mod

Weapon Mod:

- Clip Size (Rank 1, \$0)
- Reload Speed (Rank 4, \$5,000)

AK-47

- Fully Automatic
- 30 Rounds Per Clip + 90 Extra
- 45 Rounds Per Clip + 75 Extra with Clip Size Mod
- 180 Rounds Max Ammo

Weapon Mods:

- Rate of Fire (Rank 25, \$375,550)
- Blindfire Accuracy (Rank 10, \$45,000)

M9

- Fully Automatic
- 32 Rounds Per Clip + 64 Extra.
- 64 Round Per Clip + 64 Extra with Clip Size Mod
- 128 Rounds Max Ammo

Weapon Mods

- Clip Size (Rank 16, \$65,000)
- Scope Zoom (Rank 22, \$210,000)

G-MAL

- 3 Round Burst with Red Dot Scope
- 30 Rounds Per Clip + 60 Extra. +90 Max
- 75 Rounds Per Clip + 15 Extra with Clip Size Mod
- 120 Rounds Max Ammo

Weapon Mods:

- Clip Size (Rank 13, \$175,000)
- Accuracy (Rank 19, \$175,000)

Power Weapons

PAK-80

- A light machine gun with no zoom.

T-Bolt Sniper

- A Bolt-Action Sniper Rifle with two variable zooms on the scope.
- 1 Round Per Clip + 4 Extra

SAS-12

- A Pump-Action Shotgun.
- 6 Rounds Per Clip

M32-Hammer

- A Semi-Automatic Grenade Launcher.
- 4 Rounds Per Clip

RPG-7

- A Single Fire and Reload Rocket Propelled Grenade that explodes on impact.
- 1 Round Per Clip + 1 Round Extra

Riot Shield

- The Riot Shield replaces your Long Weapon with a full body shield. You can crouch behind the shield and use your pistol, or use the shield to ram people. While carrying the shield, your movement is slower than usual, but is normal while on your back. It also protects your back while on your back.

Pistole

- The Pistole is a shotgun-like Semi-Automatic pistol. It has high power and low range

- 2 Rounds Per Clip + 6 Extra

Mag-5

- A high caliber/power pistol
- 7 Rounds Per Clip + 1 Extra

Weapons Found in Co-op Only

.45 Defender

- A Semi-Automatic Pistol
- 8 Rounds Per Clip + 32 Extra

Pistol Auto

- A Fully Automatic Machine Pistol
- 25 Rounds Per Clip + 32 Extra

Raffica

- A three round burst Machine Pistol
- 15 Rounds Per Clip + 75 Extra

Long Guns

Long Guns

Long guns are the weapons that take the primary weapon slot. The list consists of assault rifles, sniper rifles, and light machine gun.

G-MAL

G-MAL is a burst-fire assault rifle that is found throughout the game. One of the features that stands this assault rifle apart from other single-player assault rifles is that G-MAL has an attached scope. This allows players to utilize this weapon in mid to long range combat situations. Although this rifle has a horrible blindfire accuracy and slow fire rate, its high accuracy compensates for the loss in long range battles. G-MAL has a magazine capacity of 30 rounds and a player can carry up to 120 rounds at a time.



M9

M9 is a fully automatic assault rifle and the successor of the M4 from Uncharted 2. M9 has relatively weak damage for an assault rifle but higher firerate compensates for it. M9 has a magazine capacity of 32 rounds a player can hold up to 128 rounds at a time. You will find loads of enemies using M9 later on in the game, especially in Chapter 19 and Chapter 20, so if you haven't unlocked the 30 Kills : M9 Trophy, try it in those two chapter.



AK-47

AK-47 is the most commonly found assault rifle throughout the game. This fully automatic rifle is known for its power and its versatility. Although AK-47 lacks accuracy, it is fairly well-rounded and you can use it in any combat situations. AK-47 has a magazine capacity of 30 rounds and a player can carry up to 150 rounds at a time.



DRAGON SNIPER

Dragon Sniper is a sniper rifle that resembles the Dragonov sniper rifle. It has appeared in all Uncharted series. Aiming down with the sniper will automatically enable you to use the scope and you can further zoom in by pressing R3. It is an extremely powerful long range weapon and will kill enemies in a single shot if fired above the waist. When enemies use this weapon, a red laser will pinpoint where they aim. You can roll over to dodge bullets by pressing Circle. Dragon Sniper has a slightly increased fire rate over the previous Uncharted games. Now a player can carry up to 20 bullets at a time while the magazine capacity is still 5 bullets.



T-BOLT SNIPER

T-Bolt Sniper is a bolt-action sniper rifle that has a slight advantage over Dragon Sniper in terms of damage. It is mostly found the latter half of the game. When used by enemies, a red laser will indicate where they aim. Being a bolt-action rifle, it has a magazine capacity of a single bullet and a player can carry up to 5 bullets. T-Bolt Sniper has a slower reload speed in comparison to Dragon Sniper, but faster sensitivity makes up for it.

PAK-80

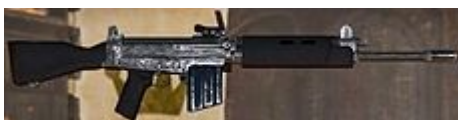
PAK-80 is a light machine gun that is found later on in the game, specifically in Chapter 14 (Mini-boss), Chapter 19 (By the MG-equipped jeep), and Chapter 20 (Ghost town). It has a magazine and max ammo capacity of 500 rounds. If you switch back to your secondary weapon the PAK-80 will drop on the ground. Also when you are using this weapon, you will move slowly.

KAL 7

Kal 7 is an assault rifle that has the highest fire rate out of all assault rifles. But its recoil is horrible resulting a low accuracy out of all the assault rifles. When you're using this gun try to aim below enemies' waist and you will get some automatic headshots from time to time. On the other side, its blindfire accuracy is above average. KAL 7 is mostly found on pirates. It has a magazine capacity of 28 rounds and a player can carry up to 112 rounds at a time.

FAL SS

FAL SS is an assault rifle that appears only in the multiplayer mode. It is unlocked at Level 50. It is a single-fire weapon that has high damage. It has a zoom-in option similar to G-MAL.



G-Mal

G-MAL

G-MAL is a burst-fire assault rifle that is found throughout the game. One of the features that stands this assault rifle apart from other single-player assault rifles is that G-MAL has an attached scope. This allows players to utilize this weapon in mid to long range combat situations. Although this rifle has a horrible blindfire accuracy and slow fire rate, its high accuracy compensates for the loss. G-MAL has a magazine capacity of 30 rounds and a player can carry up to 120 rounds at a time.



M9

M9

M9 is a fully automatic assault rifle and the successor of the M4 from Uncharted 2. **M9** has relatively weak damage for an assault rifle but higher firerate compensates for it. **M9** has a magazine capacity of 32 rounds a player can hold up to 128 rounds at a time. You will find loads of enemies using **M9** later on in the game, especially in Chapter 19 and Chapter 20, so if you haven't unlocked the 30 Kills : M9 Trophy, try it in those two chapter.



AK-47

AK-47

AK-47 is the most commonly found assault rifle throughout the game. This fully automatic rifle is known for its power and its versatility. Although **AK-47** lacks accuracy, it is fairly well-rounded and you can use it in any combat situations. **AK-47** has a magazine capacity of 30 rounds and a player can carry up to 150 rounds at a time.



Dragon Sniper

DRAGON SNIPER

Dragon Sniper is a sniper rifle that resembles the Dragonov sniper rifle. It has appeared in all Uncharted series. Aiming down with the sniper will automatically enable you to use the scope and you can further zoom in by pressing R3. It is an extremely powerful long range weapon and will kill enemies in a single shot if fired above the waist. When enemies use this weapon, a red laser will pinpoint where they aim. You can roll over to dodge bullets by pressing Circle. **Dragon Sniper** has a slightly increased fire rate over the previous Uncharted games. Now a player can carry up to 20 bullets at a time while the magazine capacity is still 5 bullets.



T-Bolt Sniper

T-BOLT SNIPER

T-Bolt Sniper is a bolt-action sniper rifle that has a slight advantage over Dragon Sniper in terms of damage. It is mostly found the latter half of the game. When used by enemies, a red laser will indicate where they aim. Being a bolt-action rifle, it has a magazine capacity of a single bullet and a player can carry up to 5 bullets. **T-Bolt Sniper** has a slower reload speed in comparison to Dragon Sniper, but faster sensitivity makes up for it.

PAK-80

PAK-80

PAK-80 is a light machine gun that is found later on in the game, specifically in Chapter 14(Mini-boss), Chapter 19(By the MG-equipped jeep), and Chapter 20(Ghost town). It has a magazine and max ammo capacity of 500 rounds. If you switch back to your secondary weapon the **PAK-80** will drop on the ground. Also when you are using this weapon, you will move slowly.

KAL 7

KAL 7

Kal 7 is an assault rifle that has the highest fire rate out of all assault rifles. But its recoil is horrible resulting a low accuracy out of all the assault rifles. When you're using this gun try to aim below enemies' waist and you will get some automatic headshots from time to time. On the other side, its blindfire accuracy is above average. **KAL 7** is mostly found on pirates. It has a magazine capacity of 28 rounds and a player can carry up to 112 rounds at a time.

Pistols

Pistols

Pistols are the weapons that take up your secondary weapon slot. The list consists of pistols and revolvers.

.45 Defender

.45 Defender is a semi-automatic handgun that has a magazine capacity of 8 rounds and a player can carry up to 64 rounds at a time. It is usually a default handgun that Drake carries. You can find also find .45 Defender in multiplayer but only in co-operative games.



Wes-44

Wes-44 or you may better recognize it as Sully's revolver is a magnum revolver that appears in every Uncharted game in single player mode. Magazine capacity is 6 rounds and a player can only carry up to 12 rounds at a time. It is known for its power and can take out enemies in a single shot most of the times. However, the downside is that ammo is very scarce so when you're using this revolver make your shots count!



Para 9

Para 9 is a newly added pistol in Uncharted 3, it is a semi-automatic handgun that is most commonly found throughout the single player game. It has a magazine capacity of 15 rounds and a player can carry up to 40 rounds at a time.

Raffica

Raffica is a burst-fire pistol that is introduced in Uncharted 3. I recommend you using this pistol if you find one in a single player game. It is very well-rounded pistol that has decent accuracy, high fire rate, and quick reload speed. It has a magazine capacity of 15 rounds and a player can carry up to 90 rounds at a time.

Arm Micro

Arm Micro is a fully automatic machine pistol that is commonly found throughout the single player game. It has a magazine capacity of 50 rounds and a player carry up to 90 rounds at a time. It is known for its high fire rate, good blind-fire accuracy, and quick reload speed. It is a weapon of choice for the enemies that carry riot shields throughout the game.



Tau Sniper

Tau Sniper is a scoped magnum pistol that can be first found in Chapter 12 in single player mode. Unlike any other pistols you can aim down sights to take out enemies from long range, but it can also be a very effective blindfire weapon later in the game because of its power. It is found the most later in the game, especially in Chapter 19 and onwards, It has a magazine capacity of 6 rounds.



Mag 5

Mag 5 is a rare revolver that resembles Wes-44 in terms of fire power. However unlike Wes-44, it has surprisingly effective long range accuracy combined with high damage. It has a magazine capacity of 7 and a player can carry up to 8 rounds at a time. As mentioned above, it is very rare and very hard to come by but there is one spot in Chapter 19 that you can find Mag 5 sitting next to the Treasure (SILVER AND CORNELIAN NECKLACE).

Silenced pistol

This pistol resembles the 92FS-9mm from Uncharted 2 with a silencer. It is also your first pistol you get in the game when Drake, Sully, and Cutter are infiltrating Marlowe's hideout in Chapter 5. It is obviously used for stealth type missions, and can be found as a bonus when you take down enemies silently throughout the single player game. It has a magazine capacity of 8 rounds.

.45 Defender

.45 Defender

.45 Defender is a semi-automatic handgun that has a magazine capacity of 8 rounds and a player can carry up to 64 rounds at a time. It is usually a default handgun that Drake carries. You can find also find **.45 Defender** in multiplayer but only in co-operative games.



Wes-44

Wes-44

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Para 9

Para 9

Para 9 is a newly added pistol in Uncharted 3, it is a semi-automatic handgun that is most commonly found throughout the single player game. It has a magazine capacity of 15 rounds and a player can carry up to 40 rounds at a time.

Raffica

Raffica

Raffica is a burst-fire pistol that is introduced in Uncharted 3. I recommend you using this pistol if you find one in a single player game. It is very well-rounded pistol that has decent accuracy, high fire rate, and quick reload speed. It has a magazine capacity of 15 rounds and a player can carry up to 90 rounds at a time.

Arm Micro

Arm Micro

Arm Micro is a fully automatic machine pistol that is commonly found throughout the single player game. It has a magazine capacity of 50 rounds and a player carry up to 90 rounds at a time. It is known for its high fire rate, good blind-fire accuracy, and quick reload speed. It is a weapon of choice for the enemies that carry riot shields throughout the game.



Tau Sniper

Tau Sniper

Tau Sniper is a scoped magnum pistol that can be first found in Chapter 12. Unlike other sidearms, this gun has a scope, making it a good long-ranged weapon. It is also very powerful, making it a good blindfire weapon, and a great weapon for obtaining many trophies. It is mostly found later in the game, especially in Chapter 19 and onwards, It has a magazine capacity of 6 rounds.



Mag 5

Mag 5

Mag 5 is a rare revolver that resembles Wes-44 in terms of fire power. However unlike Wes-44, it has surprisingly effective long range accuracy combined with high damage. It has a magazine capacity of 7 and a player can carry up to 8 rounds at a time. As mentioned above, it is very rare and very hard to come by but there is one spot in Chapter 19 that you can find **Mag 5** sitting next to the Treasure (SILVER AND CORNELIAN NECKLACE)

Silenced Pistol

Silenced pistol

This pistol resembles the 92FS-9mm from Uncharted 2 with a silencer. It is also your first pistol you get in the game when Drake, Sully, and Cutter are infiltrating Marlowe's hideout in Chapter 5. It is obviously used for stealth type missions, and can be found as a bonus when you take down enemies silently throughout the single player game. It has a magazine capacity of 8 rounds.

Shotguns

Shotguns

Shotguns are the weapons that take up your primary weapon slot. Shotguns are powerful weapons that are extremely effective in close range combat situations.

Sawed off Shotgun

Sawed Off Shotgun is a double barrel shotgun that resembles Pistole. It has a magazine capacity of 2 rounds, and a player can hold up to 10 rounds at a time, although at certain points in the campaign it's max ammo capacity will be increased by varying amounts. You can use this shotgun to break off brute's armor easily and it is very effective in close-range combat situation. Unlike SAS-12 this shotgun is found commonly throughout the game.



SAS-12

SAS-12 is a pump action shotgun that brutes use throughout the game. It has a magazine capacity of 8 rounds which is far superior than the Sawed Off Shotgun's 2 round capacity. Max ammo capacity is 16 rounds.



Pistole

Pistole is a powerful "shortened version of Sawed Off Shotgun" that fires shot gun shells. It has a magazine capacity of 2 rounds and a player can hold up to 12 rounds at a time. It is a close range weapon with poor accuracy. It is most effective when used in run-and-gun combat situation.



Sawed Off Shotgun

Sawed off Shotgun

Sawed Off Shotgun is a double barrel shotgun that resembles Pistole. It has a magazine capacity of 2 rounds, and a player can hold up to 32 rounds at a time. You can use this shotgun to break off brute's armor easily and it is very effective in close-range combat situation. Unlike SAS-12 this shotgun is found commonly throughout the game.



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Explosives

Explosives

MK-MDI

The standard and only grenade in Uncharted is the Mk-NDI, and is a pretty effective explosive



RPG-7

The RPG is a large, shoulder mounted explosive that deals very effective damage, but is very scarce in ammo.



M32-HAMMER

The Hammer is a medium sized, four shot grenade launcher. It is semi automatic, which means it can be fired very fast to destroy a large area of enemies.



PROPANE TANKS

Propane tanks are yellow and red or green containers that can be shot at to kill a large group of enemies. The yellow tanks are able to be picked up and thrown and shot in the air to kill enemies without getting too close.

M32-Hammer

M32-Hammer

The hammer is a powerful four shot explosive that can be fired very fast to kill one enemy or multiple groups of them.



Mk-NDI

MK-MDI

The standard and only grenade in Uncharted is the Mk-NDI, and is a pretty effective explosive



RPG-7

RPG-7

The RPG is a shoulder mounted, rocket firing explosive device. They are very effective for taking out vehicles and large amounts of enemies, but have limited ammo.



Riot Shield

Enemies protected by a Riot Shield are limited to sidearm use, trading their heavy firearm slot for cover instead.

When an enemy moves forward with a Riot Shield and fires, parts of them are temporarily exposed (usually the arm and potentially the legs, depending on the angle), enabling them to be shot.

Drake can perform a melee takedown of an enemy with a Riot Shield when in close quarters or can also sneak up behind an enemy and perform a stealth takedown.

Weapon Skins

Here are some exclusive Weapon Skins.



Ramses KAL7



Pirate AK



Ramses Raffica



Pax Prime P99



PAX P99



PAX Galil



Pax East AK



PAX AK



Naughty Dog AK



Naughty Dog i AK



Naughty Dog i P99



Naughty Dog P99



Navarro AK



Marlowe M9



Lazarevic KAL7



Jade M9



Lazarevic FAL



Jade P99



Jade AK



Flynn M9

Universe

Uncharted has a very large and involving universe. To learn more about it click one of the below links.

- [Story](#)
- [Characters](#)
- [Locations](#)
- [Weapons](#)
- [Uncharted References in Other Games](#)

Story

The Uncharted franchise is known for its **Story** and excellent presentation. The Characters and plot are well developed across all three Uncharted games. Talented voice actors such as Nolan North have been praised by critics for their fantastic portrayal of the game's characters.

Uncharted & Uncharted 2 Story Summaries

Uncharted: Drake's Fortune

The game opens with Nathan "Nate" Drake (Nolan North) recovering Francis Drake's Coffin, which was buried at sea. He is assisted by journalist Elena Fisher (Emily Rose), there to record the events for a documentary. The coffin is empty, except for a diary written by Sir Francis Drake, whom Nate believes to be his ancestor. Proving that Drake had faked his death, the diary points to the location of El Dorado, the fabled city of gold. Nate and Elena are then ambushed by a band of pirates and their boat is destroyed. They are rescued by Victor "Sully" Sullivan (Richard McGonagle), Nate's best friend and one-time mentor, in his seaplane.

At shore, Nate details Sully on his findings, and they decide upon leaving Elena behind after fearing that her publishing the documentary would attract rivals. They travel to a region in the Amazon Rainforest, where they find ruins of an ancient South American civilization, and clues that suggest El Dorado is a large gold statue, that was removed long ago. Angered, Sully reveals to Nate that he is in debt, and was particularly relying on this job. Searching further, Nate and Sully discover a long-abandoned German U-Boat stuck in the Amazon River. Nate gives Sully the diary to hold on to while he investigates. Nate discovers its dead crew, a missing page from Sir Francis Drake's diary and a map that points to a southern tropic island, where the statue was likely taken.

Before they can leave, Nate and Sully are accosted by Gabriel Roman (Simon Templeman), a competitive treasure hunter who has hired the services of mercenaries led by Atoq Navarro (Robin Atkin Downes), Roman's lieutenant and an archaeologist with extensive knowledge of the the region and the statue itself. It's revealed that Sully's debt is with Roman, and he had promised Roman to pay him off with the fortune from El Dorado. However, Roman chose to follow up on Sully's information and find the treasure himself. They take the map from Nate and prepare to kill him, but Sully tries to intervene and is shot instead. Suddenly, the U-Boat explodes, the result of a torpedo Nate accidentally triggered. He uses the distraction to flee, and runs into Elena, who had followed them from the dock. They manage to escape in Sully's plane to the island where the statue is believed to be. Having been shot down near the island and separated, Nate travels to the wreckage of the plane, while combating the pirates that had ambushed him earlier.

He retrieves a map and spots Elena's parachute hanging from a nearby fort. At the fort, Nate is captured by the pirates, revealed to be led by Eddy Raja (James Sie), one of his old rivals. Elena rescues Nate, and they escape the fort to a flooded city. The two find out through a log book in the customs house, that the statue was moved further inland. Elena records the supposedly dead Sully working with Roman and Navarro, causing her to believe he is a traitor. Nate is unconvinced and, heading north, they decide to follow him to the monastery. After confronting him, Sully explains that

the diary Nate had given him blocked the bullet, and convinced Roman to let him help. In fact, Sully had been feeding them useless information to buy himself time.

Nate and Elena find a series of maze-like tunnels below the monastery. In these tunnels, Nate overhears an argument between Roman, Navarro, and Eddy. Roman hired Eddy to capture Nate and keep the island the secure, with the reward of a share of the gold of El Dorado. After Nate's escape, Roman doubts Eddy's abilities to do his job further and ignores his superstitious claim that something cursed on the island is killing his men; Roman dismisses Eddy and his crew.

Nate and Elena find a passage leading to a large treasure vault, in which they find the body of Drake, assuming that he died on the island searching for the treasure. Before they move on, they encounter Eddy running for his life, chased by mutated humans possessing incredible speed and strength. The creatures are the Spanish "Descendants", and Eddy is killed when one drags him into a pit. Nathan and Elena escape and find themselves in an abandoned German Bunker. Nate ventures out into the base to restore power to the bunker. Along the way, he discovers that the Germans had sought the statue during World War II but that, like the Spaniards before them, learned that the statue was cursed, which mutated them. Sir Francis, knowing of the statue's power, was actually trying to keep it on the island, by destroying the ships and flooding the city, before he too was killed by the mutants.

Nate attempts to return to Elena, but finds her captured by Roman and Navarro. He reunites with Sully outside of the monastery and tells him about the curse. Under the monastery, Nate and Sully are held at gunpoint and find that Roman has secured the statue. Navarro urges Roman to open it; inside is the Mummy of El Dorado. Roman inhales the dust from the rotting corpse and begins to mutate. Navarro shoots the mutating Roman, as he had planned all along to steal the statue and sell the mutagen as a weapon. The statue is lifted out by helicopter as the mercenaries are attacked by the Descendants.

Nate jumps onto the net the statue is suspended in, and is taken to a tanker ship nearby. They crash land after Elena kicks a mercenary out of the helicopter, whose M4 discharges killing the pilot. Nathan fights his way to the deck, killing numerous mercenaries. On the deck, Navarro and Nate fist fight until Nate knocks Navarro unconscious. As Nate pulls an injured Elena from the helicopter, Navarro regains consciousness and raises his gun, but Nate pushes the helicopter off the ship; the rope connecting the helicopter to the statue becoming tangled around his leg, plunging Navarro and the statue into the depths of the Pacific Ocean.

Elena returns Francis Drake's Ring that he had previously left at the corpse of Francis Drake, and she and Nate lean in to kiss when they are interrupted by Sully on a small speedboat, having escaped the island and killed several pirates, taking several boxes of treasure from them. Elena reminds Nate that because she lost her camera, he still owes her a story. As the boat sails towards the horizon, Nate assures her he will not break his promise.

Uncharted 2: Among Thieves

Uncharted 2: Among Thieves is the story 2 years after the events of Uncharted: Drake Fortune, the story begins in medias res, with a wounded Nate waking up to find himself in a train hanging off a cliff. Through flashbacks, it is revealed that Harry Flynn and Chloe Frazer approached him with a job offer to steal a Mongolian oil lamp in an Istanbul museum. Nate accepts the job when he learns that the

lamp may lead to the treasures in Marco Polo's lost fleet. Flynn and Drake acquire the lamp, which contains a map showing that the lost fleet had been transporting the Cintamani Stone from Shambhala before being thrown ashore in Borneo by a tsunami. Flynn double-crosses Drake, who is arrested and imprisoned for three months before Chloe, who claims to have had no knowledge of Flynn's treachery, asks for the help of Drake's friend Victor "Sully" Sullivan to secure his release.

Nate and Sully follow Flynn and his boss Zoran Lazarevic, a war criminal who is widely thought to be dead, to Borneo. With the help of Chloe working within Lazarevic's camp as a mole, they discover that the lost fleet never actually possessed the Cintamani Stone. They locate a tomb containing the bodies of Polo's passengers, as well as a Tibetan phurba dagger and another letter from Polo saying that the next clue is in a temple in Nepal. Flynn and his men appeared in the tomb soon after and take away the letter, but Nate and Sully make their escape by jumping off a cliff into a river. While Sullivan decides that the quest is too risky for him to carry on, Nate and Chloe head to Nepal, finding the city in the midst of civil war as Lazarevic ravages the city looking for the right temple.

En route to the temple containing the clue, the pair runs into Elena Fisher and her cameraman Jeff, who are tracking down Lazarevic to find proof to show to the public that he is in fact still alive. The four reach the temple and discover that the stone and Shambhala are in the Himalayas. Just as they are about to leave the group is ambushed outside the temple, and Jeff is shot by one of Lazarevic's men. Despite Chloe's insistence to leave Jeff behind, the group pushes on further until they are finally caught by Flynn and Lazarevic. Chloe reluctantly pulls her gun on Nate to protect her "cover", while Lazarevic executes Jeff. Lazarevic and Chloe then leave for a train, but Nate and Elena manage to escape just as Flynn is about to kill them.

The couple rushes to the train yard and catch up with the leaving train on a stolen jeep. Nate boards the train and fights his way through many of Lazarevic's men, before finally confronting Lazarevic's lieutenant, Draza. Succeeding in knocking him unconscious, Nate retrieves the dagger from Draza's pocket, only to be choked by a reawakened Draza moments later. Chloe arrives and shoots him dead. She is upset about Nate having taken Elena and Jeff along earlier and refuses to leave with him ("I never asked for any of your bloody heroics"). As they argue, Flynn suddenly arrives with some reinforcements and shoots Nate in the abdomen. Chloe holds him off while Nate retreats to the next carriage, but the men are soon in pursuit. With no other option, Nate shoots a pile of propane tanks, killing Flynn's men but sending Nate's half of the train towards a steep cliff.

Returning to where the story began, Nate escapes the train and travels through a snow storm, occasionally coming across enemies. After a while, Nate collapses, and stays awake just long enough to see a mysterious figure approaching before blacking out. He wakes up in a Tibetan village in the care of a man called Tenzin, where he is reunited with Elena and is introduced to an elderly German man named Karl Schäfer. Schäfer tells Nate that the phurba is the key to finding Shambhala, but Nate tells Schäfer he is no longer interested. Schäfer sends Nate and the village leader, Tenzin, to find the remains of the men in his expedition, who were looking for Shambhala and the stone 70 years earlier.

Traveling through a series of ice caves to an ancient temple filled with yeti-like creatures, Nate and Tenzin discover that Schäfer's men were SS members on an Ahnenerbe expedition and that he had killed them to protect the world from the power of the stone. They return to find Lazarevic's men attacking the village. After securing the village, Nate and Elena find out that Schäfer has been kidnapped along with the phurba, and the couple track Lazarevic's convoy to an abandoned

monastery. The two locate a mortally wounded Schäfer, who tells Nate that he must destroy the Cintamani Stone.

Nate locates Chloe, who surrenders the phurba after he promises to take Lazarevic down. Nate and Elena use the phurba to unlock the secret passage to Shambhala underneath the monastery, but Lazarevic corners them and forces Nate to open the gate. When the gate opens the group is attacked by the monsters from the ice caves, but Lazarevic manages to kill them off and reveals that they are actually the Guardians of Shambhala, powered by the Cintamani stone and dressed like monsters to scare off anyone who trespass the city. Just as Lazarevic prepares to kill both Elena and Nate, another wave of Guardians attack which allows them and Chloe to escape. Making their way to the stone, Nate discovers that the stone is in fact a giant amber of petrified blue resin embedded in a giant Tree of Life.

As they prepare to go after Lazarevic, a wounded Flynn arrives and detonates a grenade, killing himself and seriously wounding Elena. Nate leaves Elena in Chloe's care and sets off to confront Lazarevic at the tree. Nate arrives just as Lazarevic drinks the tree's sap, which heals his scars and renders him nearly indestructible. Lazarevic then engages in a cat-and-mouse fight with Nate. However, by detonating the pockets of explosive resin in the tree, Nate defeats Lazarevic and leaves him to die at the hands of the Guardians, just as the city begins to break apart. Nate reunites with Chloe and Elena and they escape the city as a series of explosions begins to destroy Shambhala.

Back in the village, Chloe asks Nate if he loves Elena. He does not deny it, and Chloe bids Nate goodbye as Sully carries a recovering Elena over to him. While Sully chases after Chloe, Elena and Nate pay their respects at Schäfer's grave before embracing. They share a kiss and together they walk over to the edge of a cliff and watch the sun set behind the mountains.

IGN put together the following "Uncharted in 5 Minutes" plot summary of the first two games. The video can be seen below.

Click this link to see the video

<http://www.ign.com/videos/2011/07/28/uncharted-in-five-minutes>

Uncharted 3: Drake's Deception Story Summary

Nathan Drake and Sully enter an English bar, where they meet Talbot. They are there to trade Sir Francis Drake's ring for a suitcase of cash, which Talbot is offering on behalf of his boss. After learning that the money is fake, Sully and Drake try to leave, but are attacked by Talbot's men. Sully and Drake defeat the thugs and try to escape with the ring, but are surrounded in the alley by armed henchmen. Talbot's boss, Marlowe, pulls up in a limo and steals Drake's ring. Talbot's henchman, Charlie Cutter, proceeds to shoot Nate and Sully point blank in the gut.

Twenty years earlier, we see a young Nate looking through a Francis Drake museum. There, he sees a younger Sully open up the case with Sir Francis Drake's ring. Nate is able to pickpocket Sully's wallet and steal the key that unlocks the case. Nate breaks into the museum and steals the ring, only to be jumped by Sully, Marlowe, and her henchmen. Nate is able to escape the henchmen and even gets saved by Sully, who takes him in as his apprentice.

Back in the present, we see that Sully and Nate are still alive, Cutter is a double agent, and that Chloe

is working with them. The team is working together to steal an artifact that Marlowe has. After breaking into Marlowe's base, they learn that Marlowe's organization has been searching for the ring for over four hundred years. The artifact Marlowe has works together with Drake's ring to translate a book that Marlowe has. Nate's team translates the book to learn that Sir Francis Drake performed a secret mission for Queen Elizabeth I as well as the next clue on how to progress.

The team discovers that there are two hidden items that will lead them to the Atlantis of the Sands. Nate and Sully go to France for one item and Chloe and Cutter go find the other in Syria. Nate and Sully are ambushed by Marlowe's henchmen in France, which causes them to rush to Syria to save Chloe and Cutter. While the reunited team in Syria hunts for the next clue, Cutter encounters Talbot, who administers a type of mind control drug to Cutter. He is told to give Talbot his journal -- which contains Cutter's thoughts on how to get to the next clue -- and not to trust Nate. Once Nate's team finds the entrance to the crypts, the mind control drug goes into effect and Cutter goes crazy. He attacks Nate, brutally choking him, prompting Sully to pull a gun on him. Chloe is able to get Cutter to come back to his senses and the team cautiously progresses forward.

The team finds the second half of the amulet in the crypts, which reveals that Sir Francis Drake went to Yemen. At this point, Talbot's henchmen ambush the team. Nate, Sully, and Chloe successfully avoid the ambush, but Cutter is unable to and opts to take a dangerous fall instead, which breaks his leg. Nate, Sully, and Chloe reunite with Cutter. They help him to a tour bus which they use to escape the ambush and drive to safety.

Nate and Sully head to Yemen, where they meet up with Elena, who is a correspondent in the area. She's able to give them reporter passes and IDs. Nate and her get into an argument over the wedding ring from their estranged marriage, which Elena is still wearing and she, unlike the others, manages to effortlessly work out his true motives. His obsession with his name is the prize, not treasure. She still escorts them around the city. While searching for the tomb, Nate comes across Talbot and is able to steal Cutter's book from him. Elena finds the well and gets into another argument with Nate, finally finding out more about the 'quest'. Sully interrupts them though with weapons, and Nate leads the way down on to the well. They solve two puzzles there and find messages left by Sir Francis Drake, Elena herself regarding the plaque as a warning, as well as a constellation that reveals the location of the Atlantis Of The Sands. Sully memorizes the constellation.

However, before they can head to Ubar, Talbot finds and attacks them. Though they are able to kill all of the henchmen, Nate is hit with the same drug that Cutter was hit with. Nate tries to flee, hoping to save himself and his friends, but the escape attempt proves to be useless. The drug wears off and Nate finds himself sitting at a table in a cafe across from Marlowe. Marlowe has a whole file on Nate and she reveals that his mother committed suicide and that his father left, causing him to be dropped at an orphan boarding school. Marlowe also hints that Drake is not really Nate's last name, meaning Nate has lied about his ancestry. She threatens Elena if he does not cooperate before Talbot intercepts some information on Sully's location. Marlowe plans to use his knowledge of the constellation that will lead her to the Atlantis Of The Sands.

Nate tries to escape, but is knocked out and held prisoner by one of Marlowe's assistants, a pirate leader named Rameses. He tells Nate that he has kidnapped Sully as well and that he plans to obtain the information about Atlantis Of The Sands from them. Nate is able to escape and tries to save Sully from the pirate leader's head ship. He quickly discovers that the pirates never had Sully.

Nate begins to escape the ship, fighting pirates, and the ship capsizes because an explosion causes

the ship to fill quickly with ocean water. Nate fights through more waves of pirates and tries to escape the upside down ship. Nate makes it to the ballroom, where the pirate leader shoots the glass wall, planning to kill both Nate and himself. The increased water flow from the ballroom proves to be too much for the ship, but Nate is luckily able to make it top side before it sinks and find a piece of driftwood as support.

Soon, Nate washes ashore, waking up in what appears to Yemen. He finds Elena and learns that Sully was captured by Marlowe and is part of her convoy on her way to the Atlantis Of The Sands. Since he had a two day head start, Nate and Elena will need a plane to catch up. At dawn, they decided to steal a cargo plane that Marlowe owns to catch up with them. Nate sleeps on her lap, telling her he's sorry, while holding her finger with the wedding ring.

At dawn, after killing and sneaking by guards, Nate and Elena reach the plane. Nate then proceeds to leave Elena behind at a high fence, for he fears that he may lose her like he almost did in Uncharted 2. He says he can't lose her again and she leaves, though unwillingly. Nate tries to capture the plane, but looks to fail, before Elena swoops in again with the jeep he told her to run away in. She helps him to make it onto the plane by grabbing on to one of the wheels as the plane takes off. Nate is discovered on the plane and begins his fight with more of Marlowe's henchmen. The fight between Nate and the henchmen causes an explosion, which rips a hole into the side of the plane, making a crash imminent. Nate grabs onto a crate sucked out of the plane and activates its cargo parachute, hoping to survive.

Nate lands safely, but he lands in the middle of the Rub' al Khali desert with no water, food, or direction. He wanders the desert aimlessly for days until he finds an abandoned village. While searching for water, Nate comes across more of Marlowe's men, who were searching for the plane wreckage. Several men on horseback take down Marlowe's men and rescue Nate. The leader introduces himself as Salim. Salim tells Nate what Marlowe is really after is a Jinn (demon) that had been sealed away by King Solomon. They set out at dawn to rescue Sully and stop Marlowe. Nate makes it to the front of Marlowe's caravan to see Sully attempting to rescue himself. Nate saves Sully from a brute and the two finally reach the Atlantis of the Sands.

Nate drinks some water and sees Sully shot by Talbot. Believing Sully to be dead, he goes after Marlowe's men, who he sees turn into flame-headed demons. After fighting his way through, he meets Sully again, who explains to a bewildered Nate that the water causes wild and crazy hallucinations. Nate and Sully realize that the "Jinn" is actually a drug that Marlowe's organization wants to use to control their enemies -- the drug in the water that caused Nate to hallucinate. The two head down and reach Marlowe, who's trying to pull up the "Jinn" from the waters below by using a crane. Nate shoots the crane pulling up the Jinn, thwarting Marlowe's plans. The shots cause the entire place to begin to collapse.

Nate and Sully fight to escape and chase after Marlowe. Nate, Marlowe and Talbot fall into a pit. Marlowe is stuck in a pit of quicksand. Talbot can't reach her. She begs Nate to save her life, holding onto his ring. He throws his bullet holster for her to use as a rope, but the sand pit gets her first. Marlowe succumbs to the quicksand along with Drake's ring. After Marlowe's death, Nate and Sully try to quickly escape. Talbot catches up with them and a fight ensues between Nate and Talbot with a knife. Sully comes to Nate's rescue, but Talbot gets the upper hand against Sully and nearly kills him with a rock. Nate shoots him and Talbot falls to his death. Nate and Sully finally reach the entrance of the city and are met by Salim, who helps them escape. The Atlantis of the Sands is no more.

A while later, we see Nate and Sully about to get on a plane. Sully gives a serious father-son talk to Nate about life and gives him a ring. Elena shows up and Nate talks to her. He says he's learned that he's gained something better than the ring (her). Sully has a surprise for them. He shows them his new plane, saying it's been four years since they destroyed his other plane (a reference to the plane destroyed in the first game, *Uncharted: Drake's Fortune*).

Characters

Here is a list of characters that appear in Uncharted 3.



Characters

- Charlie Cutter
- Chloe Frazer
- Elena Fisher
- Katherine Marlowe
- Nathan Drake
- Rameses
- Salim
- Talbot
- Victor Sullivan

Nathan Drake

Overview



Nathan "Nate" Drake is an American treasure hunter and fortune seeker, deep-sea salvage expert and action pro, and the playable protagonist of the Uncharted series. He believes himself to be the descendant of famous English explorer Sir Francis Drake. He also seems to have a vast knowledge of historical people, places, and events. Drake's past is shrouded in mystery until Katherine Marlow reveals a few details about his family. It was thought that Drake's mom committed suicide and his father gave him up to the state at an early age. Later he was put in a Sir Francis Drake Episcopal school. It was also said that Drake may not even be his name. Later after researching more on his proclaimed ancestor Sir Francis Drake he went to Columbia. there he found the ring and met Sully for the first time. His intention was to steal back what is his family heirloom Sir Francis's Drake's ring given to him by Queen Elizabeth the first. It inscribed the words "Sic Parvis Magna". (Latin for "Greatness with small beginnings") He followed Sully cause he was the only one who could open it. His first encounter with him is when Sully caught Nathan with his wallet that had a key for the case where the ring was held. Nathan was let go without Sully's knowledge of him stealing the key. Nathan got caught by Marlow who hired Sully to steal the ring. After a grand chase Nathan is held gun point when Sully saves him. As he offered meal they had a conversation where Nathan reveals his identity and told Sully his ambitions and what the ring and astrolabe could find. Sully then offered Nathan to be his mentor because he sees potential.

Quotes

Nathan: "Kitty got wet!"

Nathan: * Drake after the plane goes down and he lands in the middle of the desert* "pfff.. perfect"

Nathan Drake: We've been trying to reach you for over twenty-four hours.

Charlie Cutter: Oh, right, I need to top up my minutes.

Nathan Drake: You're using a pre-paid phone?

Charlie Cutter: Mate, those contracts are a complete rip-off.

Nathan Drake: [Looks at Chloe.]

Chloe Frazer: What? Mine's broken.

Nathan Drake: Again?

Trivia

1. Nolan North stated in an interview that Nate is an orphan. Amy Hennig revealed in a twitter post that he doesn't have any close family to speak of.
2. In the internet game; Drake's Trail, Nate's home address is seen as: 160 Guard Ave, Apt. 3, Key West, Florida. A portion of this address appears in Nate's journal in Among Thieves, although the city and state are obscured (see image here).
3. Nate shares his initials with Naughty Dog, the developers of the Uncharted series. NDI is written on the back of Nate's gun holster, which stands for Naughty Dog Industries or Incorporated.
4. In Drake's Trail, Nate's e-mail address is ndrake@privateer.com.
5. Nate's date of birth is mentioned in Drake's Trail as being January 11th, 1982. From this date that would make him 25 in the first game, 27 in the second, and 29 in the third, assuming each game is two years apart and set in the year of release. However, this date of birth may be inaccurate as the canon of Drake's Trail is disputed. Contradicting this, it was stated by Amy Hennig in an interview that Nate is in his mid-thirties.[2] This is eventually confirmed in Uncharted 3: Drake's Deception. A flashback during the game dated 20 years before the current story line shows a 14-year old Nate. Additionally it is mentioned that the adventure of the first game took place four years before the current events. Thus Nate is 34 in the third and 30 in the first game.
6. Nate claims that he considers clowns scary.
7. In Uncharted 2, when Flynn catches Nate after he jumps onto a ledge, he remarks that he has put on some weight and that he should lay off the doughnuts; a reference to the 'Doughnut Drake' skin. It may also refer to how Nate has bulked up slightly in the time passed between Drake's Fortune & Among Thieves. Amy Hennig confirmed in an interview that Nate was skinnier than intended in the first game.
8. Nate has a large scar on the right hemisphere of his forehead.
9. To date Nate has the most skins out of all the characters, with a total of 7 different skins and 33 limited edition skins.
10. In both games, Nate chooses about midway through the game to give up. However, he is always talked out of it, or is shown something that keeps him going. In Drake's Fortune, Elena talks Nate out of leaving by showing him that Sully is still alive. In Among Thieves, Nate and Tenzin find Schafer's expedition, showing what harm the Cintamani Stone could do.
11. Nate is 6 feet, 1 inch(es) tall, based on Nolan North's own height. Height appears to be based off the voice actor's own height. Elena would be 5'4, Chloe 5'8, and Flynn would be around 6'5.
12. Nate and Lazaravic are the only characters to have Doughnut character skins.
13. Nate came 16th on the Top 50 favorite game characters in the 2011 edition of the Guinness World Records.
14. Nate is a good artist. In his journal, there are many expertly drawn images of items and objects he encounters during the story.

15. Nate, along with Elena and Sully, appeared in Gamers Heart Japan for a few seconds of footage. He wore one of his Uncharted 3 outfits.
16. Nate's Desert Outfit in Uncharted 3: Drake's Deception closely resembles the outfit worn by Brendan Fraser in the 1999 movie The Mummy

Elena Fisher

[[Image:|237x368px|Elena Fisher Render.png]]

Overview

Elena Fisher is a journalist (a foreign correspondent in Yemen in Uncharted 3) in the Uncharted series and Nathan Drake's main love interest. She is voiced and acted by actress Emily Rose.

Appearances

- Uncharted: Drake's Fortune
- Uncharted: Eye of Indra
- Uncharted 2: Among Thieves
- Uncharted 3: Drake's Deception

Victor Sullivan

Victor Sullivan or "Sully" (as he is commonly referred to) is an aging veteran treasure hunter and the mentor/father-figure of Nathan Drake. He is voiced by Richard McGonagle.

Background:

Sully and Drake met in Cartagena, Columbia when both were attempting to steal Drake's ring from the museum. They started out as enemies when Drake takes his wallet and the ring before he can. During a lengthy chase, however, Sully sympathizes with the young Drake and aids him in his escape. Sully eventually takes him under his wing.

Sully, at that time, had been in some kind of relationship with Katherine Marlowe, while also working for her. She would eventually become the main villain of Uncharted 3.

Trivia:

- Sully's bar makes its first appearance in Uncharted 3.
- During chapter 11 in Uncharted 3: Drake's Deception, it was revealed that Sully served in the U.S. Navy at some point.
- Sully's personal main weapon has always been the Wes .44 (playable in all PS3 Uncharted games so far).
- Sully's age is 56 years old in Uncharted: Drake's Fortune and 60 years old in Uncharted 3. Sully states at the end of Uncharted 3 that he was 40 years old when he met Nate 20 years ago. He also mentions that the events of Uncharted: Drake's Fortune took place 4 years ago.

Appearances:

- **Uncharted: Drake's Fortune**
- **Uncharted: Eye of Indra**
- **Uncharted 2: Among Thieves**
- **Uncharted 3: Drake's Deception**
- **Uncharted: Golden Abyss**

Chloe Frazer



OVERVIEW

Chloe Frazer is a treasure hunter (and "the best driver in the buisness") and one of Drake's main love interests. Chloe was introduced in *Uncharted 2: Among Thieves* and appears as a member of Nate's team in *Uncharted 3: Drake's Deception*. Chloe Frazer is voiced by Claudia Black.

Appearances

- *Uncharted 2: Among Thieves*
- *Uncharted 3: Drakes Deception*

Salim



Overview

Salim is the Sheikh of the desert tribe who saved Nathan from Katherine Marlowe's men. He told Nate about the demons (or D'jinn) trapped inside of Ubar by King Solomon. He also helped to rescue Sully from Marlowe's convoy, and delay Marlowe and her men from reaching the lost city. Salim helps Sully and Nate escape the collapsing city of Ubar on horseback.

Appearances

- Uncharted 3: Drake's Deception

Charlie Cutter



Overview

Charlie Cutter is one of the heroes in Uncharted 3, helping Nathan in his quest. He first appeared as one of Katherine Marlowe's thugs, but after shooting Nate and Sully he revealed his true identity. He assists Nate, Sully, and Chloe as they break into Marlowe's hideout. Charlie is able to climb and fight just as well as Nate and Sully.

Trivia:

- When Nate tells Elena about Charlie's broken leg, her response shows that Charlie has history with Nate and Elena.
- Cutter seems to have a fear of closed spaces (claustrophobia).
- According to dialogue in Chapter 9, Cutter does not like getting wet.
- The actor who voices Charlie and does his motion capturing is also the actor who played Zoran Lazarevic in Uncharted 2.

Appearances

- Uncharted 3: Drake's Deception

Talbot



Overview

Talbot is Katherine Marlowe's right-hand man, and secondary antagonist, acting as her enforcer along with Cutter. Talbot tries to make sure his goal is accomplished no matter what. This can range from him simply buying an object of interest from someone to shooting them point blank for it. Talbot is just as athletic as Drake and just as capable in hand to hand combat. He is also shown surviving many bullet shots and is a very mysterious and shady man. He is voiced by Robin Atkin Downes.

Talbot's "Drug"

Talbot uses a pistol that fires drugged darts (it was only used two times in Uncharted 3: Drake's Deception, against Cutter and Drake in chapters 9 and 11 respectively.) Talbot's drug has similar qualities as the water in the Iram of the Pillars.

Appearances

- Uncharted 3: Drake's Deception

Rameses



Overview

Rameses is the leader and commander of a band of pirates. He has been described as the "Great Pirate Captain." He works for Marlowe and holds Drake prisoner, torturing him for information of the Atlantis of the Sands. It is revealed that Rameses was bluffing on having Sully kept prisoner and just used it as leverage against Drake. When Drake escapes from Rameses' men and capzises his cruise ship, Rameses destroys the glass ceiling in the ballroom, flooding the ship in an attempt to kill Drake. Drake survives, but it is unknown if Rameses dies or survived as well.

Apperances

- Uncharted 3: Drake's Deception

Katherine Marlowe



Overview

Katherine Marlowe is the main antagonist in Uncharted 3: Drake's Deception, competing with Drake for Francis Drake's ring. She is assisted in her quest by Talbot, a top henchman of hers.

Marlowe is the mysterious leader of a conglomerate of some of the most notorious secret organizations in history, such as the hellfire club. While her motivations are never explained Marlowe seems to have a deep personal investment into her organization and their cause. She is known to have had a past relationship with Sully, and attempts to convince Drake that Sully is not the man Drake knows.

Appearances

- Uncharted 3: Drake's Deception

Harris

Summary:

Harris is one of Marlowe's agents who appears in a cutscene at the end of Chapter 6 - The Chateau. He is sent by Talbot to acquire the amulet from Nate and Sully but Nate doesn't want to lose the amulet and attempts to attack Harris to get his gun but Nate was shot in the arm by Talbot and he immediately surrenders the amulet. As soon as Harris receives the amulet, all the characters in the room hear the Spiders. Harris is attacked by the Spiders as he isn't near a light and he hands the amulet to another agent.

Trivia: - Harris only has two lines in the game; "What is that?" and "Get 'em off me, get 'em off me!"

Locations

The Uncharted series has always been praised for its varied locations. The locations that appear in Uncharted 3: Drake's Deception are listed below:

- London
- Cartagena
- France
- Syria
- Yemen
- Ubar
- The Pelican Inn

Ubar

Ubar, otherwise known as as the Atlantis of the Sands or Iram of the Pillars, is a legendary city in the middle of the Rub' al Khali desert and the setting of the game's the final two chapters. It is said to have been a city of immeasurable wealth, but according to Salim, the masters of the city were tampering with the forbidden powers of the D'jinn. Because of their tampering, King Solomon sealed the powers in a great brass vessel and cast it into the depths of the city, condemning it forever.



The Pelican Inn

Pelican Inn is a British pub in London that appears in the very first scene of the game. Nate and Sully get into a brawling scene in this compact-spaced pub where they fight off Marlowe's men. As you wonder around the pub after you've defeated the thugs, you can really appreciate what Naughty Dog has brought to the table. Naughty Dog has captured the essence of a British pub, it is highly detailed filled with little small things such as dart board, flag, and pictures on the wall, making you feel like you're in a real pub.



France

Embarking on a new journey, **France** is the first location you travel to after your escape from Marlowe's hideout in London Underground. Chapter 6 and 7 takes place in this setting where Drake and Sully investigate the Chateau located in the jungle in Eastern France. The jungle is beautifully crafted and it really showcases what Naughty Dog has improved over Uncharted 1 and 2. In the Chateau you will encounter first sets of puzzles in the game. The level's atmosphere and graphics are phenomenal filled with captivating cinematic scenes towards the end when the Chateau is burning down, and it really makes you wonder if you're watching a movie or playing a game.



Syria

This map is based in a large fort, with its outer limits spanned by stone walkways of varying heights. In the center is a large multi-level structure, providing multiple cover points. At one point in the match, a helicopter will appear and commence a brief attack on the map, firing numerous missiles at various locations.



Power Weapons

- T-Bolt Sniper: One T-Bolt is located in the map's tallest tower & the other T-Bolt is in the "hidden" sniper's nest overlooking the bridge which leads to the center building.
- Sawed-Off Shotgun: Located in covered hallway that is has an overhead light.
- RPG-7: Located on the top floor of the middle building

Yemen

A large portion of the map is taken up by alleyways and houses. Alternately, the center of the map offers a long range approach, based around an open courtyard. Overlooking the central courtyard is a mounted turret, and two towers that are ideal for sniping. These two towers are accessible via two ladders on each, and offer cover at the top in the form of a low wall. A zipline leads down from each tower to one of two opposing balconies. Both balconies contain a low wall which provides cover. These two balconies overlook the central courtyard.



Cartagena



Chapters 2-3 take place in Cartagena, Colombia, 20 years before the current events in Uncharted 3. You start off by playing as a young Nathan Drake, who is casing Sir Francis Drake's ring in the Cartagena Museum. After that there is a scene where you must tail one of the game's main protagonists through a street market, various alleyways, and across rooftops. Eventually you return to the museum to retrieve the ring, but are caught, and an intense rooftop chase ensues.

London Underground

The station featured in the map is fictional, and is named "North Atwood."

The map begins with players fighting each other across two trains, which run alongside each other through an underground tunnel. Heroes spawn at the end of one train, while villains spawn at the opposite end of the other train. During this segment the layout of the track causes the trains to rise and fall, and move closer to and away from each other. For a brief period while the trains are on a section of even track, the doors of both will open.



At the end of the train segment (after approx. 150 seconds), the trains pull into North Atwood station, each at a different platform. Both platforms are at opposite ends of the map. The heroes platform contains two separate tracks, while the villains platform only contains one.

The station has fallen into disrepair, with large holes in many floors and walls. The station is centered around an open area, which opens up to a platform at either end. Tunnels and corridors run either side of this area, both above it and at ground level. A pipe above this area allows players to swing across from the upper corridor one side to the opposite corridor.

Weapons

Uncharted 3 features 22 different **Weapons**. Four of the weapons can only be used in the Long Gun slot, while two can only be used in the Pistol slot. Each weapon can choose one Weapon Mod to increase the weapon's ability. See the Weapon Mods section for more information on Mods.

Long Guns

AK-47

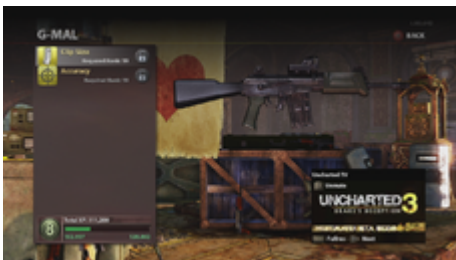


- Default Unlocked
- Fully Automatic
- 30 Rounds Per Clip + 90 Extra.
- 45 Rounds Per Clip + 75 Extra with Clip Size Mod in MP
- 180 Max Ammo

Weapon Mods:

- Clip Size (Rank 1, \$0)
- Rate of Fire (Rank 12, \$45,000)
- Call Out (Rank 19, \$55,000)

G-MAL



- Default Unlocked
- 3 Round Burst with Red Dot Scope (similar to UC:2's FAL)
- 30 Rounds Per Clip + 60 Extra.
- 75 Rounds Per Clip + 15 Extra with Clip Size Mod
- 120 Rounds Max Ammo

Weapon Mods:

- Clip Size (Rank 5, \$10,000)
- Accuracy (Rank 12, \$45,000)
- Call Out (Rank 19, \$55,000)

Dragon Sniper



- Default Unlocked
- Semi-Automatic with Sniper Scope
- 5 Rounds Per Clip + 10 Extra.
- 20 Rounds Max Ammo

Weapon Mods:

- Reload Speed (Rank 20, \$65,000)
- Call Out (Rank 14, \$75,000)
- Max Ammo (Rank 23, \$95,000)

M9



- Unlocked at Rank 16
- Fully Automatic
- 32 Rounds Per Clip + 64 Extra.
- 128 Rounds Max Ammo

Weapon Mods:

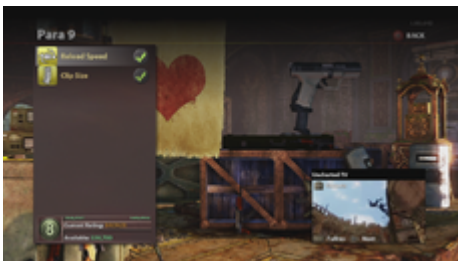
- Call Out (Rank 18)
- Scope Zoom (Rank 20)
- Max Ammo (Rank 22)
- Reload Speed (Rank 28, \$125,500)
- Clip Size (Rank 33)
- Blindfire Accuracy (Rank 39)
- Rate of Fire (Rank 43)

FAL-SS

- Unlocked at Rank 50
- Semi-automatic
- 3 Head Shot or 4 Body Shot kill

Pistols

Para 9



- Default Unlocked
- Semi-Automatic
- 15 Rounds Per Clip + 30 Extra
- 20 Rounds Per Clip + 20 Extra with Clip Size Mod

Weapon Mods:

- Clip Size (Rank 3, \$2,500)
- Reload Speed (Rank 8, \$15,000)

Arm Micro



- Unlocked at Rank 10
- Fully Automatic
- 15 Rounds Per Clip + 40 Extra

- 37 Rounds Per Clip + 28 Extra with Clip Size Mod

Weapon Mods:

- Clip Size (Rank 18, \$55,000)
- Rate of Fire (Rank 20, \$75,750)

TAU Sniper

Co-op Weapons

Para 9

- Semi-Automatic
- 15 Rounds Per Clip + 30 Extra
- 20 Rounds Per Clip + 20 Extra with Clip Size Mod

Weapon Mod:

- Clip Size (Rank 1, \$0)
- Reload Speed (Rank 4, \$5,000)

AK-47

- Fully Automatic
- 30 Rounds Per Clip + 90 Extra
- 45 Rounds Per Clip + 75 Extra with Clip Size Mod
- 180 Rounds Max Ammo

Weapon Mods:

- Rate of Fire (Rank 25, \$375,550)
- Blindfire Accuracy (Rank 10, \$45,000)

M9

- Fully Automatic
- 32 Rounds Per Clip + 64 Extra.
- 64 Round Per Clip + 64 Extra with Clip Size Mod
- 128 Rounds Max Ammo

Weapon Mods

- Clip Size (Rank 16, \$65,000)
- Scope Zoom (Rank 22, \$210,000)

G-MAL

- 3 Round Burst with Red Dot Scope
- 30 Rounds Per Clip + 60 Extra. +90 Max
- 75 Rounds Per Clip + 15 Extra with Clip Size Mod
- 120 Rounds Max Ammo

Weapon Mods:

- Clip Size (Rank 13, \$175,000)
- Accuracy (Rank 19, \$175,000)

Power Weapons

PAK-80

- A light machine gun with no zoom.

T-Bolt Sniper

- A Bolt-Action Sniper Rifle with two variable zooms on the scope.
- 1 Round Per Clip + 4 Extra

SAS-12

- A Pump-Action Shotgun.
- 6 Rounds Per Clip

M32-Hammer

- A Semi-Automatic Grenade Launcher.
- 4 Rounds Per Clip

RPG-7

- A Single Fire and Reload Rocket Propelled Grenade that explodes on impact.
- 1 Round Per Clip + 1 Round Extra

Riot Shield

- The Riot Shield replaces your Long Weapon with a full body shield. You can crouch behind the shield and use your pistol, or use the shield to ram people. While carrying the shield, your movement is slower than usual, but is normal while on your back. It also protects your back while on your back.

Pistole

- The Pistole is a shotgun-like Semi-Automatic pistol. It has high power and low range

- 2 Rounds Per Clip + 6 Extra

Mag-5

- A high caliber/power pistol
- 7 Rounds Per Clip + 1 Extra

Weapons Found in Co-op Only

.45 Defender

- A Semi-Automatic Pistol
- 8 Rounds Per Clip + 32 Extra

Pistol Auto

- A Fully Automatic Machine Pistol
- 25 Rounds Per Clip + 32 Extra

Raffica

- A three round burst Machine Pistol
- 15 Rounds Per Clip + 75 Extra

Uncharted References in Other Games

LittleBigPlanet 2

In October 2011, Media Molecule announced a Nathan Drake costume for LittleBigPlanet 2. The costume was released on the PlayStation Store in early November.



Infamous 2

One of the movie theaters in New Marais features a marquee that extends some love to the Uncharted series.



Game Editions

Uncharted 3 will be sold in different editions. Editions vary by regions/territories.

North America

Standard edition

The standard edition of the game is \$59.99 in Canada and the United States. It includes a copy of the game in a PS3 game case.



collectors edition

The North American collector's edition is \$99.99 in Canada and the United States. It includes a copy of the game in a steelbook case, Sir Francis Drake's ring, Nate's belt buckle, a Sideshow statue of Desert Nathan Drake, and a traveling chest to carry it all in.



Europe, Australia, and New Zealand

Standard edition

The standard edition of the game is 108\$ in Australia, 128\$ in New Zeland, 69.99€ in Europe and 39.99£ in Great Britain. It include a copy of the game in a normal game case.



Special Edition

The special edition includes a copy of the game and a multiplayer voucher in a steelbook case. The multiplayer voucher gives access to London Drake, Pirate AK-47, Upper Cut Taunt, Cash Multiplier and the special edition decals pack.



Explorer Edition

The explorer edition includes the special edition, a statue of desert Nathan Drake, Sir Francis Drake's Ring and Nate's belt buckle.



Easter Eggs

Jak and Daxter Reference

The Strange Relic is a reference to the Jak and Daxter series and is in every Uncharted game.

In Uncharted 3, you can find it in Chapter 4. Before climbing down the cylindrical waterway in Chapter 4, climb the pipe directly to the right of the platform to a grate at the top. Snag the Precursor Orb and a Relic Finder Trophy as well.

Click this link to see the video

<http://www.ign.com/videos/2011/10/28/uncharted-3-easter-egg-the-useless-desert-gun-hd>

Of Mice and Men Reference

During the end of Chapter 8 or the start of Chapter 9, the group is making their way through narrow passageways after an "incident." After the incident, when the group enters the second narrow passageway, Sully wishes to go last. Charlie then makes a remark that references John Steinbeck's "Of Mice and Men," saying: "Next you'll be standing behind me with a gun, telling me about the rabbits."

"The Waste Land" Reference

During the desert sequence, as Drake becomes lost, Rosalind Ayres (voice of Marlowe) can be heard reading a passage from T.S. Eliot's modernist poem, "The Waste Land." The second stanza begins with "Only there is shadow under this red rock," as Drake makes his way under a red rock.

"The Last of Us" Reference

At the beginning of the game, after the bar fight, a newspaper can be seen near the dartboard. The newspaper talks about how scientists are struggling to understand a new plague of fungus. This is a reference to Naughty Dog's upcoming title, *The Last of Us*.



"Star Wars" Reference

In chapter 5, after finding the hidden map in the secret library, Charlie will shout "It's a trap!" when enemies burst in. It might be a reference to Admiral Ackbar famous line in Return Of The Jedi.

Glitches

Although Uncharted 3 is an almost perfect game and even earning multiple perfect scores, it still has its share of glitches. Here are some listed below.

Dancing enemy glitch

Although not a game breaking glitch, the glitch made the player restart the chapter.

Moon-walking horse glitch

There is a glitch in Chapter 19 that blocks the cutscene from prompting shortly after you meet up with Salim and his horsemen. The game "freezes" just before Salim comes to rescue you and the horses get stuck, preventing the cutscene to begin. You can move around the settlement and even go out of the map. However, once the horses get stuck, you will not advance to the next scene. The only way to fix this is to restart and load the game, now the game will start from the cutscene.

Drake seeing a ghost

In Chapter 12 when you drop from the anchor and head towards the ship ahead, Drake will say "I see you buddy, just don't turn around". There is usually an enemy standing by the blue box. However, for some reason, the guy isn't here when you play on Crushing Mode.



Scared cutter glitch *****false*****

(This is not actually a glitch, but the result of a well-hidden enemy. Should you run into this problem, check the second story of the building ahead and to the left of your starting position. Cutter is smarter than you think!)

If you take out all of the enemies at the beginning of the Courtyard fight at the end of Chapter 8, Cutter will stay behind cover forever, even when there are no enemies left. Without Cutter, you will not be allowed to progress through the chapter, and you will have to restart from a previous checkpoint.

Hard Push

In Chapter 16, once you reach the large fight area (just before running for the plane) climb to the top of the container stack before killing the men on top. If you stand even with the containers left side sort of facing the entrance, one of the men on top can push you off to the edge of the level, almost over the fences before hitting an invisible wall and falling to the ground. It doesn't affect anything.

DLC

This page lists all of Uncharted 3's downloadable add-ons and content (**DLC**). Note: Unless otherwise noted, if you bought the Fortune Hunter's pass off the PSN, all of this content is covered and you don't owe an extra dime.

Fort Co-Op

On February 7, 2012 The Fort Co-Op downloadable content was released. It's a new three-player co-op storyline will cast you and your PlayStation Network friends as villains Zoran Lazarevic, Eddy Raja and Harry Flynn. No word on international prices or dates, but they're probably really similar if not the same. Fort Co-Op will set you back \$5.99.

Skin Packs

Below is a list of the Skins that have been released. Skin are costumes for your characters in multiplayer.

Name	Price	Skins
Doughnut	\$1.99	...
Rogues 1	\$1.99	...
Rogues 2	\$1.99	...

Flashback Map Pack

On February 21st, look for the Flashback Map Pack. It'll include the Plaza, Temple, Train Wreck and Village maps from Uncharted 2: Among Thieves for \$9.99.

The Fort

On February 7, 2012 **The Fort** Co-Op downloadable content was released. It's a new three-player co-op storyline will cast you and your PlayStation Network friends as villains Zoran Lazarevic, Eddy Raja and Harry Flynn. No word on international prices or dates, but they're probably really similar if not the same. Fort Co-Op will set you back \$5.99.

Frequently Asked Questions

Will there be a special edition of Uncharted 3: Drake's Deception?

Console Bundle

On September 22, 2011, Sony announced that it will release an Uncharted 3 console bundle, including a copy of the game, and a 320 GB PlayStation 3 Slim console. Pricing for the bundle is set at \$299.99 in the United States, with no word on availability outside of the US.

Limited Editions

There are three limited editions for Uncharted 3: Drake's Deception: the Special Edition, the Collector's Edition, and the Explorer's Edition

The Special Edition is only available in Europe, New Zealand, and Australia. It comes with a leather journal-style game case that is featured with in-game artwork. It also comes with the DLC codes for multiplayer: London Drake Skin, Pirate AK-47 Weapon Mod, Upper Cut Taunt, Cash Multiplier Booster, and Special Edition Decals Packs.



The Collector's Edition is only available in North America. It comes with a travelling case featuring wearable replicas of Drake's belt buckle and his trademark Francis Drake ring necklace, a Sideshow Collectibles Nathan Drake action figurine, and most importantly the game itself which will come in an exclusive steelbook cover. This edition is set at \$99.99 in both Canada and the US.



The Explorer's Edition is only available in Europe, New Zealand, and Australia. It comes with a wooden travel case that includes the belt buckle, the ring, the Nathan Drake statue from the North American Collector's Edition. However, the difference is that it comes with a Special Edition version of the game and its DLC codes as well as all of the North American pre-order bonuses: Callout Mod for AK-47, Clip Size Mod for Para-9, Clip Size Mod for G-MAL, Creepy Crawler Kickback, Carpet Bomb Kickback, and Regeneration Booster.



Will Uncharted 3 require a PSN Pass? (contributed by scotty243)

Uncharted 3 will require a PSN Pass. However, if there is another account on your PS3 and someone else had redeemed the PSN Pass on that account, all users will be able to use it. Users who don't purchase the game new will have to purchase a PSN Pass for \$9.99 in the PlayStation Store.

How can I save the game? (contributed by scotty243)

The game uses an autosave system which saves the game when completing objectives or combat sections filled with numerous enemies. However, to ensure nothing happens to the game save, Uncharted 3 users should access the Pause menu, quit to the main menu, and then exit the game via XMB when finishing a gameplay session.

Contributor Challenge



Let's make this Uncharted 3 wiki the best resource on the web for Drake fans 'round the world. To that end, we're issuing a challenge: The top contributor to the wiki walks away with a boatload of pride...and five games from his or her wish list*.

Need a place to start? Check in with this page for suggested areas of the wiki that need contributor attention. Or go nuts on your own and add to the wiki what you think Uncharted 3 fans need. The challenge runs between October 28 and November 15, 2011, after which we'll announce the winner on IGN.

*Maximum value of five games not to exceed \$400 USD, or one *me*llion dollarz, whichever is less. See Official Contest Rules.

Needed Contributions

Help! The following wiki pages need contributor attention. Check back regularly for new areas of the wiki that need your help. **We've highlighted important sections in need of updates in Bold.**

Copy/pasting someone else's written content is not allowed in the wiki. We can tell when it happens. It doesn't help your chances of winning. Plagiarism is no fun and we want to keep this stuff fun!

Wiki Page	What's Needed
Trophies	<ul style="list-style-type: none">• Various Trophies tips• Good places for kill grinding with Weapons

Universe	<ul style="list-style-type: none"> • Canon information about the Uncharted universe. <ul style="list-style-type: none"> ◦ Plot ◦ Characters
Walkthrough	<ul style="list-style-type: none"> • Chapter walkthrough text (we have videos, but written walkthroughs and screens are needed, please add written walkthrough info to bottom of existing Walkthrough pages) • Crushing difficulty tips per chapter.
Multiplayer	<ul style="list-style-type: none"> • Descriptions of Maps • Per-map strategies
Weapons	<ul style="list-style-type: none"> • Weapon descriptions and details • Weapon stats--damage, range, firerate ratings • Best practices for using each weapon
Easter Eggs	<ul style="list-style-type: none"> • Any missing easter eggs.

Everything

- **Copy-editing.** Lots of room for copy-editing. Spelling corrections and formatting fixes count in the Contributor Challenge.
- **Linking.** Wikis work best when lots of things are linked. Wrap character names, like Nathan Drake, in `[[brackets]]` to link them to the appropriate pages.
- **Image formatting.** Lots of people new to the wikis are inserting thumbnail-sized images with no alignment. Generally, images should either be changed to 468-pixels-wide *or* aligned-right to wrap text around them.
- **Plagiarism.** Plagiarism is no good. If you find plagiarized content, please delete it and leave a note in the "Summary of Changes" to explain why the content was deleted. A quick Google search will usually help identify similar content.

P.S. Just because it's not listed here doesn't mean your contributions are not needed. Contribute to any portion of the wiki, create your own pages, unload your knowledge. Any and all positive contributions are counted in the **Contributor Challenge**.