



Introduction

He's back! That's right, gamers, our friend Nathan Drake is back. After great hardship in Uncharted: Drake's Fortune, Drake succeeded in getting rich while barely living to tell the tale. But now, he's clamoring for another adventure, and it just so happens to find him when he's relaxing at a beachside resort one sunny afternoon. An old friend of Nate's, Harry Flynn, approaches him with a proposition -- to go to Istanbul, Turkey, and rob a museum of a seemingly valueless artifact. But it's what's *within* the artifact that's at the heart of Uncharted 2: Among Thieves' storyline.

Traveling the world over in search of Marco Polo's long-lost treasure garnered long ago in China, Nate encounters some new faces and old friends alike on a journey even more difficult, longer and more riveting than the original. With a story rife with love, deceit and adventure, Uncharted 2 isn't only a game with an amazing plot, but a game that *looks* amazing as well. It is truly one of the treasures Playstation3 fans the world over can be proud of, for this is a game each and every gamer should experience.

Of course, Uncharted 2: Among Thieves isn't without its difficulties. Nate will encounter plenty of resistance on his journey, not only from armed thugs, but from puzzles as well. That's where our guide comes in. Our Basics section will hold your hand through the game's fundamentals and finer points, while our Walkthrough will get you through each and every chapter in the game, with treasure locations included. The Treasures section doubles up on the walkthrough's knowledge, with each treasure location uncovered, while our Arsenal section outlines the myriad firearms available for use. Uncharted 2: Among Thieves introduces a Multiplayer aspect to the franchise, which is what that section of the guide covers. And finally, Bonuses, Q&A and Trophies are appendices that outline not only the game's most commonly-asked inquiries, but information on the in-game bonuses and trophies as well.

So without further ado, it's time to go adventuring.

Guide by: Colin Moriarty

© 2009, IGN Entertainment, Inc. May not be sold, distributed, transmitted, displayed, published or broadcast, in whole or part, without IGN's express permission. You may not alter or remove any trademark, copyright or other notice from copies of the content. All rights reserved.

Uncharted 2: Among Thieves Basics

«	The Fundamentals	Advanced Tactics	Ten Tips	»
---	----------------------------------	----------------------------------	--------------------------	---

Drake's Back

That's right ladies and gentlemen -- the one, the only Nathan Drake is back. And as usual, he's in rare form. Fresh off of his adventure (or should I say misadventure?) in pursuit of Sir Francis Drake's treasure, Nate has a new target. After taking some time off to collect his thoughts, it doesn't take long for Nate to get pulled back in to the ever-dangerous treasure hunt. Accompanied by his friend Flynn and a mysterious female named Chloe, Drake heads off from his vacation at a tropical beachside resort to Istanbul, Turkey, where they stumble upon a new, even more intriguing find.



What find, you ask? Well at first, the initial artifact the team chases seems innocuous enough. It's a mere oil lamp of dubious value. But it's what's *within* that artifact that's truly important. After some lying, deceiving, murdering and double-crossing, two separate teams compete with each other to chase just what that artifact referred to -- Shambhala and the Cintamani Stone, a location and an artifact respectively that will lead Drake to the greatest treasure mankind has ever known. The treasure is, of course, Marco Polo's long lost fleet, and the ridiculous amount of treasure they took with them from the Far East, treasure that never made it back to Europe.

Intrigued? You should be.

The Mechanics of Treasure Hunting

Veterans of *Uncharted: Drake's Fortune* will find an extremely familiar game in *Uncharted 2: Among Thieves*, one that's been slightly tweaked when compared with the original, but one that plays virtually identically nonetheless. *Uncharted 2*, like its predecessor, mixes action-oriented gameplay with plenty of adventure-based features. Drake will find himself shooting dozens of enemies one minute, only to find himself platforming and solving epic puzzles the next. In other words, if you liked what you found in *Drake's Fortune*, you're going to love what you find in *Among Thieves*. And if familiarity makes you more comfortable when playing a new game, then playing *Among Thieves* for *Drake's Fortune* veterans will be like riding a bike after years of neglecting to.



If for some reason you haven't played *Uncharted: Drake's Fortune*, but want to play *Uncharted 2: Among Thieves*, you can do so. We recommend that you play the first title before the second, so that you can familiarize yourself with the series and put the second game's story into context. But if that's not what you want to do, then there's only a few things you really need to know.

Drake is moved around with the left analog stick, and the camera is controlled all-the-while with the right analog stick. Pressing the X button will allow Drake to jump, but the button is usually used in conjunction with another command. Running towards a gap and pressing X will allow Drake to jump over it. Pressing X underneath a climbable wall or other perch will allow you to grab it and begin climbing or shimmying. And so on and so forth. Pressing the Triangle button when prompted to do so will allow Drake to grab nearby items, whether it's a weapon, ammunition, or treasure. And pressing the Circle button will allow Nate to seek cover behind nearby walls, crates, or other obstacles.



But what about combat? Well, read below for more information on that.

Arming Yourself

Even though *Uncharted 2: Among Thieves* isn't a straight-forward action game, and even though it has a lot of features that stray towards other genres, it's still a combat-heavy affair. And that's a good thing, because the game would be plenty boring if there wasn't combat. The fundamentals of combat in the game are the same as *Uncharted: Drake's Fortune*, so veterans of that game will know what to expect. For those that are new to the franchise, however, read on.

Drake is able to carry two weapons at any given time, and you can toggle between them with the D-Pad. Without exception, Drake is able to carry one small weapon and one large weapon; that is to say, he can carry something like a pistol, and then something like an assault rifle, RPG, et cetera. Swapping weapons in and out will be a matter of what weaponry you prefer, though there are certainly better weapons than others. Having the right or wrong weapon can also be situational.



Nonetheless, combat is simple in premise. You can fire with the R1 button, and you can fire by hitting that button without pressing anything else. However, virtually all of your combat will be done with the R1 button in conjunction with the L1 button, which will allow you to aim more carefully. Different types of weapons allow you to aim in different ways, so while you won't get much zoom-in with a pistol, you'll get an adequate amount with something like an assault rifle. And certain weapons, like the Dragon Sniper, will even allow you to click L3 (the left analog stick) to zoom in even further, utilizing that weapon's sniper scope.

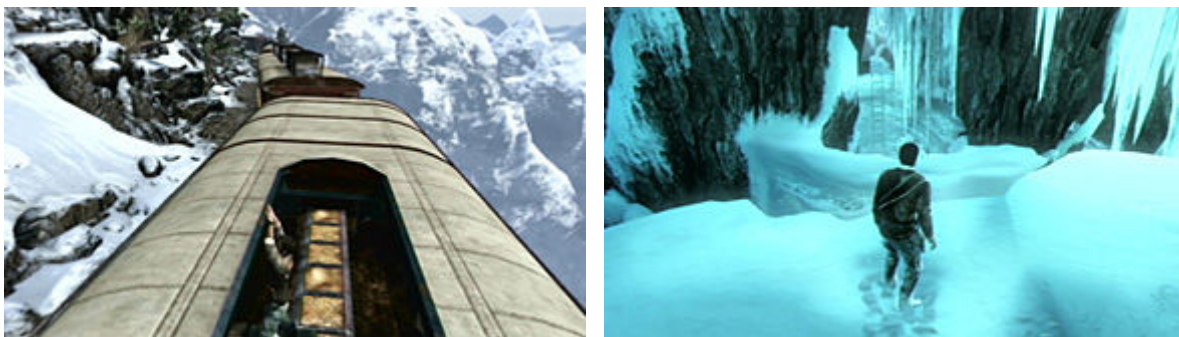
And of course, you'll need to reload. To do so, press R2. See the Ten Tips sub-section of our Basics section for more information on reloading, when you should do so, and why it's important.



Drake the Explorer

At his very core, Nathan Drake is a treasure hunter and explorer. And when you play *Uncharted 2: Among Thieves*, you'll get to embody his role completely. Apart from combat, which is somewhat self-explanatory in nature, there are three other things Drake will do with regularity. Those things are climbing, platforming, and puzzle solving, and we'll cover each of those here.

Let's start with climbing and platforming. These two actions go hand-in-hand, and rare is the chapter that doesn't require you to do either. The game is a bit mechanical when you climb and platform. By pressing X, you can jump. So when combining the jump with movement, for instance, you can jump towards or over things. For instance, you can jump over a chasm towards a platform on the other side. This is, in essence, the platforming found in the game. Climbing is also done with the X button. Not everything can be climbed, but if it can be, you can press X to jump at the climbable structure or item, and go from there. Keep in mind that you can also scurry around various platforms and passageways by pressing Circle. Doing so will force Drake to drop down and hold the platform you're on from its side, where you can drop down to areas below or shimmy around obstacles with ease. As usual, all movement is controlled via analog stick.



As for puzzle solving, well, that's an entirely different breed of endeavor. You won't always have to solve puzzles, but when you do, the puzzles are usually quite involved. It's not a matter of pushing a block here or pushing a switch there. Many of the puzzles in the game are all-encompassing, chapter-long puzzles, though there are others that are more minor. Many of the puzzles will be based on clues you've already garnered during your journey, so be sure to consult Drake's journal by pressing Select when you're stuck. Others will require you to pay attention to your environment. If a puzzle has you stuck completely, you can always consult our walkthrough for more help.

The Use of Supporting Cast

Uncharted 2: Among Thieves is identical to Uncharted: Drake's Fortune in a particular way -- both have NPCs that can be quite valuable to you. While NPCs can also prove to be a hindrance, especially when you have to do very specific things to be sure they can follow behind you (especially with Sully), you can use them to your advantage as well.



There are five main NPCs in the game -- Flynn, Chloe, Elena, Sully and Tanzen. Each of them will be able to provide you with adequate backup when you need it, especially Chloe, Elena and Sully, who seem to be most gifted with a firearm (Sully and Elena had plenty of practice during Drake's Fortune, after all). So, you'll want to use these guys to your advantage when they're in your party, because they aren't just static members. For instance, if you're bogged down by enemy fire, you could always let your NPC partner slowly-but-surely chip away at the enemies around you until you're healed and ready to rejoin the fray. After all, NPCs not only have infinite amounts of ammunition for their firearms, but infinite amounts of health, as well. No matter how many times they are struck and knocked down, they will get up and rejoin the fray time and time again.

The Finer Things

There are a couple of other things we should cover before we move on to the Ten Tips section of our Basics. Namely, we want to cover health, recovery and cover here, because all three are important factors in ensuring your long-term survival in the game.



Health and recovery go hand-in-hand. Like so many modern games, and like its predecessor in particular, *Uncharted 2: Among Thieves* doesn't have any sort of health meter. Instead, damage is counted behind the scenes, and Drake's health (or lack thereof) will be represented on the screen in a different way. Instead of seeing a fluctuating meter, you'll see a blood-splattered screen that simply gets worse and worse the more you're damaged. When you're close to death, everything will go black and white. And beyond that, if you get struck some more, you're dead. Recovery comes into play automatically, because if you can go about five or ten seconds without being hit, Drake will begin to recover on his own, until he's completely healthy.

Cover is something you'll want to utilize with regularity. Drake can hide behind just about anything, whether it's a rock, a wall, a box, or whatever. By pressing the Circle button near just about anything, you can hide behind it. In fact, if there's any question as to whether you can hide behind something in particular, all you need to do is press Circle near it to find out. If nothing happens, you can't hide behind it, but if Drake dashes towards it and hides, then you know you're good to go. How do all three of these work together? It's easy. When you lose your health and need to recover, use cover until you're good to go again!



1.) **Reload Regularly** - If you're a veteran of the third-person shooter, the first-person shooter, or both, this kind of advice should be old-hat for you by now. But for the rest of you, listen up. You'll want to reload often, and you won't want to wait until you absolutely *have* to, either. For instance, if you're in a heated gunfight and you're using a FAL, you'll have some thirty bullets in your clip. But that clip isn't static, meaning that if you expel ten bullets and have twenty left, you can actually put ten more into your clip to fill it back up to thirty, granted you have the reserve ammunition. Waiting to do this until you have to in the middle of battle is a bad idea, so instead, do so when you have a second. It will save you from having to reload in a more inconvenient situation. As you play the game more and more, tapping R2 to reload on a regular basis will become second nature.

2.) **Choose the Proper Weapon** - Uncharted 2: Among Thieves might be unrealistic in many ways, but Nathan Drake keeps it real in one way in particular. Unlike in so many games, where you can hold a ridiculous amounts of weapon and gear, in Uncharted 2, just like its predecessor, you can only hold two weapons at a time (in addition to your grenade stash). This necessitates picking out the right weapons. Of course, this will require a mixture of preference with situational analysis, but in general, you want to pick out the strongest weapons you can for a particular battle, while balancing its ammunition count as well. For instance, a Pistole is an awesome close-range pistol that can kill most enemies in one hit. However, you can't hold much ammunition for it. So while having one as you dash through a scantily-occupied village might be good, you might want to defer to a weaker pistol with more ammunition, like the 92FS, if you're in a more entrenched, lengthier battle.

3.) **Gather and Use Grenades** - Drake is able to hold up to four grenades at one time, and it's easy to overlook just how useful these explosive weapons can be. The benefit to using them in Uncharted 2 isn't only limited to their damage potential, however, because you can actually control the throwing of the grenades pretty well in Uncharted 2. By using the L2 button, you can control the arc of the grenade toss, allowing you to place it precisely where you want it. You can even do this from behind cover when Drake isn't looking. Talk about talented! Never overlook the use of grenades, and don't be afraid to use them, either. As you'll find out, many enemies drop them, and they appear to be just about everywhere in the game. Thus, there's no need to hold onto them.

4.) **Seek Cover** - This is an especially important tip for those gamers playing through Uncharted 2 on Hard or Crushing mode, but everyone else will want to take notice as well. Rushing through Uncharted 2 is about as impossible as rushing through the original was. While you can certainly cut some corners, platform quickly and go about most of the game in a rush, you won't want to rush through combat scenes. Instead, remain meticulous and use cover regularly. There is absolutely no reason to get cut apart by enemy bullets if you don't have to. Use cover, and use it often. It will no doubt prolong your life and allow you to go longer in the game without dying. Rushing around during combat will simply frustrate you, because you're guaranteed to die time and time again.

5.) **Heal Before Rejoining Battle** - This tip goes hand-in-hand with the Seek Cover tip. If you've taken some damage, whether it's a little or a lot, the best technique you can utilize is to instantly seek some cover, and recover from your wounds before rejoining the battle. Of course, this won't always be possible, as battles rage quickly around you and may draw you back in before the time is right. However, in general, you can get away with seeking cover and recovering from your wounds before you have to get involved with the fight again. This is a good idea simply because while you may have only sustained a little bit of damage, that can quickly turn into a lot of damage if you don't give yourself time to heal.

6.) **The Treasure Glimmer** - Our walkthrough covers the locations of all one-hundred treasures in the game, and we even have another section of our guide dedicated to each treasure. But if you want to find them organically, the only reliable way to do so is to methodically move through each chapter while keeping an eye out for the treasure's telltale glimmer. Every four or five seconds, a treasure will give off a sparkle that can be seen even from far away. Keep an eye out for that as you move through each chapter, and you'll no doubt encounter plenty of treasure on your own. Just don't confuse the glimmer of a treasure for the glimmer of a weapon or grenade sitting around idly; that's led to the disappointment of many a treasure seeker.

7.) **Alternate Routes** - Though largely linear in nature, Uncharted 2 does give you the option to take more than one route through certain areas of certain chapters, especially when fierce battles are raging around you. Since one route will always prove to be more advantageous than the other, you'll want to seek them out when you can. For instance, if a battle is raging in and around a series of buildings, you may want to use the rooftops to fight from instead of fighting house to house or in the streets. Not only will this give you a height advantage on your enemies, but it will allow you to seek better cover from incoming bullets as well.

8.) **Sneak!** - A new-ish feature in Uncharted 2: Among Thieves that wasn't in Uncharted: Drake's Fortune is the ability to sneak around more readily, and stealth kill enemies that are unaware of your presence. This can be done a lot more than it may initially seem. While you're forced to do it in early chapters, like when you're in the museum in Turkey, you can sneak and stealth kill in just about every subsequent chapter as well. Taking out enemies quietly before alerting the rest of their cohorts to your presence can only work in your advantage, so try to sneak-and-kill as much as you can.

9.) **Consult Your Journal** - An oft-overlooked feature of the game is Drake's journal. While you won't always be able to access it, you often can by pressing the Select button. Important facts, images and names will be stored in here from the story, so if you want to catch up on what's been going on in the game, check out your journal. More importantly, the journal can also give you clues on solving puzzles, so if you're stuck, the game may prompt you to check your journal. Do so, because the information and knowledge contained within can prove to be invaluable.

10.) **Replay!** - There isn't an alternate story to find in Among Thieves, but there's still plenty of reasons to play the game through more than once. Don't hesitate to play through the game again on a harder difficulty setting, or play through again to get that stray trophy or medal. Remember -- there's more than trophies to unlock in Uncharted 2. Earn in-game money by earning medals, and you'll have plenty to unlock, including videos, images, artwork and more.

Uncharted 2: Among Thieves Walkthrough

Welcome one, welcome all, to the walkthrough section of our guide. This is the real meat of our guide, with detailed information on getting through each and every chapter in the game, from start to finish. Not only do we detail the steps you need to take to get through any mission, but we also have located each and every treasure in the game. Those treasures are interspersed throughout the walkthrough in appropriate places, sequentially listed in the order they're found at the specific time they're found. Sweet, right?

So without further ado, our walkthrough. Use the links below to get to the corresponding section of the walkthrough you need. If you're looking for a specific treasure, we've listed which treasure(s) are found on specific parts of the walkthrough, so you don't need to click around endlessly.

And of course, good luck!

Chapter One: A Rock and a Hard Place Treasures: 5 (5/101)		Treasures Video
01	PART 1 None.	
02	PART 2 Wrathful Deity Statue, Saraswati Statue.	
03	PART 3 Tibetan Snuff Bottle, Bhutanese Lime Box.	
04	PART 4 Ghau Amulet Thogchag.	
Chapter Two: Breaking and Entering Treasures: 10 (15/101)		Treasures Video
05	PART 1 None.	
06	PART 2 Byzantine Gold Coin, Glass Evil Eye, Ottoman Ring.	
07	PART 3 None.	
08	PART 4 Silver Amulet Box, Silver Belt Buckle.	
09	PART 5 Ivory Chess Knight.	
10	PART 6 Ottoman Bracelet, Antique Pocket Watch.	
11	PART 7 Antique Pipe.	
12	PART 8 Jeweled Bracelet.	
Chapter Three: Borneo Treasures: 4 (19/101)		Treasures Video
13	PART 1 Yuan Dynasty Coin, Yuan Dynasty Jade Animal.	
14	PART 2 Jade Pei Pendant.	
15	PART 3 Amber Jade Chimera.	
Chapter Four: Dig Site Treasures: 3 (22/101)		Treasures Video
16	PART 1 None.	
17	PART 2 Mongol Paiza Passport.	
18	PART 3 Jade Belt Slide.	
19	PART 4 Yuan Dynasty Helmet.	
Chapter Five: Urban Warfare Treasures: 1 (23/101)		Treasures Video
20	PART 1 None.	
21	PART 2 Strange Relic.	
22	PART 3 None.	

Chapter Six: Desperate Times Treasures: 6 (29/101)		Treasures Video
23	PART 1 Brass Bird Lamp, Silver Dress Clasp.	
24	PART 2 Copper Rice Measure.	
25	PART 3 Yuan Dynasty Urn, Enameled Snuff Bottle.	
26	PART 4 None.	
27	PART 5 Incense Burner.	
28	PART 6 None.	
Chapter Seven: They're Coming With Us Treasures: 4 (33/101)		Treasures Video
29	PART 1 Worn Pendant, Nine Jewel Ring.	
30	PART 2 Ankhara Water Vessel.	
31	PART 3 Silver Shiva Amulet.	
Chapter Eight: The City's Secret Treasures: 2 (35/101)		Treasures Video
32	PART 1 Bronze Altar Spoon.	
33	PART 2 Bronze Varaha Statue.	
Chapter Nine: Path of Light Treasures: 3 (38/101)		Treasures Video
34	PART 1 Copper Lahke Mask.	
35	PART 2 Carved Jade Figurine, Bronze Ganesh Statue.	
Chapter Ten: Only One Way Out Treasures: 0 (38/101)		
36	PART 1 None.	
37	PART 2 None.	
Chapter Eleven: Keep Moving Treasures: 0 (38/101)		
38	PART 1 None.	
39	PART 2 None.	
Chapter Twelve: A Train to Catch Treasures: 5 (43/101)		Treasures Video
40	PART 1 Nepali Bronze Lion, Yuan Dynasty Lotus Jar.	
41	PART 2 Cham Lion Mask.	
42	PART 3 Jeweled Statue Crown, Three-Stone Coral Ring.	
43	PART 4 None.	
Chapter Thirteen: Locomotion Treasures: 3 (46/101)		Treasures Video
44	PART 1 Miniature Bronze Stupa.	
45	PART 2 Yama and Buffalo Statue.	
46	PART 3 Newari Bronze Figures.	
Chapter Fourteen: Tunnel Vision Treasures: 2 (48/101)		Treasures Video

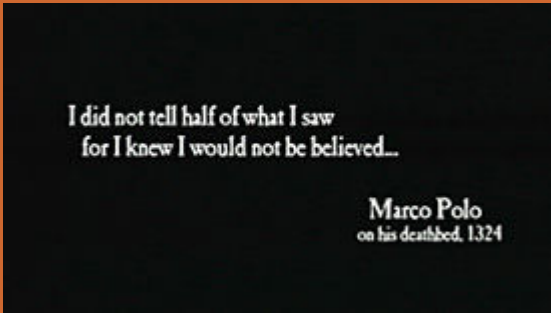
47	PART 1 Gilded Bodhisattva Statue.
48	PART 2 Tibetan Saddle Ring.
49	PART 3 None.
Chapter Fifteen: Train-wrecked Treasures: 3 (51/101)	
Treasures Video	
50	PART 1 None.
51	PART 2 Tibetan Knife, Tibetan Prayer Wheel, Tibetan Silver Vase.
Chapter Sixteen: Where Am I? Treasures: 3 (54/101)	
Treasures Video	
52	PART 1 Ram's Head Thogchag, Bronze Buddha Statue.
53	PART 2 Singing Bowl.
Chapter Seventeen: Mountaineering Treasures: 6 (60/101)	
Treasures Video	
54	PART 1 Tibetan Ritual Blade, Clay Deity Head.
55	PART 2 Bronze Chenrezig Statue.
56	PART 3 Skull Cap Drum, Silver Needle Case.
57	PART 4 Bronze Stupa Ornament.
Chapter Eighteen: Heart of Ice Treasures: 6 (66/101)	
Treasures Video	
58	PART 1 Mandala Thogchag.
59	PART 2 Dipa Oil Lamp, Tibetan Flint Lighter.
60	PART 3 Tibetan Ceremonial Axe, Bronze Dorje.
61	PART 4 Trigram Thogchag.
62	PART 5 None.
Chapter Nineteen: Siege Treasures: 3 (69/101)	
Treasures Video	
63	PART 1 None.
64	PART 2 Amber Skull Bead, Antique Ghau.
65	PART 3 Bell Thogchag.
Chapter Twenty: Cat and Mouse Treasures: 4 (73/101)	
Treasures Video	
66	PART 1 Yak Horn Carving.
67	PART 2 Bronze Tsongkhapa Statue.
68	PART 3 Tibetan Trumpet.
69	PART 4 Gilt Tara Statue.
Chapter Twenty-One: Convoy Treasures: 0 (73/101)	
70	PART 1 None.
71	PART 2 None.
Chapter Twenty-Two: The Monastery Treasures: 8 (81/101)	
Treasures Video	
72	PART 1 Tibetan Silver Earring.

73	PART 2 Silver Official Seal, Ritual Crown.
74	PART 3 Silver Offering Pot, Tibetan Turquoise Ring.
75	PART 4 Carved Wooden Ghurra.
76	PART 5 Bronze Tiger Bell.
77	PART 6 Antique Bronze Lion.
Chapter Twenty-Three: Reunion Treasures: 9 (90/101)	
Treasures Video	
78	PART 1 None.
79	PART 2 Tibetan Ritual Vase.
80	PART 3 Tibetan Conch Horn.
81	PART 4 Bronze Oil Lamp, Ancient Sword Guard.
82	PART 5 Tibetan Coral Earring, Tibetan Square Ghau.
83	PART 6 Carved Bone Ornament.
84	PART 7 None.
85	PART 8 Tibetan Hair Ornament, Tibetan Mala Beads.
Chapter Twenty-Four: The Road to Shambhala Treasures: 3 (93/101)	
Treasures Video	
86	PART 1 Bronze Garuda.
87	PART 2 Toad Censer, Eight Emblems Pendant.
88	PART 3 None.
Chapter Twenty-Five: Broken Paradise Treasures: 8 (101/101)	
Treasures Video	
89	PART 1 None.
90	PART 2 Phurba Thogchag, Clay Yamantaka Head, Gold-leaf Statue Head.
91	PART 3 None.
92	PART 4 Fibula Thogchag, Unusual Bronze Mask.
93	PART 5 Mani Jewel Thogchag, Wooden Vajrapani Mask, Bronze Statue Head.
94	PART 6 None.
Chapter Twenty-Six: Tree of Life Treasures: 0 (101/101)	
95	PART 1 None.
96	PART 2 None.

Chapter One: A Rock and a Hard Place

The Story, Part I

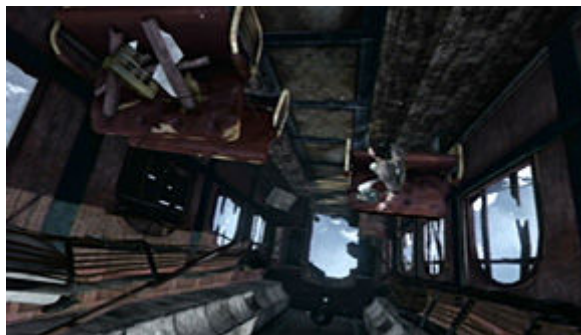
As you begin a new game, you'll see a rather startling Marco Polo quote, one that will no doubt give you goosebumps as it sets the stage for the game's story. "I did not tell half of what I saw, for I knew I would not be believed..." What could it mean? After seeing that quote, you'll see the game's familiar hero, Nathan Drake. But Drake is in a bad way, clutching a wound on his abdomen, gushing blood. And just where is he?



Well, you'll soon find out. With blood all over his hands, Nathan is just coming to when he realizes the precarious nature of his situation. Sitting in a train, Nathan is actually sitting *vertically*. And making matters worse, the train he's in is sitting over a snowy precipice. Would you expect anything different for the start of Uncharted's much-awaited sequel?



At this point, you'll gain control of the famous Nathan Drake for the very first time in his second Uncharted adventure. As is the case with so many early missions in games, the early-going of this chapter will be to get you used to some of the game's fundamental mechanics. If you're a veteran of Uncharted: Drake's Fortune, and you probably are, then you should be familiar with these mechanics, as they haven't changed one iota. Much of Drake's movements when hanging from ledges, as you will be for the duration of this opening sequence, is controlled by the left analog stick. To shimmy rightward, press rightward. To shimmy leftward, press leftward. Easy.



You can use the X button to pull yourself up to a ledge you can stand on when prompted to do so. Keep in mind that you won't be prompted at all from here on out when you can pull yourself up to a ledge with this technique, so you'll always want to keep it in the back of your mind as an option. Otherwise, this segment of the game is easy. Pull yourself up, shimmy around, et cetera -- no falling debris will strike you here, so you don't have to worry about dodging, as the game will do it for you. The only thing you have to worry about is the end of the train sequence, where you're forced to run forward toward a snowy cliff ahead. Don't let up on the analog stick to run forward here, or you might not make the jump. The end result of being sluggish, of course, is that you'll perish and be forced to try again.



Chapter One: A Rock and a Hard Place (Continued)

The Story, Part II

When you've successfully made the jump from the falling train to the snowy cliff, Drake will collapse, bloodied and exhausted. It's at this point that a lengthy flashback will occur, filling in much of the back story. Just how did Drake get to this point? Well, we can't answer *that* question yet, but we can begin to answer just what treasure he's after this time around. It all begins at a beachside resort, where Drake is drinking a beer by his lonesome at an outdoor bar. He's intercepted by a man he knows well, a man by the name of Harry Flynn. After briefly catching up with one another, and after Harry introduces his gorgeous friend Chloe to Drake, they get down to the nitty-gritty of the story.



It seems that a collector has hired Harry and Chloe to go after a Mongolian oil lamp, circa the 13th century. Confused by why a collector would pay so much money to have them break into a museum to steal this relatively worthless lamp, it doesn't take long for Drake to get to the bottom of just what's going on. This lamp, it appears, is the key to solving one of the great mysteries surrounding famed explorer Marco Polo's expedition to the Far East. Having left Asia with fourteen ships, hundreds of men, and loot galore, Polo returns to Europe with only a single ship, without much treasure and manned by only a couple of dozen sailors. It appears that this "worthless lamp" is the key to solving the mystery of the lost sailors, treasure and ships. And thus, your adventure begins in earnest.



TREASURE ONE | Wrathful Deity Statue (1/5 & 1/101): The Wrathful Deity Statue can be found immediately upon gaining control of Drake atop the snowy cliff right after you watch the cutscene introducing Chloe and Harry. From your starting position, walk to your right. You'll see the telltale shimmer of a treasure in the snow just to the right of the tree there. An on-screen prompt should appear to pick up said treasure as soon as you're in its vicinity.



After claiming the first treasure, move forward towards the burning wreckage of another part of the train you just escaped from. Keep in mind that as you go forward, you'll be stopped from going back, so absolutely, positively do not neglect to grab the first treasure discussed above. You won't run into any enemies or anymore treasures or other points of interest in the early going. The whole idea here is to simply press forward through the wreckage, as Drake continues to automatically dodge fatal collisions with metal beams, burning hunks of the train, and more. When you reach a deceased man in the snow with a 92FS on the ground (a basic, 9mm pistol), you'll know you're headed in the right direction. Be sure to claim that firearm before proceeding.



TREASURE TWO | Saraswati Statue (2/5 & 2/101): This statue, the second treasure you'll encounter in the game, can be found shortly after you've found the initial treasure in the game. More specifically, this treasure can be found *immediately* after claiming your very first firearm. From the corpse you claimed your 92FS 9mm pistol from, look forward towards a corner in the wreckage, and keep an eye out for that telltale glimmer. This is an easy one to spot, and a hard one to miss.

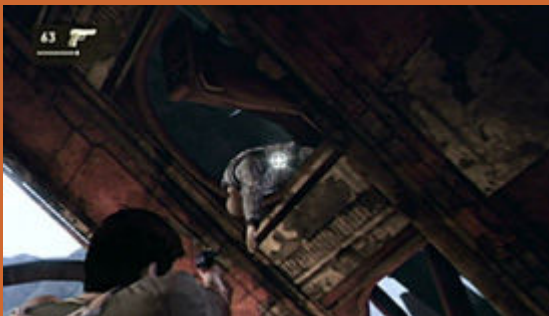


Chapter One: A Rock and a Hard Place (Continued)

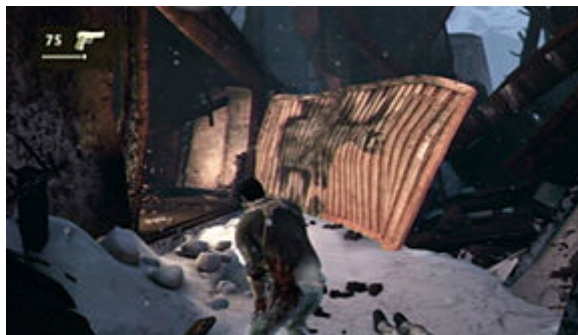
You may be confused as to how to continue from here, but the solution to your problem is an easy one. Backtrack slightly and, while facing the location of the last treasure, look to your left. You should find a slight opening in the train car next to you that Drake can shimmy on through. From here, you can continue on to the far side of the train car, gathering ammunition for your pistol en route, and emerge from the other side. Simply shoot the lock on the other train car door to do so.



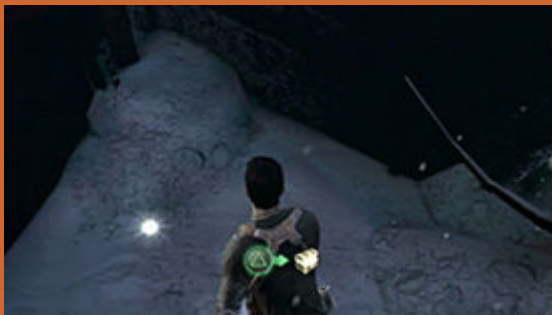
TREASURE THREE | Tibetan Snuff Bottle (3/5 & 3/101): As soon as you emerge from the previously-locked door discussed in the last paragraph, don't move. In fact, keep that gun armed that you used to break through the lock in the first place. Nestled in the corner of the wreckage, you'll find this extremely well-hidden treasure. However, to find it, you'll need to look up. The corpse of a thug hangs precariously above, and the telltale flashing of a treasure can be found on his person. Shoot it down with your firearm, and then claim the snuff bottle in the powdery snow.



From here, you'll continue rather easily. You can gather more ammunition as you go, but thankfully, there aren't any treasures to find (or miss) for a while, save one (read the next paragraph). When you reach a dead end, you'll be forced to climb up to and into another train car, where your journey of survival continues. Eventually, you'll hoist yourself up to the top of a train car, where you'll get a great view of the destruction around you. It won't last too long, however, for your view to be eclipsed by another major explosion. It's a miracle that Drake is still alive after all of this trauma, but he is. And while he slowly comes to, he has another flashback, albeit a much shorter one than the last.



TREASURE FOUR | Bhutaneese Lime Box (4/5 & 4/101): There's a point before the flashback where you're hoisting yourself up into a train car. Believe it or not, the train car itself, the first one you really get to explore (horizontally, that is) contains nothing of interest. It's the area down below the train car *before* you lift yourself up into it that's key. Covered in a thin layer of snow at the train car's entrance is a silver box-like structure below; likely some sort of storage car. If you jump onto it, and then jump *behind* it into the little alcove there, you'll no doubt run into this treasure. It's almost impossible to miss, so long as you jump down there to begin with.



«	Part One	Part Two	Part Three	Part Four	»
---	----------	----------	------------	-----------	---

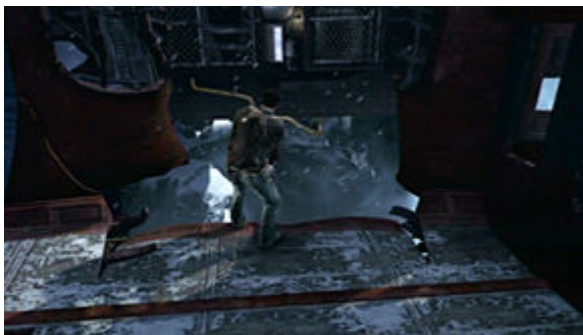
Chapter One: A Rock and a Hard Place (Continued)

The Story, Part III

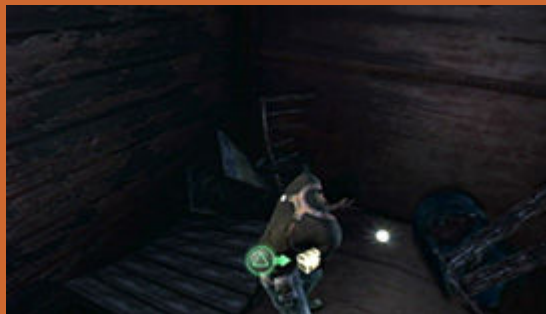
In the flashback that occurs after the explosion, you'll find Drake sleeping in his rustic hotel room at the same beachside resort he was having beers at during the earlier flashback. A knock at the door awakens him, and he finds none other than the seductive Chloe there waiting for him. These two will talk back and forth about their plan after they find the treasure, though Drake is convinced the romantic tryst he finds himself in with Chloe will complicate the mission and his friendship with Harry. Not surprisingly, however, Drake succumbs to Chloe's good looks, and the flashback comes to a steamy conclusion.



Following the flashback, a much bruised-and-battered Drake comes to yet again. More injured than ever, he's gotta hobble out of this train wreckage before it finally takes his life (he's dodged more than a few bullets up to this point, no?) Shimmy down to the near end of the train car, and you'll see an opening. You'll need to take a leap of faith to the adjacent train car hanging precariously over the chasm below. When you're hanging off of the next train car, use the yellow bar hanging off of it to get underneath the train car, where you can hoist yourself back up into this new, yet familiar, environment.



TREASURE FIVE | Ghau Amulet Thogchag (5/5 & 5/101): As soon as you hoist yourself up into this train car following the previous flashback, don't go to the left (forward) to proceed with the chapter. Not before you turn back around and hoist yourself up to the far side of the train car, where you'll clearly see a shimmering object waiting for you to acquire it. Claim the Ghau Amulet Thogchag here, and then turn back around and continue on your way.



After grabbing the third and final treasure from this opening chapter, you can head toward the far side of the burning train car. When you reach the far end of the train car, Drake will ultimately find himself flung back outside, yet again. However, now that he's back in the snow, he's nearby something quite important. As you stumble through the snow, more injured than ever, you'll eventually come across the item in question via a short cutscene. This dagger hasn't yet been identified, but you damn well know it's important.



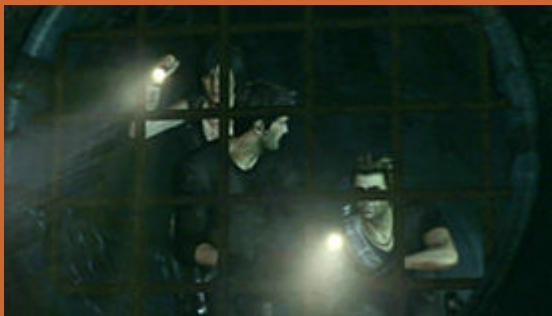
Chapter Two: Breaking and Entering

The Story, Part IV

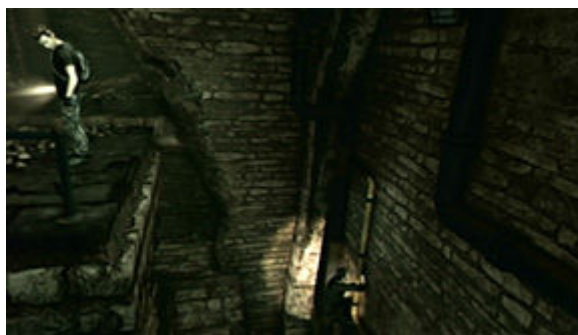
The game's second chapter, entitled Breaking and Entering, will begin rather quickly following Drake's discovery of the mysterious dagger at the end of Chapter One. The opening cutscene, a lengthy one indeed, will show our three heroes -- Nathan, Harry and Chloe -- in the water leading up to Istanbul, the capital city of Turkey. This continues on the flashbacks we saw during chapter one, where Drake is convinced by his two friends to join them on a quest to go after a seemingly-valueless Mongolian artifact. Of course, these three know better. And so does the person who contracted them for the job in the first place.



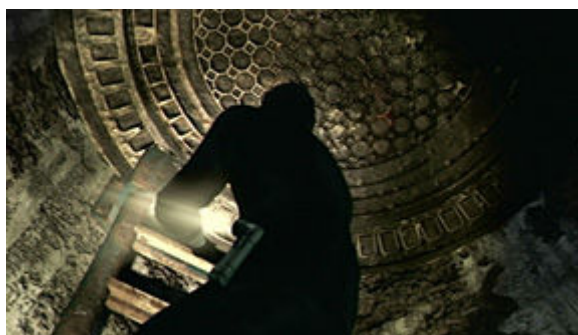
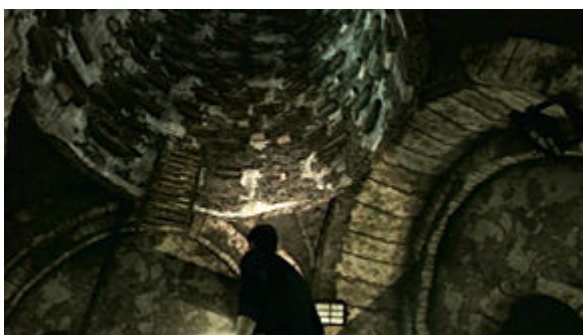
Eventually, their small boat will land outside a sewer entrance off of the water, and before you know it, they're underneath Istanbul, exploring the sewers in an attempt to find their way to the museum that holds the Mongolian artifact. However, things shouldn't concern you too much here, right? After all, every movement has been planned out, times have been figured out, guard movements have been figured out. As Nathan said in the first flashback of the game, what can go wrong? Right? Right?



As soon as you gain control, begin to follow the lead of your friend Harry. He'll climb up to a nearby ledge, and you should do the same. Worry not! There are no treasures around you, and we'll alert you when there are. Atop the initial series of ledges, Harry will run through into an adjoining room of the sewers, where you'll need to scurry across a wall on your right, using the yellow pipes along the wall there. As you go, pay attention to the on-screen prompts, since you'll learn more about the climbing mechanics here; most notably, you'll learn about jumping away from the wall you're climbing on to reach a ledge across the way. Once atop the next platform, Harry will move into the next room, but it appears you've run into a dead end.



You haven't run into a dead end, of course. Simply look upward (you can follow the on-screen prompt when applicable here, and press up on the d-pad to look up), and you'll find a ladder leading up some sort of ancient well-like structure. Harry hypothesizes that this will lead to the museum's boiler room, and naturally, there's only one way to find out. Use Harry to give Nathan a boost. Nate will then jump up and lower the ladder so his friend can follow behind him. Once the short ladder ends, simply use the bricks to climb ever-upward. When you get to the manhole cover above, follow the on-screen prompt to push it aside, and get ready to regain control thereafter.



Chapter Two: Breaking and Entering (Continued)

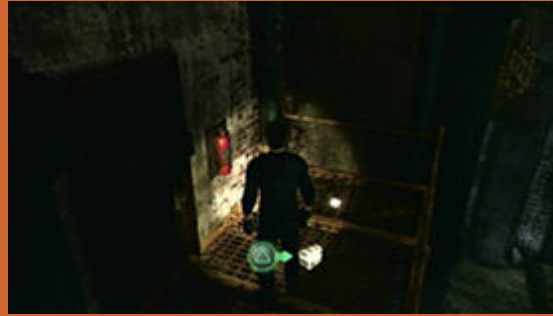
TREASURE SIX | Byzantine Gold Coin (1/10 & 6/101): Once you've emerged from the sewer, don't make a move. Next to you, you should see some wooden crates stacked next to each other so that they form some sort of L-shape, more like the Tetris shape than the letter itself. In the corner of the room nearest those crates is *another* crate. If you stare at it, you'll no doubt spot the glimmer of the treasure hidden there. Simply walk around the Tetris piece-shaped obstruction and claim your prize before continuing onward.



With your treasure in hand, it's time to run towards the other side of the room. Hoist yourself over the green pipe that blocks your path from the far wall. Along this wall, you'll see a ladder similar to the one you used to get into this room in the first place. This time, however, you'll need to give your partner a boost. So stand underneath the ladder and follow the on-screen prompt to do just that. Once the ladder is lowered down for Nathan, have him climb up to the top, and continue to lift yourself up until you can't anymore. When you catch up with Harry, he'll inform you that steaming-hot pipes with leaks in them will obstruct you from going any further. We need to figure out a way to shut these pipes off before going any further.



TREASURE SEVEN | Glass Evil Eye (2/10 & 7/101): Before you turn off that steam, why not grab another treasure nearby? The short staircase that leads up to the ladder on your right and the steam pipes on your left isn't the key. Rather, it's the platform before the staircase. If you turn around so that your back is facing said staircase, you'll see an isolated yellow, metal platform ahead and on your right. Jump over to it, and claim your Glass Evil Eye (whatever that is) before proceeding.



Believe it or not, once you have the Glass Evil Eye in hand, you won't have to stray very far to find the solution to this steamy quandary. If you turn around, you'll see a short ladder leading up to an otherwise-isolated platform. Up here, you'll see a wheel that, when turned, will shut off the steam feeding those pipes, effectively eliminating an otherwise heated situation (pardon the unavoidable pun). From here, it's all about platforming for a minute. Follow Harry's lead, and swing/jump across the first chasm, and then jump across another chasm. The game will prompt you to use Circle to drop down, and this is a technique that won't appear again in text, so be sure to keep it in mind. It's a vital technique. Eventually, after a few more feats of platforming, Harry and Nathan will join together in a brief cutscene. Dodging being seen from the windows of the museum by the unarmed guards inside, you're pretty close to breaching the museum proper, where your search for the valueless Mongolian oil lamp can begin in earnest.

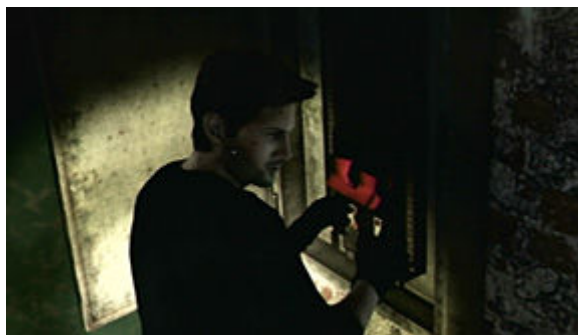
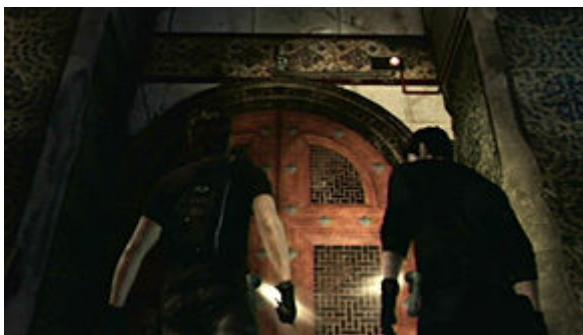


TREASURE EIGHT | Ottoman Ring (3/10 & 8/101): It should come as no surprise that you'd find Ottoman artifacts in Turkey, and one of them is around you directly after the brief cutscene discussed in the previous paragraph. Move forward and go up a short staircase to your left. You're now in what appears to be some sort of supply room, with unused artifacts and exhibits all around you. If you think there just has to be a treasure around here somewhere, then you'd be right. Swing rightward and move towards the large wooden door you'll need to use to continue. When you reach it, swing rightward, down the dimly-lit corridor. You'll see the telltale glimmer of a treasure there, so run down and grab it before proceeding through that door.

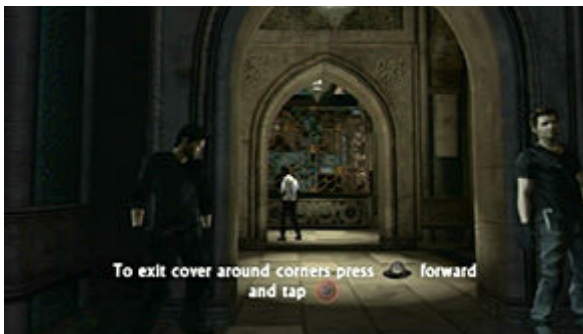


Chapter Two: Breaking and Entering (Continued)

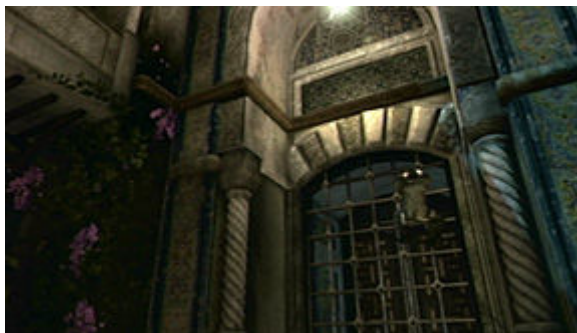
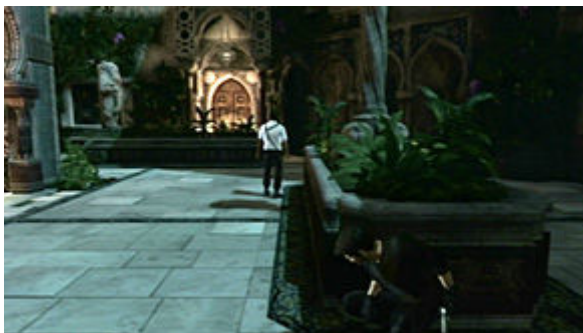
When you try to go through that aforementioned wooden door, however, you'll find that not only is it locked, but that there's an alarm affixed to the door as well. This wasn't in the original plan. Nathan suggests that if he can find the power source for the alarm, it can be disabled. The key is following the red power line connected to the alarm system, which is easy enough to follow to its source, back around the way you came. You're looking for a silver box on the wall with a crate conveniently placed underneath it. Use the crate to lift yourself up, and then follow the on-screen prompt to disable the alarm system. With that done, Harry will pick the lock, and you'll now, finally, have access to the museum proper.



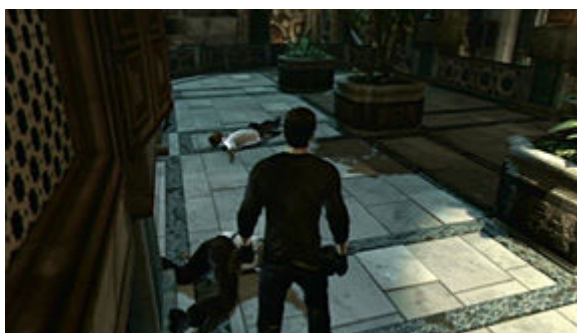
As soon as you head through the door, Nathan and Harry will take positions behind some nearby pillars automatically. You'll see an unarmed museum guard ahead of you with his back permanently turned towards you. The game will prompt you with two more important movement-and-attack lessons, so pay attention to both. You should learn how to move from point of cover to point of cover seamlessly, and you should also learn how to take down enemies from behind who are unaware of your presence. Practice just such a move on that guard, and then swing leftward, where another brief cutscene will take place. While we're getting close to our destination, we're simply not there yet. So let's keep on trucking.



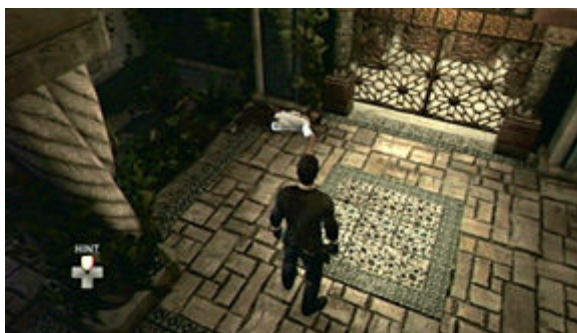
Follow Harry's lead and jump over the guard rail to the area below. Then, proceed ahead and to the right, where a decorative flower box will obscure you from being seen by the guard on the other side of it. Here, the game will prompt you with even more instructions, and you should learn how to transition from one piece of cover to one very close to you, such as around the sides of the flower box. Use these newly-learned techniques to get on the far side of the flower box, and then approach the guard ahead of you stealthily. You can drop him like you did the last guy. Then, to proceed onward, you'll need to use the gate to ahead and to the left. Climb up the gate and then shimmy across the molding leftward. You can then pull yourself over the railing there.



Directly ahead of you, you'll spot two guards. These guys are casually talking to one another, and neither of them have their backs to you. In fact, neither of them will ever turn their backs to you, no matter how long you wait for them to do so. Thus, you're going to have to attack them head-on. Harry will indicate that he will take on the guard on the left, so let him do so as you take out the accompanying thug on your right. Thankfully, they're pushovers. When both guards have been put to bed, you can then head leftward, where you can jump over yet another railing to continue.



At this point, Harry will tell you to go left while he goes right, so do just that (who told Harry he was going to call all of the shots here, anyway). Ignore the staircase leading downward, and instead, take cover behind the railing and go leftward. Keep an eye out on the guard ahead near the stairs leading upward. When he turns his back, make your move and take him out. Then, run up the stairs towards the dead end there. You can jump forward to a metal roof-like structure ahead. Keep an eye on the guard below, and when he turns his back, quickly drop down and ambush him before he knows what hit him. With him downed, you can then proceed rightward towards the door and meet back up with Harry. But first...

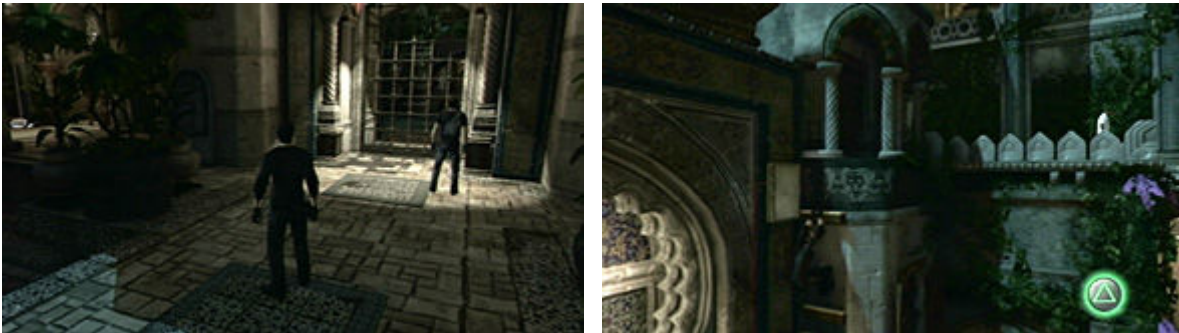


Chapter Two: Breaking and Entering (Continued)

TREASURE NINE | Silver Amulet Box (4/10 & 9/101): You know where that metal roof-like structure was that you just dropped down onto the guard from above? Well, with your back facing that structure, look slightly ahead and to your right. There's a rectangular flower box there, along the rightmost wall. If you keep an eye on it for a few moments, you will see a glimmer of a treasure. Simply walk up to the side of the flower box and claim your prize before running back to visit with Harry in front of the next door.



When you reach the gated exit out of this room (which is also the entrance into the next room), you'll be presented with a bit of a problem. This gate has an alarm identical to the one we encountered earlier, when we first breached the museum. You'll need to disable the alarm before we continue onward. Thankfully, doing so is just as easy as it was the last time around. Climb up the gate and then use the tops of the pillars on your right. Above you and to the right of you from there is a silver box which contains the power switch to the alarm system. While there's no actual explanation as to why they would put the power switch that close to the actual alarm, the fact remains that it's there. Switch it off, and then jump back down. A cutscene will then show Nathan and Harry scurrying into the next area of the museum.



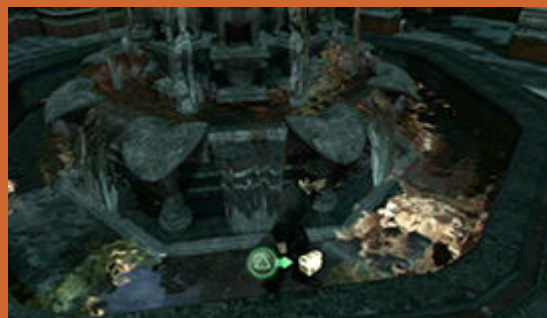
This next room has about six or seven guards within it, and while you don't have to go around and kill them all, you should. Not only will this contribute to your overall hand-to-hand kills, which will ultimately net you a silver trophy when you get fifty of them, but it should also give you another silver trophy for killing ten enemies in a row with hand-to-hand combat. So be sure to vacate the entire room of enemies before you proceed. To start, don't go down the stairs, but rather, deviate to the right and hop over the railing to the darkened area directly to the left of the large fountain dominating this side of the room. From here, you can launch an attack not only on the guard roving around the fountain, but the guard standing with his back facing you on the far right side of the room. To get to the latter guard, jump onto the flower box and pull him over the railing.



Once the guard is downed over the railing, two more guards will bust through a door on your right, and you'll be forced to deal with them as well. Wait until they both turn their backs, and then take them out in sequence (keep in mind that Harry might help you out with a guard or two as you go forward). Now, you're in the vicinity of where we need to be to continue with the actual objective at hand, but don't do that yet. There are still two more guards near the staircase we earlier told you to ignore, and you should take them out for good measure. Thankfully, from this angle, you should have no issue ruthlessly ambushing both guards. The ease of that last assault is the very reason why we told you to avoid the staircase leading down in the first place.



TREASURE TEN | SILVER BELT BUCKLE (5/10 & 10/101): Before venturing forth, why not deviate briefly to acquire another treasure? One can be found in that fountain we worked our way around earlier in this vast, guard-filled room. Getting the treasure is rather easy, since all you have to do is jump over the fountain's outer wall, and run through the extremely shallow water until the on-screen prompt shows up, indicating that there's a treasure nearby. If you want more specifics, search the section of the fountain closest to the center of the room.



Chapter Two: Breaking and Entering (Continued)

With that treasure in hand, it's time to proceed onward. From the main staircase in the room, we want to head to the opposite side of the room, and from there, swing rightward. You'll need to use some leverage from the location on the right where two guards reinforced the guard detachment here earlier, using the added height to reach the copper-plated roof-like structure along the northeastern end of the room. From the top of this pseudo-roof, you can then head leftward. Follow Harry's lead, and use the cage over the window there to climb upward. Then, shimmy leftward, and take a leap of faith, dropping down and grabbing the window sill below, where you can prop yourself into the next room.



At this point, a brief -- yet important -- cutscene occurs. You think you're disarmed, but in fact, you're not. Harry and Nathan duck behind a nearby obstruction, because there's little hope of them getting through the next area and its many guards without arming themselves. And that's when Harry wields two pistols, and hands one over to Nathan. If you've had an itchy trigger finger up to this point, then now's your chance to shine, but don't get too excited. These aren't firearms that kill. Rather, they are tranquilizer guns, and their rounds, while infinite, will only stun and temporarily knock out foes. We'll get to the lethal arms soon enough.



When you gain control, stay crouched down and quickly assess the situation. Near you are two guards, and further away from you, roving around on the catwalk ahead, are two more guards. The idea here is to take them out quickly, in pairs, before they're able to react. If they react, you're going to be sunk, because they'll radio for reinforcements, and you'll surrender automatically. So, pick one target in the first pair, and shoot him. Harry should automatically shoot the other. Then, progress forward a bit and repeat this process on the next group of guards. Once they're downed, you can then follow the on-screen prompts to move the crate-filled cart in the middle of the room to the right. You can then use the added height it provides to reach the catwalk earlier occupied by the final two guards.



When you reach this platform, you again might be confused as to how to continue, but the answer is indeed right in front of you. Hanging to the left of the closed door you find up here is a rope, which Harry brought with him. Climb this rope upward, and use the bricks jutting out to the right to proceed rightward to another raised, otherwise-inaccessible platform. En route, keep an eye on that closed door below, because a lone guard will bust through it and seemingly catch Harry by surprise. You can put an end to all of that, though, by shooting downward at the guard with your tranquilizer gun, following the on-screen prompt to do so. Then, continue to shimmy rightward. This next platform will allow you to access the horizontal support beams parallel to the ceiling.



TREASURE ELEVEN | Ivory Chess Knight (6/10 & 11/101): Before using those support beams to walk and climb to the staircase at the top end of the room, over where you came from, you'll first want to go to the right end of those beams, and climb up to what appear to be isolated and useless horizontal beams on that end of the room. However, when you climb up atop those beams and keep an eye on the windows, you'll no doubt spot the telltale glimmer of a treasure there. Simply walk over to it to grab it, and then drop back down to the previous beams, and work your way forward to the stairs.



Chapter Two: Breaking and Entering (Continued)

At the far end of the beams, work your way up the stairs, and you'll emerge back outside. Soon after proceeding forward from that location, the game will automatically spot the tower for you that you're looking to breach. Naturally, you're closer than ever to it, but getting to it successfully is another story entirely. Continue along the turret you're currently occupying, and when you reach a gap in the gate surrounding the turret, take a leap of faith across the copper rooftop on the other side. It certainly doesn't seem that you can make this jump, but trust us when we say that you'll make it, if only barely. From here, run leftward and carefully shimmy around the outer edge of a circular tower, ignoring the hullabaloo going on below. Then, climb over another wall and proceed leftward from there. As has been the case during Uncharted 2's early going, platforming, and not combat, is key.



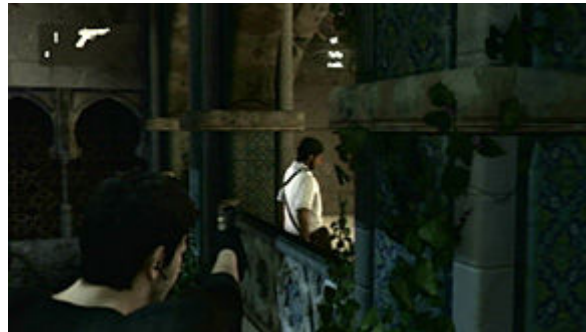
The next platform you and Harry occupy will force Harry to use his handy-dandy grappling hook/rope combination. Grab the rope and, following the on-screen prompt, vault your way rightward so that you can gain enough momentum to jump and grab the grates over the windows. This will allow you to pull yourself upward and, ultimately, hang off of the roof. It's at this point that Harry will inform you that a guard is above you, so follow the on-screen prompt to grab the guard and launch him downward towards the rocky bluffs below (this is no doubt the first guard you killed in the entire game... that, or he's Superman). Then, pull yourself up to the roof and work your way forward. You'll find a fire escape on your left with a ladder leading up to it. Unfortunately, you won't be able to climb atop the fire escape, but you can certainly hang from the bottom of them like monkey bars, knocking out the guard below you with a well-aimed tranquilizer dart before jumping down to that guard's previous position.



TREASURE TWELVE | Ottoman Bracelet (7/10 & 12/101): This is certainly one of the better-hidden treasures in Uncharted 2's early-going. Before you use that rope to climb upward, look to your right. You'll see an epic chasm with water cascading down below. You can use the rope to swing your way rightward, but instead of climbing up the cages covering the exhaust fans, look for a ledge that proceeds towards the edge of the building. This will turn a corner, where the treasure can be found. The sewer outlet below will glimmer, letting you know that's where the treasure is. Drop down atop it and hang off of it to successfully grab it.



From here, you should find relatively smooth sailing. And thankfully, things are fairly leading and linear here, so you shouldn't run into many problems as you work your way closer and closer to the tower. If you're lost, you can always attempt to shift around Nate, and the camera, to spot the tower you're trying to breach. As you jump from copper rooftop to copper rooftop, you'll eventually come across another guard from the side, and he'll represent the final "foe" you're going to need to incapacitate. Once you've felled him and jumped onto the platform he was occupying, you're almost to your destination.



TREASURE THIRTEEN | Antique Pocket Watch (8/10 & 13/101): After you managed to climb up to the window, and after you navigated across the steel bars underneath the metal balcony, you'll be forced to shoot an enemy below with one of your tranquilizer darts. With that done, you can jump down to the platform he was once occupying and move forward. Jump over the balcony's edge to the copper roof below, and immediately look behind you and to the right. On the wall, alongside a huge tapestry of some sort, you'll see the telltale flash of a treasure. Shoot it down from its perch, and then jump down to the area below to grab it once it's fallen.



When the tower is directly in front of you, you're just about home free. Simply run up towards the yellow-gated window, hoisting yourself up towards it along with your partner, and eventually, a lengthy cutscene will take place, as Nathan and Harry breach the section of the museum they've been looking for, and find precisely what they've been in search of.



Chapter Two: Breaking and Entering (Continued)

The Story, Part V

Nathan and Harry are now inside the tower, and it doesn't take them long to spot the green-colored Mongolian oil lamp they've been seeking out. However, they can't get to it right away. Acoustic alarms are affixed to all of the glass surrounding all of the displays, so they need to figure out a way around it. Thankfully, it doesn't take too long. Harry breaks out his pocket knife and jimmys the lock open, and with the case opened up, the Mongolian oil lamp is now in Drake's hand. Assuming the secret sits *within* the oil lamp, he smashes it to the ground, and out comes a map, as well as some incendiary stones. Initially at a loss as to what to do with them, Drake lights the rocks on fire and out comes the hidden ink on the dirty parchment. It's a map.



But then, as Drake uncovers the hidden meaning behind Marco Polo's words and what's shown on the map, a rather predictable event occurs. Harry turns on Drake, wielding an actual pistol and pointing it at him as he makes his escape and leaves Drake to the authorities. Now that Harry knows what the map's meaning is, he doesn't need Drake anymore. He shoots some of the acoustic alarm-armed cases so that the guards begin to come up to this room in the museum, and then he takes off. But don't worry, for you haven't seen the last of Harry yet.



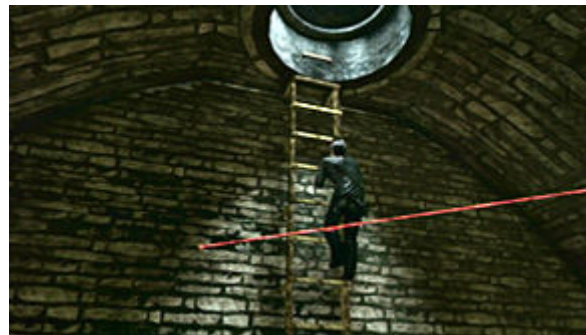
TREASURE FOURTEEN | Antique Pipe (9/10 & 14/101): As soon as you gain control of Drake after Harry's betrayal, you can immediately grab another treasure. It makes sense, after all -- you're in a museum exhibit. If you were finding treasures in sewers, you're going to find them here! You'll have to act quick, though, because the guards' lethal weapons will be pointed at you immediately, and their red laser sights mean death for you. The area you're going to want to look in, as indicated by the screenshots, is an alcove on the outer edge of the room with what appears to be a concrete lion's head of some sort. There are multiple lion heads, so you want the one closest to you when you gain control (it should be behind you). Go towards this alcove and quickly acquire your treasure.



Drake's abandoned, and he's got to make his escape somehow. Unfortunately, he's essentially unarmed, and the guards coming after him are anything but. But there's good news, too, because the guards' advance is stymied all around him by gates that come crashing down around the room in an attempt to quarantine any intruders. Use this to your advantage. As you follow the on-screen prompt to quickly dodge the laser sights of the guards' pistols (press Circle to do so), you'll need to go down a corridor with a crashed gate at the end of it, swing rightward down some stairs, and once down the stairs, seek out a window that leads up and back outside. Once you've done all of that, you're well on your way to escaping.

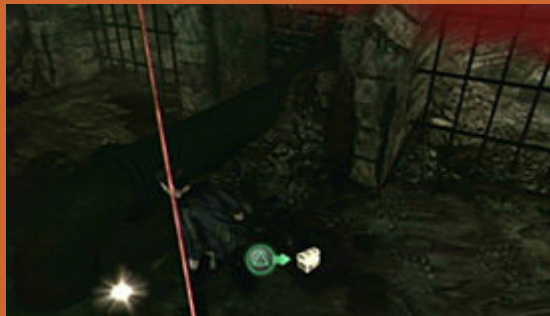


Simply run forward from the window, and you'll run into a half-open manhole cover on the ground. Quickly press Triangle when the game prompts you to do so, and you'll drop down into the sewer below. Now, this isn't the sewer you came in through, which is a good thing, because this sewer exit is far, far quicker than the route in. Simply follow the linear corridors, and *keep moving*, because no matter how many times you dodge those laser sights, if you give the guards enough time, they'll kill you. On the other hand, if you move quickly enough, the guards won't even locate you, so you're free to run straight to the ladder you find leading back up to the surface with relative immunity. Unfortunately, gun-toting guards are waiting for you on the surface, and before you know it, you're captured by Turkish authorities.



Chapter Two: Breaking and Entering (Continued)

TREASURE FIFTEEN | Jeweled Bracelet (10/10 & 15/101): The large chamber you come to in the sewer, where guards are taking shots at you from the yellow catwalks overhead, is the location of this treasure. You're going to need to be quick to get this one, however, and as the screenshots below indicate, you're likely to get shot at, or shot outright, when attempting to grab this item. Run through this area and then, at the tunnel leading into the next location, turn around. You should see the telltale glimmer of a treasure near a pipe angling out of the ground. Dash towards it, claim it quickly, and then run back to safety.



The Story, Part VI

From here, the chapter concludes with a rather lengthy series of cutscenes. You'll find Drake sitting in a Turkish jail cell three months after his capture. In decrepit shape, and likely going a little crazy, you find him doing some sort of shadow puppet routine on the wall when a man walks in and blocks the light. As he turns around to see who it is, you'll find that it's none other than Sully, from *Uncharted: Drake's Fortune*. A good friend of Nathan's for some time, Sully is here to spring Nathan from prison. Admitting that he paid a great deal of money to get him out, there quickly develops a catch to this whole fiasco. And that's when Chloe walks in.



Assuming, wrongfully so, that Chloe was in on Harry's bait-and-switch back at the museum, Nathan is almost immediately hostile to her. But as she begins to talk to him, it becomes clear that she wasn't in on it at all. In fact, she was the one who contacted Sully in the first place, so that he could spring Nathan from jail. Slowly gaining back his trust, the three quickly catch up with one another on Harry's current whereabouts. It appears he's in Borneo looking for Marco Polo's long lost treasures, using Drake's insights back at the museum to guide them to the proper spot. And they're a little too close to the score for comfort, necessitating immediate action.



Before you know it, the three reunited friends are back in a more proper environment, pouring over Latin documents and evidence as to where Marco Polo's hidden treasure is. They already know that Harry is on the trail of the treasure and is getting close, turning Borneo upside down in an attempt to find what he's looking for. The three resolve to go to Borneo themselves, to get a specific item that will no doubt draw the ire of Harry, his rich patron, and all of his goon friends. But what would be adventuring without immense amounts of danger?

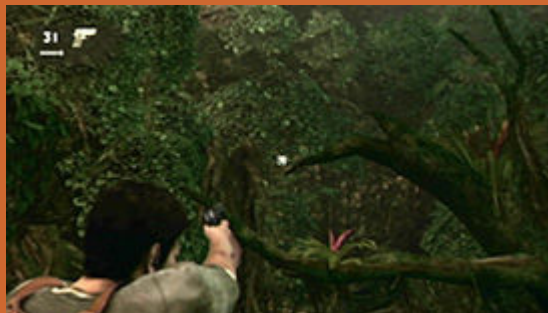
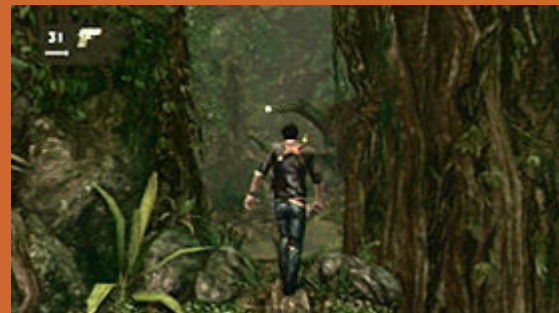


Chapter Three: Borneo

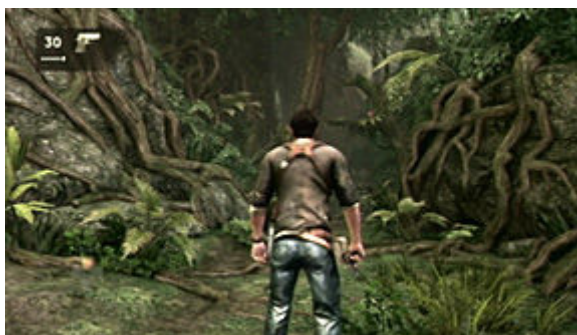
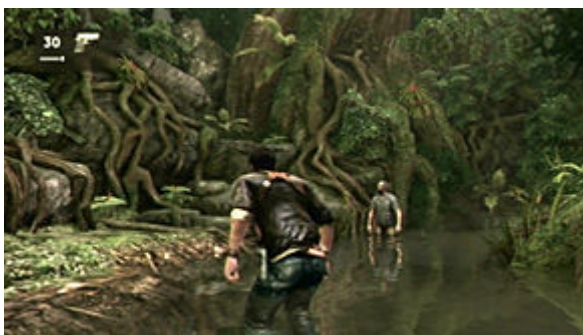
As you gain control in Borneo, you'll hear Chloe over the radio. She's planted explosives in your vicinity, and it's up to you and Sully to find them and arm them. The early going is easy enough. Just move forward, working your way around endless shrubbery and trees as you wade through shallow water. You'll eventually spot a red light blinking ahead on your left. This represents the first charge that needs to be armed. Chloe's even left the detonator for all of the explosives nearby, which Sully will grab automatically. Once armed, you can then move forward to the next objective.



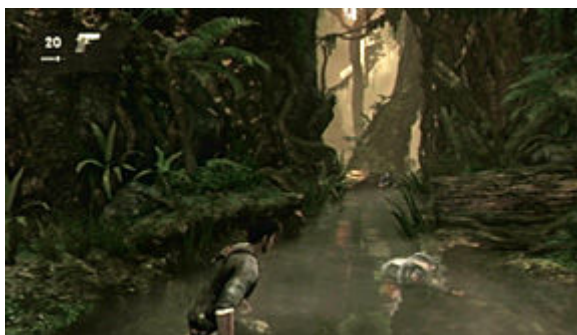
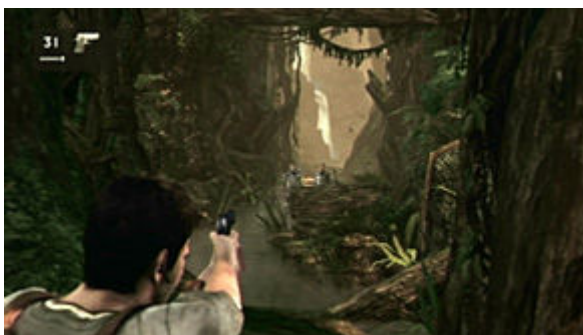
TREASURE SIXTEEN | Yuan Dynasty Coin (1/4 & 16/101): After activating the first of Chloe's explosive devices and gathering the detonation pad she left nearby, you'll be able to proceed forward through the dense, aqueous forest. Almost immediately on your left, you'll find a log leading upward to an isolated section of the path. As you walk up the log, you'll almost certainly see what you're looking for. The glint of the treasure you seek is on a tree branch (no word how that happened). Use Nate's gun to shoot the treasure down, and then run up to it to claim it for yourself.



With the Yuan Dynasty Coin in hand, you can then continue one of two ways. You can either backtrack over the log and then continue forward along the path that Sully took, hoisting yourself up and over a larger log, or you can simply wrap around a "secret" path from the location of the coin, which will allow you to run into Sully's location also. Either way, when you arrive to Sully's location, begin to scale up the nearby cliffs, which will lead to another linear pathway moving forward. There's nothing interesting to find here, so simply continue forward until you're brought back to a pathway below, and of course, enjoy Sully's and Nate's humorous back-and-forth.



When you land back down on the lower part of the path once more, you'll see some paths branching off to your right and left, but they both lead to dead ends. You're about to run into your first actual armed conflict in the game, and it's a bit of a doozy, considering that you haven't really fired a lethal gun at an enemy combatant yet. You can easily get the jump on the first two enemies you encounter, so aim for headshots. However, once the gunshots ring out, their friends, numbering perhaps six or so, will come to their aid. Move forward slowly as you deal with this menace, using cover when needed. The last two enemies you'll need to deal with are atop cliffs that we'll eventually climb on up to. Also, if enemies are firing at you from unknown locations, use Sully as a guide to see where they're coming from. He'll usually fire some shots in the proper direction.



TREASURE SEVENTEEN | Yuan Dynasty Jade Animal (2/4 & 17/101): The first half of acquiring this treasure will look awfully familiar. What you're looking for is closer to the beginning of the area where you began the firefight than the latter half. You're seeking out a log on the right side of the watery path going up and to your right, where another isolated location can be found. This area will give you the treasure you seek -- it's atop what appears to be an ancient wooden barrel that has somehow found its way into this shallow water.

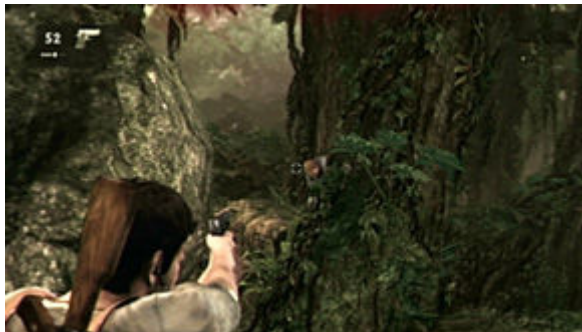


Chapter Three: Borneo (Continued)

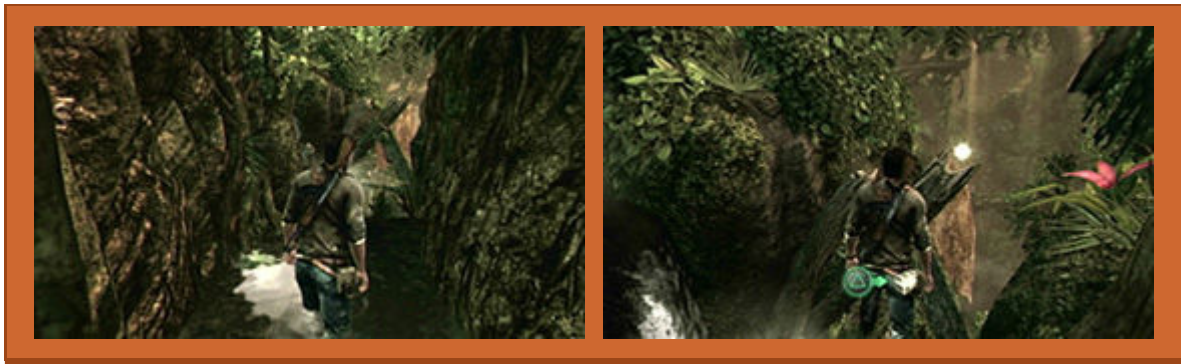
With this first wave of enemies downed and the treasure above-mentioned acquired, it's time to climb up to the cliff overlooking this area, where a few assault rifle-equipped thugs were shooting at you from. Use the stack of crates and boxes at the corner of the flooded area to work your way up to a horizontal pole that you can then use to swing across to another part of the pathway. You can follow this pathway across a log and, ultimately, to a large rock. At this point, the Triangle button prompt will appear on-screen, so follow it to push the rock out of the way. This will allow the elder Sully to join you in the upcoming area.



Past the location of the rock, cross the next fallen tree to gap the chasm there, and then get ready for a battle. There are four or five enemies here, armed with a mixture of handguns and machineguns, and they occupy the high ground initially. Use the trees for cover and take them out one at a time, again relying on cues from where Sully is firing towards if you can locate an enemy or two. Once all foes are fallen, you can scour their bodies for needed ammunition for both your pistol and machinegun. To proceed, you'll then want to work over the tree-ridden ridge ahead of you, and veer rightward, where an upwards climb will begin in earnest.



TREASURE EIGHTEEN | Jade Pei Pendant (3/4 & 18/101): After going over the ridge (which should be lined with dead bodies) and veering rightward, you can climb upward. To continue with the main quest at hand, you'll want to continue along the path on your left, but to find this treasure, veer off to your right during the climb. You may have seen the location of this treasure when you were down on the forest floor. It's located above the waterfall you earlier past. Unable to shoot it down from below, you can grab it from up here. After taking the right path, follow the shallow water to the apex of the waterfall. The telltale glow of the treasure will emanate from atop a severed tree trunk.



With the treasure in hand, backtrack to the juncture in the path, and this time, swing leftward. There's nothing of interest on this new path -- no enemies or treasures to be found -- so you can continue forward with relative immunity. You'll eventually drop down and see some sort of settlement ahead of you and to the right. At this point, a brief cutscene will take place. Located around this area are four more of Chloe's explosive devices, but occupying this small outpost are about a dozen enemies. Initiate hostilities by capping the thug directly in front of you in the back of the head, and then get ready for the repercussions. His friends nearby -- especially those using cover across the way on another small structure -- will begin firing at you shortly thereafter. Sit tight and deal with them slowly. You *don't* want to leave these guys living and rush their position, because you'll draw out enemies to your left and have your hands full if you do. Likely *too* full.

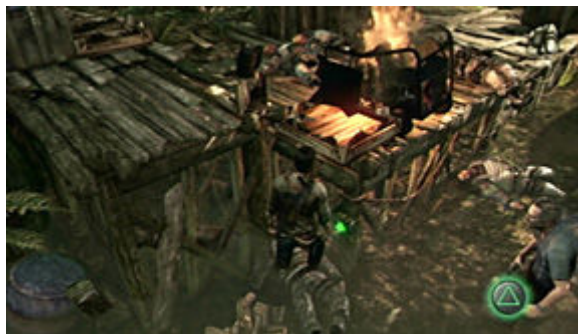
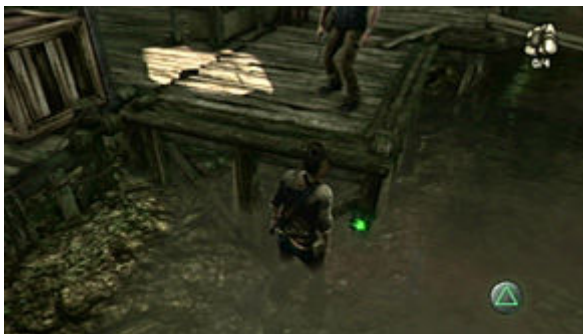


Chapter Three: Borneo (Continued)

When the enemies directly ahead of you are downed, you can move forward towards their position and begin to deal with the brunt of the enemy force here to your left. There's plenty of cover for you to use, but unfortunately, there's plenty of cover for these thugs to use as well. Thankfully, there are a couple of high explosives strewn around the area that will help you thin out their ranks. You can then deal with the residuals with the myriad weapons around you, including pistols, machineguns, and even a single magnum, which can cause massive damage to even the most robust of enemies.



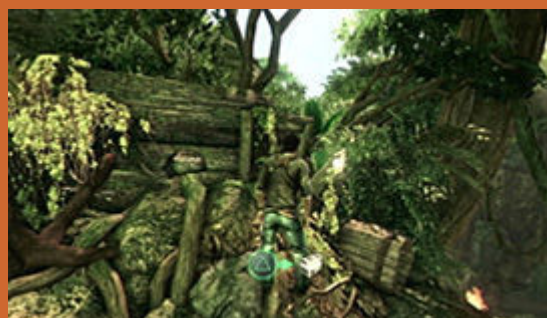
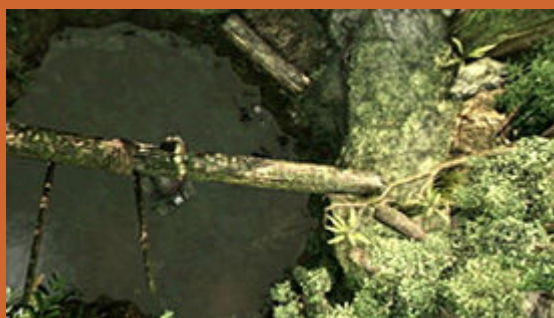
When the enemy threat has been completely quelled all around you, you'll be free to arm the four explosive devices in the area. None of them are especially well-hidden, nor are they necessarily strewn apart from one another in the outskirts of the area. Simply seek out the blinking green lights on small boxes near the forest floor, affixed to various wooden planking. You won't be able to proceed up the ladder on the far side of this location until all four units are found and armed, so get looking! Then, when all are armed and you've scoured the battlefield for needed ammunition of your choosing, head to the top end of this area and follow the on-screen prompt to give Sully a boost upward. He'll drop the ladder for Nate so that you yourself can climb up and continue the journey.



Once you've climbed up the ladder, move forward towards the abandoned compound, with a blue jeep and some tents strewn around a cleared area. Believe it or not, there are no enemies here, but if you're curious where they are, well, they're nearby. Swing rightward down the path you see there, and a cutscene will eventually take over. You'll see some men working on some machine in the shallow water below. And then, before you know it, Sully is attacked from behind and the same thug then drags you down to the water below. This segment essentially acts as a sort of advanced primer for melee attacks. You'll learn not only how to throw punches, which you should have learned during the second chapter of the game, but you'll also learn how to react to enemy attacks in order to flip the metaphorical script on them. Deal with all four enemies (the fourth will show up as a sort of surprise), and then use the rope Sully drops down for you to get back up to the raised area overlooking the shallow water.



TREASURE NINETEEN | Amber Jade Chimera (4/4 & 19/101): This is a fairly tough treasure to locate, though when you know precisely how to go through the motions to get to the treasure's locations, you'll laugh at just how easy it all was. The treasure itself is located above the exit out of the camp with the jeep in it. To get there once you've climbed back up the rope, don't walk forward up the staggered steps ahead, but instead jump to the platform to your right. Follow the pathway as it curves rightward, and keep an eye on the white bricks on the left wall. You can use these to climb upward, and then jump to the horizontal wooden beam behind you. You can swing across a couple of these beams to a large fallen log that bridges the area below. Walk rightward along the log, and then move forward, jumping across a previously-tread pathway below to another platform. The treasure should be sitting near a fallen barrel on your right.

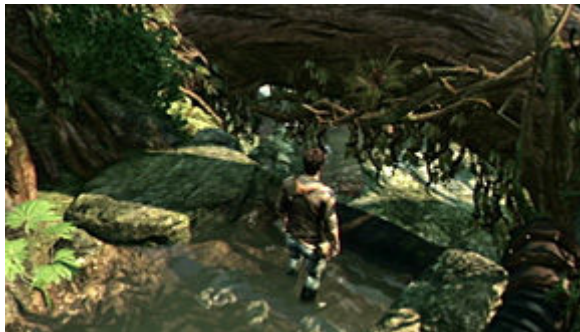


With the Amber Jade Chimera in hand, it's time to finish up this chapter. Backtrack how you want and get back to Sully's location. When you arrive, you can begin to climb up the steps towards the higher area above. There should be some sort of blue tubing going up the left side of this path, letting you know that you're in the right area. When you reach the top of the steps and move forward, this chapter will end, and chapter four, called The Dig, will run seamlessly into this ending. Head to the next section of the walkthrough to continue.



Chapter Four: Dig Site

As mentioned at the end of the last chapter, Chapter Four will begin almost instantaneously after Chapter Three concludes. It's a seamless transition. And thankfully, in the early going of the Dig Site, you won't have much to worry about. There are no treasures around you to find, and better yet, you won't find any enemies to deal with either. This is a good thing, of course, because you were effectively disarmed during the melee at the end of the last chapter. From the starting point, move forward, following the hose, as Sully recommended at the end of the last chapter. You'll run into some sort of generator, and beyond that is a bit of a dip off. Once you drop down, a cutscene will take place.



The Story, Part VII

This cutscene will introduce the game's antagonist, an anxious and wealthy treasure hunter who has hired Harry to do all of his dirty work. However, you'll quickly find out that Harry isn't living up to expectations. It's been three months, and there's still no sign of Marco Polo's long-lost treasure. You'll also find out, in this cutscene, just how ruthless Harry's boss can be, as he offs one of his own men for stealing a minor artifact. After seeing this, Sully and Nate gladly hit the button on their detonator, destroying much of what you saw in the last chapter. Men scurry off to check out what happened, and Sully goes up to higher ground, where he can snipe enemies from above. This leaves you all on your lonesome to do battle with the enemies left behind.



When you regain control after the explosion, you'll find yourself automatically tucked behind a few crates, with one of four enemies still in the area coming towards you. The game will prompt you to stealth-attack him with the Square button, so wait until he turns his back on you, and then do just that. Be sure to grab his AK-47 once he's downed. You'll continue to have some options from here, with three more enemies to kill before you catalyze the next cutscene. The best technique to utilize here is to quickly move forward along the dock to kill the second enemy straight ahead with a stealth attack (grab his Pistol once he's felled). Then, you can kill the remaining two enemies here with conventional gunfire. Remember -- Sully is sitting in a raised area nearby, and has a sniper rifle in hand. Let him assist you with these final two kills.



The Story, Part VIII

After all four enemies are killed in this area (and remember, you can kill them however you so desire), this cutscene will begin as soon as you approach the open-air hut at the center of this location. With the place virtually abandoned, Nate starts to pour over documents and maps left behind by the enemy treasure hunters. He finds a lot, from cartographic evidence to Marco Polo's very own Latinized journal entries. But just when Nate figures out that the treasure isn't actually in Borneo, he's already taken too long. Reinforcements show up at this camp, and it doesn't take them long to find the four corpses left behind when you were approaching the hut in the first place. It's time for another battle.



Chapter Four: Dig Site (Continued)

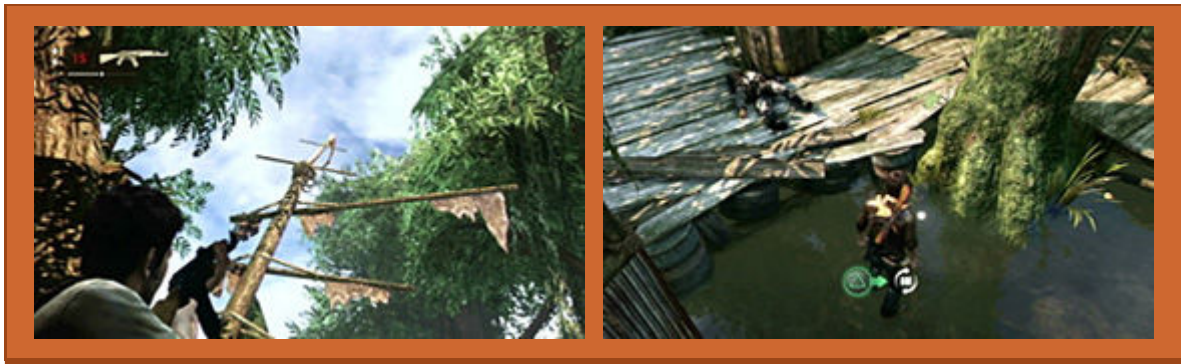
Nate will crouch down automatically, and he'll just as automatically snag some nearby grenades. The game will prompt you hereafter on how to use grenades, and as always, they'll be of great help to you when the enemy ranks are thick with bodies. Learn both grenade-chucking techniques here, and learn them quickly -- throwing while aiming, and throwing while arcing. Both have their uses, but when you're under consistent fire like you are here, you'll likely want to use the latter technique. Throw grenades during this prolonged battle with regularity, because not only can you find an unlimited amount of grenades in a box next to your starting point here to replenish your supply, but most enemies here will also have them as well. So you'll have more than enough explosives to work with.



As wave after wave of enemy comes out of the woodwork, your best bet is to stay within the confines of the hut. That's not to say you should stay in a static location, but it means you should rove around the hut, and the hut only. That way, you'll retain the best possible position while you're still able to use various sources of cover as well. Be sure to replenish your supply of ammunition when you can -- there should be all sorts of weapons to use around you, including a shotgun and a magnum in addition to your pistol and assault rifle -- and if enemies get too close, feel free to melee them mercilessly. When Sully's location comes under attack, be sure to protect him, and when he *really* comes under attack from a machinegun nest when the last wave is felled, run to the area directly underneath the tower where the machinegun is located, and chuck a grenade within the confines of the tower to kill those enemies within it, sending the structure crumbling to the shallow water below.



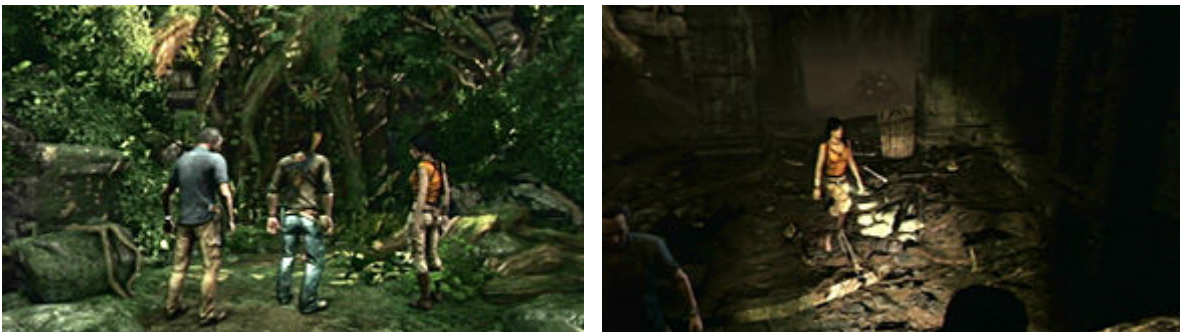
TREASURE TWENTY | Mongol Paiza Passport (1/3 & 20/101): Once you've quelled the wildness around you and all enemies are killed, you'll have the opportunity to grab the chapter's first of three treasures before running up to meet with Sully. What you're looking for is a mast of one of the beached ships around you. Masts on ships hold the ship's sails, so you're looking for an extremely tall piece of timber sticking out from the wreckage, close to where Sully waits for you to join him after the fray concludes. You can use a firearm of your choosing to knock down the glimmering dot from atop the mast, and then run to the aqueous location where the treasure falls back to Earth in order to claim it.



Sully will call you up to his location once you've managed to save him. If you're wondering how to get up to him, it's easy. You won't be able to do this until that tower is felled, but once it is, one of the beams that once held up the tower will now give you a makeshift bridge up to the ridge surrounding the base camp. You can then proceed leftward with Sully, down another mountainous, wooded path. Continue your epic, linear climb ever-upward, and enjoy the awesome scenery as you go (this is one beautiful game, I'll tell you what). Eventually, you'll meet back up with Chloe, and on your left, you'll spot a cave entrance. Bravely, the three newly-reunited friends enter this new dark, dim location.

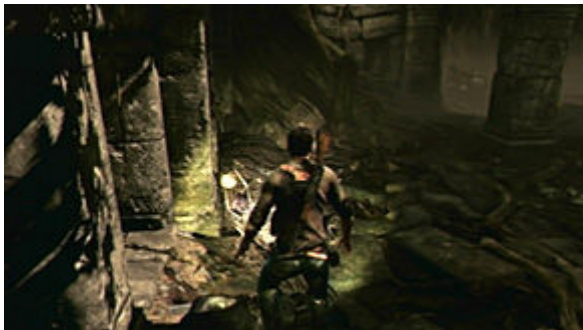


The early-going through this tomb-like structure will be relatively easy and straight-forward. While you won't be able to run around freely (the game forces you to walk for some reason), you can still pull your firearm, which will be key if you want to get the treasure spoken about shortly. Work your way leftward once you're through the entrance, and you'll come to a hole in the floor leading to an lower area in short order. Jump on down to continue.



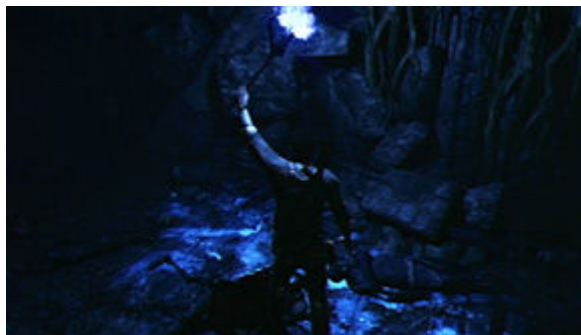
Chapter Four: Dig Site (Continued)

As soon as you're down here, you will continue to not have much light to work with. That's okay though, because other than a lone treasure and an item we need to find in order to proceed with the task at hand, you won't have anything else to deal with, nonetheless enemies to fight. Move forward and do all of the exploration your little heart desires. Ultimately, you're going to want to breach a room full of barrels; when you're in the right room, Nate will say that he's found something. That something is a blue, flammable stone identical in nature to the one you found within the Mongolian oil lamp back at the museum, before Harry double-crossed you. Once you examine this stone, Nate will instinctively put the stone in a nearby torch and light it up. Bask in its blue light.



TREASURE TWENTY-ONE | Jade Belt Slide (2/3 & 21/101): Before you go ahead and grab the aforementioned blue stone, you'll first want to search for a hidden treasure in this subterranean chamber. Indeed, this is a fairly easy treasure to find, and chances are you'll spot it on your own. As soon as you drop through the hole in the ground, proceed forward with your back facing the way you came. A large statue built into the left wall ahead is the key. Use your firearm and aim at the statue, searching its outstretched arm for a glimmering spot. Shoot at this glimmering spot, and when it falls to the ground, walk up to it and acquire it. Easy.

So, with the treasure in hand and the blue stone acquired, you should now be wielding a torch yielding a blue, beautiful light. You're going to need to use it to examine the stones around you for a secret. You'll no doubt spot some oddities almost immediately; blood-stained stones around fallen bodies and the like. But what you're ultimately looking for is in the room directly next to the statue where the treasure was just found. When you examine this room with the blue torch, a Triangle icon will appear when you are along the right wall. Follow the prompt when it appears, and you'll be able to shove into an adjoining, secret room.



Continue forward along this pathway. You won't be able to draw your weapons now that you're holding a torch, but you won't exactly need them either. When the room opens up, marvel at all of the corpses and piles of bones all around you, with smeared blood as far as the eye can see. Believe it or not, however, that's all that can be found here, other than a pretty important series of treasures that you will find via cutscene as soon as you approach the far side of this chamber.



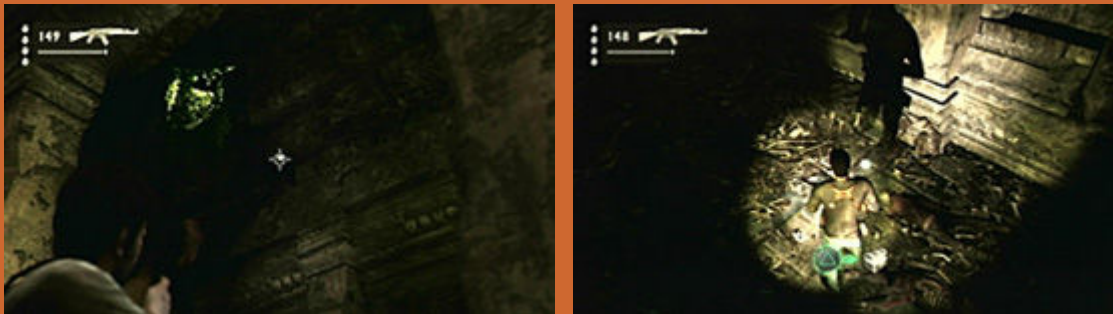
The Story, Part IX

You'll approach a throne at the far end of the room. Nate knows inherently that this is what he's been looking for, and tosses the torch he was holding aside. Within a box held by the skeletal remains of *someone*, Nate finds a ceremonial dagger. More importantly, perhaps, is what else he finds -- a map. Reading the Latin on the map, Nate realizes that the treasure is actually located elsewhere, likely in Nepal. Additionally, he realizes that the ceremonial dagger found along with the map is likely the key needed to access whatever secrets Nepal has to offer. This is, indeed, the same dagger you find in the snow at the end of the game's very first chapter, a flash-forward as it were. With these items in hand, you're free to leave.



Chapter Four: Dig Site (Continued)

TREASURE TWENTY-TWO | Yuan Dynasty Helmet (3/3 & 22/101): As soon as you gain control after the cutscene runs its course, resist the urge to immediately move forward, backtracking over the path you initially took into this room. Instead, turn around and face the location where the map and dagger were just found. While looking at that location, look up and to the right, and you'll no doubt see what you're looking for -- a shimmering dot on the wall. Shoot it down now that your weapons are free (you weren't able to draw them while holding the torch), and then walk up to it while it sits on the ground, and scoop it up.



Working your way out of this tomb is as easy as it was getting back. In fact, backtracking will require you to simply retrace your steps, so it's actually even easier to leave than it was to come in. If you're curious how to crawl back up to the first level of the temple, however, it's as easy as following Chloe. Watch her climb up the pillar to the main floor, and you can follow suit. But it's not too soon after this that you run into a familiar friend... if you could call him that.

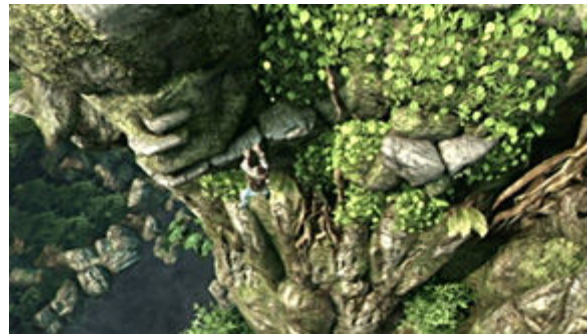


The Story, Part X

Chloe is the first one up, and it appears that she's betrayed you, as she yells out to Harry and his friends, giving away your location. She even tells Harry where you came from, and hands over the map you found down below. Could it be? Could Chloe be double-crossing you? Is Nate too trusting? Well, all of that thought is for naught, because as soon as Harry and some of his thugs go into the temple to explore, you're left with only two guards and Chloe. Chloe attacks one guard, getting grazed by a bullet in the process, while Nate and Sully take care of the other one. You don't have much time, though. Chloe lets you escape, but your escape will be a brief one.



Simply run forward from here, and be quick about it. Enemies toting guns will be on your tail the entire time. Thankfully, this run will be relatively short. You'll need to jump across a few chasms, from platform to platform, and you'll need to scurry up some walls by rapidly climbing. But other than that, there's little else to see or do here. Again, you're going to want to be quick, because it won't be too difficult for Harry's thugs to gun you down in short order. Don't take too much damage!



The Story, Part XI


For the time being, Sully and Nathan have gotten away from Harry and his pursuing forces. But take solace in this temporary victory only shortly, because the quiet won't last very long. Harry and his friends will eventually find your location and begin to move towards you. Nate remarks that the only way out is to either get captured and killed, or to jump and risk death. They decide to go for the latter, making a bold leap from the mountain they're on to the water far below. The two end up living, floating down the river, with Harry and his friends looking on helplessly from above. And just like that, this chapter concludes. Naturally, it's time to head to Nepal.



Chapter Five: Urban Warfare

The Story, Part XII

Having managed to successfully escape from Borneo, Nate finds himself in an entirely new location -- Nepal. The documents, maps and other evidence he got to browse back on Borneo indicated that the treasure wasn't actually located there. What he *did* walk away from was some sort of dagger that will act as a key to, presumably, the treasures' location, as well a map that indicates where the treasure might be found. Chloe will be on Nate's headset, so you can presume after her temporary double-cross in Borneo, she's back on your side.



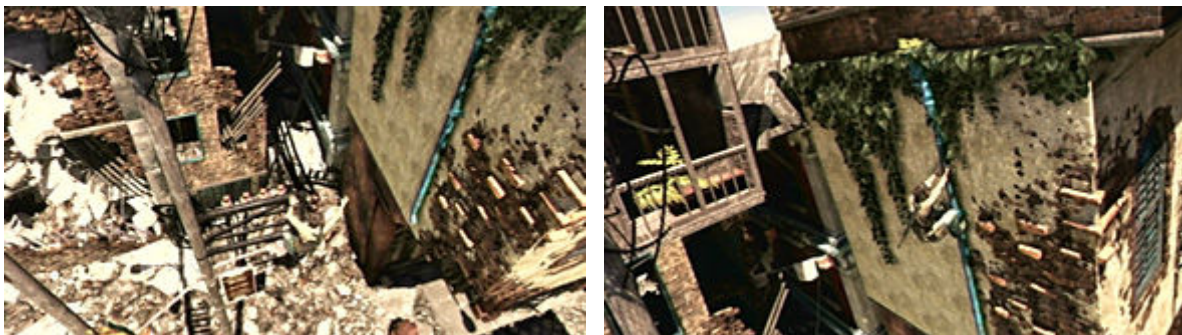
This chapter will open up interestingly enough, but once you gain control of Nate, things get *really* interesting. Having been run off the road by a truck much larger than the Jeep he was riding in, Nate is now being pursued by that same heavy truck while on foot. The game will instruct you how to run-and-gun, which is done simply by running forward while pressing the fire button. Don't be fooled into thinking that you have to press backwards to make the gun point that way; doing so will get you run over *quite* quickly. Instead, run forward and keep gunning. The game seems to be set so that by the time you exhaust your assault rifle's ammunition and are forced to switch over to your pistol, the truck should have already taken an adequate enough beating to crash and explode harmlessly behind you.



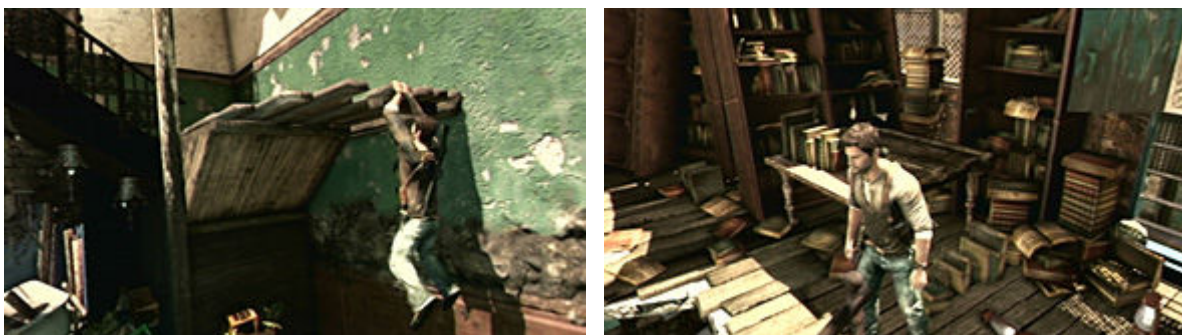
Unfortunately, you're not quite out of the woods yet. After all, there were hostile occupants chasing you in that very vehicle, and they're still alive. Once you've pressed forward to the street ahead, the game will temporarily take over as you see Nate run across the street to hide behind a jersey barrier, while four surviving enemies start to scour the area around for any signs of you. Suddenly, a truck busts down the road attempting to run over the enemies, and shots are fired. Use this distraction to initiate hostilities, capping one or two enemies before the others even know you're there. Then, while staying behind the jersey barrier, finish off the other two enemies in short order. Scour their bodies for ammunition when all is quiet.



With the four enemies downed, you should first run towards the location of the crashed bus. Not only will the bus explode, blocking your path forward down the street, but you'll also be able to swap out your standard AK-47 for a high-powered automatic sniper rifle. Just search the nearby corpse for the weapon you seek. Then, to continue, backtrack slightly down the street, and seek out a green colored electrical box that will give you leverage to a makeshift ladder along the side of an electrical pole. Once you've climbed up there, you can jump to the right, and then to the right again, so that you're hanging off of a blue pipe alongside a half-bombed out building. Use the jutting-out bricks along the building's facade to push rightward, and then pull yourself through a window so that you're now inside the building.



Onward from here, you'll want to push rightward once more, out of the window. Jump across to another blown out building with an overflowing bathroom. As soon as you arrive, the floor will give way, and the bathtub, along with the floor itself, will crash down to the first floor. Drake will be hanging on in the second floor bathroom, but you'll want to drop down to the first floor yourself in order to proceed. The bookshelves along the far wall here, adjacent to the front of a green truck that's broken through the wall, are the key to climbing back up to the second floor. Use the crate to hoist yourself to the top of the bookshelf (hanging), and then jump to the other side, where half of the second floor still exists. You can then pull yourself up and climb up the stairs to the top of the building. There's no roof here, but you'll see an enemy gunship flying around looking for you. Not a good sign.


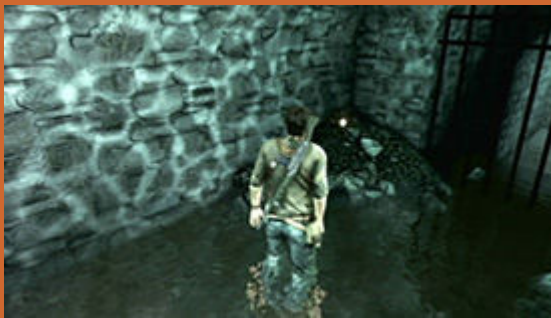


Chapter Five: Urban Warfare (Continued)

Once the gunship passes by, things will be quiet. In your vicinity is a lone, well-armed thug, and you'll need to take him out before continuing onward. He's on a balcony on a building across from yours, and you can shoot him easily, in the head, without him knowing what hit him. With that enemy slain, jump over to the platform he was formerly occupying, and then use the blue pipe on the wall below you to shimmy down to ground level. You'll see the bus that crashed nearby, so you know now that you're on the other side of the debris that was blocking your path earlier. Head in the opposite direction from the bus, and you'll be forced to go either right or left. You'll want to go left to continue, but first, head to the right.



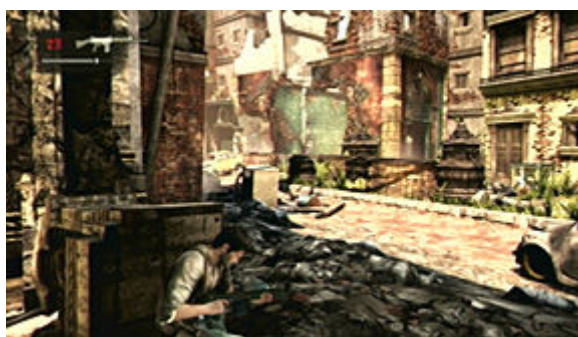
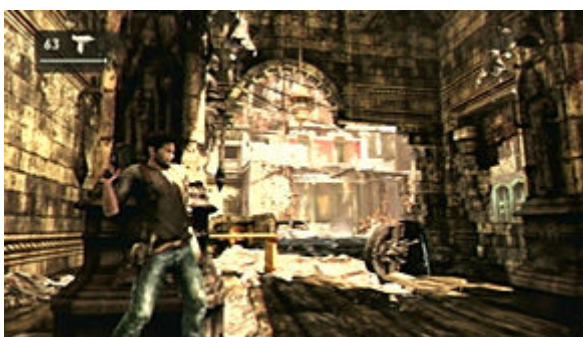
TREASURE TWENTY THREE | Strange Relic (1/1 & 23/101): The Strange Relic is back in Uncharted 2, and it's nearby. The Strange Relic *isn't* a treasure per se, though it does count as one. Instead, it's a standalone item that, once found, will net you a bronze trophy. At the aforementioned intersection, where you can't continue forward and are forced to go either right or left, go rightward (with your back facing the crashed bus). You'll find a couple of rickshaws down an otherwise inconspicuous alleyway. However, it's the open manhole at the end of the alley that's the key. Drop into this isolated part of the sewer, and in a corner, you'll find the Strange Relic sitting on a pile of debris.

The upcoming firefight is going to be a pretty fierce one. Thankfully, you should be well-equipped to enter the fray. Head to the opposite side of the alleyway, across the street, from the sewer where the Strange Relic was acquired. You'll see a couple of guys in the doorway with their backs facing you, so quickly do them in with rapid headshots, and then immediately take cover, because this will instigate the ensuing firefight. The bar directly in front of the door is a good place to nestle in for much of the firefight, but you absolutely, positively must keep an eye on your left, because that's the conduit where enemies will dump into this area, and if you let them advance too far, they will flank you with ease, effectively ruining your day.



You'll have plenty of weapons to work with, from pistols and AKs to your sniper rifle and Uzis. Swap weapons constantly to use what's best for the ever-changing situation. Your sniper rifle is great to use from afar, but consider using an Uzi or assault rifle for enemies closer-by. And remember, if you get inundated with enemies or are otherwise in trouble, don't hesitate to fall back to the previous street and let the enemies stream down the alleyway towards you. You'll be able to clean them up like fish in a barrel here (this is especially effective when the shielded enemy shows up, who can be quickly felled with a grenade). When things quiet down a bit, you can press forward from the bar into the next street, where more ammunition and enemies can be found. Thankfully, only three or four robust waves of enemies are all you'll have to deal with. For now, anyway.



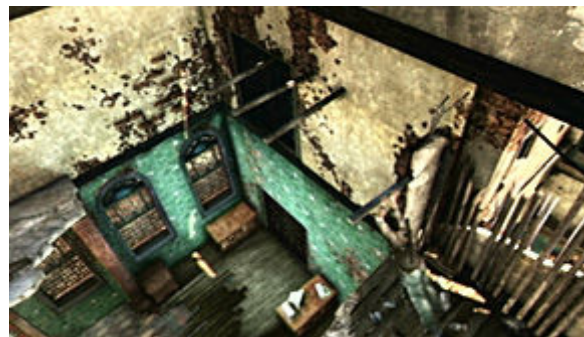
Chapter Five: Urban Warfare (Continued)

The Story, Part XIII

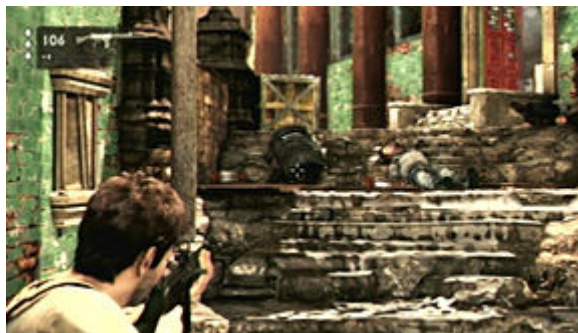
As you proceed leftward down the next street, you'll quickly be intercepted by another vehicle full of enemies. However, this fight won't last very long. The car will eventually explode, and you'll find out it was Chloe who detonated the car for you. After the two lovebirds reunite, Nate plays around with the ceremonial dagger he found earlier in Borneo, when he gets an idea. It seems these two are on the right track towards finding the treasure, but they need to head to a hotel within the city that will give he and Chloe the view they need to uncover the next clue. After all, as Chloe remarks, this hotel is the tallest point in the city.



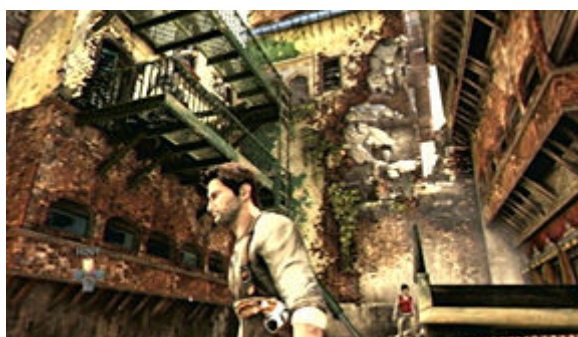
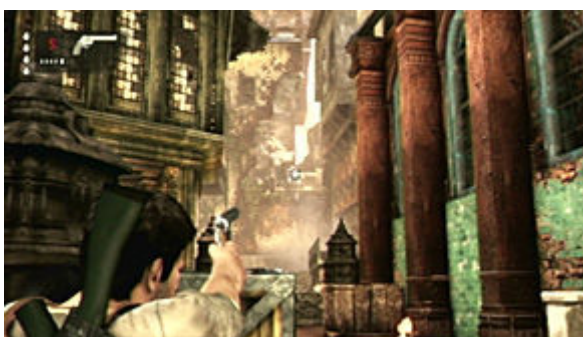
Following the cutscene, the first order of business is to figure out a way to get to the other side of the buildings on your right. The only conduit through, a red door Chloe located on your right, is sealed shut from the other side. Naturally, you're going to have to perform a few feats of platforming to launch over these buildings and unlock that door for the helpless Chloe on the other side. Start by looking for a telephone pole on the right side of the road, near the debris left behind from Chloe's RPG launch. Use the sturdy signs hanging off of the pole to pull yourself upward, and then head rightward to the same building Chloe is currently occupying (you'll need to use some bricks to pull yourself into said building). On the right side of the second floor, you'll be able to swing on some horizontal metal poles and then jump to the left. You should now be over the sealed red door, and can continue to the road on the other side hereafter.



Now, you don't want to hastily jump down to the road below. It's possible, but it would also prove to be a huge mistake. Instead of doing that, use the conveniently-placed wooden beam extending outward to a platform on the other side of the alleyway, and then launch from there over to another sign-riddled pole sticking out of the ground. It's from this advantageous vantage point that you'll find the first four enemies you have to deal with walking the streets below. Use the kerosene can right next to the sealed red door to destroy all four enemies instantly, and then drop down. Quickly approach the door and attempt to open it. You'll find that it's locked. Use your gun to shoot the padlock, and then attempt to open the door again. Execute these moves quickly, because getting Chloe into the fight as soon as you can will only help you. Failing to do so will prove to be a hindrance in the upcoming battle.



The enemies will all come from the area ahead, and there's no place to fall back if you become inundated with enemies, though you can retreat back through the red door to the previous area if you find yourself in a pinch. Otherwise, deal with the enemies as they come forward, prioritizing the death of the shielded enemy first and foremost, preferably with a well-aimed grenade throw. Then, when the street-bound enemies are slain, you can concentrate on the enemies ahead, shielded partially by a fire escape on the left and some debris straight-ahead. The magnum you can find nearby will prove to be an awesome weapon to snipe these foes from afar, though just about any other weapon will work as well.



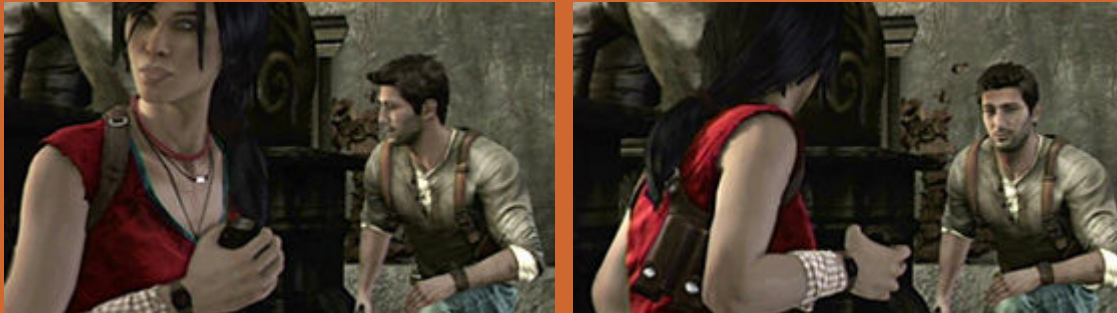
When the coast is clear, you can approach the newly-vacated fire escape on your left. Follow the on-screen prompt to launch Chloe upward, and she'll drop the ladder down for you so you can climb up behind her. Go down the dark corridor once inside, and swing rightward into a disheveled kitchen. Shoot through (or blow through) the half-boarded up doorway, and then swing rightward towards the wood near the fires that are blocking your path forward. Follow the on-screen prompt to push the wood out of the way, and then swing out of this building and back outside. This chapter will thus conclude, and the next one, Desperate Times, will begin seamlessly thereafter.



Chapter Six: Desperate Times

The Story, Part XIV

From the little plant-filled room that you begin the chapter in, head leftward so that you're back outside, and then go rightward down the steps, and towards two giant lion head statues. After you drop down, a cutscene will take place. The area around the hotel is absolutely rife with enemy forces, and it's going to be up to you to deal with them. The only ridiculous threat, as Chloe points out, is the enemy in a truck bed on your right. He's packing an RPG, and he needs to be dealt with first and foremost if you have any hope of surviving. Of course, the fact that Chloe is ready to prime her own entrance with a well-cooked grenade once the RPG-wielding thug is downed means things should, at the very least, be quite explosive.



So, do what you have to do here, and start by capping the RPG-wielding foe. Make sure it's a headshot with a powerful weapon, and make it count, because if he gets an RPG off before dying, you'll be as good as cooked (you can also stealth kill him and commandeer his RPG, if you're extra crafty). Once the RPG-wielding thug is felled, Chloe will throw her grenade, and then the melee will begin in earnest. The jersey barriers, sandbags, statues, and even the truck where the RPG-wielding enemy was stationed will all act as great cover from here. But rest assured that you'll have your hands full here in what is, no doubt, the most difficult gunfight you've yet encountered in your still-young adventure.



When the initial wave of enemies is downed, reinforcements will show up multiple times, from multiple angles. It's at this time that you really need to start thinking about diversifying your arsenal, incessantly refilling your stock of ammunition, grabbing stray grenades, and using all weapons at your disposal to make quick work of the enemies. They seem to be exceptionally better-armed the further the waves go, and you'll even start to run into multiple shielded enemies that will require pincer maneuvering or a fragmentation grenade to eliminate. Making matters worse, the enemies seem to be aggressive as well. If you're not keen on aiming, you might find yourself in some heated hand-to-hand combat situations. If that happens, be sure to seek out solid cover thereafter to regain any lost health.



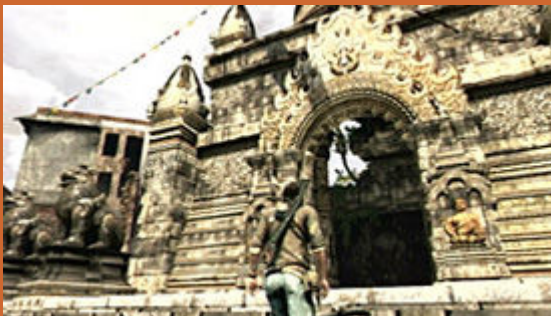
The automatic sniper rifle and the Uzi are probably your best bets here, though as you scour dead enemies in anticipation of fighting more foes, you'll find everything from AKs to shotguns to pistols as well. After you clear the church-like structure the enemies were originally springing off from, the final waves of enemies will appear adjacent to this building, and across the road from it as well. If you're quick, you can throw a grenade or two at the enemies in the back of the truck, killing them all before they have the chance to jump out and fight you. Otherwise, successfully finishing the fight is a matter of using proper cover, staying well-armed, flagrantly chucking grenades, and perhaps even a little luck as well. You can even use the machinegun in the truck bed on other enemies, if you so desire.



TREASURE TWENTY-FOUR | Brass Bird Lamp (1/6 & 24/101): The first of six treasures found on this chapter can be acquired in a rather difficult way. The key is the large, sign-strewn electrical pole in front of the truck where the RPG-wielding enemy was stationed. If you're facing the church, it'll be to your right. From ground-level, you'll no doubt see a glimmer of a treasure on an object at the very top of the tall pole. However, you can't shoot it down. Instead, you have to use the signs and other objects around the lamppost as a makeshift ladder leading upward. Once you get to the top, you can obtain this treasure rather easily. It's initially spotting it and climbing up to it that's the difficult part.



TREASURE TWENTY-FIVE | Silver Dress Clasp (2/6 & 25/101): The second treasure is located extremely nearby the first treasure. Once you've acquired the first treasure and made it back to ground-level, search the facade of the building in front of you, the church-like structure where enemies were pouring out of during the previous firefight. Above the main door, you'll see some sort of design (seemingly like two fish) with a gem in the middle of them. That gem is actually the treasure you seek. Use a gun of your choosing to knock the treasure down, and then run up to it and grab it. Just like with the last treasure, though, you'll want to wait until the firefight ends before grabbing it.



Chapter Six: Desperate Times (Continued)

Once the enemy presence in your vicinity is *finally* downed, and you've grabbed the aforementioned treasure, you can continue on with the task at hand -- breaching the hotel. Doing so via the main doors is impossible, so you'll need to swing around to the left side of the building. Chloe will wait for you here, pointing out a fire escape along the side of the building that can be used to gain the leverage you need. Launch Chloe upward by following the on-screen prompt, and then, when she drops the ladder for you to use, climb up to join her. To continue, you'll need to jump to yet another electrical pole covered with signs and advertisements, and use that to gain access to the semi-circular roof to your left. You can bear into the broken windows here, but before doing that, you'll want to get a treasure located nearby.



TREASURE TWENTY-SIX | Copper Rice Measure (3/6 & 26/101): This artifact can be found in a pretty bizarre place, and lord only knows how it actually got there. Once you're on the semi-circular rooftop discussed in the previous paragraph, you can jump into the second floor window to continue your quest. However, if you instead head to the far right end of the semi-circle, at the place it ends, you can find this treasure sitting alongside the building. It's easy enough to grab once you know precisely where it is.

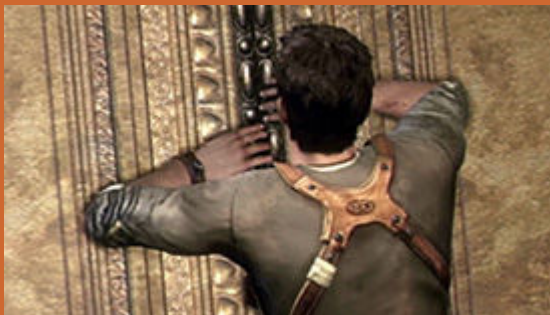


With the treasure in hand, backtrack to the broken window on the left side of the semi-circle, and finally, breach the second floor. The half-flooded floor appears to be innocuous enough, as there are no visible enemies to fight, nor treasures to acquire. However, as soon as you step foot in the shallow water at the far side of the room, you'll be presented with an unwelcome surprise. A regular old thug will appear out of the elevator ahead, and with him, a heavily-armored, shotgun-toting enemy. Immediately chuck a grenade at them; this should, at the very least, fell the lesser enemy while damaging the armored thug. Then, lay into him with all you've got to eliminate the shotgun enemy quickly, because he can be a real powerhouse if not pacified immediately. When both enemies are downed, you can then head into the elevator they emerged from to continue.



The Story, Part XV

As soon as you enter the elevator, you'll know something is up. You'll barely have a chance to enjoy the sights of the city before the elevator suddenly stops. Nate attempts to open the door, but it's too much for him to do, and when he gets it open enough that he can fit through the slice in the door, Chloe shoves him on through. Chloe is now totally trapped in the elevator, and it's up to Nate to get the electricity going again so she can get out. The map on the broken electrical box next to the elevator indicates to Nate that the electrical source is on the top floor. Time to get going.



When you regain control after Drake examines the fuse box, move forward down the hallway, and ultimately follow the linear pathway to a room on your left. This brightly-painted room contains little of interest, but you'll no doubt notice that one of the walls in the room is completely blown out. This will grant you access to an area back outside, and you'll need to walk out onto a metal beam to proceed. Now *this* is a point-of-view.

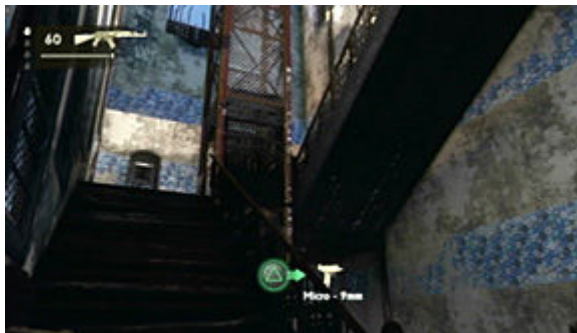


Chapter Six: Desperate Times (Continued)

The key to continuing are the flagpoles on your right. Flying the flags of Nepal, the United States, India, and a couple of other countries, these flagpoles will act as your conduit to a room on your right. Take a leap of faith and hang on the poles, jumping from one to the next, until you reach another blown out room (you'll need to use some bricks to shimmy on over to it). From here, you can fire at the wooden boards blocking the door in front of you, and then use the pile of debris on your left in the next room to reach some horizontal metal bars crossing the chasm you encounter. Once you reach the window sill on the other side, immediately hoist yourself into the room, and then hide behind the toppled washing machine before any enemies in this room see you.



There are a trio of guards in this room, and as long as your entrance in was quiet and inconspicuous, you should be able to initiate hostilities here. In fact, if you time things extra well, you can eliminate one or all of the enemies with stealth attacks, thus nullifying their ability to alert their friends nearby of your presence. Be sure to scour their bodies for ammunition and grenades before bearing into the stairwell they were guarding. If you're into magnums, and chances are you are, be sure to explore the rubble at the bottom of the stairwell to find one. Then, begin trekking your way upward. The first door you encounter on your way up will prove to be a great conduit to continue via, but first, let's grab a nearby treasure.



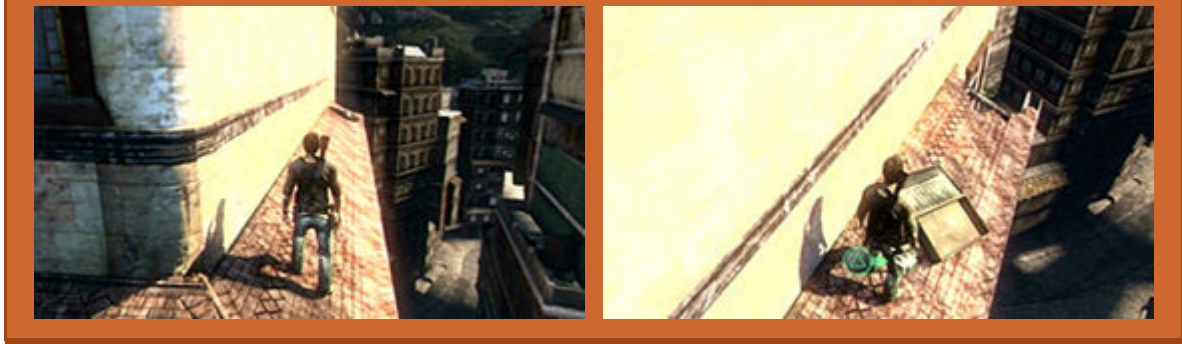
TREASURE TWENTY-SEVEN | Yuan Dynasty Urn (4/6 & 27/101): This is a fairly well-hidden treasure, though acquiring it should be all that hard. The idea is to head up to the very top of this stairwell. The stairs will eventually break off, and it'll appear as if you'll be unable to continue. However, this couldn't be farther from the truth. Jump from the break in the stairs towards the extra small elevator shaft running vertically down the middle of the stairs. When you're hanging from the top of it, all you have to do is pull yourself over the cage so that you land atop the elevator car itself. This is where the treasure can be found.



With the treasure from the elevator shaft in hand, you can backtrack back down the stairs. The lowest yet-unexplored room you find off of the stairwell will be your next objective. There are a few enemies in this almost completely-blown-apart room, and they may have even found you earlier in the stairwell if you were reckless enough in your movement. Either way, deal with these last remaining thugs and again replenish your stock of ammunition by scouring their corpses. Then, push forward to the adjacent building by using the rickety old wooden bridge ahead of you. In case you're curious, this bridge was what you used to cross into the previous building earlier -- you simply hung underneath it. In the next kitchen, kill any remaining stragglers. Then, seek the outdoor semi-circular patio leading off of the kitchen, which will allow you to proceed with the mission at hand.

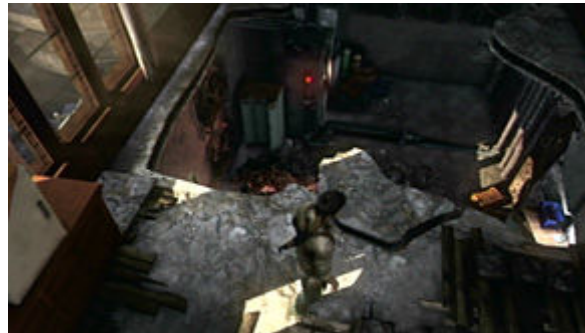


TREASURE TWENTY-EIGHT | Enamelled Snuff Bottle (5/6 & 28/101): Another treasure is located nearby. It's actually in a rather obvious location, especially if you think back to the mission's very first treasure. When you're on the semi-circular patio with the gigantic fallen concrete pillar laying over it, head to the left, and jump over the railing so that you're standing atop the orange roof. Follow this roof forward and leftward, and in the distance, you'll see an open suitcase that must have fallen earlier. You'll see a shimmering dot in the suitcase as you approach it. Acquire the treasure from there.

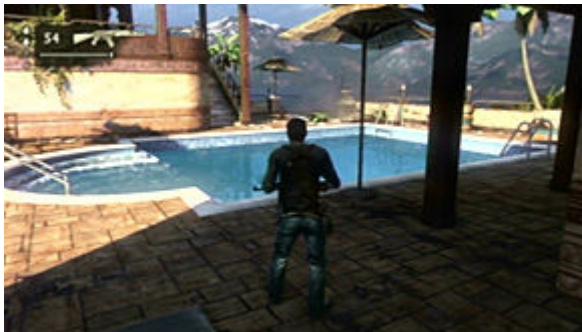


Chapter Six: Desperate Times (Continued)

We're just about on the verge of freeing Chloe from the elevator. To do so, head to the fallen concrete pillar lying on the semi-circular balcony, using it to climb upward, where you can grab onto some metal and timber and claw your way up to the area directly above the kitchen. As you leap from floor to floor, you'll only have to deal with one more enemy up here. Once he's slain, head forward into the room he was guarding. Here, you'll see a drop off into a room below, with an elevator door nearby. Chloe will speak to Nate briefly, and then Nate will be free to drop into the utility room, where fuse boxes can be found. Approach the fuse boxes and follow the on-screen prompt, and Nate will free Chloe, finally, from the broken elevator.



With the elevator open, use the ladder leading back up to the floor above, and reunite with Chloe. You can then prop her upward to an out-of-reach ladder, as you've done now several times. She'll lower the ladder for you, and you can then climb up to the beautiful hotel rooftop. It's from here that Drake will get an awesome view of the city, in order to figure out his next move. Be *certain* that you jump into the pool here, so that you can find a rather interesting Easter Egg. Otherwise, you need to move to the sides of the roof in order to access the red rooftop hanging over the side. This will ultimately lead to some bricks, near the hotel's sign, that will lead up to the tippy-top end of the building, where a cutscene will take place.



The Story, Part XVI

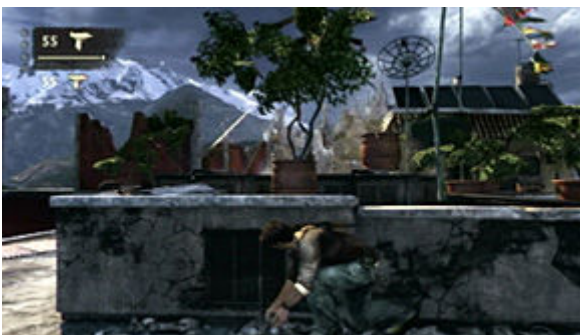
As soon as you reach the rooftop, a cutscene will take over. Nate pulls out his handy-dandy binoculars and begins to search for the right temple. It seems like finding a needle in a haystack would be easier, with the sheer amount of temples in this city. But then, he spots a temple with the exact icon found on the dagger, and it appears that's our next destination. But there's a catch, because Harry and his posse have set up camp in that area. Making matters worse, helicopter gunships are now scouring the city looking for Nate and Chloe. So, it's time to get out of dodge, and get out of dodge quickly.



Thankfully, there's not much of a rush right off the bat. You can take your time exploring the roof if you want, but ultimately, you're going to need to zipline down to an adjacent building by following the on-screen prompt. When you arrive here, you'll find yourself in another half-destroyed building, and making matters worse, there appears to be no obvious way off of this rooftop. The answer lay where a footbridge once connected the rooftop you're currently occupying with the adjacent building. A lone wooden beam still stands there, and you can climb up to it and begin to shimmy over it. Of course, that's where the crap hits the proverbial fan.

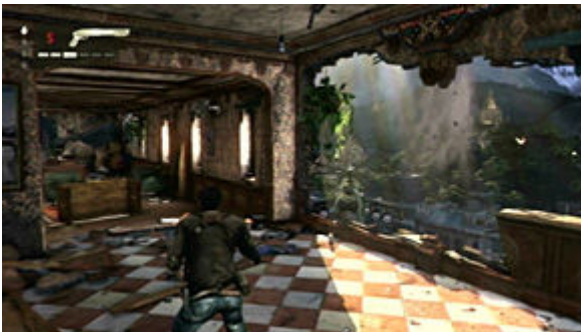


An enemy gunship suddenly shows up and begins firing at you, obliterating the remnants of the footbridge, and sending Nate flying downward. He grabs a ledge near Chloe, and with the gunship firing away at you, it's time to make our great escape. Pull yourself up and begin running along the side of the building. The gunship will eventually destroy another platform you're on, forcing you to pull yourself up and over a green piece of metal in order to jump to the nearby rooftop. Here, quickly eliminate the three or four enemies you encounter as you constantly keep moving to avoid being struck by the gunship. Then, when the coast is clear, the enemies here are dead, and your stock of ammunition is replenished, you can run towards the adjacent building and make a great leap to reach it in one piece.



Chapter Six: Desperate Times (Continued)

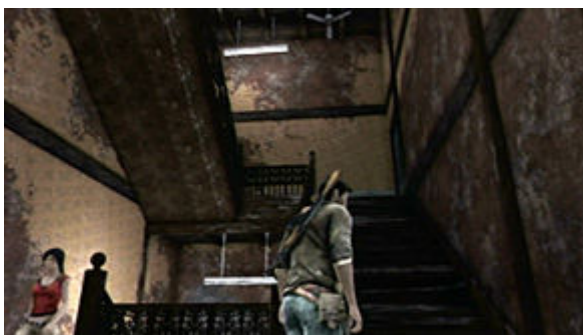
After making this leap, you'll almost immediately have to jump down back into the building you're currently atop of. Be quick about it to minimize the amount of shots the gunship can get off on you. Once inside this building, you can simply run down the hallway ahead of you and bear leftward, and leftward again to reach a location where a staircase once led downward. En route, you'll see the helicopter floating by the building, but for some reason, it doesn't try to take you out here, with the notable exception of nearly killing you as soon as you enter the first corridor. And be ready to fight about four or five enemies as you run left, and left again, as some of these foes are packing shotguns, and are thus especially well-equipped to deal with you in close quarters.



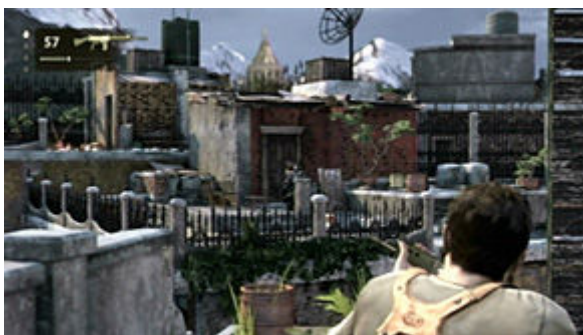
When you reach the staircase-that-isn't, you'll need to jump downward to the office below. Once you're there, have your firearm at the ready, because there are a few thugs in this room taking shots at you. Eliminate them quickly, and swap out your weapon for theirs if you're running out of ammunition (you're likely pretty low at this point). The gunship will show up through the far half-destroyed wall, and begin taking shots at you as more enemies show up. However, the second wave of enemies shouldn't pose too much of a problem for you simply because the gunship starts to do massive structural damage to the building, killing their friends with friendly fire in the process. As the whole floor begins to collapse, get a running start down the slope and take a leap. If you do this correctly, you should smash through the window ahead in a brief cutscene, after which Chloe and Nate will survive to see another day. For now, anyway. Miss the jump, and Nate will plummet to his death, forcing you to try this all over again



When you regain control, immediately head to your left and claim the ever-powerful magnum there. Then, backtrack to the right side of this room and bear forward into the stairwell. There's flaming debris to your left keeping you from exploring the area below you, so you'll be forced up the stairs to an open door several floors up (there's more fiery debris keeping you from going further upward from that point). You'll find yourself in a kitchen. Go rightward towards the gaping hole in the wall. To continue, you're going to need to jump across the chasm to the rooftop of a building ahead of you and to the right. Chloe will follow behind you automatically.



As soon as you're on this rooftop, run forward to the barricade and collect the weaponry there, including the grenade. Then, get ready to get attacked from an area on your right. Your primary target out of the four enemies you encounter here is no doubt the foe packing some sort of RPG or grenade launcher. You'll see some explosives wiz by you, so you really have very little time to react, because even if you hide behind the barricade, the explosive will detonate on the wall behind you and take you out rather easily. So make that enemy priority number one. Once he's felled, you can then deal with his weaker friends rather easily. When all is quiet, go ahead and cross the bridge (you'll need to lower it first by following the on-screen prompt), you can quickly cap four more enemies on the roof below you and to the left before grabbing a nearby treasure.



TREASURE TWENTY-NINE | Incense Burner (6/6 & 29/101): Finding the Incense Burner isn't too hard, though you're going to need to know precisely where to look, because seeing the usual telltale glint of the treasure in an outdoor area such as this is quite difficult. To find the Incense Burner, cross the roof-to-roof bridge and first deal with the enemies on the roof below you and to the left. Then, walk up to what appears to be some sort of raised doorway back into the building, with an air conditioning unit and water tank atop it. Climb up to this area, and you should see the treasure icon appear on-screen. Press Triangle!

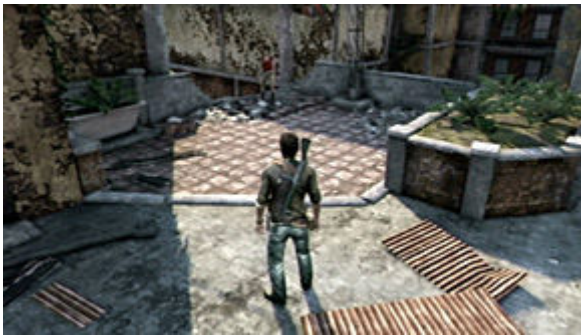


Chapter Six: Desperate Times (Continued)

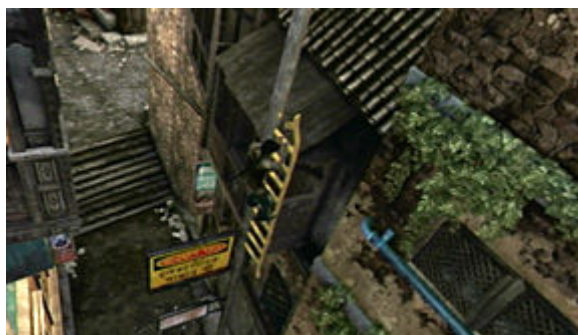
Once you've obtained the treasure, it's time to jump down to the rooftop below, where you earlier killed four more enemies there. Be absolutely sure those enemies are felled *before* you jump down. Why? Well, as soon as you jump onto this roof, a gunship will appear, and this time, you'll actually need to destroy it before continuing onward. If you leave those enemies alive, you'll need to deal with them in addition to the gunship and the enemies the gunship drops into the fray, complicating your life considerably. The grenade launchers strewn around this multi-tiered rooftop should be a good indication as to how this chopper should be brought back to Earth. Use them to carefully aim grenades at any part of the gunship, and fire away. It'll take some fifteen direct hits to bring the gunship down, but thankfully, you'll have plenty of ammunition to work with, and surprisingly, the chopper isn't capable of doing too much damage, especially if you keep moving. As for the random infantry that appears on the roof, your best bet is to take them out with hand-to-hand combat, or better yet, let Chloe deal with them.



When the chopper explodes, you're free to continue, and for the time being, you won't have to worry about any more enemy confrontations. On the other side of the bridge, drop down to your left to proceed. If you're confused as to how to go from here, follow Chloe's lead. Jump across to the billboard and hang off of it, swing over to the other side, and then launch yourself to the closest rooftop from there. Run straight across this rooftop and jump across another gap to a rooftop further down below. You'll find a zipline leading off of this rooftop, and while Chloe makes it to the building across the way successfully, Nate, of course, won't be so lucky. Plummeting to Earth yet again (how he's still alive is beyond just about anyone's comprehension), he'll need to brush off his injuries and figure out a way to get back to Chloe.



Things are difficult for Nate right now simply because of the fact that the wreckage of the gunship he just shot down is blocking the alleyway ahead and to the left. The only way out of this alleyway, therefore, is to use the nearby electrical box to reach the blue vertical pipe hanging along the wall next to the wreckage. From there, you can climb upward and jump to the left, using a horizontal pipe to cross clear over the wreckage. Once you're on the other side, use the electrical pole to shimmy back down to Earth. It's at this point that the chapter effectively comes to an end, but not before a lengthy and intriguing cutscene brings it out with a bang.



The Story, Part XVII

Nate hears something from around the corner, and pulls out his pistol as he goes to investigate. Who does he find? Elena, of course, and her trusty cameraman. That's right -- Elena Fisher is back, and she's hot on another story. Caught in a veritable warzone, Elena's learned to carry herself in such situations, and is packing a gigantic pistol to prove just that. After realizing that he pulled a gun on his old friend, Nate lowers his weapon and is promptly tackled by Elena's cameraman. After working out who each other is, Chloe shows up, draws a gun on the journalist and her cameraman, making things *truly* interesting.



Yes indeed, folks -- let the love triangle begin. Elena and her cameraman insist that they can take care of themselves, but Nate refuses to leave them here on their own. Chloe, clearly jealous of Elena and Nate's history with her, pokes fun at Nate for a while. But ultimately, it seems that the two groups have continued to go on their separate ways. However, just when it seems that all is decided, another gunship shows up overhead, and the four comrades run away from it posthaste, effectively ending this chapter and starting the next.

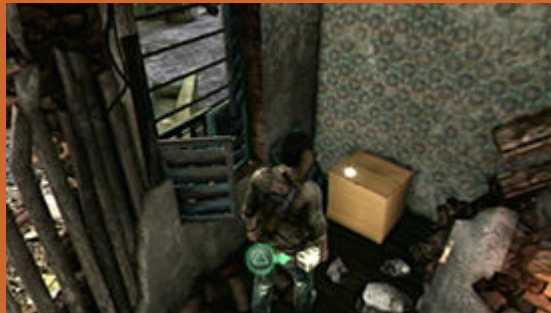


Chapter Seven: They're Coming With Us

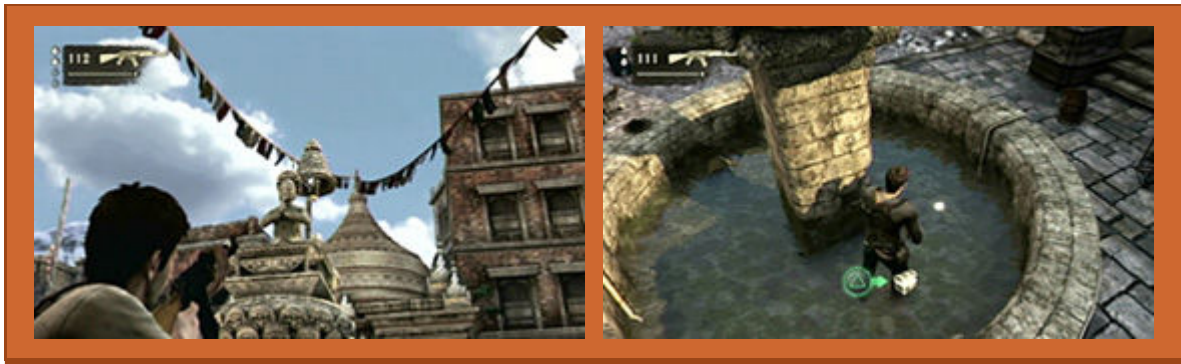
Following the cutscene involving Elena and the cameraman, a gunship will send the four characters scrambling into the next area, which is where this chapter begins. You'll have to deal with four or five enemies right off the bat as you move forward through this courtyard, but thankfully, there's plenty of cover to work with. Making matters even easier is the fact that the enemies are largely armed with standard weapons, and beyond that, you'll have plenty of help, as there are now two more guns shooting at foes in addition to your own (it appears Jeff doesn't wield a weapon, though Elena will). Talk about advantageous.



TREASURE THIRTY | Worn Pendant (1/4 & 30/101): The very first treasure of the chapter can be found at any time as soon as you gain control here, but we recommend waiting until the firefight has concluded before searching. You want to head towards the entrance point of the chapter. Once there, turn around and enter the courtyard again as if you were starting the chapter anew. As you go, keep an eye out for a blown out building immediately on your right. This treasure will be sitting atop a cardboard box in the corner of this building, underneath the window looking out onto the street.



TREASURE THIRTY-ONE | Nine Jewel Ring (2/4 & 31/101): The second of four treasures found throughout this chapter can be acquired as soon as the initial firefight is quelled. When things are quiet, head to the ornate fountain at the far side of the courtyard. In the middle of the fountain is a tall pillar, at the top of which is a statue and some other decorations. Hanging next to the statue, even higher, is some sort of concrete bell. If you maneuver yourself so that you can see underneath the bell, you'll see the telltale glimmer of a treasure. Shoot it down with a weapon of your choice, and claim it on the ground before continuing.



After grabbing the Nine Jewel Ring, push through the wooden door to reach the next area. There are no enemies to deal with here immediately, but there is a puzzle to solve of sorts. The river splitting this area in two is flooding faster than usual, with lots of debris blocking various parts of it. There's a ladder along the near wall that will allow you and your party to climb up to the other side. However, they need some platforms to stand on in order to get over there. The keys to this puzzle are the two cars in the river. If you assist Chloe in climbing the ladder immediately to your left, she'll push down a crate that will allow you to climb up yourself. From here, you can shoot a propane tank in the water next to one of the vehicles, and then chuck another propane tank at the other car, shooting it on its way down so that it nudges free the other car. This seems difficult, but it's actually quite easy.



Chapter Seven: They're Coming With Us (Continued)

TREASURE THIRTY-TWO | Ankhora Water Vessel (3/4 & 32/101): If you thought that there must be a treasure around here somewhere, then you thought correctly. It's a well-hidden one, though. Climb down the stairs on the near side of the screen, and instead of using the cars you nudged free to cross the other side of the river, go leftward and jump onto a pile of rubble. From here, you can cross over to the front of the rubble pile in the middle of the river (though the current won't let you actually climb atop it), and you can continue to cross to another pile of rocks and rubble in the far corner. En route, you'll see the glimmer of what you're looking for, as there is a treasure sitting atop the last-mentioned pile of rubble. Grab it, and then backtrack across the river towards the cars to proceed.



Once you've hopped over both cars, you should have enough leverage to jump and grab the ladder. Once you've hoisted yourself up to the other side of the river and have rejoined your teammates, head leftward, and then rightward down into a yet-unexplored location. But don't get too crazy here! As soon as you show yourself to the staircase leading upward on your left, expect to get attacked not only by a stationary machinegun wielding impressive power, but plenty of ground-based enemies as well. Seek cover immediately -- your team will automatically do the same -- and begin to return fire when it's safe.

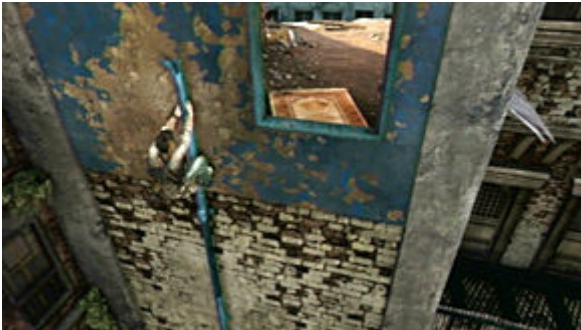


Not surprisingly, the biggest threat here is that stationary machinegun. Unfortunately, you're going to have to clear out some lesser enemies surrounding it before you're able to storm its position. The machinegun fires in bursts; draw the fire towards the corner you're hiding behind, and once the gun stops, immediately begin to run towards it. If you do this properly, you can hide behind the sandbags surrounding the gun and clean up the gunner and any of his friends behind said sandbags before they have a chance to respond. Once that gun is cleared, you can actually flip the script on reinforcements that pour in from the area at the bottom of the stairs, using their own weaponry against them. Fortunately, it's not at all necessary, for once that gun nest is cleared, the biggest threat, by far, is no more.





Chapter Seven: They're Coming With Us (Continued)

From here, getting to the end of this extremely short chapter will be easy enough. You won't encounter anymore enemies, so rest easy. What you're looking for is a blue pipe on the right side of the stairs that will allow you to climb up towards an open window. Once you've climbed the pipe and your friends have followed suit, work your way forward. You'll see a billboard on your right, with resistance fighters getting mowed down by tanks below. Shimmy across the billboard, and then once in the building on the other side of the street, begin running down the stairs you encounter. Ultimately, you'll reach the ground level, and can then follow the linear pathway to emerge back outside. You're now standing in front of the temple you've been so eagerly searching for.

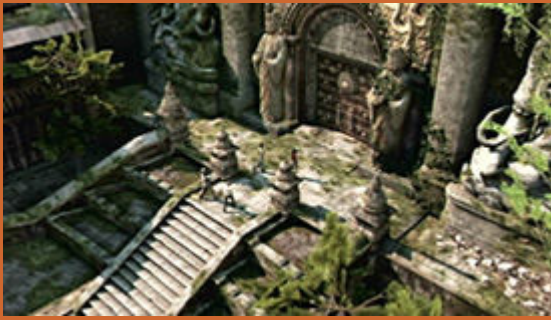


TREASURE THIRTY-THREE | Silver Shiva Amulet (4/4 & 33/101): Once you're in the awesome-looking courtyard in front of the temple you've been running around the city to find, don't dash wantonly toward the grand entrance to the structure, for you will catalyze a chapter-ending cutscene. Instead, explore the courtyard, because that's where this treasure is located. More specifically, with your back facing the way you came in, you should search the left side of the courtyard. You're seeking out a little open-air trailer, as shown in the screenshot below. Simply hoist yourself into the bed of the small trailer, and you can claim your treasure easily enough.

The Story, Part XVIII

When you run through the courtyard and up the stairs towards the large wooden doors leading into the temple, a cutscene will take over. Again, you'll get to witness the rather awkward love triangle develop between Nate, Elena and Chloe. But there's work to be done here nonetheless. Elena will quickly confront Nate on the rather suspicious nature of their trek through the city; coming here was indeed no coincidence at all.



Nate will begin to tell Elena the story of why they're here, and Elena will fill Nate in on the fact that he seems to be missing something. After all, the warlord chasing this treasure isn't exactly in want of money. Nonetheless, the increasingly-jealous Chloe nabs Nate away from Elena and the four quickly duck into the temple as an enemy gunship flies overhead in search of the rogue party. Once in the entranceway, Chloe and Nate resolve to continue to explore the depths of the temple, while Elena and her cameraman Jeff hang out in the temple's first room, waiting for them to return. Somehow, Elena knows better than to think this will be as easy as it sounds. I wonder how that could be!?



Chapter Eight: The City's Secret

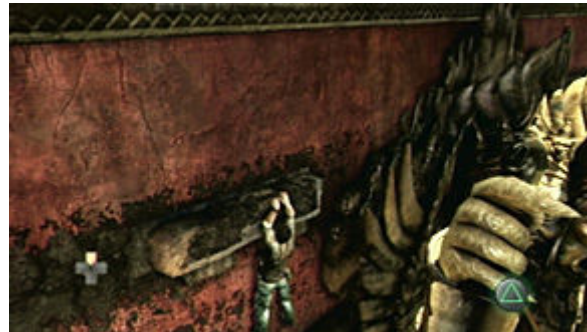
TREASURE THIRTY-FOUR | Bronze Altar Spoon (1/2 & 34/101): As soon as you gain control in this chapter, you can immediately find the first of two treasures found here. Immediately turn to your right and go through the doorway. On your left, you'll find a place where a staircase once led upward. You can't obviously climb stairs that aren't there, but you can use the wooden remnants along the wall to hoist yourself upward to the second floor. Up here, in front of the gate, you can grab this treasure. You can actually see this treasure's glimmer from the room ahead of you, but you can't grab it from there. Instead, grab it from here before you proceed, and save yourself the headache of having to backtrack.



Push forward into the main room of the temple, and you'll see a gigantic statue. Immediately, the game will prompt you to pull out Drake's journal by pressing the select button. Within, you can find a crude drawing of this very statue, with its four arms in very specific positions. By moving all four arms into the proper position, you can force something special to happen. Thankfully, one arm (the one holding the trident) is already in the proper position, meaning that only three more need to be finagled with. Begin this task by looking for a pillar on the right side of the room that's broken in half. You can climb atop this severed pillar, and use the given leverage to jump onto a vertical pipe on the wall. Climb up the pipe to its apex, and then shimmy and jump to your left. You should be able to pull yourself up onto a platform here.



This platform will inevitably lead to the right side of the statue. Don't touch the hand holding the trident, as there's no need to do so. Instead, seek out some bricks jutting out of the wall nearby that will let you climb upward and then leftward, so that you can access the topmost arm on this side. Press Triangle to shove it into place. Then, backtrack to the lower platform, shimmy across to the other side, and follow this next platform to some metal bars hanging over this room's entrance. Swing across these poles to the platform on the other side, and begin to run up the next platform. It will collapse underneath you, but you can continue onward to the left side of the statue. Press Triangle on the lower arm to push it into place, and then use more bricks jutting out of a nearby wall to climb upward. Jump backwards to a pole hanging horizontally behind you. You can shimmy rightward here to reach the topmost arm. Once this is pushed into place, Nate will fall back down to the ground, and the orb mechanism in the middle of the statue should have come apart. Remember to consult your journal if you're having problems. Simply make the statue in the drawing look like the actual statue, and you'll be as right as rain.



The Story, Part XIX

A cutscene will now take place. The orb at the center of the statue will come apart, revealing something that Nate and Chloe make haste to identify. It's at that point that Nate pulls out the decorative dagger he's had for a good duration of the game so far, and realizes that it's so much more than just a dagger. It's also a key. You'll briefly regain control to climb up to the triangular key slot in the middle of the statue. Once you press Triangle to put the key in, Nate will maneuver it a bit, and suddenly, the water at the center of this room leaks out, revealing some sort of dungeon entrance below. How intriguing!



Chapter Eight: The City's Secret (Continued)

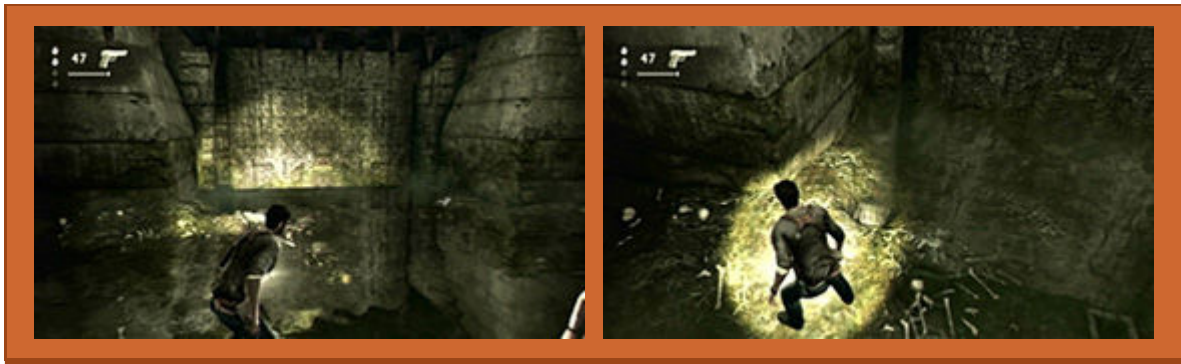
Crawl through the opening where the water once was, and continue down the linear pathway from there. There's no need to search for anything en route through these linear corridors, as there's nothing of any interest to see or find. The pathway will eventually enter some shallow water, but it won't last for long. Head forward and down the stairs on your right. Eventually, you'll encounter a pile of rubble blocking your path. Climb to the top of this pile of rubble, and crawl through to the next area of this subterranean location, as you drop down to another path below.



Move forward down this next corridor; you'll be wading through shallow water before very long. Thankfully, there are still no enemies to fight (who would you do battle with down here anyway, the Boogeyman?), so you have nothing to worry about for the time being. The watery pathway will eventually split into two, but it doesn't at all matter which path you take, as they soon rejoin at the same area. Hoist yourself up via the broken statue on the right, and you'll now traverse yet another pathway. But it won't take long for you to find this pathway's special feature, as it collapses underneath you, putting you in quite the bind indeed.



TREASURE THIRTY-FIVE: Bronze Varaha Statue (2/2 & 35/101): There's no doubt that you're in dire straits as soon as you drop into this chamber, and you need to act quickly to get out of dodge before it's too late. But there's also a treasure down here, the second of two found during this chapter, and you need to act equally as quickly if you want to get it. Your best bet here is to simply run around until you see the icon appear on-screen letting you know that a treasure is at your feet. You can also look for the glimmer of the treasure on the ground, though you may not have enough time to spot it. This is an easy treasure to acquire, so long as you know that you should be looking for one. Otherwise, it's just as easy to miss this treasure all together.



With the treasure quickly acquired, you can now focus on getting out of this room alive. The ceiling is closing in on you quickly, with its gigantic metal spikes looking to make mincemeat out of you. The game kind of gives away what you're supposed to do down here, which is disappointing. Then again, it might not be immediately obvious to many gamers what to do. The ceiling isn't coming down at you in a vacuum; that is to say, something is making it go. And that something are the gears along one of the walls. Throw a well-aimed grenade at these gears, and the spokes on one should be destroyed, effectively eliminating any use they had. With the ceiling's advance stymied, you can crawl out of this room via the only opening along the wall, and proceed up the stairs and down the corridor to your right from there. The chapter will end soon thereafter, as you emerge in another wide open room.

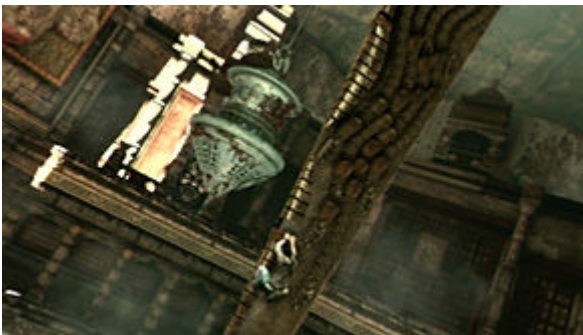


Chapter Nine: Path of Light

This chapter will require you to use your noggin to solve one big puzzle. The puzzle revolves around manipulating a single beam of light that appears, so that it strikes various mirrors all around you. The end result is that blades will appear in the center of the room (you'll see them when you first approach) that will allow you to ultimately continue with your quest. So let's get right into it. Start by working your way to the mirror at the center of the side of the room you begin on. You can manipulate the mirror by following the on-screen prompt. Point the mirror with the light flashing off of it to the statue head directly across the room. Once this is done, and the light is pointing at the top of the statue's head, you can walk up to the statue and examine it. Drake will automatically use his dagger-key in the new open slot, forcing the first of three blades at the center of the room to appear.



It's time to climb up to the very top of this blade now. Simply approach it and find a part of the blade that juts out to begin your climb upward. Keep in mind as you go up, up, up that you need to swing around to the opposite side of the blade to continue upward multiple times. Otherwise, you'll encounter areas where there's simply nothing above you for you to grab. At the top of the vertical blade, you can walk along the horizontal blade ahead towards the red and gold ornate head in front of you. You can then jump and grab onto the eyebrows of the statue; one of them should fall into place, forcing new steps to appear, and allowing you to shimmy rightward to a semi-circular pathway adjacent to your current position.



TREASURE THIRTY-SIX | Copper Lakhe Mask (1/3 & 36/101): As soon as you've shimmied rightward and landed atop the semi-circular pathway to the right of the gigantic statue face, you can acquire the first of three treasures on this chapter. Simply run to the far end of this completely linear corridor, completely devoid of enemies or traps, and you can claim the treasure at the darkened dead end. Easy enough.

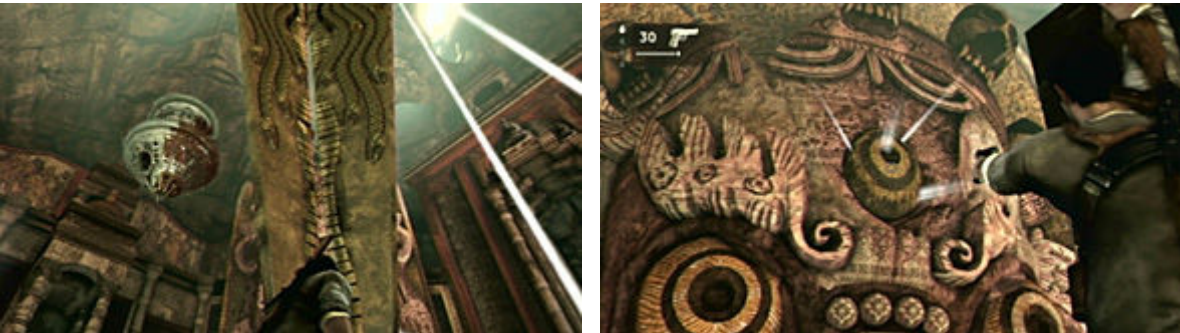


Backtrack slightly down the path after grabbing the treasure, and keep an eye out below you for those three stones that jutted out earlier. This will give you passage to the corridor below you. At this point, Nate will yell to Chloe to shift one of the mirrors, and she will quickly comply. With that done, run to the far end of this particular corridor and use the mobile mirror there. Point it up and to the right, at the hanging copper birdcage-like structure. Aim it at the mirror at the bottom end, and the beam of light will extend rightward, to another small statue of a face. Approach this statue with the light pointing at it, and follow the on-screen prompt. Nate will again use his dagger key to cause another of the three central blades at the center of the room to fall.



Chapter Nine: Path of Light (Continued)

After turning the key, use the newly-formed pathway adjacent to you to reach the location of the mirrors. Climb back down to the center of the room from there, and then scale up the newly-dropped second blade. Climb up in the same fashion as you climbed up earlier, and then begin to walk along the third blade, the only one that's left horizontal. As you walk across it, it will crumble underneath you, but Drake will automatically save himself. How to proceed? It's simple. Use your pistol and shoot the central eye of the statue. It's half-cracked, and you can see light leaking through. Once this is done, a chain of events will occur, and ultimately, you'll find yourself on one of those copper birdcage-like structures hanging over the room below.

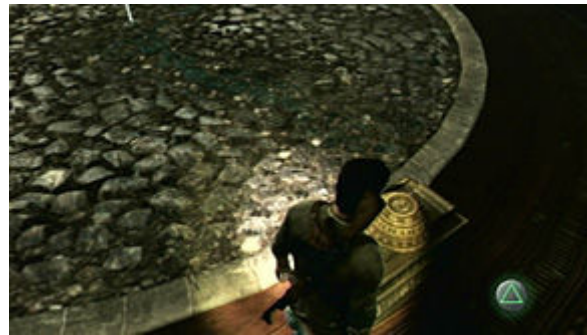


TREASURE THIRTY-SEVEN | Carved Jade Figurine (2/3 & 37/101): While atop that copper birdcage-like structure (for the complete lack of a better term), you're in a great position to get another treasure. You need to jump from the birdcage to the adjacent corridor to proceed, but don't do that just yet. Instead, look along the ceiling above the corridor you're about to jump to, and you should spot the glimmer of a treasure. Use your firearm and shoot it down from its perch. Then, make your jump to the corridor and easily claim your prize.

So, you should have a pretty good idea of what you need to do at this point. To get the third blade to fall in line with the other two, you need to manipulate the light beaming off of a nearby mirror. Point it once more at the lonely mirror off of the birdcage, and it should illuminate the statue to the right. Approach this statue and follow the on-screen prompt, and Drake will yet again use his dagger key. Now, all three blades fall into line, and the mouth of the gigantic statue on the ground opens up, revealing a ladder leading down to a subterranean chamber further below.



Don't just wantonly jump down to the ground level here, because Drake can't survive an epic fall. Instead, be sure you use the new platforms adjacent to your location to reach the stairs near a group of mirrors. You can then climb down these stairs and approach the wide open mouth of the statue. Jump on in and begin to climb down the ladder to the area below. There's not much to see down here, though, so immediately approach the upside down bowl-like device, at which point Drake will again be able to insert his key dagger, catalyzing a chapter-ending cutscene.



TREASURE THIRTY-EIGHT | Bronze Ganesh Statue (3/3 & 38/101): The third and final treasure found during this brief chapter will be found after solving the massive puzzle and descending through the open mouth of the ground-based statue. You'll end up in a circular room. Simply walk around the far end of the circle, along its circumference between the support pillars and the outer wall. When you do, you'll eventually run into this treasure. Simply keep an eye on your screen for the treasure icon to appear, though you may see the treasure glimmer on the ground as you approach it as well.



The Story, Part XX

Finally, Drake and Chloe will find a more precise location of the long lost treasure. As Drake inserts the dagger, a 3D relief map appears at the center of the room, outlining various mountains and other landmarks. This scene is something familiar to Drake, and he pulls out a map he has in his pocket to prove it. He even pulls out a red Sharpie and marks the location on his map that is designated by the 3D map catalyzed by the decorative dagger. There's cause for celebration! But just as Chloe and Drake move in for a kiss, they hear some rumblings above. It's time to get out of here; the enemy is on to you.

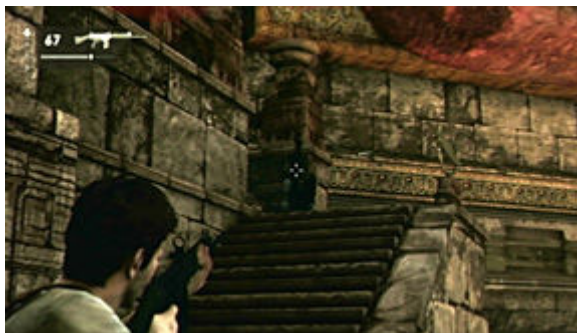
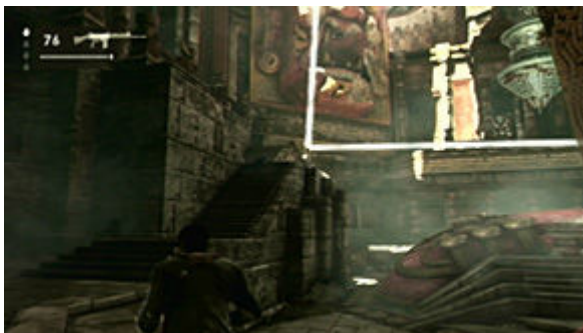


Chapter Ten: Only One Way Out

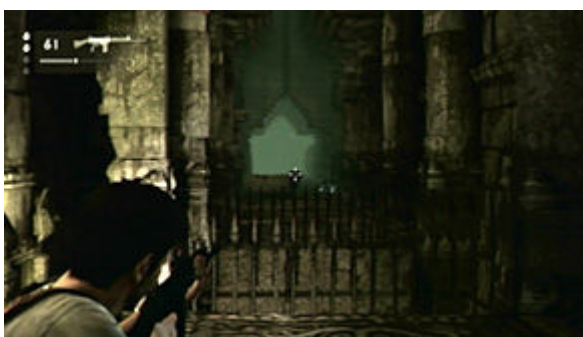
There is, indeed, only one way out of this temple, and it's back the way you came. The entirety of this chapter will consist of backtracking through the previous puzzle room, and then back through all of the corridors leading up to it, and then back to the initial puzzle room, and finally, back outside. Of course, it's not quite as easy as it might sound. As the ruckus you heard upstairs at the end of the last cutscene indicates, there are enemies in the temple now. It's up to you to deal with them. Begin by climbing back up the ladder, the same one you came down into this chamber via. As soon as you emerge, hang off of the top end of the ladder and begin shooting at the four enemies combing the area looking for you. Thereafter, the poopstorm (yes -- poopstorm) begins.



Immediately flee from the ladder and take cover. Let the enemies come to you if you can, and prioritize the death of the sniper rifle-wielding enemy up top before you take on anyone else. His laser sight should give him away, but make quick work of him before he gets a shot off on you and ruins your day. Then, deal with the rest of his friends, as you push towards the stairs that lead upward towards the corridor out of this room. As you climb the stairs, be sure to grab dropped ammunition as you go, as you're going to need it (you can claim that sniper rifle if you want, but it's kind of useless here). Also be prepared to deal with enemies coming out of the woodwork as you progress up the stairs. The initial wave of enemies isn't all you'll have to deal with here.

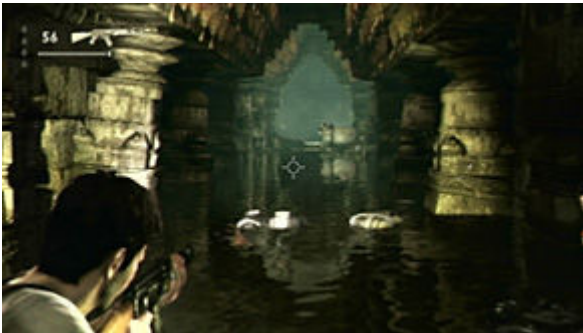


When you've finally reached the corridor, you can melee or otherwise kill in close quarters the couple of enemies that round the corner to your left and come at you. You can also thin the enemy ranks straight ahead, on the other end of the impassable spikes. Be sure to do the latter; otherwise, you're going to have to deal with them later on. Then, swing leftward, and then head rightward, battling more enemies as you go. You'll approach and subsequently find yourself in a room with shallow water in it. This is where you were trapped earlier. Continue to slay enemies you encounter, and collect dropped ammunition and grenades as you go. Don't be afraid to use those grenades! Hoist yourself out of this room thereafter, run up the stairs, and keep your gun at the ready. As always, more enemies will pop out en route.



Chapter Ten: Only One Way Out (Continued)

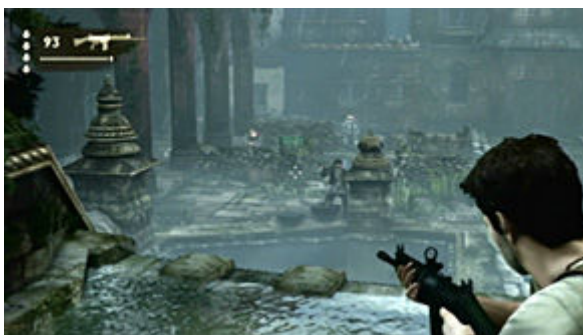
Things are pretty straight-forward from here (actually, they were pretty straight-forward all along). You'll eventually reach a drop-off from this next corridor that leads back into that aqueous path that splits into two and then rejoins with itself. Kill the enemies here, being sure to grab dropped ammunition. When the paths reunites, continue forward. The watery pathway will eventually end, leading way to another dry pathway, and ultimately, a staircase leading back up into the temple's initial puzzle room. As usual, take cover where necessary, be sure to keep damage sustained to a minimum, and don't rush around. The latter can cause you to be flanked by enemies you never saw, complicating your life exponentially.



After running up the thin staircase, you'll emerge in the dried-up pool. Immediately take refuge behind the fallen concrete pillar and grab the powerful pistol there. This will allow you to kill all of the enemies you encounter in this room with a single shot (if you aim properly), though you'll want to ditch it in lieu of a weapon with more ammunition before you emerge back outside. The one thing you're not going to want to miss is the stash of grenades on your right after leaving the puzzle room, as you head towards the main entrance. These grenades will come in handy as soon as you emerge outside.



Once outside, you'll run into the final enemies of this short chapter. The scenery has changed outside -- it's now raining, making things harder to see, including roving enemies. There are two snipers out here, and you'll want to kill them first and foremost before you do anything else. One bullet, well-aimed, from one of those rifles is all it will take to end you. So seek cover immediately behind the statues in front of the entrance and get to work. With both snipers felled, cleaning up the residual enemies is a simple endeavor. Be sure to scour their bodies for more ammunition before heading rightward towards the building you initially entered this area via. You're going to need as much of it as you can carry in the next chapter.



The Story, Part XXI

As soon as you head to the far end of the courtyard and swing rightward the way you came, you'll catalyze a chapter-ending cutscene. And what you'll find is a tragic sight, indeed. Elena is okay, but Jeff has been shot in the abdomen, and though Drake tells him it's going to be okay, it's pretty clear that this is a serious injury he's sustained. Nate, being the stand-up guy that he is, encourages Jeff and hoists him to his feet. Chloe, of course, endlessly complains that he's not going to make it, and that they have to leave him behind or risk getting kill themselves. Drake won't hear any of it, though, and Chloe kicks the door down, leading to another alleyway. This is where the next chapter seamlessly begins where the last one ends.



Chapter Eleven: Keep Moving

This chapter is an interesting one indeed. As Chloe and Elena cover you, you'll be forced to drag Jeff around, away from the enemy, and ultimately, towards safety. Because one of your arms will be wrapped around Jeff, you won't be able to use any heavy weaponry, so you'll have to rely solely on handguns. Your movements will also be stymied due to carrying much of Jeff's weight. As soon as you gain control, move forward down the alleyway ahead of you, and immediately bear leftward through the open doors. Move through this disheveled room, and Drake will eventually yell out to Elena that she needs to barricade the door, which she promptly does. You can then walk to the other exit out of this building, swinging down the next linear alleyway. Chloe will yell out that this is a bad idea -- you're no doubt getting quite tired of her by now.



Walk towards Chloe, and keep an eye on your left, as you will be ambushed by a small group of enemies in a little alcove off of this particular branch of the alleyway. There's an easy and effective way of killing these foes quickly -- simply use the nearby explosive tanks, and torch the bastards. Then, continue pressing forward down the alleyway. You're ultimately going to have to proceed through a building on your left, but you'll only be able to do so after a machinegun nest's powerful rounds smash through a concrete wall on your right, necessitating the deviation. Try not to overshoot the door on your left before the gun opens fire, or you'll be forced to slightly backtrack, which may result in an untimely death.



After pressing through the door, move forward to the gate at the far end of the collapsed building, collecting ammunition on the floor en route. Elena will go to open the gate, at which point an RPG shot from a balcony ahead will force her to the ground. Immediately wield your enemy and take out the thug with the RPG on the balcony ahead before proceeding towards the gate yourself, or he'll make mincemeat out of you. Once on the next road, move forward, dealing with the enemies hiding behind the jersey barriers. Shift rightward through the broken windows, and then leftward out of this small shop. At this point, a truck with another machinegun nest in its bed will speed down the road ahead, forcing you to deviate yet again. This time, force your way rightward into a dimly-lit building.



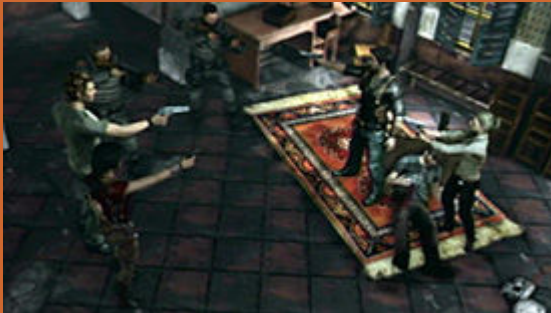
Once you're in this dimly-lit building, you're just about home free. Of course, we use that term loosely, because by home free, we really only mean that you'll catalyze a rather lengthy, tragic cutscene. All you have to do is walk up the stairs leading ever-upward in the stairwell. Eventually, you'll reach a room branching off of the stairs. It seems to can take a rest here, but as the cutscene ahead proves, things won't always work out the way you planned.



Chapter Eleven: Keep Moving (Continued)

The Story, Part XXII

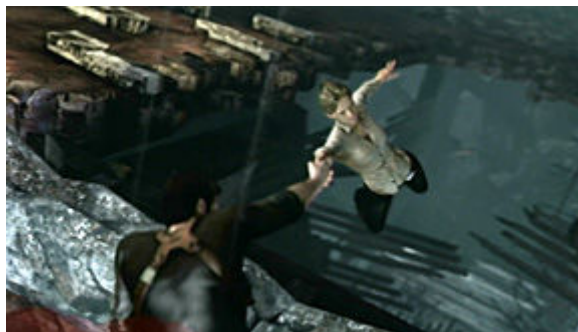
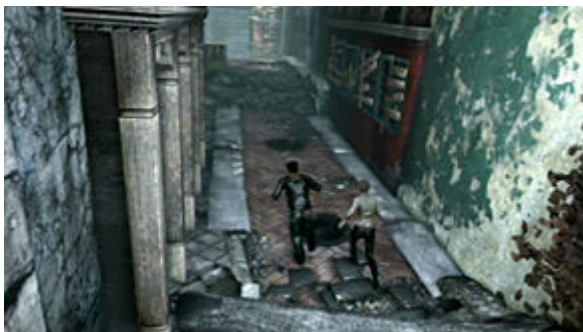
When you arrive in this room, Chloe and Elena examine the only way out -- a long drop to a street below. Elena knows that Jeff can't make this jump in his current condition, but Chloe doesn't seem at all concerned with that. Being her usual deceitful self, her plan comes to the forefront here. With Flynn's men on your tail, you don't have long to react. But it's too late; Flynn and his men appear in the room, and they've got you at gunpoint. It appears that, yet again, Chloe has played you like a fiddle. And unfortunately for Jeff, when Flynn's ruthless warlord boss shows up, he coldly shoots him, putting his life to a sudden end. As I IMed Chris Roper shortly after this occurred, "how can they do Jeff like that!?"



But there's more. Not only is Jeff dead, and not only has Chloe betrayed you yet again (although she claims she was trying to save you from being captured), but Nate will lose two key items. He'll lose the dagger that's acted as a guide to the temple and a key, and he'll lose the map he marked in the temple earlier, with a big, fat red X marking the location of the missing treasure. With those in hand, Flynn is left to kill Nate and Elena. But Elena has other plans, punching Flynn in the face, and allowing Nate a chance to down the guard holding him at gunpoint. And suddenly, they're running away, at which point you'll regain control.



The rest of the playable part of this mission is pretty straight-forward. You'll be unarmed, and you'll stay unarmed for the entire duration. Just keep running, and don't stop. When you have to turn, do so. When a truck shows up and cuts off your path, deviate to another path. When you reach a wall and can't proceed, quickly scale it and help Elena up to continue. It's extremely straight-forward, and even though you'll find yourself getting shot at the entire time, you really shouldn't sustain too much damage. This is actually quite easy.



The Story, Part XXIII

Eventually, Elena and Drake will have made their way to a house far enough away from the action that they can take a breather. It appears that, at least for the time being, they've successfully managed to lose their pursuers. After having a tender-yet-temporary moment with one another, they quickly begin trying to figure out their next move. Drake apologizes to Elena for getting her in this mess, but she fesses up that she knew the risks before getting involved in her own journalistic endeavor. Eventually, Drake comes up with a plan. He resolves to go after Chloe, against the protests of Elena.



Did Chloe betray you, or is she still working with you? It's hard to tell, but the ever-trusting Drake is pretty sure she's worth going after. Flynn and his boss mention a train, and Drake consults his local map of the area to find a train station where they just might be able to find the sought-after locomotive. After gaining their strength, speaking some more, and resolving to go, Elena and Drake move out in search of the train, at which point this chapter ends, and the next begins.



Chapter Twelve: A Train to Catch

When you gain control here, you're going to find yourself unarmed. After all, the last chapter ended with you being stripped of your firearms and treasures at gunpoint and running away from armed men shooting at you. So now, you're going to need to rearm yourself. The idea here is to use stealth to achieve your ends. Drop down from the elevated location you begin upon, and immediately scurry to the nearby concrete barrier. A soldier should walk in front of you momentarily. Pull him over the wall and stealth kill him, and equip yourself with his pistol. Then from here, you can deal with the other four enemies how you want. You can continue the stealth routine, but you can also open fire immediately. We recommend at least going for one or two more stealth kills before initiating hostilities with your guns, however, because there's a heavily-armored shotgun-wielding enemy here that will require a lot of attention. Thinning the enemy ranks before dealing with him is probably a good idea.



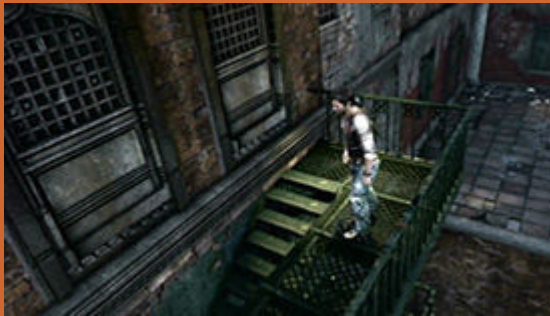
TREASURE THIRTY-NINE | Nepali Bronze Lion (1/5 & 39/101): Once you've killed all five enemies after arming yourself, you'll be free to explore the little courtyard you now occupy. This treasure is located on the ground level of the courtyard, down a short, dark little alleyway. Look along a locked gate to find its telltale glimmer, and then simply walk up to it and claim it as your own.



The idea now is to reach the green fire escapes looking over this location. Doing so, in premise, is easy enough. Simply climb up a rickety-looking wooden ladder leading up to a half blown-out roof, and give Elena time to follow behind you. The green fire escapes should be right above you now. Walk underneath them and follow the on-screen prompt to launch Elena upward. She'll then drop down the ladder so you can follow behind her, jumping to the roof on your right thereafter.



TREASURE FORTY | Yuan Dynasty Lotus Jar (2/5 & 40/101): Before you make that jump to your right, however, why not grab yet another treasure? That's right, the first two treasures (of five total) in this chapter are located this near each other, and this near the outset of the chapter. To get this one, it's simple. Once you're on the fire escape, don't follow Elena's lead and jump to your right. Instead, seek out a staircase that leads up to a higher tier of fire escape, directly above you. If you scour this fire escape, you'll easily find the treasure you seek.



Chapter Twelve: A Train to Catch (Continued)

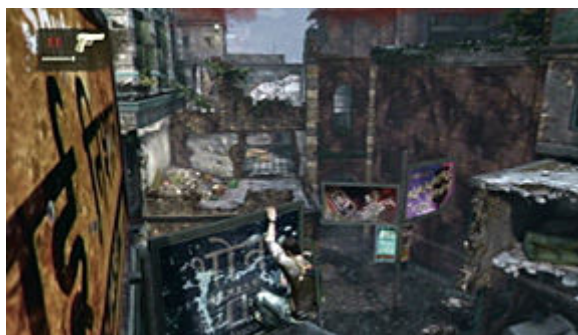
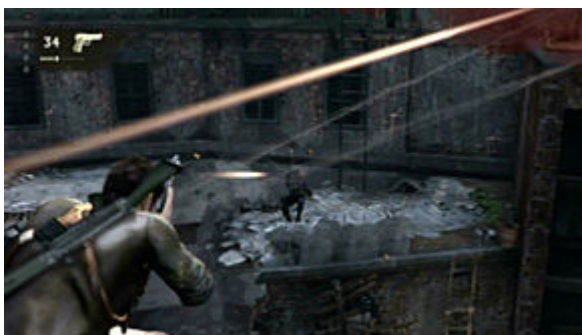
Follow Elena forward and to the right, and you'll see some sort of locked gate. Elena can't budge it, and when you try, you won't be able to either. There are wooden planks nailed to the far side of the door, and you have to shoot them off so Elena can bash through the door. To do so, backtrack slightly so that you're at the location where you jumped from the fire escape via. You'll see an assortment of poles and signs ahead of you. Jump from one to the next (one of the signs will fall down permanently en route), and when you get to a good angle, pull out your pistol and aim at the wooden planks on the far side of the door. Shoot each of them once to break them, and Elena will bust through the door automatically. Unfortunately, this just makes things temporarily worse for you.



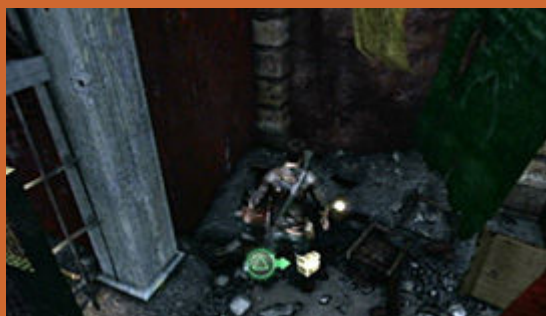
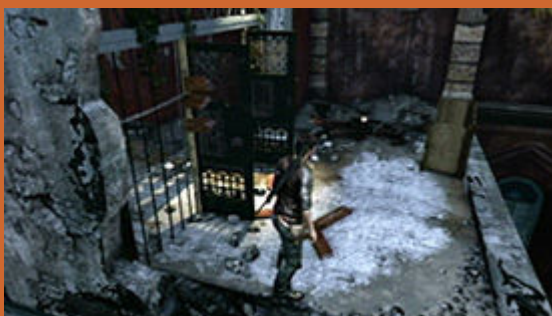
You'll now have to deal with three waves of enemies that come from three distinct locations from the area surrounding you. You'll need to use the signs you're hanging off of cleverly to cover yourself. There are solutions to covering yourself from all three angles. The first wave should require you to jump over the sign you're hanging off of so that your back is facing the way you came. The second wave should require you to jump back over that sign, to the general position you held when you were shooting the wooden planks. And the third, most wily wave will require you jump back over that sign, and then drop down so that a sign hanging perpendicularly will cover you as well.



This sounds complicated, and it can be. Your pistol is the only weapon you can shoot while hanging, so you're going to need to conserve your pistol ammunition as much as you can. Shoot to kill, going for headshots and torso shots as much as you can. Also, rely on Elena, since she can use her pistol with unlimited ammunition to do a decent chunk of damage to enemies as well. Make sure to keep yourself covered, and exploit those moments when enemies peek their heads up to eliminate them in a single shot. When the third wave of enemies is finally felled, things will again be quiet for the time being. Elena will lower a ramp for you to jump over to. Once you grab this platform, pull yourself up and walk to the safety of the nearby rooftop.



TREASURE FORTY-ONE | Cham Lion Mask (3/5 & 41/101): Before continuing onward, be sure to take the time to acquire yet another treasure. This one is located on the far side of the previously-locked door, the one you had to shoot the wooden beams from off of. Instead of proceeding to the right and going along with the main quest, jump back to the left and grab the treasure from the little alcove next to the now-open door. Simple.



Now all that's left to do is work your way to the right. As soon as you jump over the first gap in between buildings, you should see a wooden ladder leading upward. This is the ladder you're ultimately going to have to take, but for the time being, you'll actually want to deviate in the other direction instead. This will allow you to jump across to an isolated rooftop that should have a few enemy corpses strewn around it. And that, of course, means that you can collect their dropped ammunition. This will help during a future engagement, so be sure to deviate to this rooftop before climbing that ladder. Once you do that, you'll catalyze a cutscene.



Chapter Twelve: A Train to Catch (Continued)

The Story, Part XXIV

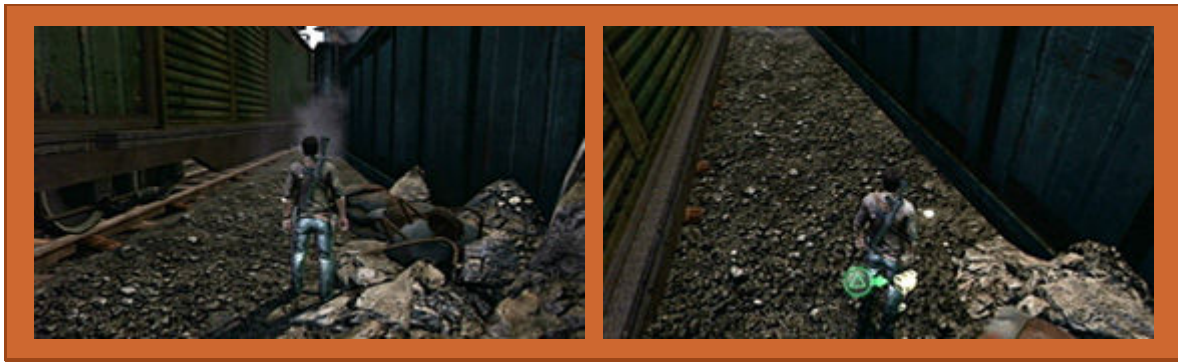
Elena and Drake will gather their thoughts atop this relatively safe rooftop. You're now overlooking the train yard below, and there's a lot of activity down there to suggest that they're just about ready to leave the station. Flynn and Chloe get on the train (seems Chloe's being roughed up a little bit), so they're definitely here. Drake hatches a plan, but it appears that Elena has read his mind and knows for sure what he has in mind. She is to grab one of the four-by-four Jeeps from one side of the compound while Drake makes a beeline for the train itself. And just like that, you're given control once more with the task at hand.



Elena will jump over to a nearby roof, but because the awning she used to reach that roof falls behind her, you won't be able to follow. Tough luck, that's not part of the plan anyway! Instead, what you need to do is head to the left side of this rooftop, on the far end of the water container, and seek out a zipline heading downward over the train yard. Follow the on-screen prompt to do so. When you land, don't bother going to the right, as there's nothing to see there. Instead, proceed leftward.



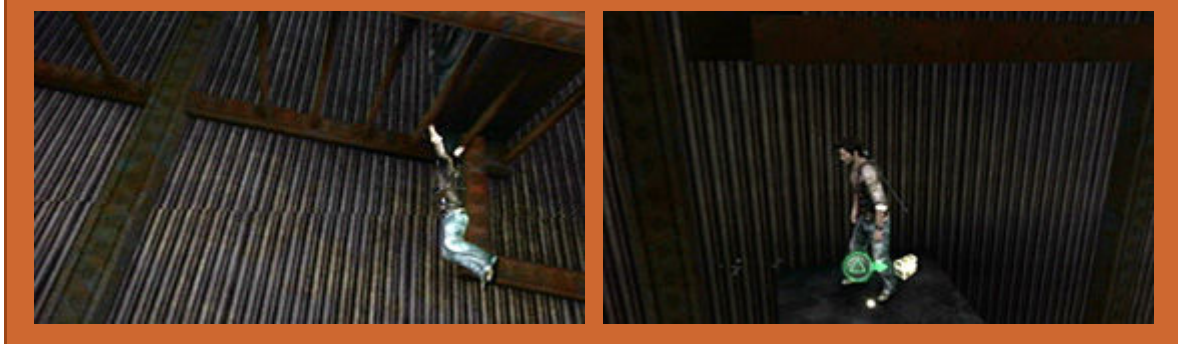
TREASURE FORTY-TWO | Jeweled Statue Crown (4/5 & 42/101): This is an extremely easy treasure to find, and that's saying something, since you haven't exactly had to strain yourself in finding the other three treasures on this chapter so far. To find it, simply take the aforementioned zipline down. Once you land, walk leftward and you'll see the on-screen prompt indicating a treasure is nearby before very long. Yes, it's really that easy to obtain, and yes, it's virtually impossible to miss it.



After grabbing the treasure from the corner it was placed in, you may be confused as to how to proceed. To continue, you'll need to push your way into the warehouse right in front of you. Approach the cart blocking the door, and follow the on-screen prompts to push it out of the way. Then, enter the building. There are no enemies in here, so you have nothing to worry about in that regard. The idea here is to work your way to the raised train car to your left. To do so, you'll need to navigate around the cars in the warehouse, working your way higher up as you move leftward. This is actually pretty self-explanatory, so we won't insult you with instructions. Just move up the first car, jump and shimmy leftward, run down the second car, and then use the blue barrels to reach the leftmost car. From there, you can find a lever at the front end of the train car that will catapult it forward, as desired.



TREASURE FORTY-THREE | Three-Stone Coral Ring (5/5 & 43/101): The fifth and final treasure of this chapter is no doubt the most obscurely-hidden. It's located in the warehouse, and you absolutely, positively don't want to hit the lever on the train car before you obtain it. The idea is to get to the second of the three train cars in the warehouse, the one in the middle that you have to jump and shimmy over to. Once you're on top of this train car and begin walking back towards the entrance to the warehouse, keep an eye on the wall above and to the left. There's a small obstruction there with the treasure on it; you should be able to see the glimmer from afar. However, to get it down, you need to use the red pipes leading towards it, shimmying over to it and claiming it in the flesh.



Chapter Twelve: A Train to Catch (Continued)

After grabbing the fifth and final treasure and successfully making your way outside, you'll instantly be thrown into a mission-ending firefight. And this firefight isn't easy; it's, in fact, the hardest one you've faced up to this point in the game. There are many aspects of the firefight that makes it so difficult, namely because you're going to have to kill a slew of enemies *and* survive to see another day, all the while working with a very limited arsenal, and an even more limited space. Begin by gathering the weapons around you -- the FAL and Pistole will probably be your best friend in the early-going. You'll also want to gather some grenades. Then, begin to pepper the enemies in front of you with all you've got, going at the explosive barrels nearby to take out multiple enemies at once, and utilizing your grenades to kill groups of enemies as well.



Eventually, things will get more complicated. In addition to having to watch your left flank, which can easily be penetrated by a rogue enemy if you aren't careful, you'll also have to start dealing with snipers. When you're sure your flank is clear (enemies can get through the door there pretty easily, effectively eliminating any cover advantage you may have had), grab a nearby Dragon Sniper Rifle and begin to carefully go after the enemy snipers as they appear, one after the other. As usual, the telltale red laser sights will give away their locations, so peek out your head just long enough to zoom-in and fire, and you'll be right as rain. Of course, you're going to need to be ready to toggle to your Pistole (or other small firearm) to deal with incoming enemies on the ground all the while.



The Story, Part XXV

That entire firefight was conducted while Nate was waiting for Elena to show up in a Jeep, and eventually, she'll do just that. Expect her to show up just as those two heavily-armed enemies with gatling guns do, so you won't have to deal with them for very long. The cutscene will have Nate jumping into the Jeep automatically, and Elena and Drake will speed off from the gatling gun-wielding foes and any of their friends hereafter. But now that Nate's safe, he has other ideas. The train may have left the station, but he hasn't given up on following it nonetheless. Big surprise, right?

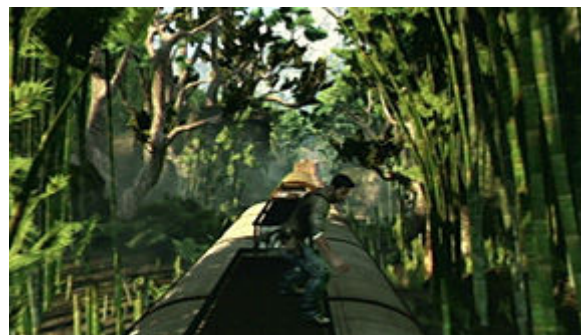


Nate instructs Elena to step on the gas, and she does just that. Before you know it, you're speeding into the nearby jungle chasing the relatively slow-moving train. It's still fast-moving enough that she needs to really hit the gas to catch up, though, as Nate tries to find an opportune time to jump. Nate admits that he has absolutely no idea what he's going to do on the train, or how he's going to extract Chloe from it, but nonetheless, he makes his great leap just as Elena nears a cliff. She brakes just in time, and Nate is now hanging precariously off of the side of the train. What next?

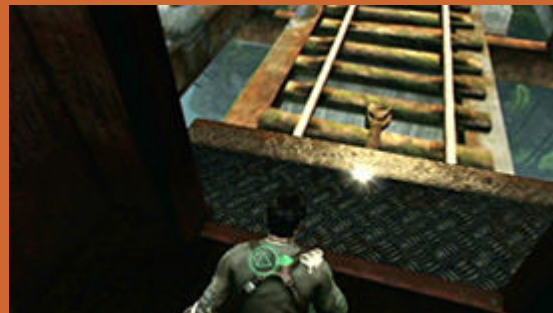


Chapter Thirteen: Locomotion

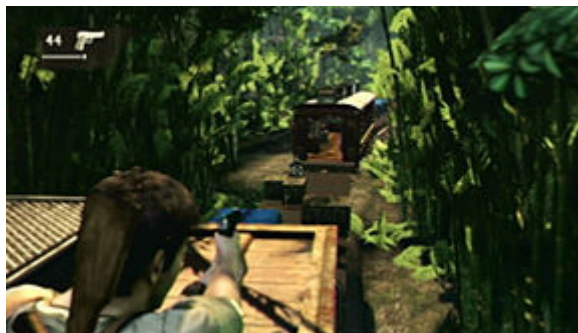
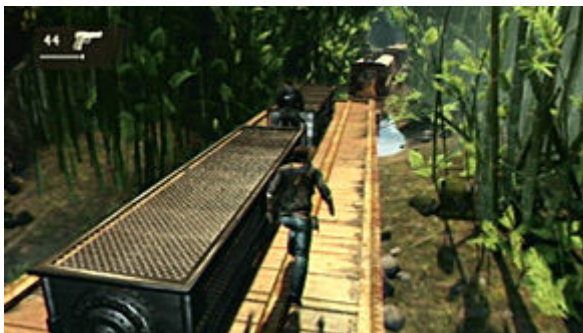
After the rather riveting cutscene that propelled you to grab on to the side of the train in the first place, you'll gain control of Drake once more. The idea on this chapter is rather simple and straight-forward. You're at the back end of the train, and you simply need to push your way towards the front end of the train. Of course, what's easy in premise isn't always easy practice. This stage will require a bit of platforming and lots of combat in tight quarters. After all, you won't be able to move around too much on this train as it hurtles ever-forward. Begin your trek by shimmying leftward. Look for a ladder leading up to the train car's roof, and then work your way towards the next train car from there.



TREASURE FORTY-FOUR | Miniature Bronze Stupa (1/3 & 44/101): This treasure is easy to find, though it's also easy to miss if you keep moving forward without looking behind you. This treasure is located at the rear of the last train car, but to get to it, you're going to need to work your way to the roof of said train car, drop down in between it and the next train car, and then physically walk through the first train car towards the rear. You'll see the glimmer of the treasure at the back end of the train car, so go pick it up.



For the time being, things will be pretty straight-forward. You'll need to get around the next train car, dominated by some sort of oil tank. Simply shimmy along on the right side, dropping down and heading back up as you head rightward to get around any obstacles. The next train car will finally give you some weaponry (if you don't have any from the last mission). You can acquire an assault rifle and a pistol here, and you'll be able to upgrade both weapons in just a moment. After grabbing weapons, the next train car will finally pit you against the first enemy you encounter. Thankfully, his back is turned, and he's alone, so sneaking up on him for a stealth kill should prove to be child's play. It's the three enemies on the next train car that will prove to be more difficult to kill. You can attempt to sneak up on one or all of them, but you're going to likely be forced to pull out your firearm and get-to shooting instead.



As you move through the next train car where the three enemies you just killed were waiting, you'll be assaulted randomly by an enemy busting through a window on your right. Kill this foe in hand-to-hand combat. When all's said and done, you won't be able to progress forward through the door ahead, but the enemy that just attacked you gave you a pretty good clue as to how to continue. You can go through the window he came through and hang off of the side of the train. You can then go around to the next train car from there, where more enemies need to be fought and killed. Your Pistole will work great here, since a lot of the fighting happens in close quarters.



Chapter Thirteen: Locomotion (Continued)

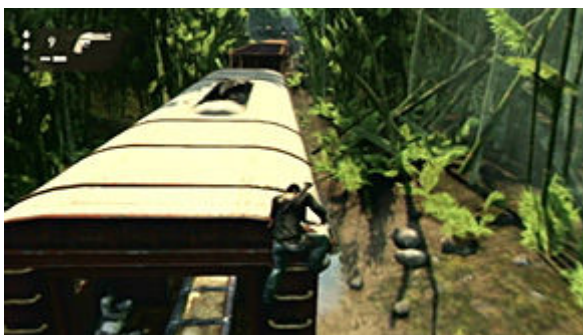
TREASURE FORTY-FIVE | Yama and Buffalo Statue (2/3 & 45/101): This statue is actually cleverly hidden, and it's in a strange place, too. When you jump out of the window the way the thug you just killed came in, you'll have to go rightward to proceed with the mission. But why not first scurry over to your left, using the ladder you find there to climb up to the roof of the train car? You'll find this treasure sitting on the roof, and it's easy enough to acquire. What's confusing, of course, is just how this treasure got here in the first place, nonetheless stayed in this position atop a fast-moving train. C'est la vie.



The one obstacle you'll encounter at this point that might annoy and frustrate you is the shielded stationary machinegun nest straight ahead. There are multiple ways around this enemy, including storming in from the glass rooftop above, killing the gunner at close quarters. But that's not entirely necessary. When the barrage of bullets stop flying for a brief time, peek around the corner and chuck a grenade (or two, for good measure) at the shielded machinegun. If done properly, the blast should take out the gunner, as well as any extraneous thugs. You're now free to proceed through this enemy-free room, where you'll thereafter be forced to run the gauntlet.

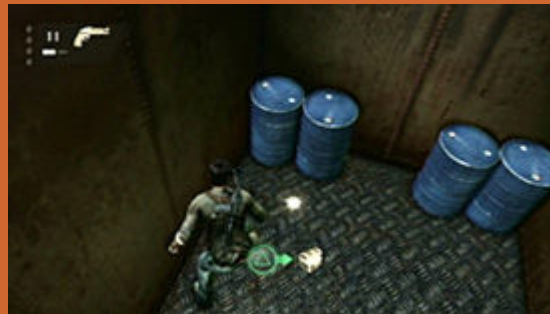


What do we mean by running the gauntlet? It's simple. You'll be forced over and around about five train cars, and you'll need to act quickly and smartly, because you'll encounter obstacles that will force you off of the train, catalyzing an early death. When you hear a "ding ding ding" noise in the distance, make haste for one of the sides of the train, and quickly drop down and hang. If you don't do this in time, you'll be knocked clear off of the train and will be forced to start from the last checkpoint. Thus, you don't want to force things here. Take it slowly, going one car at a time, and rely on these same obstacles to kill any enemies in your path. When you're forced to take a side route around the train, you'll run into conveniently-placed obstacles that will knock you around from the side. Be wary of those too as you head forward.



Chapter Thirteen: Locomotion (Continued)

TREASURE FORTY-SIX | Newari Bronze Figures (3/3 & 46/101): During the early-going through this section fraught with danger, you're going to want to hang off of the side of the train cars you encounter. More specifically, the train car with the two enemies that get killed by the horizontal metal bar is the train car you're looking for. You can hang, and then jump into the otherwise isolated train car. Within, you'll find plenty of crates and boxes, but what you're searching for is that telltale glimmer of a nearby treasure, tucked neatly in the corner of the train car you're currently occupying.



After passing by a tank and dodging multiple obstacles as you work your way over and around various train cars, you'll eventually come to an area where you'll find yourself under attack. Multiple enemies will attack you ruthlessly, and you'll need to return fire in order to continue. When this trio of enemies is felled, you can walk along the area they were occupying and jump across the shanty red rooftop of the subsequent train car. At this point, Drake's weight will force the roof to collapse, and making matters worse, a helicopter gunship shows up and begins firing on Drake. The train car you're in is now on fire, and you need to make haste to get off of it before it explodes. Go!



Get used to that helicopter shooting at you for the rest of the duration of the chapter, because it will be doing just that. This will force you to find cover quickly and deal with enemies that show up carefully. If you expose yourself to deal with enemies for too long, the chopper's powerful machineguns will rip you to shreds. On the other hand, if you don't expose yourself enough, enemies will storm your position rapidly, making your situation a nearly impossible one. The chopper will begin to launch missiles to destroy the train cars as soon as the enemies in front of you are killed, and this will happen multiple times. So as soon as the last enemy in a wave is defeated, immediately work your way to the next train car, because the next set of missiles that descend on the train car you're on will be the last thing Drake sees.



Continue to push forward, fighting as you go. You'll eventually see a train car ahead made of heavy green metal. This is your ultimate destination on this chapter, but to get there, you're going to need to deal with this final wave of aggressive enemies. Give 'em all you got, remembering to stay covered so you can effectively dodge the incessant attacks from the gunship overhead. When the coast is clear, make a dash for the green train car, grabbing the RPG en route. Fire the RPG's lone round at the helicopter to buy yourself some time, and then run to the far end of the car. Follow the on-screen prompt to quickly get the door open, and watch the cutscene as the mission concludes. The train will enter a tunnel, which begins a new chapter in earnest.

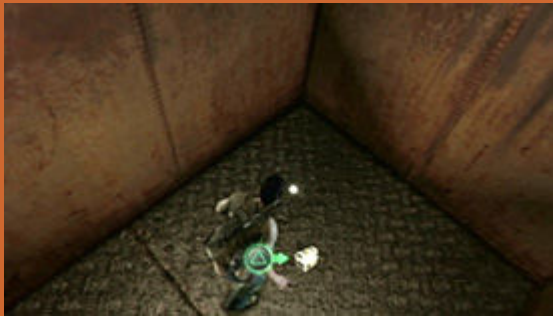


Chapter Fourteen: Tunnel Vision

This chapter begins quietly enough. Begin by moving forward to the train car ahead of you. This tanker will require you to shimmy around its side, as you did many times earlier. The good news is that you can hoist yourself on top of the train car once you reach the side, but don't do that until you find the lone gunman atop this car. You can pull him over the side to perform an artful stealth kill. This will help you not alert the enemies ahead. Claim the weaponry you find atop the train car, and then lay into the two enemies directly in front of you. Their deaths will cause three more enemies to begin running towards you from several train cars ahead. This is why you find Dragon Sniper Rifles nearby. Use them in zoomed mode to take out these foes from afar, before they pose any real threat to you.



TREASURE FORTY-SEVEN | Gilded Bodhisattva Statue (1/2 & 47/101): This treasure is found within a train car that you are walking over. In other words, you don't have to ever enter this train car, meaning you're going to have to keep an eye out for this treasure's location, or pass by it all together. After sniping the aforementioned enemies, begin to run forward. The train car next to the train car holding a haul of coal is the key. Work your way to the side of the car and drop down. You'll see an entrance into the train car from there. Launch yourself inside and walk to the far end of the train car's exterior (towards the way the train is going) to claim your treasure.



After grabbing the first treasure, work your way back to the rooftop of the train car and move forward to the next, keeping your gun at the ready. Enemies you encounter as you move forward will oft come to the roof of the train. If you don't want to deal with them directly, attempt to get them to turn their backs, which will make them sitting ducks for the metal beams sticking out intermittently from both sides of the tunnel. You'll eventually reach a train car with a glass ceiling. This ceiling gives you a chance to storm into the train car, surprising your foes. We recommend against this, however, because there are more enemies in here than you can possibly deal with. Instead, try to finagle the camera so that you can see into the train car's main entrance. You can snipe at enemy's limbs from here, slowly but surely thinning their ranks. Then, drop down into the train car and exterminate any stragglers before proceeding onward.

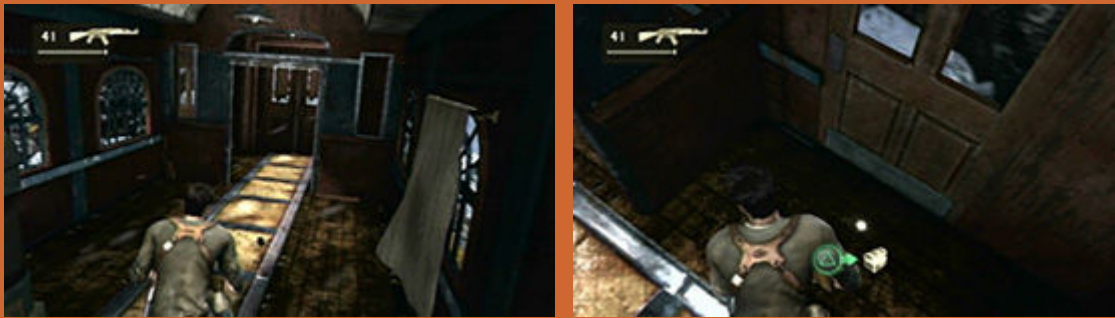


When you reach the train car with the Army Jeeps on it, you know you're headed in the proper direction. The next train car is when things will start to get more difficult for you, though not immediately. The door into this train car is locked, and there's no other way in. So, pull out your firearm of choice and send a bullet careening towards the lock to break it open. Then, open the doors and head on inside. You won't find any enemies within this train car, and to continue, you'll need to use the crates to hoist yourself up through the ceiling, at which point you'll leave the tunnel and find yourself in more arctic climes.



Chapter Fourteen: Tunnel Vision (Continued)

TREASURE FORTY-EIGHT | Tibetan Saddle Ring (2/2 & 48/101): The second and final treasure found in this chapter can be found in this very train car. More specifically, you can find this treasure at the far end of the locked train car. Once you've breached the train car, it's as simple as walking up to the treasure and grabbing it. Just try to grab it before poking your head out of the ceiling, which will catalyze a necessary gunfight, but one that might otherwise distract you from grabbing this treasure in the first place.



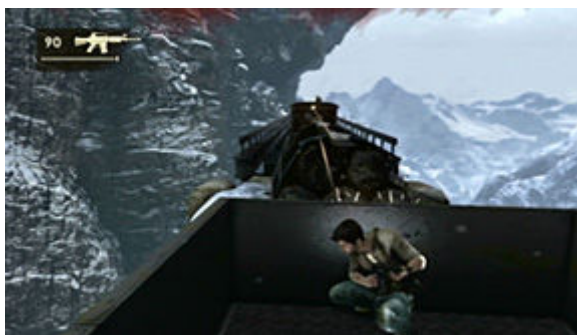
Once you emerge through the ceiling of the train car where the second and final treasure of the chapter is located, the train should have already left the tunnel. You're now outside, with snow and mountains all around you. But that's not all. Some sort of high ranking officer has sent his minions at you, and they are a well-armed and tenacious foe. The idea here is to use as much cover as you can while taking out one enemy at a time. If you over-extend yourself during this particular firefight, you're no doubt going to come to regret it. Always use the right weapon for the job (Pistoles and shotguns at close range, assault rifles and handguns from afar), and go for headshots, or at the very least, chest and torso shots. This will maximize the damage you do to incoming thugs.



Eventually, the fight will work its way back inside a train car, and this is when things continue to get more and more complicated. Heavily-armed foes with shotguns and body armor will fire on you from afar, while chucking grenades at you to smoke you out of your hiding spots. Since you're now within a train car and can't move as freely, time is truly of the essence. Thin the enemy ranks so that when you dash away from grenades, you won't have to run into a swarm of foes you've yet to deal with. As usual, headshots are king. Conserve ammunition, though -- as the train moves back and forth, it makes hitting targets harder, and if you run out of ammunition here, you're likely out of luck. If that happens, though, your last resort is always the melee attack.



It's at this point that the random soldier leader dude that's running around the train summons perhaps his greatest weapon yet -- a heavily-armed soldier with a handheld gatling gun. Fighting these foes is no doubt full of peril. Making matters worse is the fact that you just don't have that much ammunition to work with. There's an upside to all of this madness, though, and it comes in the form of a little technique that will do away with that enemy posthaste. Instead of shooting at the foe, take a look at the enemy is actually standing atop. The logs he's standing on are bundled together with blue ties, and metal clasps keep them together. By shooting both metal clasps, the logs will tumble off of the train car and to the ravine below. So, too, will the enemy in question.



Chapter Fourteen: Tunnel Vision (Continued)

This makes your enemy really mad, and now he calls for Drake's best friend these last few chapters -- a helicopter gunship. Thankfully, you won't have to deal with the gunship alone, and your days of avoiding it are done. Instead, work your way forward to the next train car, where you'll see an enemy tank with a gun turret atop it. Follow the on-screen prompt to reach the turret, and then return fire on the chopper. The idea here is to keep an ear and eye out for the missiles the helicopter launches en masse every so often. You must -- *must* -- destroy these missiles before they reach the tank. If too many hit the tank, you will explode along with the metal surrounding you. When no missiles are launched, you can simply concentrate on firing at the helicopter. It's easy enough in premise, but it may take you a few tries to get through. Keep with it!



Now all who's left to deal with is the captain of all of the enemies you've been dealing with up to this point. For some strange reason completely unbeknownst to us, this guy is a sponge as far as damage is concerned. You can fire at him, throw grenades, and hit him with everything you've got, but the end result seems the same each time -- he takes the damage standing up, and presses onward. Of course, there's a way to bring this thug down, and the technique in question seems to be rooted in melee combat. After he takes enough damage, he'll run at you and you'll be forced to melee with him for a time. Repeat this process twice, and he should take enough damage that he falls. Of course, as the subsequent cutscene will prove, he's not quite dead yet.



The Story, Part XXVI

Nate, heavily battered and beaten, approaches the body of the soldier captain and removes the decorative key-dagger from his belt (why in God's name this guy was carrying this item remains beyond our comprehension). With it in hand, he rests near a window, but is soon strangled by the not-so-dead captain. Mere seconds away from being snuffed out permanently, Nate hears a gunshot ring out, and suddenly, the captain falls to the ground, permanently dead. Standing on the other end of the pistol that cost him his life is none other than Chloe. Angry at you for seemingly choosing Elena over her (good choice, by the way), she orders you at gunpoint off of the train. It appears Nate and Chloe's relationship is severed permanently.



Nate doesn't heed Chloe's advice quickly enough, however, and finds himself in a bit of a pickle when Flynn shows up wielding a heavy pistol. Harry's had it up to here with Drake and takes a shot at him, shooting him in the abdomen. When he goes for the killing blow, however, Chloe pushes his arm away, sending his shot off to the side. Nate then makes a rather weak getaway to another train car, where he seems destined to fade away. But then, as soldiers approach, he spots a group of conveniently-placed kerosene cans. When the soldiers show up, he takes a shot at them, and the train splits in two. You'll now find yourself in a rather familiar position -- think back to the beginning of the game, as this chapter turns into the next.



Chapter Fifteen: Train-wrecked

Well, this looks awfully familiar, doesn't it? Now that the two halves of the story have collided, you'll have to replay a bit of the sequence you played through during *Uncharted 2's* very first chapter. We won't insult your intelligence by walking you back through this. While not *identical* in nature in every single way to the first chapter's opening sequence, you'll still know what to do. You've done plenty of platforming at this point in the game. Just be sure to keep moving, especially when you're running through the falling train, because there are a few parts of the upward climb that necessitate a rapid response.



The Story, Part XXVII

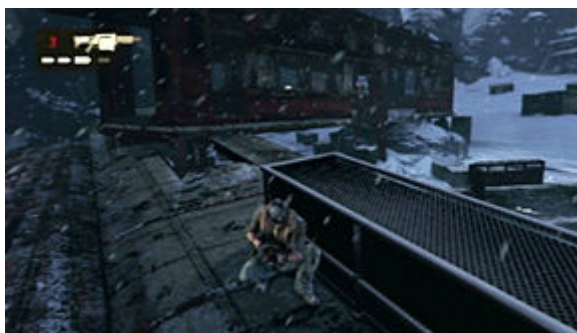
Once you've successfully departed from the falling train, the game won't force you to replay the rest of the initial chapter, so no worries there. Instead, it will go right into a cutscene, identical to the beginning of the cutscene shown at -- you guessed it -- the end of the game's first chapter. The decorative key-dagger that was stolen from Drake is sitting in the snow in front of him, and he reclaims it. Badly wounded and freezing cold, he takes cover behind one of the destroyed train cars. That's when things get even more complicated, because enemy Jeeps show up on-scene to scour the wreckage. Armed with only a pistol, Drake is going to have to work hard to get out of this bind.



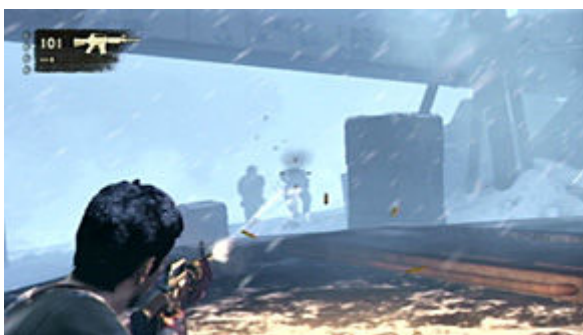
The firefight that ensues here is made up of four primary waves. Thankfully, they come one after the other, so there's no time trigger that will ultimately allow dozens of enemies to descend on your location at once. The general idea here is to keep mobile, using the numerous weapons strewn around the wreckage to defend yourself best from the enemies you'll encounter. You'll start crouched down in the snow as a lone enemy, by himself, crosses paths with you. Stealth-kill the punk and steal his rifle, which will give you a better weapon than the pistol you begin with. Then, let's get down to business.



The best idea, bar none, is to seek higher ground and begin your assault from there. The nearby train car, turned on its side, is a good place to start. You can get to the top of the train via some ladders and other debris, and up there, you'll find a grenade launcher. You can use this weapon immediately, but we actually recommend saving it for the final wave of enemies. Instead, use the FAL or M4 and begin laying into the enemies scouring the snowy landscape looking for you. Remember that as soon as you begin firing, you'll no doubt draw attention to your location, so it's at that point that you'll either want to settle in for the battle, or move to a new location in an attempt to keep the enemy guessing.



The second and third wave of enemies will come from opposite ends of this area, but since they don't appear simultaneously, it's virtually impossible to get stuck in a pincer here. Instead, simply shift around so that you're well-covered from the new angle the enemies are approaching from, and you should be as right as rain. It's the fourth and final wave of enemies that should concern you most, because this trio of shotgun-wielding enemies have heavy armor on. You have two good options here if you don't want to sink endless amounts of ammunition into them. You can either use grenades to soften them up before laying the killing blow with your firearm of choice (there are plenty of grenades to use if you keep looking around as you fight), or you can fight them with melee attacks. The latter choice is actually the easiest, but make sure you don't do it when more than one enemy is approaching you, or you'll become easy fodder for their shotguns.

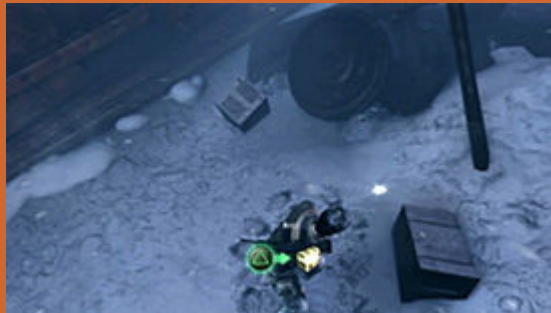


Chapter Fifteen: Train-wrecked (Continued)

TREASURE FORTY-NINE | Tibetan Knife (1/3 & 49/101): The first of three treasures can be found amongst the train wreckage, though you'll absolutely want to wait until all four waves of enemies are felled before searching for it. Head to the far end of this area, along the fiery train car. If you press up on the d-pad to see where you need to go next, it will show this train car, so you should have a good idea of where you need to go. At the far right end of the train car, away from the fire, the treasure can be found. Look alongside the train where the snowy terrain ends and a gaping chasm begins. Keep an eye on your screen for the treasure icon to appear, since the glimmer of the treasure is difficult to spot in the snow.



TREASURE FIFTY | Tibetan Prayer Wheel (2/3 & 50/101): Another treasure can be found in this snowy landscape littered with train wreckage, and just like the aforementioned treasure, you'll probably want to wait until the firefight around you ceases before you go searching for it. This one is just as easy to find as the last one, granted you know precisely where to look. Head to the point where you initially gained control, and search the little nook behind you. The telltale glint of the treasure is difficult to spot in the snow, so you're going to need to walk around there and keep an eye for the screen to prompt you that a treasure is nearby. Simple.



TREASURE FIFTY-ONE | Tibetan Silver Vase (3/3 & 51/101): The third and final treasure of the chapter can also be found in the snowy area with all of the train wreckage, and once more, you'll want to wait until all four enemy waves are felled before you go after it. Out of the three pieces of treasure here, this one is the most frustrating one to find. If you're facing the fiery wreckage, the treasure can be found on the left side of this area. You should see a fairly intact train car on the left side towards the beginning of the area. On the side of the train car facing the rock face barrier of the area, you will see a flashing light sitting along the top end of the train. From the snow below, shoot it down, and then gather it up when it falls. It should land atop a gray crate.



The Story, Part XXVIII

After gathering the treasures, all that's left to do is work your way to the fiery train wreckage at the far end of this area from where you initially began. With all four waves of enemies slain, there's no other danger here for you to worry about. Approach the wreckage and work your way up the ridge to the left. As you push forward from here, a cutscene will take over. It appears that Nate's on his last leg, stumbling through the deep snow with a blizzard raging around him. Falling to the powdery ground, it looks like Drake is on his way out. But that's when a mysterious figure appears in the distance and approaches.



Nate blacks out in the snow, and when he awakens, he's in a bed in a mysterious house. His wound is stitched up, and he appears well-taken care of. The Tibetan man that approached him during the blizzard seems to have been his caretaker, and Nate's been staying in his family's house. Unfortunately, they are unable to communicate with one another. Nate drinks some potent tea given to him by the elderly man, and then the man hands Drake a jacket to put on and walks outside. It appears to have to follow behind him, which is where the next chapter begins.



Chapter Sixteen: Where Am I?

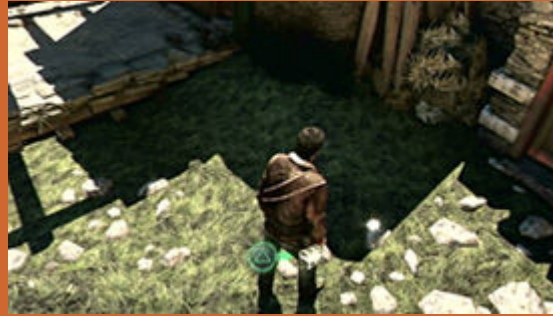
This chapter is extremely straight-forward. It's entirely story-based, and you'll only have full control over Nate for a brief time. The idea is to move through the Nepalese village you currently find yourself in, working your way from one end to the other. As you walk, you can kick a soccer ball to some children and listen to Nate's funny one-liners, and that's about it. If you're not interested in treasures, than walking through to the far side of the village, to the village's elder's house, is as much as you're expected to do. Otherwise, read below for the three treasure locations here. All of them are found in quick sequence from one another, so you're going to need to be sure to grab them before catalyzing the lengthy chapter-ending cutscene.



TREASURE FIFTY-TWO | Ram's Head Thogchag (1/3 & 52/101): As soon as you gain control during this chapter, you can find the very first of three treasures found here. Sure, this kindly old Nepalese man saved you in the frigid blizzard, healed your wounds and kept you warm and fed when you recovered. But now, you're going to rob him. Leave his house, and turn right, and then right again, until you reach the back end of his house. Keep an eye out for the treasure's glimmer on the ground next to some tables.



TREASURE FIFTY-THREE | Bronze Buddha Statue (2/3 & 53/101): The second of three treasures found in this calm chapter is in a rather obscure place. When you run into the kids playing soccer, you'll know you're in the right area. Moving forward, those kids are on your left, but you'll actually want to go to the right. Move across to the other side of the street and climb the ladder you find there. Then, vault over the green wall on your left, and search the ground along the building on your left. Here, you'll run into this treasure.



Chapter Sixteen: Where Am I? (Continued)

TREASURE FIFTY-FOUR | Singing Bowl (3/3 & 54/101): The third and final treasure is found adjacent to the elder's home. Be certain that you don't walk up to the stairs leading to the elder's front door, or you're going to catalyze a cutscene and will be forced to replay the chapter (not that that's really a big deal or anything). Simply look along the side of the elder's home. The treasure should be sitting next to a tree, securely in the tree's gigantic shadow.



The Story, Part XXIX

Once in the elder's home, you'll get to witness a lengthy cutscene. First things first -- you'll see a familiar blonde woman within the house, and indeed, it's none other than Elena. She's alive and well, and she's been living in this Nepalese village since Drake and she parted ways a few chapters ago. Elated to see Drake, Elena gives him a big hug and subsequently briefs him on what's been going on. Drake's been here for a few days, so his notion that he's been here longer is entirely wrong. However, when Elena introduces Drake to the village elder, the story gets promptly turned on its head.

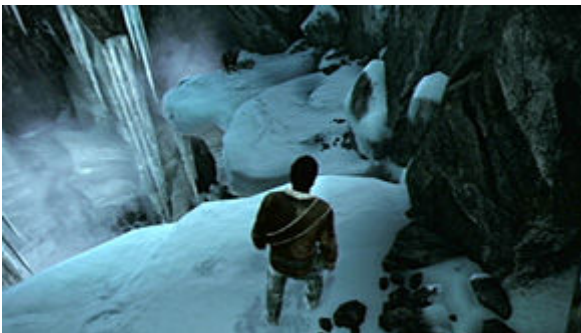


The village elder is actually a westerner. He was in a seemingly-identical situation as Drake *seven decades ago*. Saved in the freezing cold on the verge of death by the local Nepalese, this man was in search of an identical treasure as Drake. And apparently, he has some evidence that might convince Drake to reconsider his abandonment of the hunt. Nate's certainly down on himself, but the elder promises him that the nearby mountains hold the remnants of his own expedition, and that if those remnants are found, Nate will quickly reconsider his decision to abandon the mission. Nate reluctantly agrees and goes off with the same man who saved him in the first place, at which point the next chapter begins.

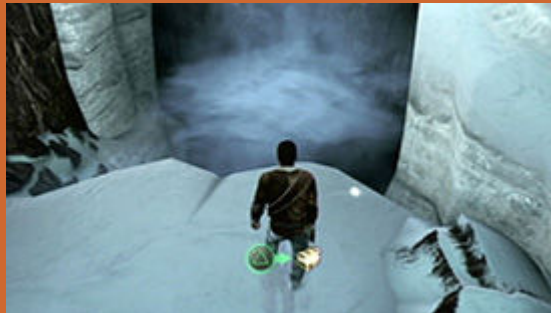


Chapter Seventeen: Mountaineering

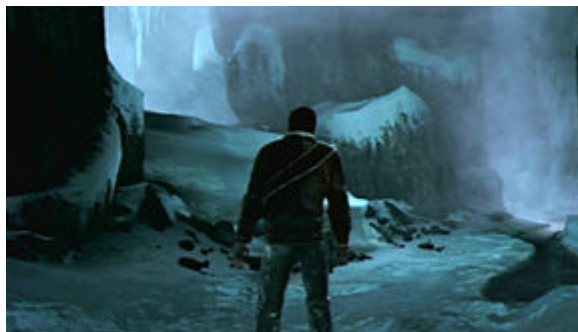
This chapter begins innocuously enough. You're unarmed, which is actually a good thing, since it indicates rather clearly that you won't have to do any battling for the time being. And since you don't have any weaponry right now, you don't have to search for the chapter's six treasures in the most ridiculous of places, like on a rock a hundred feet above your head. Nice! Begin by moving forward and bearing leftward into the cave, following your guide. Follow his lead as he jumps down some platforms on your left. When he reaches a corpse in the snow, he'll pull out a rope, which will allow you to swing forward over the chasm in front of you. Then, climb down the ladder on the other side of the chasm to proceed.



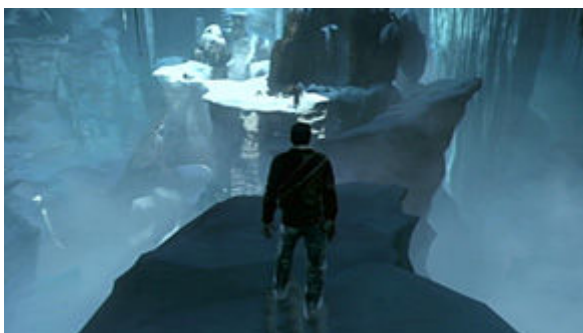
TREASURE FIFTY-FIVE | Tibetan Ritual Blade (1/6 & 55/101): The first of six treasures here can be found as soon as you descend the ladder after crossing the chasm with your guide's rope. Instead of going through the tunnel in pursuit of your guide, turn around and head in the other direction. You'll quickly run into a dead end, but you'll see the glimmer of a treasure along the edge of the dead end pathway that you can easily grab before continuing.



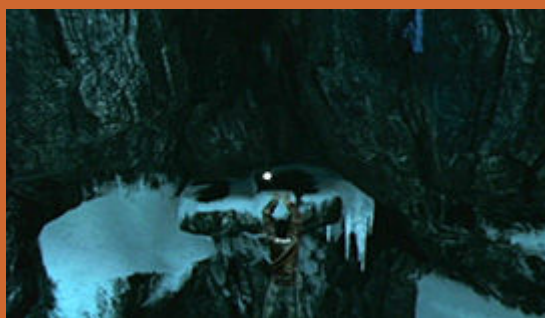
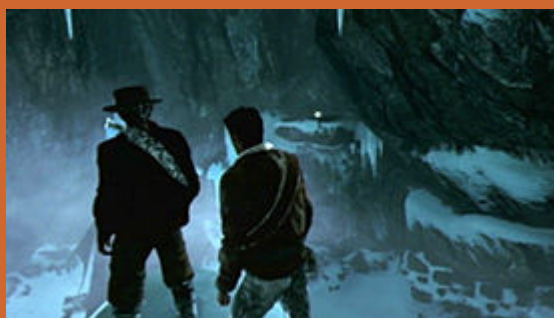
Things remain calm as you push forward from the first treasure's location. Go through the tunnel and squeeze through both tight spots you encounter. It appears you can't get through either, but simply push forward and you'll get through just fine. From here, you'll find yourself atop some sort of icy chamber. Your guide will stop for a minute, but you can jump down and explore, which will allow a brief cutscene to ensue. A wolf (yes, an actual wolf) is on your trail, but when Nate points it out to his guide, he doesn't seem too concerned, and continues onward. You should, of course, continue to follow him.



Climb back up the way you came, and you'll meet up with your guide. Instead of having to drop down, he'll use his handy-dandy rope to cross the area with the tent, which will allow you to continue ever-onward. Follow the linear the pathway you encounter, and you'll eventually come across a Prince of Persia-like wall-jump/slide combination. Follow your guide's lead yet again, and you should be able to execute this maneuver easily. Then, proceed forward once more. You'll find yourself in a wide open chamber, with little pathways branching around an otherwise wide-open endless pit. You'll need to navigate carefully here. When you make the leap towards the circular platform with a long-dead body on it, a cutscene will takeover.



TREASURE FIFTY-SIX | Clay Deity Head (2/6 & 56/101): Your guide will find a rope in the remnants of the campsite at this location, at which point Drake and he can climb back up to the same snowy platform you originally entered the area via. The ability to swing across the campsite to a platform on the other side is now given, but first, why not jump on that rope and simply hang around for a while? Instead of swinging across, the change the rope's momentum so that it swings in the other direction, rightward to leftward and back again. You'll be able to swing to the right side of the room in this way, where an isolated platform containing this treasure can be found. Swing and jump, hang off of this platform, and grab your prize.

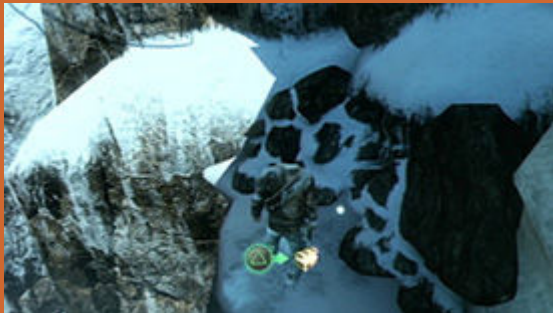


Chapter Seventeen: Mountaineering (Continued)

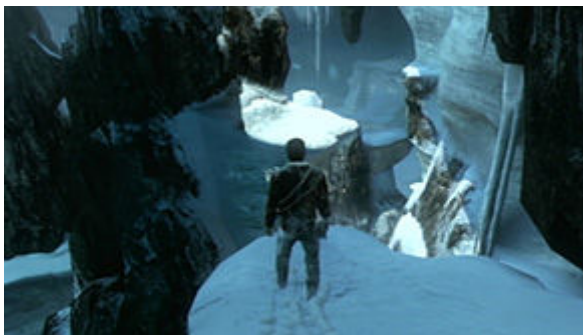
Following the cutscene, you'll nearly get killed yet again, this time when the platform under your feet crumbles and falls. But naturally, Drake is the luckiest guy alive, so he is saved in the nick of time. After the dead body was examined a piece of old parchment was found on him, you may be confused as to how to continue. You want to head to the opposite end of the circular pathway. When you're in the right position, underneath a severed ladder, a prompt will appear on-screen. Hold down the Triangle button to call your guide towards you, where a funny scene will ensue. Refusing to be propped up by Nate, Nate instead gets hoisted upward. Climb up the ladder and begin jumping along the nearby ledges, shimmying leftward as you go. When you get back to solid ground and are no longer precariously hanging, you'll know you're headed in the right direction.



TREASURE FIFTY-SEVEN | Bronze Chenrezig Statue (3/6 & 57/101): You'll need to hoist yourself up to a higher platform nearby to continue. You'll see some ropes leading up to a platform even higher up. Ignore them for the time being and drop down to the lower platform adjacent to you on the left. It's here that you can easily find this treasure. Be sure not to miss its location before proceeding!



Things remain pretty straight-forward from here. After grabbing the aforementioned treasure, hoist yourself back up to the right and use the ropes already there to climb up even higher. Then, let the platforming mania begin. Turn around and jump across the chasm to the isolated platform behind you, and then take a leap of faith to a hanging-only platform from there. Eventually, you should reach a location where you'll need to help your partner make a huge jump. Once you do, he'll use a rope to cross the next gap, and you should follow behind him. This jump is a big one, so make sure to swing back and forth on the rope a few times to get enough momentum before making the leap.



From here, more platforming will be necessary, but it's pretty obvious what you need to do. Simply follow your guide's lead as he scurries to the next series of platforms. Ultimately, you're going to need to drag yourself up the icy incline before you. Climb up, up, up, and you'll encounter a grizzly scene. The wolves that have been trailing you have been killed, and their bloodied bodies lay strewn across the ice. Your guide will examine their bodies to no avail. It's unclear who or what did this to the wolves, but it appears that something or someone is in these caves with you.



Well, the mystery behind who or what killed those wolves will be answered in short order. As you work your way from platform to platform in some pretty extreme darkness, you'll eventually see glimmers of light from outside. That's the direction you want to jump and climb towards. As you do, you'll see a quick glimpse of the *monster* that killed those wolves. Now, he's trailing behind you. For now, you don't have to worry about him. Head outside to the precipice overlooking this outdoor area ahead of you, and drop down on the ice below to continue.

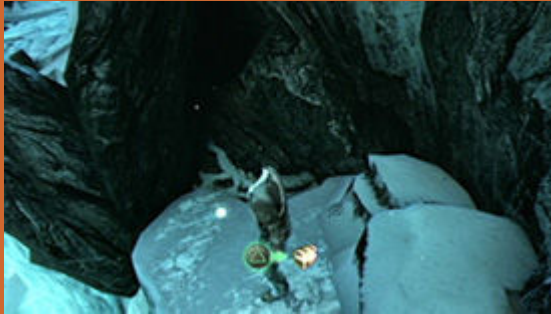


Chapter Seventeen: Mountaineering (Continued)

Move forward down the only path off of the ice, and a brief cutscene will ensue, as a gigantic icicle falls behind you, with rocks atop them that block your path back. It appears that, for the time being, you'll be separated from your guide. That's okay though, because you can still continue forward unabated. You'll reach flowing water coming out of a crevasse on your left. Follow the flow of the water rightward until you reach a precipice, and we'll continue on from there.



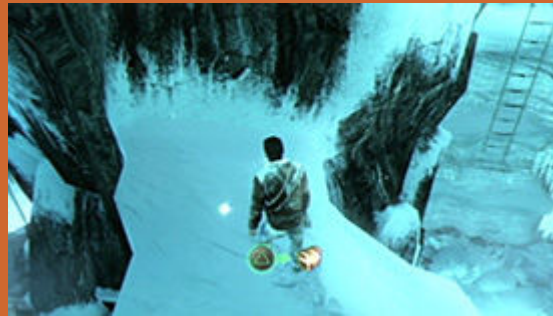
TREASURE FIFTY-EIGHT | Skull Cap Drum (4/6 & 58/101): When you reach the end of the river of flowing water careening down the ice, you'll see a small waterfall where the water drops off of a cliff to an area below. To continue onward with the chapter, you're going to need to head leftward. But first, head rightward from the waterfall. This little alcove contains the treasure you seek, and is easy enough to obtain. Just keep an eye for the on-screen prompt letting you know a treasure is nearby, since seeing the treasure's glint in the ice is a difficult proposition.



With the treasure in hand, backtrack to the source of the flowing water. You'll see a series of platforms adjacent to the source point, so begin to climb them, and move in the direction of the flowing water once more. You'll need to execute some difficult jumps here, especially when the platforms turn to your left, making you jump at an awkward angle. After this jump, you can climb up the rock face, and then begin jumping back over platforms in the opposite direction. You'll eventually see a circular pit ahead of you, with a ladder leading down it, and a mummified corpse below. Next to the corpse is some sort of pistol -- it looks like a Luger. Grab the pistol and shoot the icicles nearby to create a hole back towards your stranded guide.



TREASURE FIFTY-NINE | Silver Needle Case (5/6 & 59/101): This is an easy treasure to get, though if you miss it, you can't backtrack to get it. *Before* jumping down the hole towards the corpse with the Luger sitting next to him, simply work your way leftward along the snowy, semi-circular pathway. You'll run into this treasure there, and can grab it and *then* jump down to claim your firearm.



Chapter Seventeen: Mountaineering (Continued)

Once you do that, things get complicated. That creature that's been trailing you will now come out and overtly attack. Taking out your guide first, you're going to have to take on this creature on your own. Thankfully, you are now equipped with a firearm, and for the duration of this fight, you'll have infinite ammunition. So don't hold back on this ruthless monster. Whenever you get the chance, shoot him to damage him, but rest assured he's a sponge, so this battle will no doubt take some time and patience. Quick time events will allow you to do more damage to him -- when he grabs you and no button prompts show up, be sure to shoot him in the face. Otherwise, keep an eye on how much damage you're taking, and don't be afraid to run away when you're taking too much damage. Also, reload at advantageous times and fire rounds from afar, if possible, to avoid inevitable collision damage.



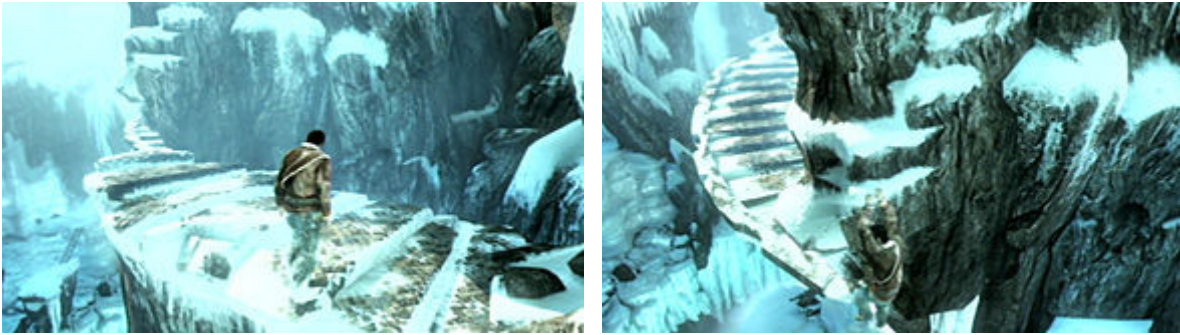
When the bear is scared off (you don't kill him here, so you'll likely run into him again), you can follow your guide back into the mountain via another yet-unexplored passageway. When you arrive in the next room, follow the on-screen prompt to boost the guide up to the ladder above. He'll subsequently drop a crate down from above so you can gain enough leverage to reach the ladder yourself. Jump from platform to platform here, running over the rickety old walkway ahead of you. Then, jump leftward, following your guide, as usual. To proceed rightward, you're going to need to shoot the box down off of the raised area to your right (there's more ammunition nearby, too, so be sure to grab it). This will drop a rope down that you can use to cross the chasm. But first...



TREASURE SIXTY | Bronze Stupa Ornament (6/6 & 60/101): ...there's a treasure nearby that you'll want to grab. The crate and the way forward is to your right, but instead, go leftward, passing the corpse with the ammunition near it. You can squeeze through a thin passageway and reach an isolated cavern within the mountain. Simply jump across the gap to the only other platform here, and the on-screen treasure prompt should show up. This is an easy treasure to get in premise, but it's also an easy location to miss all together.



Backtrack from the location of the treasure, shoot the crate down if you haven't already, and use the rope to carefully cross the chasm to the other side. Once on the other side, scale up the rock face, and then begin to climb leftward. You're just about to the end of this chapter now -- you'll need to climb your way leftward until you reach some sort of ornate staircase built into the side of the mountain. It'll split in half midway up, forcing you to attempt another awkward jump. Thereafter, though, you should be home free. Climb the stairs to the top, and you'll see the entrance to some sort of mountain temple, at which point this chapter will end and the next one will begin seamlessly.



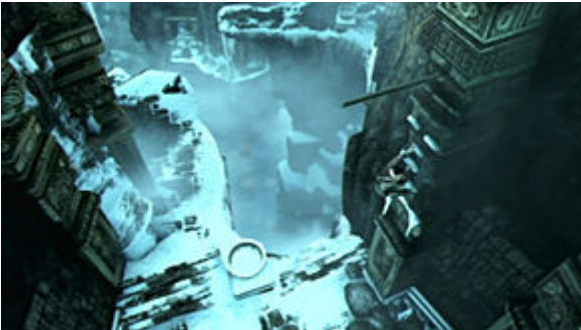
Part One	Part Two	Part Three	Part Four	Part Five
----------	----------	------------	-----------	-----------

Chapter Eighteen: Heart of Ice

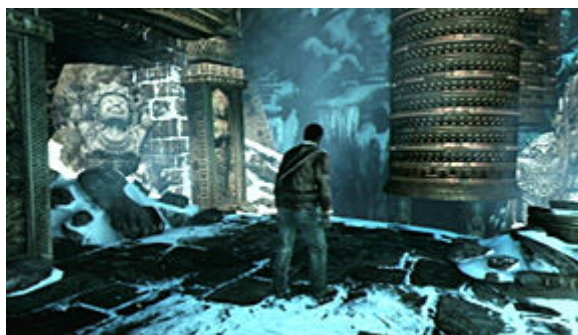
Since this chapter begins seamlessly with where the previous chapter ends, you'll be doing a lot of what you were doing in the previous chapter -- platforming and puzzle solving. Jump over the gap and into the mountainside temple in front of you. Follow the darkened, linear pathway forward. You'll see an ornate lion's head above you as you go, letting you know you're headed in the right direction. Shortly thereafter, you'll come into a gigantic chamber that's half-mountain interior and half-temple. It's here that the puzzle solving will begin in earnest. Begin by heading to the right and pressing the switch on the ground; your guide will automatically hit the switch on the other side. Then, when the pillars next to you descend, press the adjoining switch.



Let's face it -- Uncharted 2's platforming/jumping controls can be a bit finicky at times, and because of this fact, the following section can be a bit annoying. Scale up the nearby wall on your right, and jump to the horizontal pole adjacent to you on your right. This pole is actually a lever, and hanging from it will cause some statue formations to appear out of the wall. This is where things get tricky, because you need to use the various statues to climb upward to a horizontal piece of molding. Make sure to work quickly, because the statues will retract, one by one, as you begin to climb up them. If you aren't quick enough, you'll fall to your death and be forced to try again. Once you've made it to the molding above, shimmy rightward, and then use the conveniently-placed bricks on the next wall to fall back down to solid ground (you'll need to use some more poles sticking out of the wall to get to said bricks).



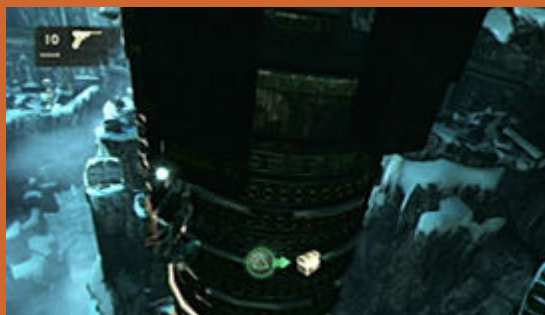
Now, it's time to execute the next puzzle so that you can proceed further through this cavern. Swing around the linear corridor, and you'll come across a split in your path. You can either go left and up some stairs, or right and down some stairs. Opt to go rightward and down the stairs, and in short order you'll run into a lever in the ground. Flip the lever, and you'll see your guide across the chasm, gaining access to a lever of his own. Drake will order him to strike the lever, and he'll do just that. You'll now see rotating cylinders, three on each side of the cavern, spinning slowly. These will be your conduits to the next section of the cave.



Using these rotating cylinders to cross the great divide ahead of you can seem like a daunting task indeed, but rest assured it's not too difficult if you go about things slowly. Use the various holds on the rotating cylinder to work your way around, or simply let the cylinders' natural rotation bring you around. Then, jump to the next cylinder, and then to the next. The second and third cylinders complicate things because they have pieces of solid rock and wood jutting down in certain places, meaning you need to hold onto the cylinder at a very specific height, or you'll get knocked off. Be careful! When you finally reach solid ground once more, you'll reach yet another chasm with more strange platforms to use to cross. Begin by jumping to the pillar jutting out of the left wall, and using that to jump to the wall across the way, where you can begin to scale up.



TREASURE SIXTY-ONE | Mandala Thogchag (1/6 & 61/101): This treasure is pretty well-hidden. The key to grabbing it is the third and final spinning cylinder you come across when you're crossing the aforementioned gap. When you reach the third cylinder, climb up to the very top of it and begin to rotate along with it. Attached to one of the wooden boards that serve to knock you down if you run into them is this treasure. You'll see its glint pretty clearly, but to actually grab it successfully, you'll have to rotate just underneath the wooden board and grab it as the on-screen prompt indicating a treasure is nearby shows up.



Part One	Part Two	Part Three	Part Four	Part Five
----------	----------	------------	-----------	-----------

Chapter Eighteen: Heart of Ice (Continued)

You'll eventually reach the first of several gigantic gears that you're going to have to work your way around. Like the cylinders you just used, these gears rotate slowly. Hang on the first one you encounter, and either shimmy rightward or let the natural rotation of the gear bring you rightward. Drop down to the platform below, and then make a jump perpendicular to the gear you just used, so that Drake swings on a bar and gains enough momentum to reach another gear, which he can then use to reach yet another platform. To your right is some sort of swinging pendulum. Time its movements, and when a gap appears, take advantage of it and quickly jump through to the other side. Make sure not to get hit by the pendulum, or you will surely fall and be forced to try again.



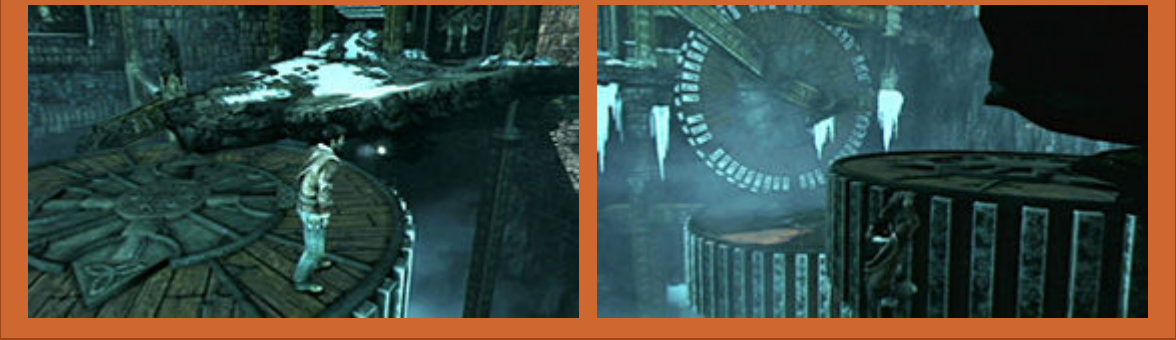
Now all that's left to do is to use that horizontal gear directly adjacent to you to get to the platform on your right. Yet again, you can let the gear's natural motion bring you to your ultimate destination, and drop down when the time is right to reach the platform below. After endeavoring to continue with this rather linear exercise in platforming and puzzle-solving, you'll end up on a platform where you can see your guide on the other end of the chasm. Drake will make a comment about how the guide is taking the easy route, which is a good indication that you're on the right track.



TREASURE SIXTY-TWO | Dipa Oil Lamp (2/6 & 62/101): This treasure can be a bit complicated to acquire. When you're on the platform looking over the chasm towards your guide's location, you'll need to turn around, so that your back is facing that very same chasm. You'll be able to spot a rope in the middle of the numerous gears surrounding you. Getting this treasure requires you to swing on that rope towards one of the severed wooden beams. You'll need to grab this treasure as you swing -- there's no landing, and no other real way to acquire it. Thus, you'll need to keep your eye out for the on-screen prompt that will indicate that the treasure is within grabbing distance. The time will be extremely brief, so be quick about it! You need to use the rope to cross over to a platform that will break in a brief cutscene anyway. The platform will break and you won't have access to the rope after it does, so be sure to grab the treasure before letting go of the rope.



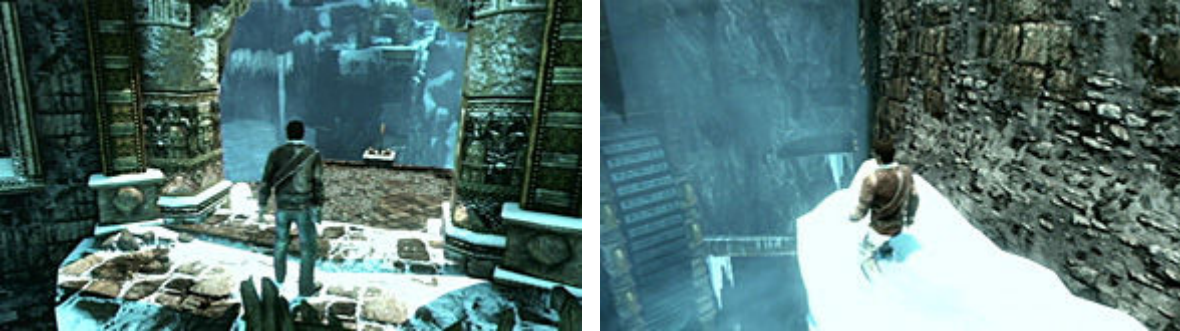
TREASURE SIXTY-THREE | Tibetan Flint Lighter (3/6 & 63/101): Acquiring the Tibetan Flint Lighter is as easy as dropping down off of the rope, and ultimately ending up on a rotating gear below you. This hard-to-spot but easy-to-acquire treasure hangs off of the side of the flat gear, and will require you to hang off of it in order to grab it. Admittedly, this treasure is precariously placed, and will require you to, amongst other things, grab it quickly before the gear spins you straight into oblivion.



Part One	Part Two	Part Three	Part Four	Part Five
--------------------------	--------------------------	----------------------------	---------------------------	---------------------------

Chapter Eighteen: Heart of Ice (Continued)

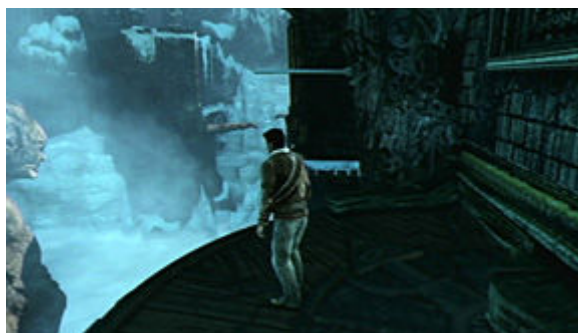
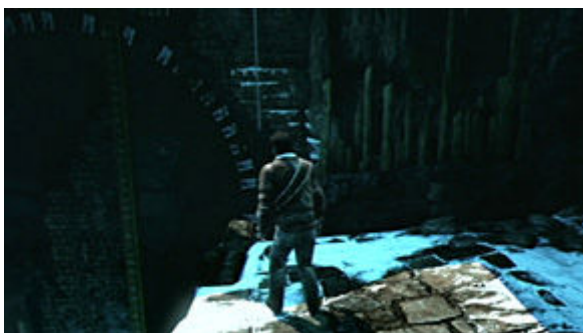
From the location of the Tibetan Flint Lighter treasure, you'll need to work your way back up to a precipice with another lever on it. Fear not about getting lost -- the way up is linear, and there's really no other conduit back up but the one you have to take. So you have little to worry about in that respect. When you get to the lever, follow the on-screen prompt to use it. This will cause two arms to extend across the chasm; your guide will be able to use the arms as a bridge. However, when your guide uses his switch and the arms extend, the rotating cylinders above don't only stop moving and rise up to the ceiling like they did on the other side. Instead, they fall, shattering Drake's new bridge, and leaving him at a loss as to how to continue. Thankfully, the game's inherent camera angle here gives you a bit of a clue. You can simply drop down off of the ledge and use the yellow step-ladder there to reach a snow-ridden platform below, where you can continue your journey.



When you reach the snowy platform, all that's left to do is to work your way towards the vertically-moving mechanisms in the distance. To get to them, drop down to the beams below you. These beams should lead to another rotating gear. You can use the cogs of the gear, as well as the gold-colored bricks surrounding the gear's location, to hoist yourself leftward to another platform. Then, use the golden bar ahead of you to vault to the aforementioned mechanisms. These four moving weights, that seem to control the gears, move up and down, in and out of water at the base and into the ceiling up top. Move quickly across them so that you don't get dunked into the water or shoved into the ceiling, both of which will kill you. Use the leverage these mechanisms provide to make a great jump leftward, and take a breather on the platform you end up on.



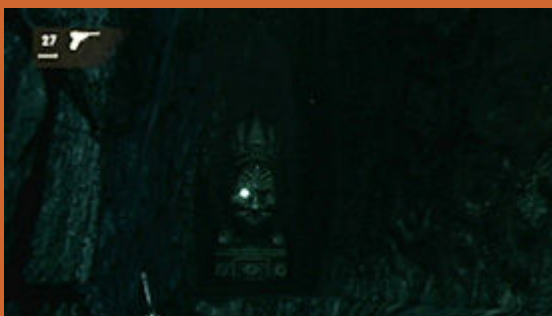
To get off of this platform, you're going to need to use the rope behind you. Jump at this rope and swing at the wall next to the rotating gear. You can grab some ledges here to help support yourself; keep in mind that the wooden ledges here are brittle and will break when you grab them, but there are plenty of stones to use in lieu of those. While hanging on the ledge, jump leftward to grab onto the gear, and when it's safe, fall down to the disheveled platform below. Use this platform to reach the side of the same gear, so that you're holding onto its outer edge instead of along its flat plane. This will allow you to ride upward, where you grab another gear to your left, and then jump to yet another gear to the left of that. Once you're standing atop the third gear, jump over to grab the snowy ledge ahead, and pull yourself up to continue.



TREASURE SIXTY-FOUR | Bronze Dorje (4/6 & 64/101): You know the gear that you ride twice? You ride its outer surface up once, jump over to the left, and then ride its outer edge up once more. This is to allow you access to an area you'll need to traverse to proceed with the chapter. However, if you ride the outer edge of this gear up to the very top, you'll be able to jump to a horizontal wooden beam. Once you've pulled yourself up, you can begin to jump rightward. Jump to the right, and keep moving forward, jumping from beam to beam. You'll eventually come to an isolated, completely out-of-the-way platform where this treasure is hiding. It may be one of the hardest treasures to come across in the entire game.



TREASURE SIXTY-FIVE | Tibetan Ceremonial Axe (5/6 & 65/101): If you want treasure, you're in the right location to collect another piece and add it to your collection. Instead of pulling yourself up when hanging off of the aforementioned ledge, shimmy over to the right. You'll see, clear-as-day, a statue with a glowing eye. That glowing eye is a treasure. Pull yourself up in front of that statue, shoot the treasure down at point-blank range, and claim your prize.



Part One	Part Two	Part Three	Part Four	Part Five
--------------------------	--------------------------	----------------------------	---------------------------	---------------------------

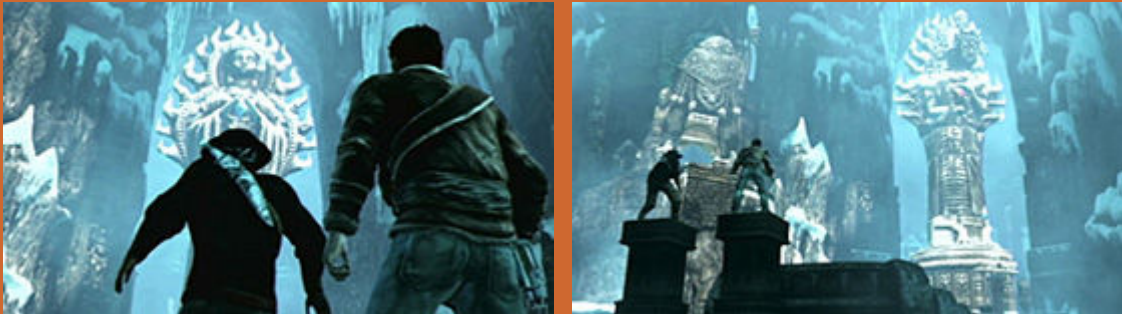
Chapter Eighteen: Heart of Ice (Continued)

After grabbing the treasure, pull yourself up to the nearby platform (or, if you're foregoing the treasure, you should already be there). Then, swing leftward, and you'll come to yet another chasm. The solution to the problem before you is a simple one this time around. Step on the switch in front of you, and pillars will begin to appear in the chasm. Your guide will begin jumping across from his end, and you should do the same. While you'll clearly see the pillars disappearing as your guide jumps on them, it doesn't seem like there's an incredible amount of urgency to get across yourself, though you should still work as quickly as you can. Simply work your way from pillar to pillar, using poles to swing when necessary. There's really only one logical way to go, so it should be pretty obvious. When you reach the last pillar, take a leap towards the location where your guide waits, and a cutscene will ensue.



The Story, Part XXX

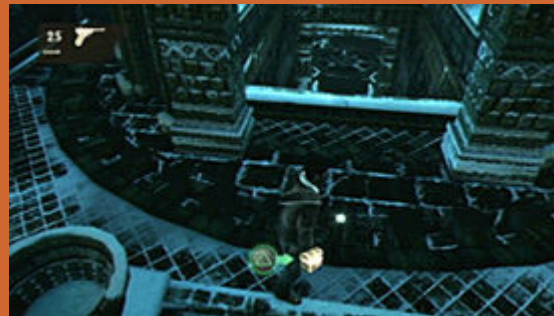
When you reach the central platform, you'll barely make the jump, but your guide will help pull you up. And suddenly, a brief cutscene plays. Now that you're both on the central pillar, standing atop switches, a series of platforms will appear out of the water, and the gigantic statue dominating this room will suddenly turn around, with a more evil and nefarious face now looking in your direction. As unnerving as it might be, you have to head forward towards said statue when this cutscene reaches its conclusion.



From here, the going is rather easy. The switches you and your partner were standing on during the cutscene have raised, granting you access to all of those gray-colored platforms sticking out of the water. You're going to need to run across these platforms, jumping from one to the next, as you approach the tunnel underneath the gigantic statue. Before running into the tunnel and down the stairs, however, be sure to read below, because there's a treasure nearby. If you run down those stairs, you'll catalyze a cutscene and will be unable to backtrack, so be careful to grab the treasure before you're cut off from its location.



TREASURE SIXTY-SIX | Trigram Thogchag (6/6 & 66/101): This treasure is in a pretty obvious place, though you'll need to actually look in the proper direction to find it. The key is the gigantic, evil-looking statue at the top end of the room. If you take a look at its head, and in particular its crown, you'll see the gleaming of a treasure up there. Wield your Luger and knock that treasure down, and then walk forward to claim the treasure once it's fallen to the ground.



Chapter Eighteen: Heart of Ice (Continued)

The Story, Part XXXI

After grabbing the treasure, run down the stairs ahead of you, and a cutscene will ensue. Finally, you've found the old man's long-lost crew (you find out his name for the first time here -- Schaffer). This crew has been here for a long time, and it seems that they could have been trapped here. After all, a door slams shut behind you, ensuring you're not going to be leaving the way you came in. However, upon closer examination of the scene, you'll find out that these men didn't die of the cold or other more natural causes. They all have bullet wounds to the head. They were killed. Is this Schaffer's doing?



Upon further examination, not only is the Cintamani Stone discovered in the hands of one of the deceased, but a book is also discovered. With the word *Abnenerbe* on it, it quickly becomes clear to the educated Drake who these people were. They were Nazis. The *Abnenerbe* was a very real department of the SS in Nazi Germany, charged with all sorts of secret tasks involving the supernatural and occult, especially in terms of proving Nazi superiority. Of course, Nazi involvement here was pretty obvious, especially since you've used now both a Luger and MP40, both infamous Nazi weapons. Did Schaffer kill these men to ensure the Nazis wouldn't unlock secret powers or hidden treasures, or is there something more serious afoot? It remains unclear.



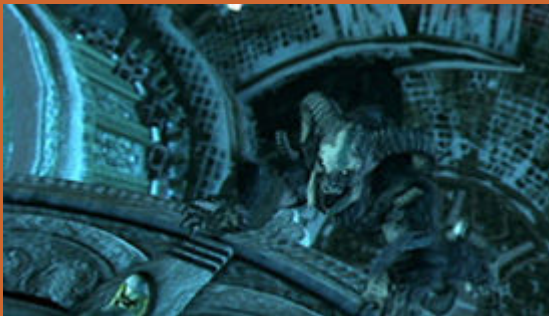
As far as getting out of this room, the solution is at least initially pretty simple. All you need to do is find the lone lever in the room, atop the circular pathway. Once you flip the switch, you can see an elevator from above descending towards you. However, once the elevator opens, a few more of those monsters you dealt with earlier will appear. Undaunted by your MP40 shots, these guys will begin to massacre you with not only melee attacks, but by throwing parts of the rock formations around you in your direction as well. As soon as the elevator descends low enough that you can jump on it from the upper platform, do just that, and your guide friend will follow. Keep an eye out, since you'll have to shoot at one of these monsters as he grabs onto the elevator. Once he's felled for good, the chapter will segue into a sad cutscene.

The Story, Part XXXII

After fending off the monster and riding the elevator all the way to the top, you'll find yourself back outside on top of a mountain near the village from whence you came. However, when you take a look at the village from this vantage point, you can see flames erupting from it. Flynn and his men have attacked the village in search of Drake, and the innocent civilians in the village are suffering as a result. And just like that, you and your guide, who calls the village his home by the way, will quickly move their way back to the village to see just what's going on.



When you arrive back at the village, things aren't quite as bad as they seemed back on the mountain. Well, at least not yet. Thankfully, you run into Elena before very long, and she's okay. She's tending to the scared children of the village. Letting you know just what's going on, Elena quickly blames Drake and herself for bringing these problems upon the village. Making matters worse is that Schaffer seems to have taken off. The villagers are bravely defending their turf against the much better-armed forces attacking them, and as the next chapter begins, you'll quickly jump into the fray to help them.



Chapter Nineteen: Siege

After watching the cutscene that shows the attack on the Nepalese village during the tail-end of the previous chapter, you'll be able to gain control and begin moving through this chapter. Unlike our last two excursions, this chapter will require you to use your gun quite often. So if you were getting bored with the previous chapters' lack of combat, you won't be left wanting here. A new weapon will present itself in the very room you begin with -- a Crossbow. While you'll never be able to carry many bolts with you as you go (perhaps only three, four or five at a time), rest assured that you can still use this weapon to obliterate the enemy. Well-aimed, a single bolt will take out most foes easily, so don't neglect this seemingly-archaic choice.



Otherwise, burst onto the street and let the fray begin. You'll have plenty of help from your guide and his fellow villagers here, but in general, you're going to be doing the brunt of the damage to anyone that stands in front of you. The enemies will attack with varying weapons as you push down this initial road, including AK-47s, pistols and even shotguns. Return fire with whatever you have, first using your crossbow and then switching back to the AK-47 you begin the chapter with. There are Pistoles hidden around as well, and those powerful weapons can cause catastrophic damage to enemies at close range, so it's simply another choice to consider. Regardless of the weapon or weapons you choose, remain on the offensive, and keep pushing down the road ahead of you. This will keep your enemies on their toes, and allow you to lay waste to them at close range, which is advantageous to you.



Swing leftward down the next road, and keep your gun at the ready. If you're in need (or want) of ammunition, there's plenty of it around for you to grab. Choose carefully which weapons you grab and which you leave behind -- you should try to balance, as best you can, the want for powerful weapons and the want of weapons that are both intrinsically powerful and able to hold an adequate amount of ammunition. When you finally join the next fray, something is going to stick out to you almost immediately. The shielded machinegun nest above and to the left is wreaking havoc on the streets below. While killing and maiming any enemies in your way, you're going to want to begin the process of hoisting yourself upward and to the left, where you can rush that machinegun nest and ultimately make it your own.



Taking the machinegun nest isn't as difficult as it looks. Rely on your friends to thin the ranks of other enemies in the area, keeping much of their fire away from you. Then, while seeking cover, take out the enemies around the machinegun and wait for one of the brief lulls in fire bursts coming from it. Take this opportunity to hide behind the wall directly next to the gun, which should force the gunner out. Once he's killed, you can then man the gun yourself. This powerful weapon won't only cut the rest of the enemies to shreds in the area, but it will also act as adequate defense, since its large shield will absorb much of what's being thrown your way by the enemies surrounding you. Let the enemies stream out of their hiding spots, and cut them down with this gun. Unfortunately, its ammunition supply is finite, so you'll be forced to abandon it if it runs out of bullets. You'll want to use them wisely while they last!



Chapter Nineteen: Siege (Continued)

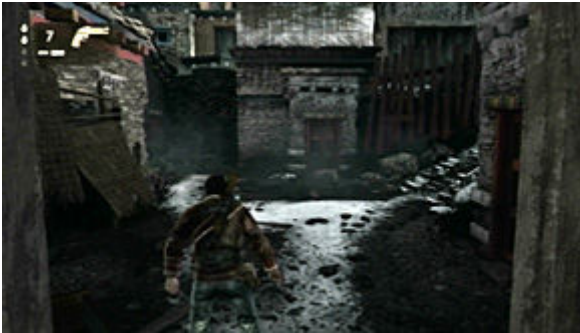
TREASURE SIXTY-SEVEN | Amber Skull Bead (1/3 & 67/101): When the firefight around you has ceased and you've deemed the area safe, it's time to rush the location of the first treasure, which is in a raised barn on the opposite side of the street from the machinegun nest. More specifically, this area has an RPG that you can acquire (though we recommend against it), and plenty of hay in the background. Along the hay is the treasure in question, so you can simply walk up to it and grab it before proceeding onward.



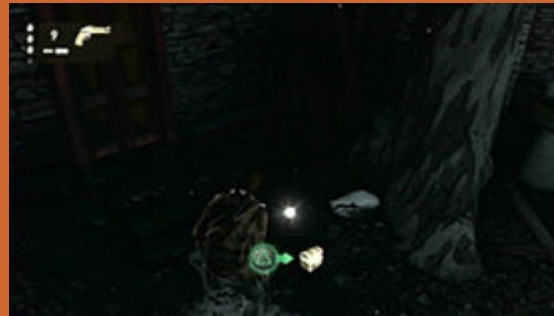
When you swing down the street towards a tunnel occupied by two thugs, you can quickly take them out. However, a brief and automatic cutscene will ensue once you approach the tunnel which will stymie your advance, forcing you to bear leftward. With a collapse in the tunnel, enemies will stream out of the areas on your left, forcing you to react. Naturally, your best bet is to deal with the heavily-armed foes you encounter first, and go from there. Take things slowly, and use cover when necessary, whether to dodge incoming bullets or to wait and heal yourself. When all of the enemies are fallen here, scour their bodies for ammunition, and then push up the staircase towards the next area.



As you push forward, keep an eye out for a room on your left, because you'll be assaulted by a lone soldier when you pass by it. Eliminate him, and grab the Pistolet from the room he was guarding if you so desire. Then, push rightward up the staircase, and follow the linear pathway to a shut door. Your partner will open the door automatically, so have your gun trained on it, because as soon as he shoves through, you're going to have to eliminate a Pistolet-wielding thug. With him downed, you can climb the ladder up to the room above, where another lone enemy will have to be killed. And finally, you can emerge back outside once you've climbed back up this next ladder. A gunfight will be raging nearby.



TREASURE SIXTY-EIGHT | Antique Ghau (2/3 & 68/101): As soon as you emerge outside, you'll be able to grab this treasure. From where you climbed up the ladder onto the roof, face leftward, and then jump down off of the roof to your left. There should be a building lining this part of the screen, with a tree growing nearby. Along the base of the tree is this treasure, so be sure to keep an eye out for its telltale glimmer!



Chapter Nineteen: Siege (Continued)

After grabbing the treasure near the tree, you can work your way leftward and begin to join the lengthy chapter-ending fray. The general idea here is straight-forward enough; you're going to want to work your way down the nearby slope. The slope is littered with houses *and* enemies, so use your noggin here, clearing house after house, and maintain your distinct height advantage over a majority of the enemies you encounter. Indeed, this should be a pretty straight-forward and simplistic gunfight as long as you take the time necessary to clear enemies in houses below you before actually storming those houses yourself. If you want to use the grenade launcher or chain gun you encounter, feel free, but keep in mind that while the former is quite useful, the second is rather clumsy, and may simply complicate your life.



TREASURE SIXTY-NINE | Bell Thogchag (3/3 & 69/101): About halfway down the slope, you'll see a small stone structure off of the main wooden pathway. This stone structure has a staircase leading up to it, and is surrounded by some aged wood, colored both red and blue. The treasure sits within this small wooden structure, and is rather easy to get to. Just be sure not to neglect grabbing this treasure en route down the slope, because the never ending firefight ensuing around you could prove to be quite the distraction.



As you near the bottom of the slope, enemies will begin working out of the houses nearby in greater and greater numbers. You'll even run into some foes with heavy armor and shotguns, and others yet with shields. Grenades will be your best friends here, because they'll cause calamities galore for enemies grouped together in bunches. Be sure not to get too overconfident here, as there's less and less cover to work with as the enemy numbers get heavier and heavier. Otherwise, this is all pretty self-explanatory. You've been in plenty of combat during the course of the game so far, and this section of the game is really no different.



The Story, Part XXXIII

You and your guide will eventually reach a house with a ladder leading back upward. Follow him up the ladder and walk forward to his location on a balcony. This will catalyze the chapter-ending cutscene to ensue. The guide asks for binoculars, and Drake hands him his. What he sees in the distance distresses him, as many of the village's citizens seem to be in a great deal of trouble. However, when Nate takes a look, he sees something even more distressing -- a tank. Nate and his guide make a jump off of the balcony to the snow below just in the nick of time, just as a shell from the tank careens towards their location. Barely missing being killed, the next chapter begins at this point.



Chapter Twenty: Cat and Mouse

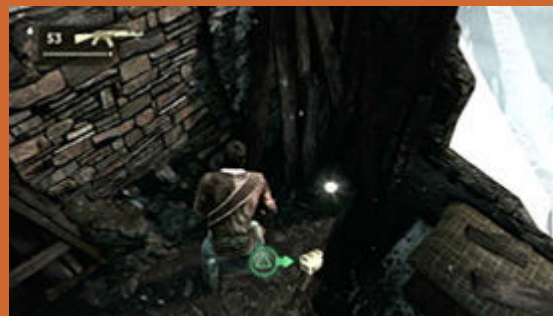
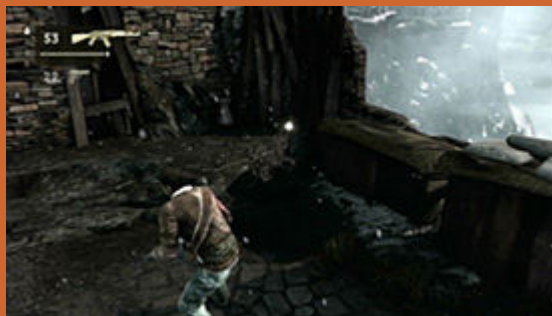
This chapter begins with you being in quite the bind. Your enemies have sent forth a tank, and this tank will cut you to pieces if you expose yourself to it for even a second or two. Ahead of you and to the left, Nepalese villagers are holding enemy infantry at bay. What you'll want to do is run straight to the right instead. All you'll face here are a couple of enemies, and they'll be run over by the tank in short order, so you don't even have to pay them any mind at all. Run to the right side of the right side (follow that?), and run up the stairs towards a locked door. Crouch down behind the rock wall to avoid being struck by rounds from the tank's machinegun while your guide gets the door open. Once he does, quickly rush through to continue.



You're safe in this building for the time being, so take the time to restock on needed ammunition before pressing through. Vault over the wall where the window is to land in an isolated area below. Then, run forward, past the outdoor burner, and through a tunnel. At the far end of this short tunnel, you'll run into a shotgun-wielding foe, so take him out quickly before he devastates you with his shotgun. Then, swing leftward and run up the stairs, killing another enemy en route. Up here, you'll want to take cover against the near wall and deal with the trio of enemies on the rooftop ahead. Once they're felled, you can collect some ammunition along the fence, since you're no doubt in need of some by now.



TREASURE SEVENTY | Yak Horn Carving - As soon as you round the corner and deal with the enemies on the rooftop, you're in the vicinity of an easy-to-get treasure. If you look to your right from the corner of the building where you were hiding from the enemies on the rooftop, you'll see some flashing ammunition. One of the things you see flashing in the corner, near the crux of some wood and the rocky wall, is a treasure. Simply walk up to it to grab it.

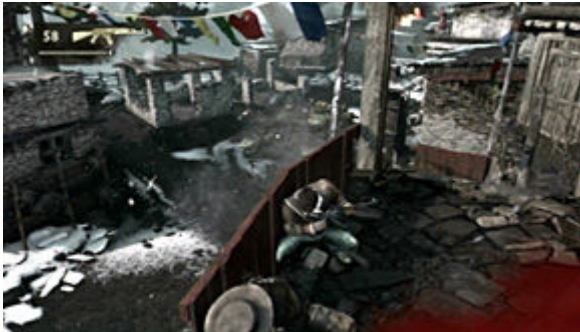


Chapter Twenty: Cat and Mouse (Continued)

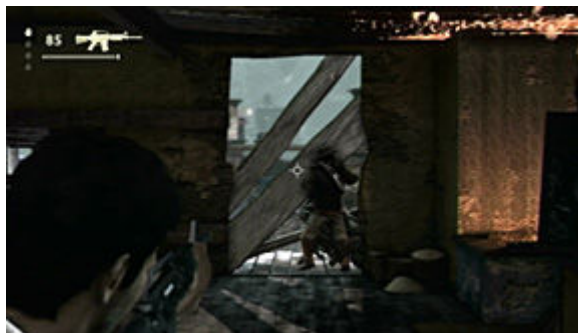
With the treasure in hand and ammunition restored, vault your way over the wall nearby, and continue to follow the wooden stair-strewn pathway ahead as it bears rightward. Eventually, you'll encounter a gunfight to your left, but you don't have to get involved. Indeed, with the tank being present in this fight once more, you won't want to be involved even if you could be. So holster your weapon and use the nearby cover to make your way across the small, open compound. Move fast, because as usual, the tank's weapons will cut you to shreds if you give it even a couple of seconds of exposure. Once you're back in a safe area, with the tank being blocked by buildings, you can scour the area for more weaponry. If you want to stick your neck out to the tank in a nearby barn, you can even claim a Pistolet, which is one of our weapons of choice.



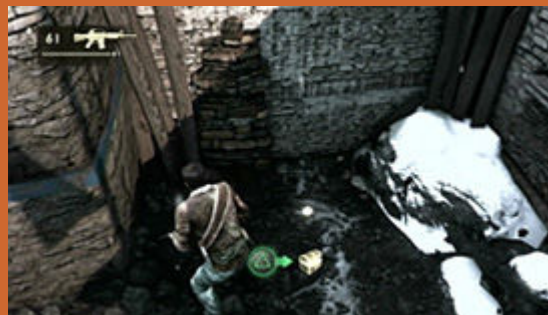
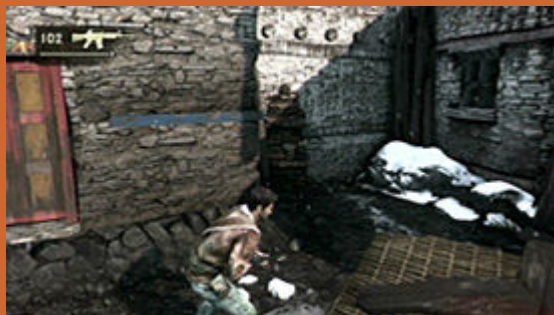
If you're ready for that tank to continue to complicate your life, you won't have to wait for very long. As you press further down the street for where you just claimed some weapons and ammunition, the tank will move from its previous location and begin shadowing your every move. This area is rife with both enemies and Tibetan villagers fighting on your side. If you're extra wily, you can get through this area with nary a shot fired, though you may want to get involved nonetheless. The idea here to press down the street and swing leftward at the earliest possible opportunity, seeking out a staircase on the left side of the screen that leads to a balcony overlooking the area. You want to do this quick because once the tank arrives on-scene and begins shelling everything in sight, your life is going to become a whole lot more complicated than it was before its arrival.



Indeed, even when on this balcony, the tank will continue to shadow you and pressure you with incessant gunfire. The bridge gapping the road below and heading rightward will be blown up automatically by the tank, at which point the camera angle will change, swinging around in front of you. Run forward, towards the camera, and jump through the window you encounter before the tank cuts you to smithereens. Once through the window, rubble will prevent you from backtracking, but there's no need to do so anyway. Instead, run up the ladder here to the second floor, and begin jumping from building to building as you collect needed ammunition en route. Eventually, you'll come to a house with a lone soldier within. Kill him, and then move the wood blocking the far door so that you and your partner can continue. To move the fallen wood, simply approach the timbers and follow the on-screen prompt.



TREASURE SEVENTY-ONE | Bronze Tsongkhapa Statue (2/4 & 71/101): As soon as you break through the wooden barricade with your partner, you will have to jump out of the door, swing on a rail, and perform some other acrobatic feats in order to get away from the ever-vigilant tank. Once you land on a pathway with a wall on your left, temporarily blocking the tank from reaching you, simply go up the path and keep an eye out for a nook on your left. Within this nook is a treasure, so be sure to grab it. Keep your gun at the ready, though, 'cause enemies will be concurrently coming down the path ahead and to your right, which will no doubt frustrate your advance.



Chapter Twenty: Cat and Mouse (Continued)

After grabbing the treasure and eliminating the enemies that come down on the pathway at you soon thereafter, you can continue along the pathway on your own. Move forward, and you'll hear (and eventually see) the tank on your left; you'll need to deal with the enemies on your right while hiding behind minimal cover, killing those foes while avoiding being damaged by the tank. When the enemies are felled, regain lost health and then quickly run to your right. You need to move quickly so that, as usual, the tank doesn't mercilessly mow you down.



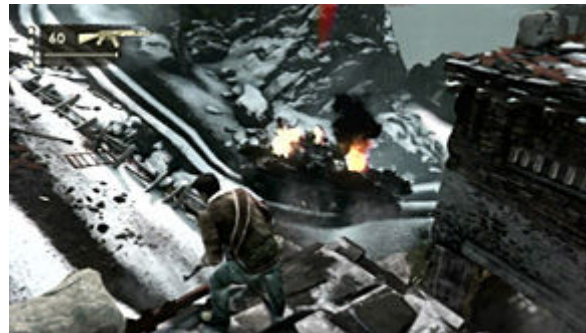
You'll reach a series of snow-covered platforms working their way downward along a chasm. All you have to do for the time being is walk down along these snow-covered precipices. They will eventually coalesce together near a thin ledge that Drake will be forced to shimmy along. This is easy enough to do, even after the enemy tank smashes the wall above you and hangs precariously overhead. Keep moving rightward, and things will remain quiet for the time being. When you reach a thicker swash of snow-covered land, count your blessings as you continue rightward towards the roof of a small manmade structure.



TREASURE SEVENTY-TWO | Tibetan Trumpet (3/4 & 72/101): This treasure is easy enough to find, since you'll quite literally stumble over it as you move forward. Once you've crossed the chasm with the tank smashing the wall above you, you'll find yourself on the roof of a manmade stone structure. Move along to the next building from there. It should be a drop down for you, with some wood jutting out from the next building. The treasure is down here, and when you drop down, the treasure icon should appear on-screen. As long as you're thorough, this treasure is virtually impossible to miss.



It's at this point that the chapter's endgame begins. Giving you specific, detail-by-detail instructions will actually complicate your life immensely here, so instead of that, we're going to give you some survival tips and a general overview. We're doing this simply because this section moves so quickly and is so heated that "go in this direction, do this thing" instructions will only hurt you, not help. In the endgame, you're going to have to move around from building to building, as the tank tracks you on a street parallel to your position. The idea is to keep moving, using adequate cover and dealing with enemies you encounter en route. Every so often, you'll be able to kill an enemy, whether from afar or up-close, that is wielding an RPG. Using each RPG you encounter, you can get off a single shot on the tank. Four shots total will do it in, but regrettably, you'll only have one chance with each RPG to do damage, so aim carefully and make each shot count.

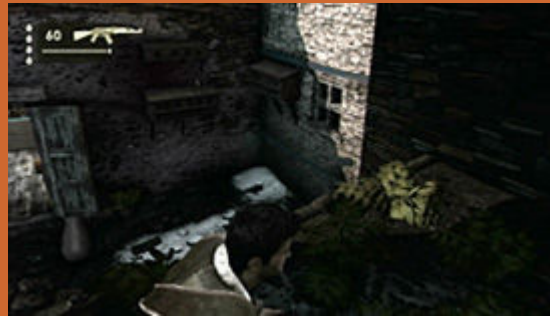


Uncharted 2: Among Thieves Walkthrough

«	Part One	Part Two	Part Three	Part Four	»
---	----------	----------	------------	-----------	---

Chapter Twenty: Cat and Mouse (Continued)

TREASURE SEVENTY-THREE | Gilt Tara Statue (4/4 & 73/101): Midway through the endgame, you'll encounter a hatch on the ground that you can easily jump over or walk around, as it's not at all integral to the overarching mission at hand. However, when you encounter said hatch (as shown in the accompanying screenshots), be sure to drop down into it. You'll land atop an isolated, mossy area underneath the building you were currently walking over. The treasure is located here, but grab it quick and scurry back up through the hatch before the tank tears you apart, since you're partially exposed while down there.



Once you've gotten the fourth and last treasure on the chapter, all you have to do is continue along with the same business you've been undertaking up to that point -- eliminating any foes you encounter and using any RPGs you scrounge up to damage the tank while moving from building to building as effortlessly as you can. Eventually, you'll reach the location where enemies here will put up their final resistance. You can shoot across at three enemies in a blown-out building, prioritizing the enemy wielding the RPG. To your left, you'll find a zipline. Once the coast is clear, withstand attacks from the tank, run at the zipline, and follow the on-screen prompt to cross over to the blown-out building. Quickly scurry to the location of the RPG and let one rip towards the tank. As long as this is your fourth successful strike on the tank, it will explode, effectively ending this chapter's intense combat.



The Story, Part XXXIV

Once the tank is destroyed, all is quiet within this small Tibetan village. Your guide is reunited with his daughter, but it appears that the enemy has run off with Schaffer, who had the key-dagger before disappearing. Has it fallen into the hands of the enemy? At this juncture, it just might've. Elena will run up to Drake at this point, and the two briefly reunite. But with Schaffer taken hostage and the key-dagger in enemy hands, Nate realizes there's little time to lose.



Nate will pull an enemy corpse out of a nearby truck and he and Elena will get in and begin to chase the fleeing enemy convoy that's left the town with the key-dagger and Schaffer in tow. Nate quickly realizes that only another heated conflict will bring this convoy to a stop, and it won't take long for the next super-interesting chapter to begin. An unorthodox chapter with no treasures to be found, this chapter represents some of the most heated battles you've had yet. Good luck!



Chapter Twenty-One: Convoy

This is a pretty awesome, fast-paced and short chapter that moves on-rails. That is to say, you don't move yourself, but the game generally moves around for you. In this case, you'll be moving your way from the back of an enemy convoy all the way up to the front, moving from vehicle to vehicle while they're moving across the snow. So while you're physically controlling Drake's movements, you'll actually get to where you need to be automatically. Think about the earlier chapter Locomotion, and you should have a pretty good idea as to what to expect here, at least in premise. Of course, this chapter is far, far shorter, and far more straight-forward as well. There aren't even any treasures to find!



In the early-going, you'll have to use what weaponry you have to deal with the enemies in surrounding vehicles. Begin by throwing the lone soldier off of the truck you start on, and claim his weapon. Then, train your sights on any enemies in any of the trucks surrounding you, and let the bullets fly. In general, you want to be as conservative as you can with your weapons, since ammunition is finite here. With that said, you still want to remain as aggressive as possible, because you must kill encountered enemies in order to proceed. Here's a word of advice -- aim for headshots, especially with drivers of the smaller Jeeps, since killing the driver will negate any use a vehicle or its enemies have.



Eventually, after jumping from flaming vehicle to flaming vehicle, you'll be able to take out the pesky foe on the back end of the truck controlling the stationary grenade launcher. Before you jump on the back of this truck, you can't really do any damage to the foe, so save your ammunition and aim elsewhere. Just remember that before commandeering the grenade launcher yourself, you're going to need to ditch the vehicles the gunner targets before it explodes, or you'll die and be forced to try again. Once you've thrown the gunner overboard, however, you get to control that very same grenade launcher for the rest of the chapter, which will make your life quite a bit easier. If you survived the first half of the chapter leading up to using the grenade launcher, then surviving the second half of the chapter should prove to be child's play.



Chapter Twenty-One: Convoy (Continued)

Using the grenade launcher, you need to destroy the enemy vehicles in pursuit of you. More specifically, you're going to need to protect the orange-colored truck that Elena is driving. Be sure not to target her truck, but just about any others. Jeeps only take one well-placed grenade to eliminate, but the larger trucks will need four or five each to destroy, and those are the vehicles that will annoy you above all else. When Elena yells at you to help her get rid of her pursuers, be sure to focus only on the vehicle she's talking about until it's no more. Then, focus elsewhere, taking out as many vehicles as you possibly can with the never ending ammunition supply of the grenade launcher.



The Story, Part XXXV

Eventually, Elena and Drake will become overwhelmed by the enemy. After bailing off of the truck with the grenade launcher and jumping over to Elena's, the game will take over as the enemy pushes Elena's truck off of the side of the mountain. Expecting that no one could have survived such a fall, the surviving enemies drive off to a destination ahead, leaving Elena and Drake behind. But, not surprisingly, both survived the crash just fine (though the game never shows just how). After taking a brief rest, the two resolve to move forward to the nearby monastery, where our enemies seemed to have holed-up.



After catching their breath, Elena and Drake get to their feet and begin to examine the monastery from afar. Using his binoculars, Nate can see clear-as-day that Schaffer has indeed been captured, and that the key-dagger at the heart of finding the treasure is now in enemy hands. The two resolve to free the old man and get the key-dagger back, at which point they walk towards the monastery. The cutscene leading into the next chapter's events begins at that point.



Chapter Twenty-Two: The Monastery

When you finally gain control, you'll quickly find that you won't be able to take a convenient route towards the monastery ahead. Instead, you're going to have to work your way around a snowy path towards it, and obviously, that path is occupied by plenty of enemies. For starters, push your way rightward along the thin precipice, and you'll eventually be able to climb up towards the location of two chattering soldiers. The idea here is to get the spring on them both by stealth-killing them. Wait for one to walk away and around the truck, and then take out his friend. Be sure to grab his firearm before proceeding (if it didn't fall down the cliff along with him, that is).



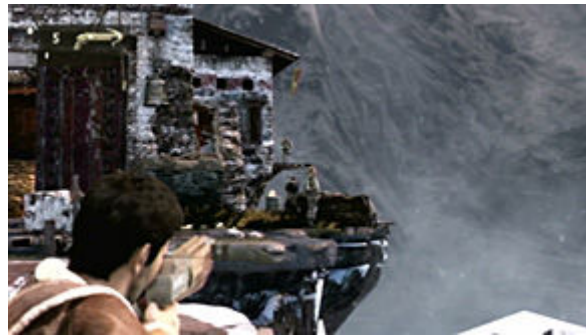
Once you've killed the first enemy and pulled yourself up to this truck-riddled location, you can proceed however you want. There are four more enemies here, and you can work around and stealth kill some or all of them, or simply open fire and kill them the old-fashioned way. Either way, once all four of the remaining enemies are slain, you can scour their bodies for needed weapons and ammunition. But before you continue rightward towards the monastery's entrance, head leftward towards the sealed door instead.



TREASURE SEVENTY-FOUR | Tibetan Silver Earring (1/8 & 74/101): The first of eight treasures found during this chapter can be acquired by approaching the sealed door to the left, near all of the gathered trucks. If you look at the top of the sealed door, you'll see a flashing beacon, which indicates a treasure is there. Use your pistol to shoot the treasure down from its perch, and then walk up to the front of the door to grab it. Since the treasure doesn't contrast well with the snowy ground, it's best to look for the on-screen prompt letting you know a treasure is nearby.



With your first treasure in hand, scurry forward towards the other end of the pathway. It will wind in a linear fashion towards the monastery's outer wall. An almost-totally destroyed bridge leads up to the entrance to the wall, so carefully cross it. Now, ahead and to your right are a series of enemies with their backs facing you, and their backs facing each other as well. If you managed to find a Crossbow as you moved forward (you can also find one by swinging to an isolated area on your left), then we have good news for you -- you can aim at each of these enemies, and go for headshots with the crossbow. As long as you kill them in order from the ones closest to you to the ones further away, you'll be as right as rain, and no one will be the wiser as to your tactics.



As long as you were quiet in your assault on the enemies to your right, you should have not only been able to thin out the enemy ranks here, but you should have also succeeded in staying hidden as well. This will allow you to transfer out your Crossbow for an automatic weapon (head back to the trucks if you need to grab one), and it will also allow you to initiate hostilities with the enemies within the confines of the wall itself. Shoot whichever enemy you want first, trying to go for an instant kill, and then seek cover and go for broke on the rest of the enemies in the area. Try not to get bogged down in one specific spot for too long, and collect any ammunition you need en route around this compound. There should be plenty of grenades for you to use in your vicinity as well.

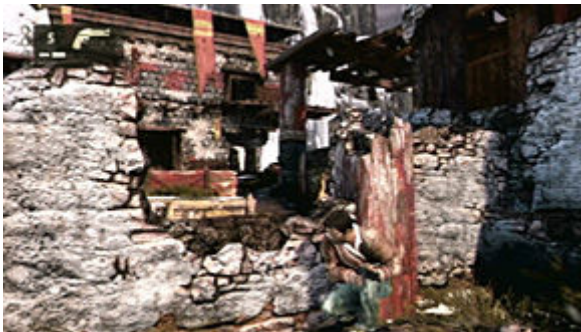


Chapter Twenty-Two: The Monastery (Continued)

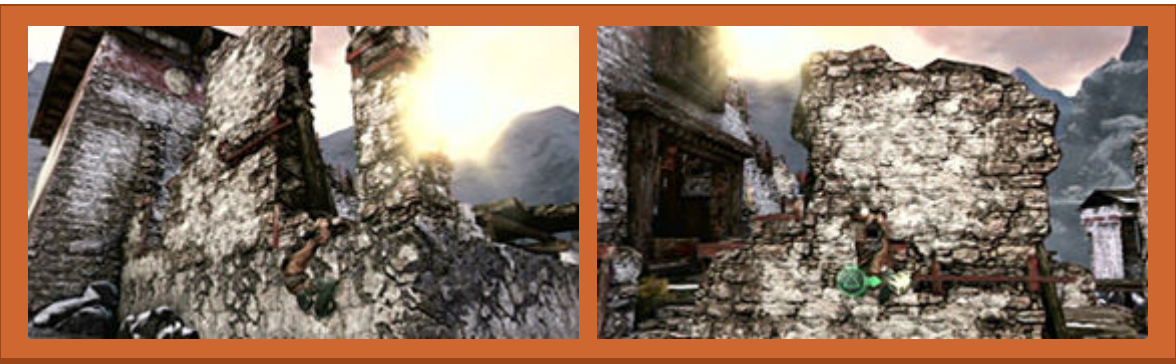
Eventually, you'll slay enough enemies that you'll be able to reach a bridge on your right. This will simply complicate things for you, however, because as soon as you reach this bridge, you'll be in view of the stationary machinegun nest ahead and to your left. Use the cart on the bridge for cover as you deal with any stragglers from the area you just cleared. Then, when the coast is clear, you'll want to make a dash for the machinegun nest itself. There are plenty of shotgun-toting enemies here, and thus plenty of shotguns to acquire yourself. Use one to clear the gunner from the machinegun nest quickly, and then be sure to clear the building behind you of any remaining enemies before inevitably manning that machinegun nest yourself.



The heavy, stationary machinegun will prove to be a good friend of yours here, for you should be able to easily mow down the reinforcements that stream into the area from the left and right, both. The gun does have a finite amount of ammunition, however, so while you'll want to be sure you're as thorough as you can be in spraying fire to kill the incoming enemies, you won't want to waste any ammunition either. When you're finally forced to abandon the gun once you've exhausted its supply of ammunition, you'll lose not only that gun's immense power, but its huge metal shield as well. Seek cover behind sandbags and other obstacles, and return fire on any remaining enemies. The only real threat here are the shotgun-toting thugs that show up near the end of the last wave. You'll have your hands full with them if you weren't able to mow them down with the stationary machinegun; no doubt about it.



TREASURE SEVENTY-FIVE | Silver Official Seal (2/8 & 75/101): There are a couple of treasures to grab once all of the enemies and their endless reinforcements are downed. The first treasure we'll bring you to is actually near the stationary machinegun. Head forward from the gun and towards the broken stone wall to your right. Drop down towards the gap in the wall along the water, and hang from the edge of the dock there. On the far side of the broken wall are some red pieces of wood you can grab onto. Pull yourself upward towards the glowing orb hanging off of one of the red pieces of wood, and claim your treasure while hanging there.



TREASURE SEVENTY-SIX | Ritual Crown (3/8 & 76/101): Another treasure can be found closer to your starting point, once you've breached the monastery walls. Specifically, you're going to want to enter the small building directly in front of and to the right of the door through the wall (if your back is facing said door). Once you enter the room, head to the open area along the huge chasm adjacent to the monastery, and look rightward. You should see a horizontal red wooden beam sticking out from underneath a stone platform. At the very end of the wood is a gleaming treasure for you to acquire. You'll have to get over to the wooden beam using the pieces of red wood along the adjacent wall, and then shimmy to the edge of the beam to grab the treasure.

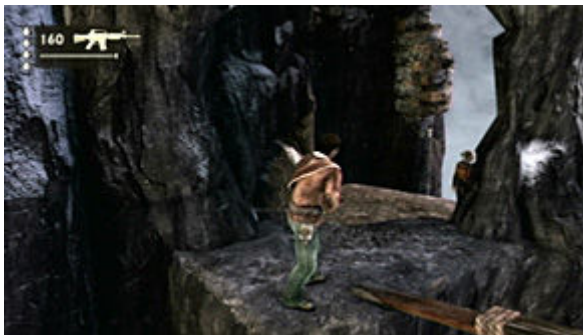


After scouring for treasures (and needed ammunition, as well), approach the building behind the machinegun nest. You'll encounter a huge wooden door here, with two pulleys surrounding it, one on each side. Approach one of them and follow the on-screen prompt to lift it, and Elena will do the same. Eventually, you'll both get through the door and will be able to continue unabated. You'll now be in a large outdoor area alongside the monastery, but you'll only have one real way of continuing forward, and that's by scurrying down the pillar nearby, the one that's rife with red wooden boards. Simply scale down these pieces of wood until you reach the platform below, at which point you can throw a nearby rope up to Elena so she can follow behind you.

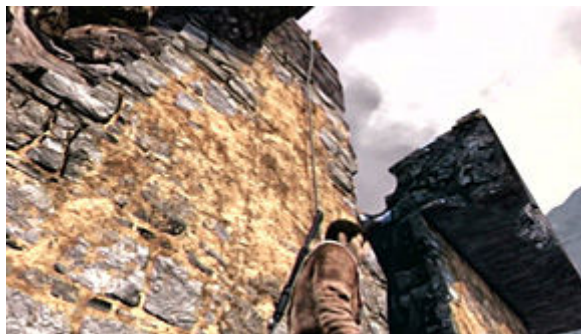
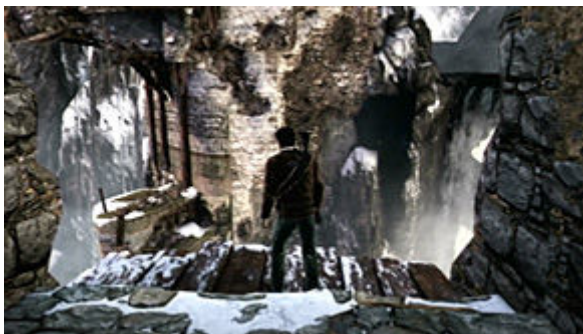


Chapter Twenty-Two: The Monastery (Continued)

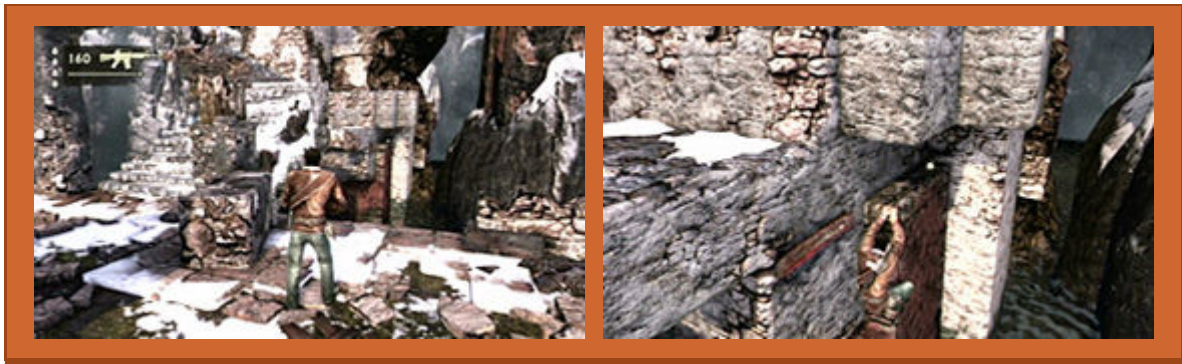
Once Elena reaches the platform you're on, you can proceed forward over the huge gap. To do so, simply walk over the two-by-four bridging the gap, and then run through the small cave on the other side. To proceed forward, you're going to need to use the rocks jutting out on your right to climb upward, where you can then hoist yourself leftward to the next platform via one big jump. Once you've arrived on this next platform, Elena will jump over to you and you'll automatically help her out. Then, you can both push the nearby statue leftward by following the on-screen prompt, using its new position to lift yourself up to the next location.



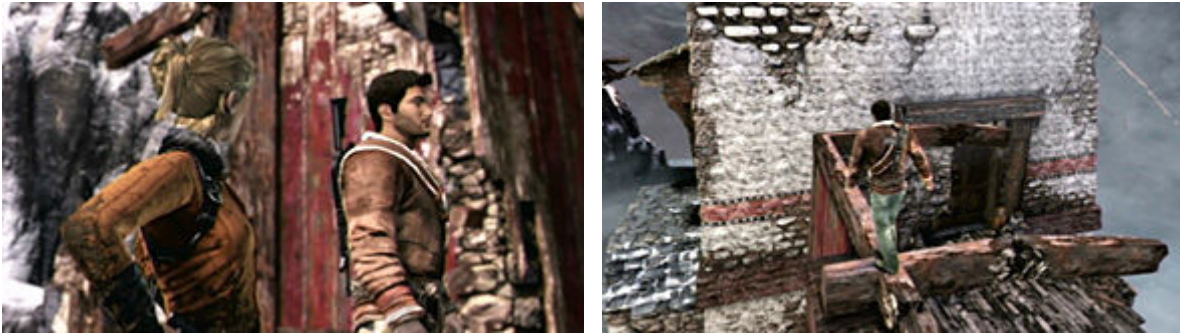
From here, the going is pretty easy for a while. Once you've climbed up the statue, move forward through the tunnel, and you'll be greeted almost immediately by another huge drop-off. To continue, head leftward and shimmy in that direction across the wooden platforms, moving leftward around the corner until you come to a more sturdy space for you to stand on. You can climb upward via a rope here, and Elena will do the same. As soon as you've climbed up successfully, a brief cutscene will interject itself into the gameplay, as you see some thugs moving Schaffer deeper into the monastery. Clearly, you're going to need to keep up the pursuit.



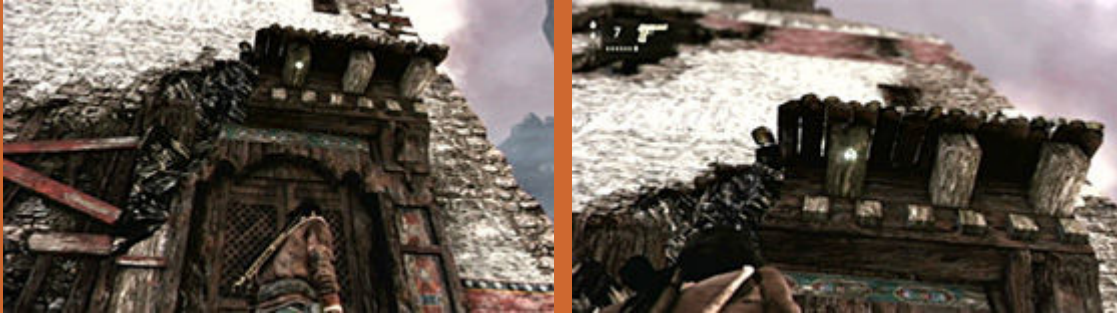
TREASURE SEVENTY-SEVEN | Silver Offering Pot (4/8 & 77/101): Elena will dash off automatically following the cutscene, so you should chase after her. It's in that direction that you'll find not only the way forward, after Schaffer, but another treasure as well. After jumping over the severed bridge, you'll have to pull yourself upward in order to continue. But before doing that, drop down off of the platform you're on so that you're hanging off of the right side of it. Adjacent to you should be a red-colored wooden beam that you can move over while hanging, granting you access to a little alcove containing this treasure.



Proceed along the side of the building, up the stairs, and towards a locked door, at which point another brief cutscene will ensue. Elena will check the door and verify that it's locked, and that nothing can be done to open it from this end. She suggests that Nate slyly and quietly go around to try to unlock the door from the other side, and Nate obliges. The idea here is to backtrack slightly, using the pillar on your left (with your back facing the door) to climb up to a series of wooden beams surrounding this area. These beams will ultimately lead you back to the front end of the building, just above the locked door. Jump at the building's outer facade to continue.



TREASURE SEVENTY-EIGHT | Tibetan Turquoise Ring (5/8 & 78/101): This is a fairly well-hidden treasure, but one that's easy to obtain once you know precisely where to look. When you're climbing up to the area above the locked door, don't go rightward. Instead, use the bricks to swing around to the left side of the building. You'll see an overhang below, one that you can drop down on. From there, drop down on the balcony below that the overhang rests over, and look up. You can shoot the treasure down from its perch here and grab it once it falls. Then, use the debris and bricks on the left to lift yourself back up and over to where you need to be to continue.

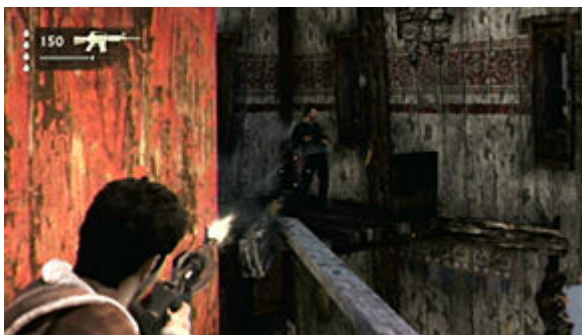


As usual, the platforming at this point is pretty self-explanatory. You're going to want to work your way around the building's facade in really the only logical way you can. Hang from a brick and jump over to the next one, and so on and so forth. Eventually, you'll be forced to swing from wooden beams; these beams will hang over the heads of some roving soldiers below you, so you'll need to be quiet. *Don't* open fire on your enemies yet. When you're able to swing in through a hole in the building so that you're inside on the topmost floor, do so. Immediately take out the soldier here with his back facing you, stealth-killing him so that all of his friends remain ignorant of your advance.

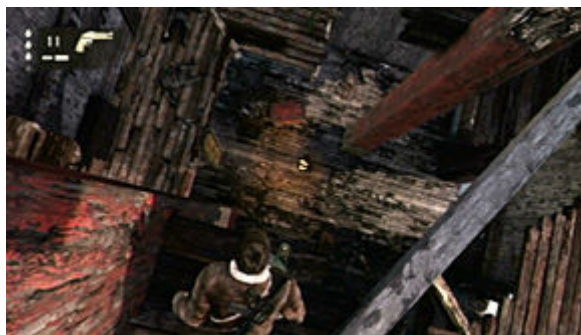
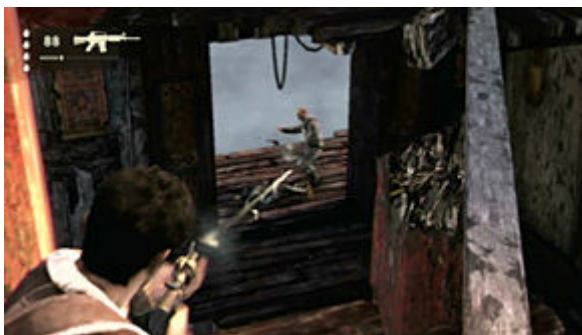


Chapter Twenty-Two: The Monastery (Continued)

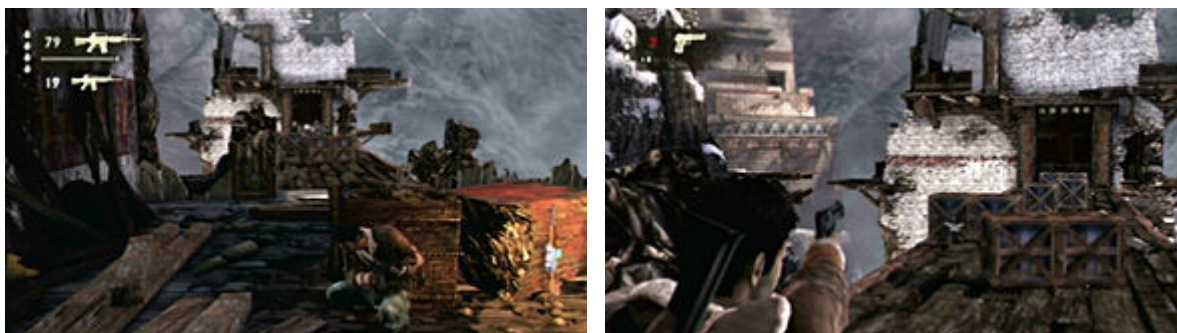
Now from here, the general idea is to work your way downward to the base of the building, but doing so is not as easy as it sounds. The game seems to lead you to believe that it's easiest to work your way silently downward, killing enemies stealthily as you go. But in our opinion, nothing can be further from the truth. While you can certainly stealth kill three or four more enemies easily without tipping anyone off to your presence, the further down you work in the building, the more committed you're going to find yourself in the ensuing gunfight when the enemies finally *do* spot you. The solution? After stealth killing the very first enemy, open fire on the next foe, and cut to the chase immediately.



Doing this from high above can only work to your advantage. When you drop down in an attempt to stay hidden while killing foes, you'll lose more and more of your height advantage. So stay up top and begin clipping enemies below. They'll barely be able to hit you if you stay high above them, so you can let the ordnance fly at them all day with little to worry about. Remember -- groups of foes can be felled easily with a well-placed grenade. There are *a lot* of enemies that will be coming out of the woodwork here, so be patient. Let the enemies flow out and deal with them accordingly, but don't work your way down to the lower levels of the building until you're sure all enemies in a particular wave are dead. You'll need to drop down to draw more and more foes, but don't do so until it's absolutely necessary.



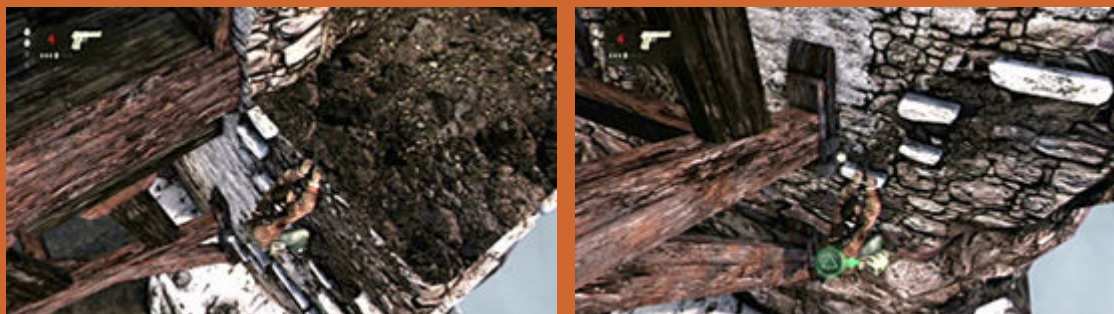
When you reach the bottom of this building, an unpleasant explosion will send Elena and Drake reeling backwards. It appears that there're even more enemies to deal with here. With that wall blown out completely, you'll have access to another wooden pathway leading towards another tower, but you have to actually *get* to that tower first, which is another story entirely. Thankfully, there are plenty of weapons around you to work with, and also a great piece of cover in the form of a fallen pillar. Begin to clean up the enemies coming at you using your weapon of choice. You'll want to use the Dragon Sniper Rifle near the pillar to deal specifically with the RPG-wielding enemy on your left, but otherwise, you can take out this wave of foes however you want. You'll have plenty of options to work with.



When the bridge is clear (or, at the very least, when the enemy numbers on the bridge are minimized), you can begin to cross. There's more cover to use en route, and more weapons to gather as well. About halfway across the bridge, foes will begin to work their way out of the tower ahead, including both a shielded enemy and plenty of foes packing powerful shotguns as well. Fall back if necessary, drawing out this new wave of enemies and dealing with them rapidly. When you finally get into the next tower, expect to clean up the final wave of enemies within. If you're getting fired at from an unknown location, it's probably from a platform above, so don't neglect to kill those enemies either! Eventually, some laser sights from sniper rifles will show up. To dodge the snipers, you'll need to boost Elena up to a nearby ladder, which she will drop down for your use. You can then go ahead and climb up to the second floor of the tower.



TREASURE SEVENTY-NINE | Carved Wooden Ghurra (6/8 & 79/101): This a fairly obscurely-hidden treasure. Once you've crossed the previous bridge, the one you gain access to after the locked door blows open and you've killed a bunch of enemies, look down and to the right. Instead of going forward into the next tower, the one where you have to boost Elena upward to she can knock down a ladder for you, you can drop down onto a series of bricks below. Hanging from each, you can work your way lower and lower until you reach the actual location of the treasure, sitting on a brick next to one of the bridge's support beams.

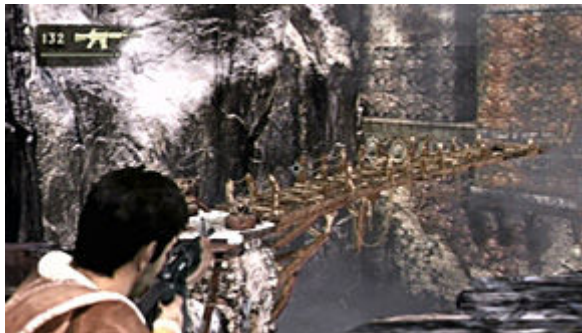


Chapter Twenty-Two: The Monastery (Continued)

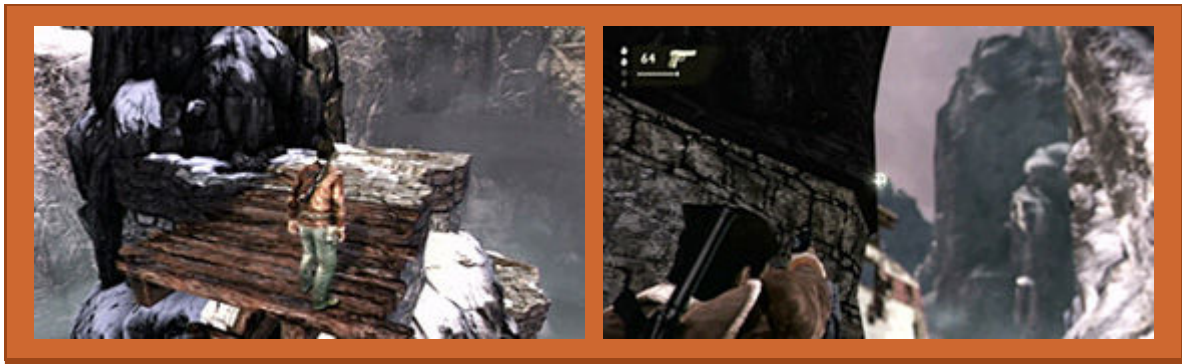
The general idea here is a simple one in premise. The only way you're going to be able to cross the makeshift wooden beam and subsequent bridge towards the next series of buildings at the monastery is to eliminate the myriad snipers from those very same buildings. And the only way you're going to be able to do that, as you'll find out, is to work your way to the very top floor of the tower you're currently occupying. Up there, you'll find a series of conveniently-placed Dragon Sniper Rifles to use. You can then use these weapons to return fire on the enemy snipers across the way. While you'll no doubt want to deal with the snipers, each of whom has a laser sight, deal first with the RPG-wielding enemy across the way. He can do the most damage, and is the most dangerous foe on that side, so kill him first, and watch the tower he was occupying explode and fall along with him.



With that done, you can deal with the snipers themselves. Work quickly here, ducking out from behind cover only momentarily to kill one enemy before hiding again. Remember that you can zoom with the sniper rifle by clicking the right analog stick (R3). After killing a few snipers, expect enemies to begin rushing across the nearby bridge. Some will even attempt to cross the wooden beam towards your location, which makes them easy targets. Make quick work of the snipers if you can, as this will allow you to deal with the ground forces approaching from the left. Otherwise, you're going to have your hands full, with snipers in the towers and enemies forcing their way closer and closer to your location.



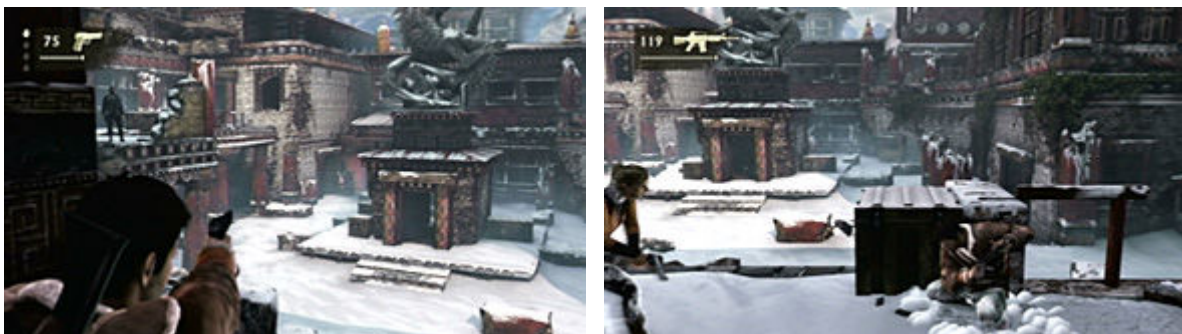
TREASURE EIGHTY | Bronze Tiger Bell (7/8 & 80/101): Talk about obscurely-hidden treasures; this may be one of the best-hidden ones in the game, and one of the most difficult ones to get to as well. You have to eliminate the entire threat across the nearby bridge before attempting to get this treasure, or you'll get cut to shreds. Thus, be sure all snipers and their light gun-carrying friends are all killed. Then, in the tower with the boards leading over to the bridge, work your way down to the lowest level. You'll find a bridge severed in two down here, and the gap between the two halves of the bridge seems too great for you to jump. But if you assumed that, you'd be wrong. Start running towards the severed bridge, getting a good gallop going. Jump at the last possible moment, and Drake should barely be able to grab the far side of the broken bridge. You can then scurry forward down a ladder, continuing down some stone platforms. You'll see the treasure suspended above you on your left. Shoot it down and claim your prize before continuing.



When the snipers are downed and a majority of the enemies approaching from the left also meet their fate, you can drop down and cross the wooden beam towards the bridge. It's at this point that you'll see a brief cutscene, with the enemy moving Schaffer even further into the monastery. Elena runs off after him, and naturally you should follow. However, while Elena gets over the bridge safe and sound, Drake won't have the same luck. Keep running forward, jumping and maneuvering as the bridge falls apart underneath your feet. Eventually, the bridge will fall completely, smashing against the far wall and forcing you to climb upward towards Elena. Doing so is rather easy -- you've climbed many an obstacle at this point in the game. Once Elena hoists you up to safety, you can then follow the on-screen prompt to press through the doors ahead.

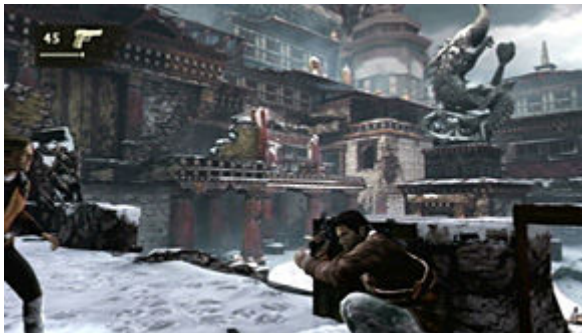


Once through the door, run up the stairs ahead of you, and you'll be brought to another snowy courtyard. You'll again catch a glimpse of Schaffer getting dragged further yet into the compound. You'll then regain control of Drake, and be given the opportunity to initiate hostilities here. This is another battle that's made up of multiple waves, and you'll want to stay in this general area for most of it. Begin by striking and killing the black-suited enemy on your left. This will draw out more enemies, and that's when the fun begins. Mow down enemies that appear ahead of you, slowly trekking through the snow. Because enemies will eventually storm your position as a form of aggressive posturing, you'll want to take them out from afar if you're at all capable of doing so. Otherwise, you may complicate your life by having to perform melee kills on nearby enemies while simultaneously being shot at from afar.

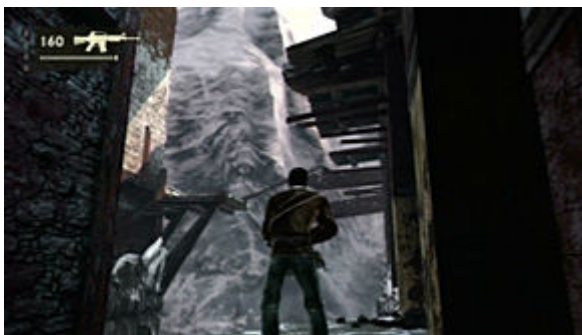


Chapter Twenty-Two: The Monastery (Continued)

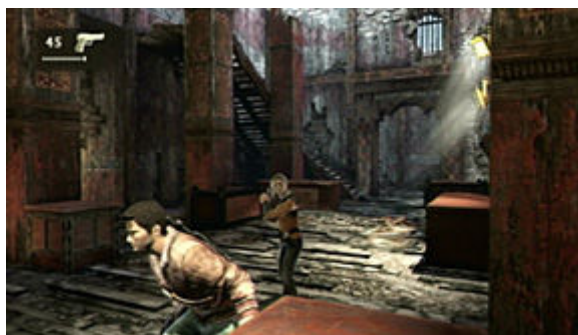
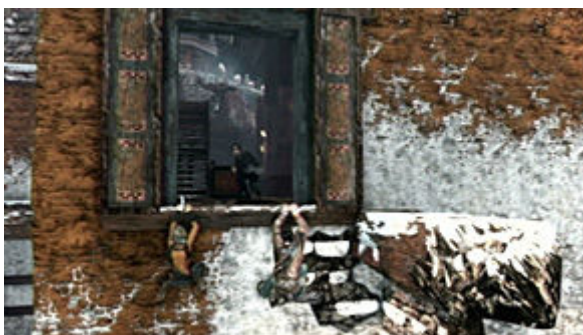
Eventually, the fight will become more complicated. An enemy with an RPG will appear on your left, and making matters even more complicated, a slew of snipers with their telltale red sights will appear as well. As was the case when you fought the snipers earlier, the best way to deal with these enemies is to briefly expose yourself, take one out, and then seek cover again. If you expose yourself for too long, they'll make you pay, so be sure to follow this advice closely. In addition to dealing with the snipers, you'll also have to deal with any residual enemy you've yet killed, but that should be child's play at this point (with the exception of the ever-dangerous shotgun-wielding enemies you encounter). When all is finally quiet, you can then approach the door at the far right end of this courtyard, where you can follow an on-screen prompt to get through and into the next area.



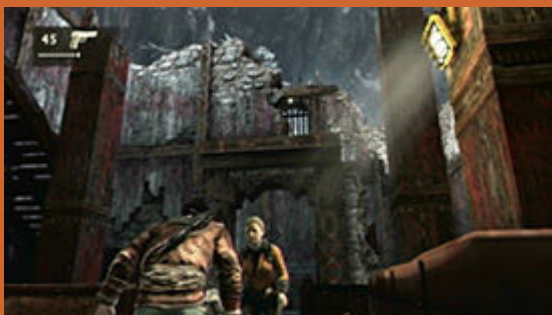
Run up the stairs and swing rightward, running up more stairs and eventually emerging back outside. There are no enemies in your location, so holster your gun and get ready for some platforming. You'll need to boost Elena up to the ladder above. She tries to drop it down for you, but the old ladder ends up breaking off. You'll only be stranded temporarily, though, as she'll shove a wooden crate from above that will give you the leverage needed to grab onto the wooden posts underneath the wooden platform above. You can move forward and shimmy leftward from there. Elena will put a two-by-four down so that you can cross the gap. You can then climb up the nearby wall to continue, where you'll encounter enemies once again.



If you stay hanging off of the bottom of this next platform, you'll be able to get a jump on the enemies here. It's tough to kill more than one enemy with a stealth technique here, but you can still try. Drag the first enemy off of the ledge, and you'll likely be seen by other enemies within this next room. You can continue to hang and shoot enemies at your convenience, or pull yourself upward and begin the fight on level ground. Either way, you should have little difficulty mopping up the thugs here. The only real threats are the shield-wielding enemy and the guy with the sniper rifle up top, but you can easily overcome both enemies with overpowering fire.



TREASURE EIGHTY-ONE | Antique Bronze Lion (8/8 & 81/101): Acquiring this treasure is easy, though you should wait until this location is completely devoid of enemies before attempting to go after it. At the far end of the room, you'll need to work your way leftward through a door to end up back outside. Before you do that, look upward along the far wall, and you'll see the shimmer of a treasure hanging above the window. You'll need to shoot it down, but to actually get up to where it falls, use the broken pillar to hoist yourself up high enough where you can leap over to the window sill.



With the Antique Bronze Lion in hand, you're free to leave this room, heading leftward through the door and back outside. There's little else to do here. With no more enemies to fight or items to find, you'll be free to approach the door leading into the next building. Press Triangle when prompted to do so, and you can head on through. As is the case with so many chapter endings and chapter beginnings, this chapter will end as soon as you go through the door, with chapter twenty-three beginning seamlessly thereafter.

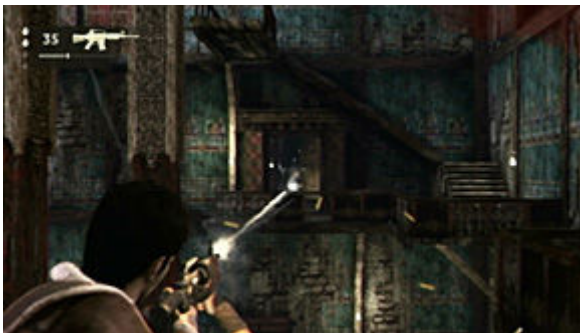
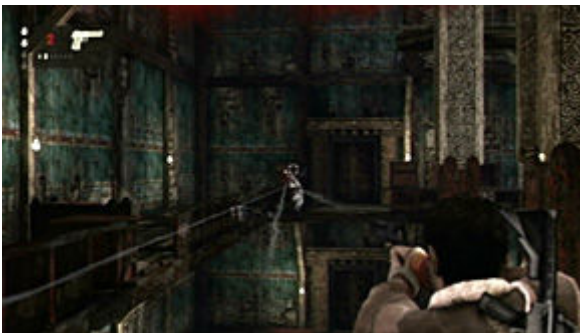


Chapter Twenty-Three: Reunion

This chapter will begin with you entrenched in a gunfight, so you have little time to react. Immediately seek cover, preferably behind your starting point, and return fire. You have to work somewhat quickly here, because the enemies are extra aggressive, and since they're pouring in through multiple doors on the far end of the room, you'll have an extremely limited space in which you can move. There's plenty of ammunition for you to use, and grenades as well. Close-combat will necessitate the use of Pistoles and shotguns, though an M4 and standard handgun will do the trick here as well. Just stay obscured from view as much as you can, because multiple waves of thugs will flood this room, especially as you begin to thin their ranks some.



Eventually, you'll be able to progress some, though it will be slow going. You can begin to occupy the catwalks surrounding this room, and you can even find some heavier weapons to use as well. RPG-wielding enemies will show up and prove to be a nuisance, but you can turn the tables on their friends once they're felled and you claim their weapons. Once you're on the catwalk, use your height advantage and chuck grenades at groups of enemies, or to simply weaken the stronger of the bunch, especially the armored shotgun-wielding enemies that have proven themselves to be pesky time and time again. You can also find a Desert pistol that can fell most enemies in a single hit, as well, but in general, you're going to have to rely on the immense amount of ammunition around you, primarily in the form of pistol ammo, assault rifle ammo, and shotgun ammo.



The Story, Part XXXVI

When you approach one of the doors on third tier of catwalks surrounding the room you just experienced an epic gunfight in, a lengthy and sad cutscene will ensue. You've finally found Schaffer, and he's completely alone, but he's suffering from wounds and doesn't have long to live. Being as old as he is, it's a miracle he made it this far in the first place. He has some important words for Drake and Elena before he dies, however, and after poking fun at Drake some, he gets into his final diatribe.

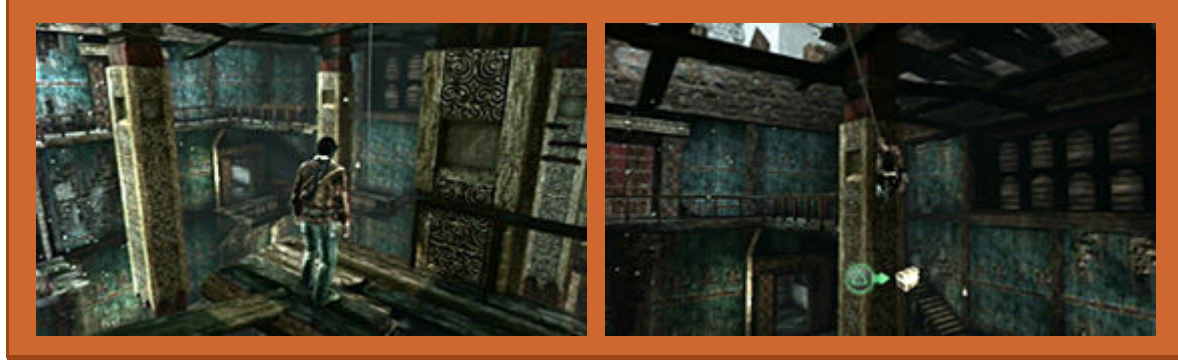


Schaffer reflects upon his expedition during World War II. He said he had to do what needed to be done, insinuating (obviously so) that he was the one who put an end to the lives of all of those slain men you found back on the mountain. However, these men worked for Nazi Germany, and if they got their hands on the treasure, it would have, as Schaffer puts it, "changed the course of history." He did the right thing, and everybody knows it. But now the bad guys have the key-dagger and have most of the knowledge they need to find the treasure themselves. After Schaffer passes, Elena suggests that she and Drake split up, and Drake agrees. And just like that, you'll regain control of Nathan, where you can continue on with your mission.



Chapter Twenty-Three: Reunion (Continued)

TREASURE EIGHTY-TWO | Tibetan Ritual Vase | (1/9 & 82/101): This treasure is easy to find, and is indeed almost impossible to miss. After the cutscene runs its course and you watched Schaffer (sadly) pass away from his wounds, you'll regain control on the upper catwalk of the starting room. Work your way around to a wooden plank that seems to lead to a drop. However, in the distance you'll see a rope conveniently hanging. Carefully leap towards the rope, and Drake should grab on automatically. The angle at which you initially swing after jumping from the plank should lead directly to a treasure embedded in the pillar you're swinging at. Simply keep an eye for the treasure prompt to appear on-screen and quickly hit Triangle to claim the treasure before you swing away.



With the first of nine treasures found during this chapter in hand, you're free to leave this building. With the rope, swing forward and jump over to the wooden platform on your right. You'll ultimately find a board that will let you walk towards a large, blown-out window, where you'll find yourself back outside. Take a jump from the end of the board to the green, snow-covered rooftop across the way. When you do, immediately take cover, because four soldiers will begin to rove around the rooftop in search of you. You can try stealth-killing one or all of these foes, but it's far easier and more straight-forward to shoot them all, since they can't exactly overwhelm you. Once they're all fallen, be sure to search their bodies for needed ammunition before continuing to your right.

With the four enemies on the rooftop slain, you'll be able to continue unharmed for a little while. You may be confused as to how to proceed, however. If you go rightward along the rooftop, you'll be able to drop down near an area with a ladder leading back up to an isolated location. There's a lone soldier here, and he'll no doubt spot you, so quickly fell him. Climb up the ladder to the little cove he was occupying, and look at the wall on your left. The bricks jutting out here are the key to continuing. Use them to climb upward, so that you can jump on the nearby roof. Then, jump over the gap to the adjacent roof, and move forward. You'll eventually see some sort of fight going on in the area below, as some soldiers take on one of those monsters you encountered back in the cave. Don't get involved -- let them finish off the monster first.



When all is eventually quiet, you'll be able to join the fray. These soldiers are moving around this courtyard, and they are frightened, not only because they know you are around, but because they now know there are some bizarre monsters in these mountains as well. No matter -- you're going to have to open up hostilities here to proceed. Now, a word of warning -- this firefight is a heated one. These enemies, for the most part, are packing shotguns and grenade launchers, and they'll even be watched by a lone soldier launching endless RPGs your way as well. This is a fight you have to work decisively through to stand a chance. You can probably sneak-kill one or two of the first wave of foes that descend on this courtyard, but you won't get much further than that. Your best bet is to kill one or two enemies and immediately dash for the far end of the courtyard, behind the gigantic stairs that lead up to some sort of ancient tree. It's from there that you will put up a stand.



You have some options here as far as what weapons you want to use. You basically have four varieties to choose from. You can either use a pistol, an assault rifle, a grenade launcher or a shotgun. All four types of weapons have their advantages, but you'll actually want to stick to the latter two, the grenade launcher and shotgun, if at all possible. Doing so will ensure that you are able to quickly get through the mostly-armored enemies coming at you. As you hide behind the wall with the tree growing above you, watch both flanks, and take out enemies accordingly. Hope and pray that the enemies that approach first have a shotgun or, better yet, a grenade launcher, that way you can quickly commandeer their weapons to do even more damage to the incoming foes.

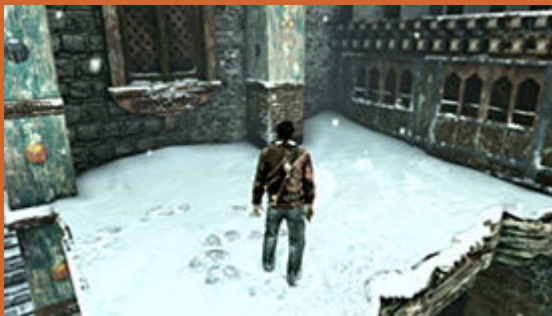


Chapter Twenty-Three: Reunion (Continued)

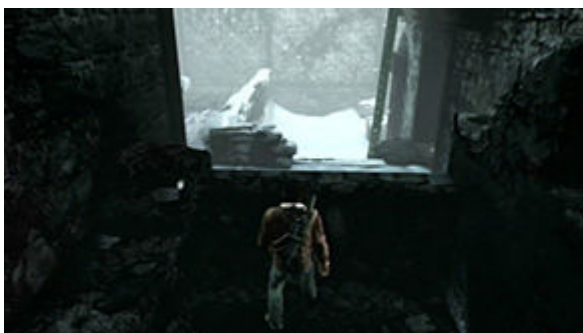
You're going to be dealing with multiple waves of enemies, so remain focused throughout the course of this fight. There's plenty of cover to use, but since enemies can easily flank you and outmaneuver you here, you'll want to remain in a static place and let them come to you. If you're using the grenade launcher, you can try to hurt multiple enemies at once, but don't try to coerce enemies together at the risk of getting yourself killed. When things finally quiet down, the only remaining enemy you'll have to deal with is that RPG-chucking foe on top of a platform ahead and to the left. If you have an assault rifle, you can actually try to take him out from afar, and you could have done this during the fight itself, which would free up your movement considerably. But chances are you left him for last, which is totally fine. Quickly rush his position, and don't stop moving until you reach him.



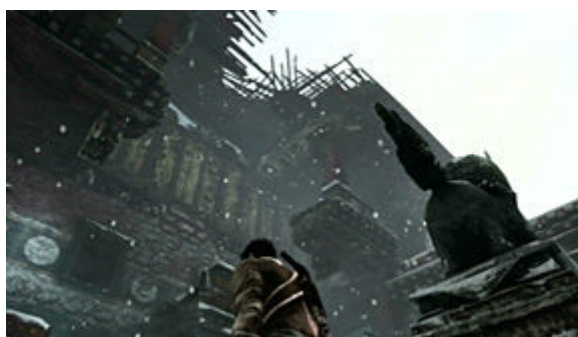
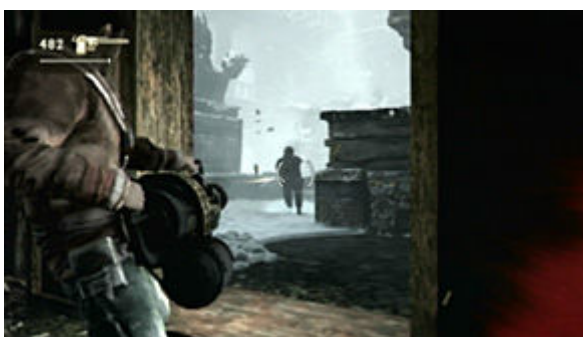
TREASURE EIGHTY-THREE | Tibetan Conch Horn (2/9 & 83/101): Once each and every enemy in the hectic fight you just withstood is downed, you can approach this treasure. Be absolutely certain you go after it before you use the levers to go through the nearby door, since you won't be able to backtrack to get this treasure once you do. The idea is to run up the stairs towards the door you need to go through to continue, deviating leftward. This is where the soldier with the RPG was standing, and you likely had to rush this very area just to kill him. Using the height added from this area, you can jump across the stairs below to another platform. Explore the left corner of this area, and you'll find the treasure sitting in the snow.



With the enemies dead and the second of nine treasures acquired, it's time to proceed onward. Continue up the stairs leading out of the courtyard, and you'll encounter a door with two spinning wheels, one on each side. Approach either wheel and follow the on-screen prompt to get through the door, which will subsequently seal behind you. Now, if you brought a fully-loaded grenade launcher into this area with you, you should be in pretty good shape to deal with what's below. Two enemies packing the game's strongest weapon, the GAU-19, are below. They are heavily-armed and a pain to bring down without explosives. Hitting each with four grenades will bring them down, however. If you don't have a grenade launcher, use lesser weapons to bring them down, but keep moving, because their arsenal can eliminate you in a heartbeat.



Once the two GAU-19 enemies are defeated, other foes will break into the area in an attempt to subdue you. A great option here is one of those GAU-19 chain guns, but keep in mind that the extraordinary weight of the gun will make you a sitting duck if you're out in the open. Grab one and retreat to a safe corner or nook, and let the enemies come to you, where you can easily mow them down. If you get hit hard with an explosion, you'll drop the weapon and can run away if needed, but your best bet in surviving this particular fray is to use the GAU-19. Simply let foes come to you and deal with them as they come, until there are no more enemies left to deal with at all. If you don't want to go that route, then you'll need to use more conventional weapons as you run from point-of-cover to point-of-cover. Just remember to keep moving!



Chapter Twenty-Three: Reunion (Continued)

TREASURE EIGHTY-FOUR | Bronze Oil Lamp (3/9 & 84/101): When all of the enemies here are defeated, you can easily grab another treasure. Thankfully, this treasure's location is actually en route to our next destination, so you can do it all at once. Run back towards the origin-point of this area, where you initially dropped in once you went through the previous door. Nearby should be a green and yellow ladder scaling upward into the half-wrecked building adjacent to you. Climb on up to the topmost floor and move rightward and then forward. The path will eventually drop off. It's at this point that you should look up and to your left. While you might have spotted this treasure from below, at the bottom of the courtyard, here is where you must acquire it. Use a firearm to knock the treasure from its perch, and then pick it up once it's fallen.



With the treasure in hand, you can continue onward. The general idea here is to reach the open window at the end of the courtyard, and thankfully, the route leading to the Bronze Oil Lamp is the same (and only) route that ultimately leads to that open window. If you're confused as to how to proceed over the huge gap near where the treasure was located, it's simple. Use the bricks jutting out on the wall on your right. Jump towards them and hang on, and then jump forward to the other half of the pathway. Pull yourself up and simply walk forward to the open window, where you can hoist yourself into the next building. Be mindful to grab needed ammunition from the previous courtyard before you move on, as you'll no doubt need it soon enough.



TREASURE EIGHTY-FIVE | Ancient Sword Guard (4/9 & 85/101): As soon as you work your way through the window, your eye will no doubt catch the location of yet another treasure, the fourth of nine found here. To acquire it, you must shoot it down, but you can't do so until you've worked your way to the rubble-strewn floor of this building. Once you're there, you can aim upward, shoot the treasure down, and then grab it once it's on the ground. Easy.

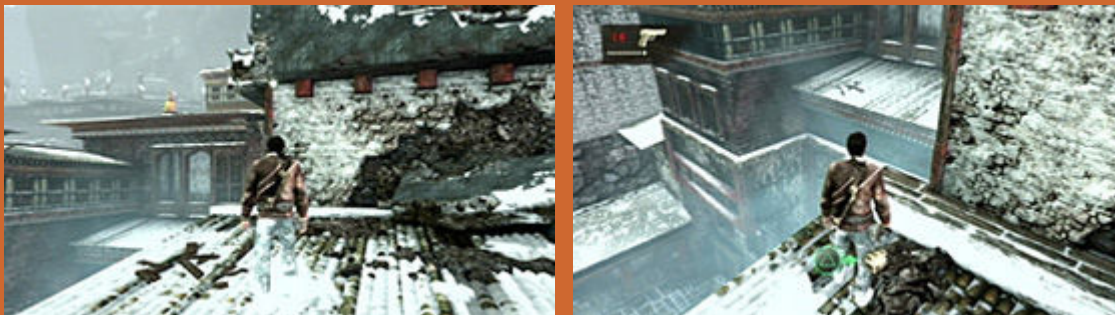


After grabbing the Ancient Sword Guard, work your way over to the staircase on the far side of the room, beyond all of the rubble. This staircase will lead up to a disheveled second floor walkway. At the top of the stairs, you'll need to jump forward over a gap and towards a lone concrete platform. Adjacent to you will be an open window that leads back outside. Drop down onto the roof below and walk leftward. You'll see more bricks jutting out of the side of the building's facade. Climb upward so that you can then grab the nearby wooden beam, which will allow you to shimmy rightward. As you do, you'll see a scene with enemy soldiers below, as they pour into another area in an attempt to take out the mystical Nepalese monsters roaming around the monastery.



Chapter Twenty-Three: Reunion (Continued)

TREASURE EIGHTY-SIX | Tibetan Coral Earring (5/9 & 85/101): Once you've shimmed rightward so that you can't go rightward anymore, you'll be able to pull yourself up onto a broken stone pathway. The way forward is directly ahead of you, as you'll have to use the wooden beams sticking out of the side of the building to swing forward. But before doing that, drop down to the area directly below you, to the right. This half-destroyed rooftop is the key to this treasure. Once you've dropped down, look up and to the left. Hanging underneath the stone pathway you were just traversing is this treasure. Simply shoot it down and walk up to it to grab it once it's fallen to the snowy ground.



With that treasure in hand, hoist yourself back up, and use the aforementioned red wooden beams to swing forward. Swing, swing, swing until you can't go forward anymore, at which point you can pull yourself up to through another open window. Drop off and hang from the other side of this window frame, and then jump forward or to the right to reach the decaying floor. You can then use the wooden furniture to pull yourself up, so that you're back outside on the rooftops, and able to proceed with your mission.



TREASURE EIGHTY-SEVEN | Tibetan Square Ghau (6/9 & 87/101): Before heading back towards the way we came, you'll want to acquire yet another treasure. These treasures have indeed been in quick sequence recently, there's no doubt about that. To get this one, work your way onto the rooftop directly over the area you just traversed, where the decaying floor and wooden furniture were. If you go to the far right end of this rooftop, you'll see some sort of small statue embedded into the side of the building. It's holding something in its hands, and that something is a treasure. Drop down so that you're hanging off of the edge of the roof right next to the statue, and you can acquire this treasure easily.



The Story, Part XXXVII

Following the acquisition of the Tibetan Square Ghau, all you have to do is continue to hoist yourself ever-upward until you find another hole in the wall that will grant you entrance to yet another building in the monastery compound. This is where a lengthy cutscene will take place. As you walk in, you'll see Flynn, Chloe and Lazarevic speaking with one another. It appears Lazarevic has lost his patience with Flynn and Chloe, and essentially threatens to kill Flynn for his incompetence. How come Flynn can't do anything, but Drake always seems to be one step behind them? Lazarevic wonders aloud if he hired the wrong man.



Once he leaves, Flynn and Chloe speak for a moment, and then Flynn hands over the key-dagger to Chloe and goes on his way. This leaves Chloe alone within this room, which makes for a great time for Drake to drop in and reclaim the key-dagger. And he does just that. With Chloe's back turned toward him, he drops out of the rafters and moves towards Chloe to retake the key-dagger. Speaking calmly to her, he rebuffs her usual bull crap, and sends her off on her way. But not before Chloe remarks that she wants Flynn and Lazarevic taken out. What's with this girl, anyway?



Chapter Twenty-Three: Reunion (Continued)

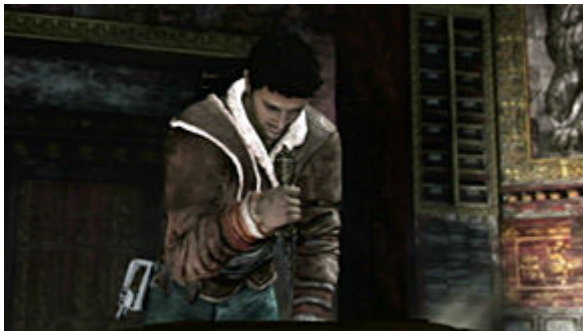
Following the cutscene, you're presented with a puzzle (naturally). This puzzle seems hard, but it's actually quite easy, if not a little bit clumsy and time-consuming as well. As usual, you can press Select, which will allow Drake to consult his handy-dandy journal. Within are all of his notes and scribbles about all sorts of stuff, and near the end of the journal, you'll find two pages that are quite important to solving this puzzle in particular. They are next to each other, and they have some Asian characters in various colors, along with shapes with colors, with names like "Air" and "Fire" next to them. The idea here is to match up the shapes in your book with the four objects of identical shapes on the ground. Use the next four pages of the journal from there to match up the color in the journal with the shape with the proper mythological monster. Sound difficult? It really isn't.



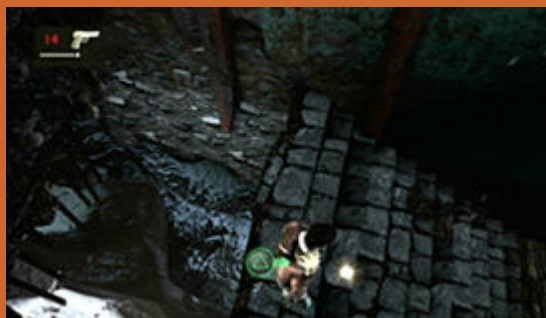
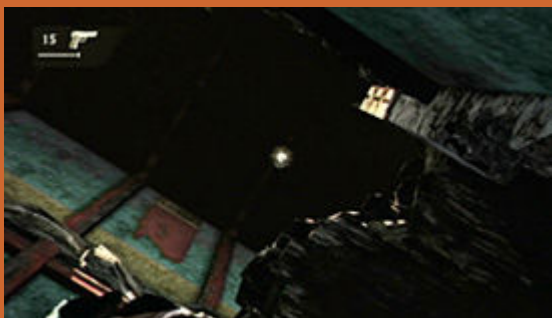
So, begin by matching the semi-circle, colored green, with the tiger (air). Match up the red triangle, representing fire, with the man-bird creature. The white-colored circle represents water, and it should be matched up with the dragon. And finally, match the yellow/orange-colored square, representing Earth, with the lion. Once all four objects are on the appropriate switch in front of the proper animal statue, wheels will be revealed under each statue. Again use the journal to match up the color of the character on the top of the two pages with the appropriate color of the shape and animal represented. This, too, is rather simple.



If done properly, a circular pedestal will rise out from the center of the room upon you spinning the character wheel a final time. Approach the pedestal when it arrives and follow the on-screen prompt. A brief cutscene will ensue, showing Nate using his key-dagger in the hole of the pedestal, which makes some wooden steps jut out from a nearby wall, with a sealed door opening up above. With the puzzle effectively solved, we're done here, so climb up those small steps and hoist yourself out of the new window. You'll find yourself back outside. After taking a view of everything and briefly communicating with Elena, you'll regain control of Drake once more. Work your way rightward and follow the on-screen prompt to use the zipline there. You'll see some of those Yeti-type monsters running around, but for the time being, you're safe from them. Begin running up the severed stairs to your left in order to proceed.

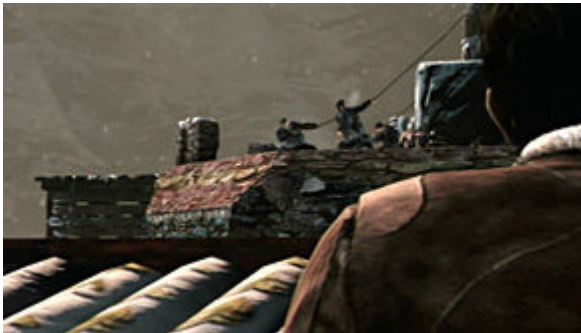


TREASURE EIGHTY-EIGHT | Carved Bone Ornament | (7/9 & 88/101): We call those steps *severed* because, midway up, you'll come to a huge gap in the steps that will force Drake to jump over them. Before you make the leap, however, look straight upward. You should see the glimmer of a treasure straight above you before jumping to the upper level of the stairs. Shoot the treasure down with a gun of your choice, and grab it once it hits the ground right in front of you.



Chapter Twenty-Three: Reunion (Continued)

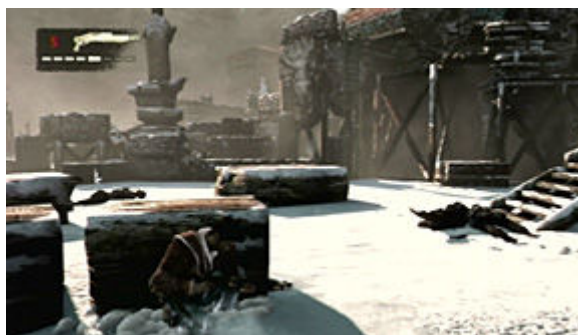
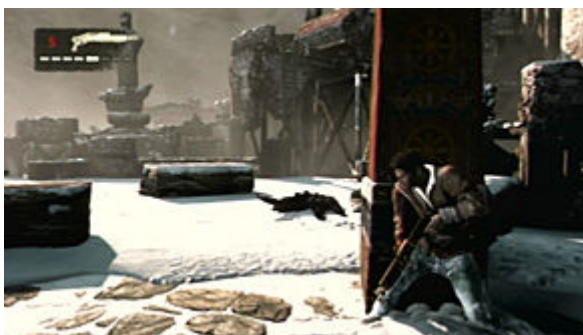
With the treasure in hand, jump over the gap in the stairs and continue to the top, swinging leftward once you arrive. To continue, you'll need to use the wooden beam on your right to reach some bricks that will allow you to scale the wall upward. When you do, Nate will spot something interesting. The soldiers in the area are pulling down ancient, invaluable statues in order to find the secret entrance to the treasure. But they aren't having much luck. When Drake radios to Elena, it appears she's observing the same thing from a different angle, so the two of you will finally be reunited. And that's a good thing, since a fierce firefight begins in earnest soon hereafter, and you can use her help.



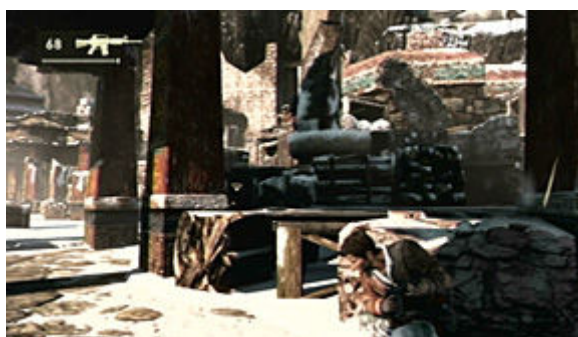
From the outset of this firefight, the enemies in the area will be none-the-wiser as to your presence. So, you'll be able to initiate hostilities with them here, and you can do so in a number of ways. You can go with the guns-blazing approach, shooting the closest enemy to you and alerting the rest of his friends that you're there. You can also try to stealth kill one or more enemies, thinning their ranks slightly before they're alerted to your presence. You can even grab the Crossbow to your right and smash a few skulls with single-hit kills. If you're going to go with the latter technique, be sure to take out the RPG-wielding enemy on the raised platform ahead and to your right. He'll be one of two nuisances here, so getting him out of the way at the outset of the battle is no doubt a huge positive.



Regardless of how you initiate hostilities, the enemies in the area will eventually be alerted to your presence. This area is shaped kind of like a curved line, with you starting at the southernmost edge of it and working your way northward as it curves slightly. Elena will be entrenched behind a crate on the far side of the compound, setting up an effective pincer on your prey. Push forward, using various cover in the area as you eliminate enemy after enemy. Be sure to scoop up dropped ammunition as you need it. If you took out the RPG-wielding thug early in the fight, which you no doubt did, climb up to his station and use the RPG's lone round to take out a group of enemies huddled together. It's a good way to further thin their ranks.



Eventually, you'll reach the far end of this location, at which point a stationary, shielded machinegun nest will begin opening fire on you from the cliffs on the right. Use the cover surrounding the nearby statue to guard yourself from its fire as you deal with the other enemies around you. There's a grenade launcher nearby that you can use to devastate enemies with a single round, so don't neglect to grab it. The best way to deal with the machinegun nest itself is to work your way so far through the compound that the gun turret can no longer turn. This will expose the gunner, allowing you to eliminate him rather easily. Be sure to kill any other enemies occupying that cliff as well, since they can easily man the gun, causing you prolonged problems.



Chapter Twenty-Three: Reunion (Continued)

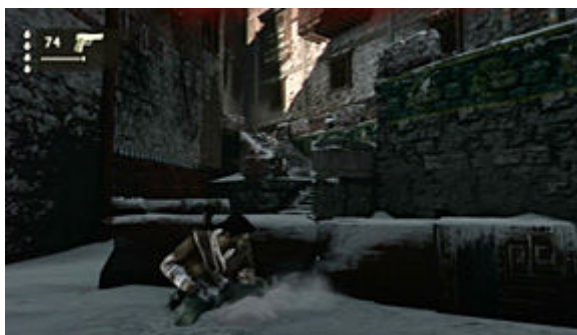
TREASURE EIGHTY-NINE | Tibetan Hair Ornament | Once the enemy threat is eliminated, you can find a treasure. If you look at the screens below, you'll see that this particular treasure is located atop a statue in the middle of this location. It's the statue closest to the stationary machinegun nest. The treasure is located on top of the statue's front end. Shoot it down from afar, and it will fall slightly. Then, climb up the back of the statue and work your way over its head so that you're sitting in front of its face. With the treasure shot down from afar, you can grab it easily from here.



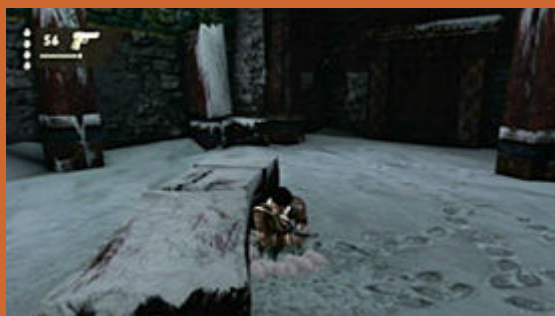
With all of the enemies here felled, and the nearby treasure acquired, it's time to examine that huge orange seal sticking out of the snow, near where your foes were tearing down statues. Nate immediately notices a hole in the center of the seal that will fit his key-dagger, so he wields it automatically and sets it into place. This forces the seal to rise slightly out of the snow, with four wooden beams jutting out of it. Go to the opposite side of the wheel from Elena and follow the on-screen prompt to twist the wheel so that it flicks a switch "somewhere." And that somewhere is back in a compound we already visited. You just *knew* those stairs leading up to that random tree were suspicious looking!



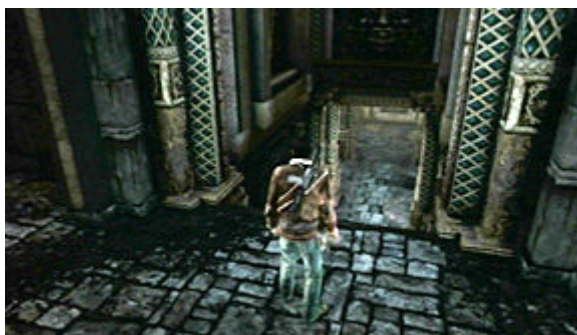
Zipline down to the next area, and watch as more soldiers are massacred by the indigenous monsters running around this area. When the coast is clear, you can jump to an adjacent platform and then use the ladder to reach the snowy ground below (don't jump, or you'll die!) As soon as you land, you'll be attacked by a small contingent of enemies. These are the last foes you're bound to meet here, so immediately return fire. If you held on to the grenade launcher from the previous area, eliminating the initial wave of foes coming down the stairs towards you should be child's play. If not, work quickly with what you have, because one of those foes has a shield, and he isn't messing around.



TREASURE NINETY | Tibetan Mala Beads | The ninth and final treasure hidden during this chapter is nearby. After the enemies coming down the steps are felled, don't run up the stairs to proceed... at least, not yet. Instead, run to the right, towards a dead end corner. You'll find the treasure lying in the snow there, so be sure to grab it *before* running up the stairs, since this is a rather easy treasure to miss and leave behind. And if you do that, you'll have to play through the *whole* chapter again just to get it. Beware!

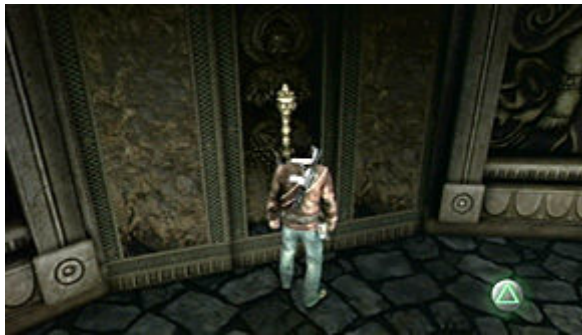
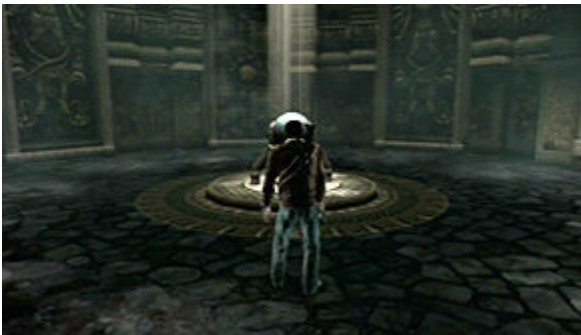


As you run up the stairs, expect to find a few more enemies struggling to take you out. Thankfully, none of these guys should provide even the slightest of trouble for you. When you finally arrive to the ropes along the wall that are sitting there, the ones the enemies used earlier to get into this area before being slaughtered by the monsters, you can climb up. This will lead back to a familiar area you cleared earlier, and because of your earlier melee, combined with the monsters' destruction, you'll find the area absolutely littered with bodies. Ignore the carnage and run towards the ancient tree. There's no longer a staircase leading up there. Rather, it now leads downward into a subterranean chamber. As you work your way lower and lower, this chapter will end and the next will begin.



Chapter Twenty-Four: The Road to Shambhala

This chapter will begin innocently enough, and there's little to initially worry about. You're presented with a bit of a puzzle almost immediately. There's some sort of orb in the center of this otherwise-isolated room, and there are four daggers, identical in nature to your own key-dagger, sitting on the walls around you. Two of the daggers face upward, and the other two face downward. All you have to do here is approach the two upward-facing daggers and follow the on-screen prompt to make them face downward. Once this is done, that orb in the center of the room becomes activated. *Don't* examine it just yet.



TREASURE NINETY-ONE | Bronze Garuda (1/3 & 91/101): Instead of examining the activated orb, you'll want to get a treasure in this room. Once you examine the orb, you'll catalyze a lengthy cutscene that will ensure you can't find this treasure, so be absolutely, positively certain you get this treasure first. Thankfully, this is an easy treasure to find and examine. Simply search the wall around you, and you'll no doubt spot the treasure's glimmer on the wall. Shoot it down with your pistol, and voila! Acquire your treasure on the ground.



The Story, Part XXXVIII

Once Drake examines the activated globe at the center of the room, he and Elena hear Lazarevic's soldiers closing in quickly. He and Elena hide against a nearby wall, and Drake holds the first soldier that comes into the room at gunpoint, shoving a pistol against his skull as he tells the soldier to drop his weapon. The soldier obliges. Unfortunately for Nate, about a dozen more soldiers pour into the room, along with Flynn and Lazarevic. He and Elena are now considerably outnumbered, and making matters worse, Lazarevic does his own soldier in, effectively eliminating any leverage Drake might have held in this situation.



Lazarevic is a cold man, and he makes that brutally clear immediately. Not only does he threaten to kill Nate, but he threatens to kill Elena. When that's not good enough, he brings Chloe back into the picture. Why Nate would care if he did her in is beyond my comprehension, but nonetheless, this complicates Drake's situation even more... and that's saying something. With two beautiful women essentially threatened with death, Drake has no choice but to comply with Lazarevic's wishes. He wants the pathway to Shambhala open, and Drake gives in and begins the process of opening just such a pathway.



Breaking out more of that special blue-colored incendiary rock, Drake starts a fire underneath the activated globe, which illuminates the entire room in a blue hue. There's plenty to take in here, but Nate's eye is immediately caught by a small triangle etched into the rock. Using the key-dagger, Nate opens the way. Suddenly, the walls fall back, revealing a fiery passageway forward into an unknown location. Unsure how to proceed, Lazarevic orders Flynn, armed with a pistol, and Nate, armed with nothing, to move forward and figure out a way in. Nate, with his two damsels under threat, has no choice but to oblige.



Uncharted 2: Among Thieves Walkthrough

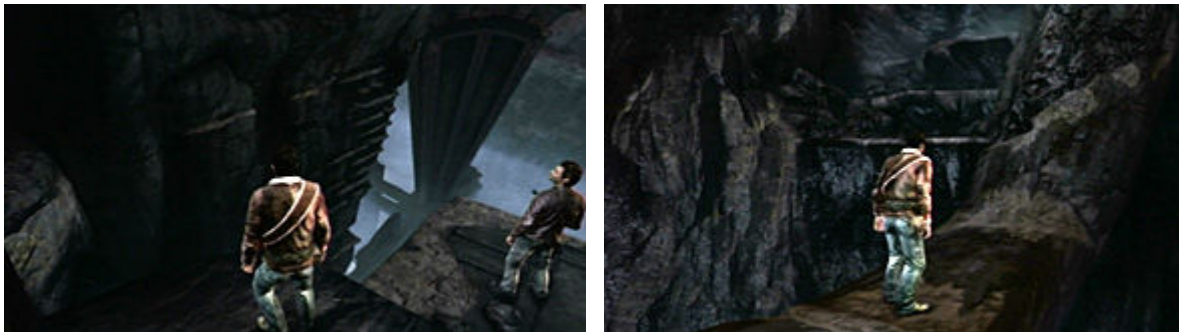
«	Part One	Part Two	Part Three	»
---	----------	----------	------------	---

Chapter Twenty-Four: The Road to Shambhala (Continued)

TREASURE NINETY-TWO | Toad Censer (2/3 & 92/101): As soon as you regain control following the lengthy cutscene, you'll be in the vicinity of yet another treasure, so you'll want to be sure to grab it before proceeding. Move forward from the starting point. You'll be forced to veer rightward and jump over a small gap. Once you've jumped over that small gap, the treasure should be right next to you. Simply look rightward along the wall, in the darkened area, and you should find the treasure.



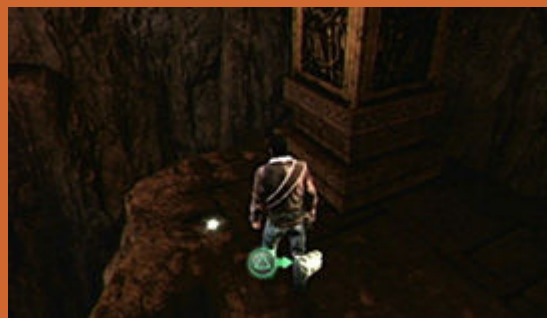
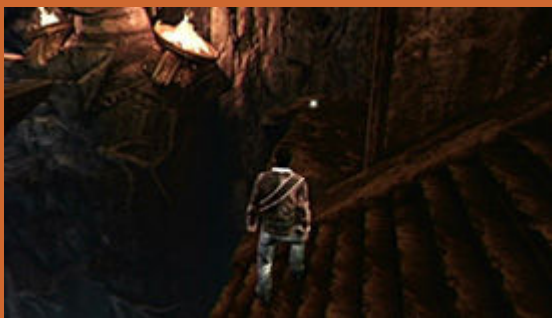
From here, the platforming is rather straight-forward, especially for this late point in the game. You're going to need to jump across the next gap, grabbing onto a series of rocks jutting out of the rock face. Once you grab one of these, drop down along them and shimmy your way rightward around the corner, towards another platform. Flynn will no doubt lag far behind. Once he reaches you, follow the on-screen prompt to give him a boost upward. In return, he'll send a square-shaped rock flying down from above, so that you can pull yourself up. In the next area, Flynn runs forward and across some wood that crumbles behind him, forcing Nate to take a leap of faith. Believe it or not, Flynn catches him and pulls him up. You can then work your way up the platforms on your left, where you'll have to squeeze through a tight area.



From here, it's more of the same... more completely straight-forward platforming. Begin by moving down this well-lit cavern and following the on-screen prompt to push away the large statue head blocking your path. Once that's done, you can drop off of this path so that you're hanging off of the edge of it. Venture rightward from there to the next platform. When you arrive, drop off of the side and keep shimmying. This will allow you to jump over to some skull statues with flames coming out of their heads, and eventually, to a platform, where you can run forward with relative immunity.



TREASURE NINETY-THREE | Eight Emblems Pendant (3/3 & 93/101): After jumping on the lengthy platform from the flaming skull heads, the third and final treasure found during this chapter can be acquired. To do so, you'll need to first work your way forward, jump leftward, and then venture leftward towards some stairs leading up. Ignore these stairs for now, and instead, work your way carefully to the left side of the staircase. You'll see the glimmer of the treasure you seek there; it's easy enough to acquire without much more of an explanation.



Chapter Twenty-Four: The Road to Shambhala (Continued)

After grabbing the third and final treasure found during this chapter, you're free to proceed onward up the stairs and into the next room. Here, you're faced with another puzzle, and yet again, it's an easy one to solve. Once more, Drake's journal is the key to solving this; simply hit Select to activate it. You'll find, on the final two pages of the journal, two symbols along with three pieces of foreign script above each symbol. So, there should be two symbols and six characters total. All you have to do is match up the symbol with the proper side of the room (matching symbols should be found on the metal grates). Then, make the three character wheels above match what's in the journal. It's truly that simple.



Once the characters are properly inserted, a wheel will appear in the center of the room, which Drake and Flynn can rotate easily. Upon doing so, they'll open up *something*, but it won't take long for fate to catch up with them both. Three of those mysterious creatures that have been haunting you now for some time appear, and you'll need to deal with all three of them to survive. Thankfully, even though Flynn hands over one of his pistols so that you can fight back, you don't have to fire even a shot. Instead, just run around, avoiding the three monsters at all costs. Expending ammunition will do nothing for you, since Lazarevic eventually busts into the room and takes out all three monsters for you, at which point a chapter-ending cutscene will ensue.



The Story, Part XLIX

Lazarevic doesn't only kill the monsters for you, but he reveals their actual identities. They aren't monsters at all, but rather some sort of human or humanoid creature in suits. They're trying to scare you away, because at this point, you're quite close to finding Shambhala. In fact, once Lazarevic shows up, you're mere moments away from seeing it with your own two eyes. Lazarevic vows to kill Drake and his two ladies, but not before they rest eyes on what they've been so eagerly seeking for so long. That's when Lazarevic orders his men to open up the gate. Before you know it, you'll be gazing at Shambhala, which somehow has remained completely hidden from humanity and all those who so eagerly chased it.



Once outside, Lazarevic orders Drake, Elena and Chloe to their knees. Flynn pleads with Lazarevic to hold his end of the bargain, and he agrees, sending Chloe to his side. With Drake and Elena about to be killed, however, Lazarevic's men come under attack from a mysterious source. The natives of Shambhala, armed with those powerful Crossbows you've been finding, are none too happy that their home is under attack. Taking out a majority of Lazarevic's men, everyone scrambles, including Chloe, who attacks Flynn, takes his gun, and runs off with Elena and Drake. At this point, the next chapter begins.



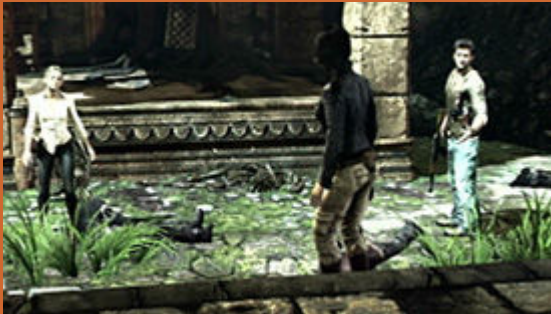
Chapter Twenty-Five: Broken Paradise

This chapter will begin quickly, so be ready to run from the outset. You're not only dealing with the indigenous people here, but with enemy soldiers as well. So, everyone will be shooting at each other, and since you're unarmed, you can't return the favor. For the time being, all you have to do is run forward, climbing and jumping as you go, moving as quickly as possible. Eventually, the platform you jump over to will fail, and it will crumble and begin falling to the ground. It's at this point that you can arm yourself with an assault rifle, and either dodge or fight the enemies on the platform with you. When the platform crashes, any remaining enemies will die, and you'll be free to progress.

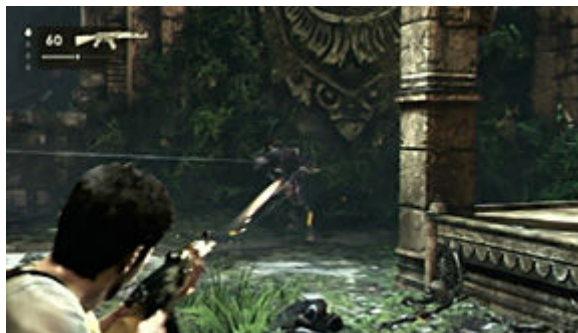


The Story, Part XL

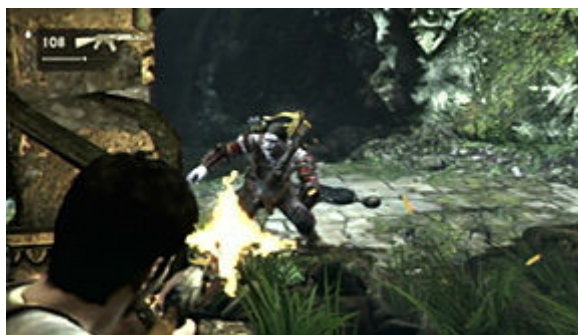
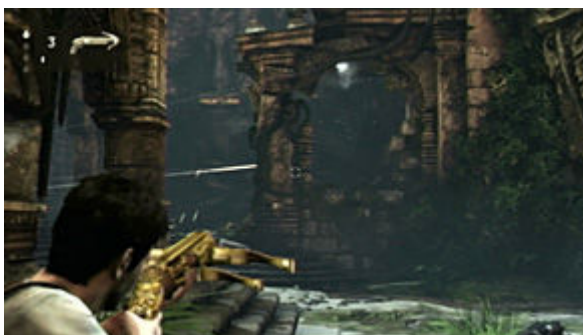
After jumping across a few platforms, the game will take over again in the form of a lengthy, but straight-forward cutscene. The courtyard ahead is littered with bodies. Nate surmises that they've been there for over fifty years, and their weaponry indicate that they could be Nazis (after all, Chloe hands Elena a Luger to use). Then, the three discuss just what they'll do next. Chloe assumes that Lazarevic and his men are going straight for the prize, which means that there's still time to escape. Nate and Elena, however, aren't interested. They want to go after the Cintamani Stone, and perhaps save the world in the process. After some more talk and quite a bit of convincing, Chloe agrees to go along.



As you push forward through the courtyard towards the crumbling ruins ahead, you'll be greeted by a couple of extremely difficult enemies. These two enemies, two of the indigenous people armed with Crossbows, mean business, and they are no doubt the two most difficult enemies you've faced so far in the game. Even more difficult than the "monsters" you fought earlier, especially because you actually have to kill these guys to proceed, not simply survive for a certain amount of time. Grab as much assault rifle ammunition as you can and begin shooting at these fast-moving foes. These guys move quickly and can obliterate you not only with their Crossbows, but with their physical attacks as well. As a result, you're going to want to keep moving, trying to keep an eye on one foe at once, so that you can maximize the amount of damage done to a single target.

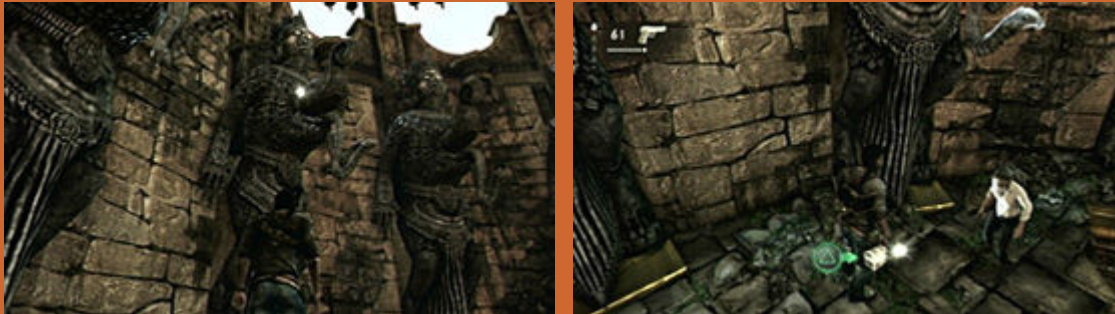


Be prepared to run *a lot*. These guys are smart and tenacious, and they'll chase you persistently. If they physically attack you, you're going to be hurting, and if you let them get really close, they'll throw you to the ground, where you'll need to quickly follow a series of on-screen prompts in order to survive. Thankfully, when you've finally managed to take one of them out, you'll have one other to deal with for the time being, which makes your life much easier. Unfortunately, when you've felled both enemies, a third foe appears. Hurling some sort of explosive at you, taking down this enemy quickly is the key to survival. Thankfully, the two foes you just killed dropped their Crossbows. Pick one up and fire a few rounds towards this third enemy to send him reeling quickly. If you rely on your AK-47s and pistols on this foe, expect the battle to take as long as the previous one did.



Chapter Twenty-Five: Broken Paradise (Continued)

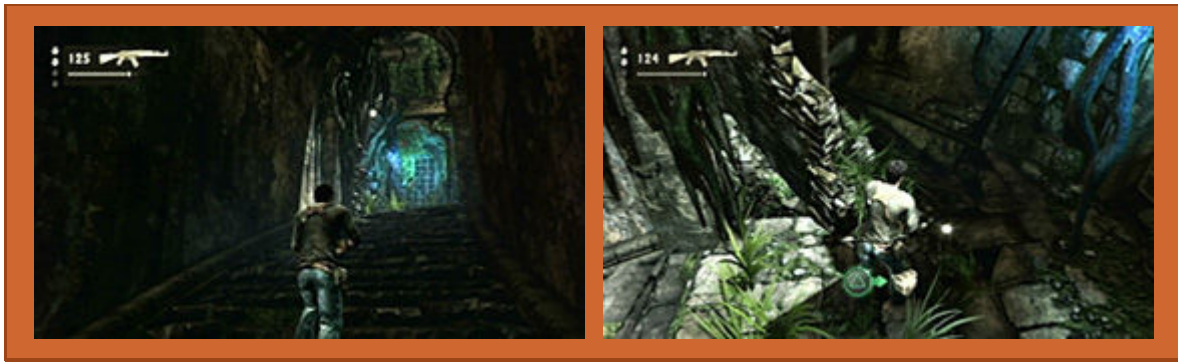
TREASURE NINETY-FOUR | Phurba Thogchag (1/8 & 94/101): When all is finally quiet, you can work your way to the crumbling ruins at the top of this courtyard. When you arrive, you'll find out that you can jump up on top of the pile of rubble, and shimmy your way leftward using the outer facade of the platforms there. When you're able to pull yourself up from the rubble, so that you're on the catwalks overlooking the previous courtyard, you can find this treasure hanging off of one of the statues in your vicinity (more specifically, a statue on your left, if you're facing the rubble below). Shoot it down with a weapon of your choosing, and grab it once it hits the ground.



From the location of the first treasure, the idea is to simply jump from platform to platform so you can reach the doorway atop the platform on the left side of the courtyard (if you're on the ground level facing the rubble, that is). So, begin jumping, starting with the first platform. From there, jump on the vertical pillar hanging down, and use the leverage gained to jump rightward to the center platform. It seems as if you can't make it, but you will if you jump correctly. Then, simply jump to the final platform and head through the door into the next area. It won't take long for you to find a mysterious blue substance growing on a tree there. Nate knows that this stuff is explosive since he's used it many times in the game before, so with a weapon of your choice, take aim and shoot the blue substance. It will send things exploding, revealing a staircase where a wall once stood.



TREASURE NINETY-FIVE | Clay Yamantaka Head (2/8 & 95/101): After you've obliterated that blue substance hanging on the trees, a staircase will be revealed that heads up to another area. Run along the stairs to the very top, and you'll see a treasure hanging off of the tree roots (or vines, whatever) ahead and on your left. Shoot it down from afar, and then walk up to the location on the ground under the tree roots where you can grab this treasure before proceeding onward.



To the right of this second treasure, you'll find more of that blue sap-like substance along the trees there. Stand back and shoot at the blue substance to destroy these vines. In this next area, there will be a chasm to your right, with some bricks along the wall in front of you. Jump along the bricks, heading leftward and upward. You'll eventually gain enough leverage that you can jump backwards over the chasm, so you can hang off of a pole there. Once you're doing that, aim forward at the tree in front of you, blocking a path that you can jump into. Shoot the blue sap, and then jump through into that small room. Head leftward this time and shoot across the gap at more blue sap. This will cause the doorway below to become unblocked, so drop back down and head up the stairs leading up and to the left beyond the once-blocked door. Your team will follow behind you.



TREASURE NINETY-SIX | Gold-leaf Statue Head (3/8 & 96/101): As soon as you arrive in this new, beautiful area, drop off of the raised platform you begin on and run rightward. Run rightward until you reach the edge of this area, overlooking a gigantic chasm with some gorgeous waterfalls careening downward in the distance. It's here that this treasure can be found. Explore the corner of this area (still with the waterfalls in the distance), and you'll see it on your right.

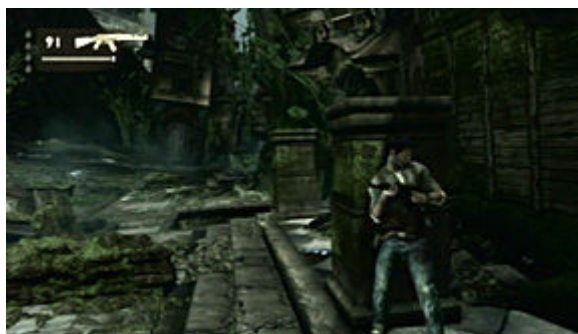


Chapter Twenty-Five: Broken Paradise (Continued)

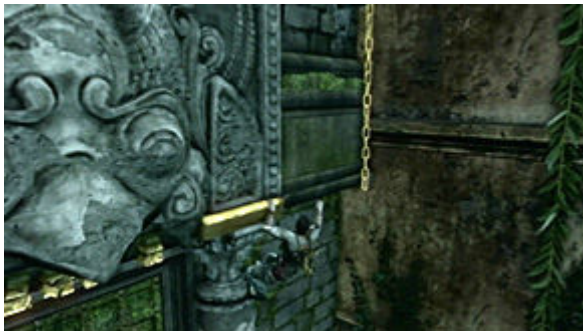
Now, as you roam around this next area, you may be confused as to how to proceed. The locked door with the wheel and counterweights around it is the key, but you can't really do anything there yet. Instead, as you roam around this area, you'll notice that enemies begin slinking around the ruins in search of you. As is always the case, especially at this point in the game, how you initiate hostilities is entirely up to you. You can try to slink around with the enemies, silently taking them out one by one. Inevitably, you'll be seen by an enemy, whether he spots you specifically or one of the bodies of your victims. But it's still a way to get going here, thinning out the enemy ranks before the crap really hits the fan.



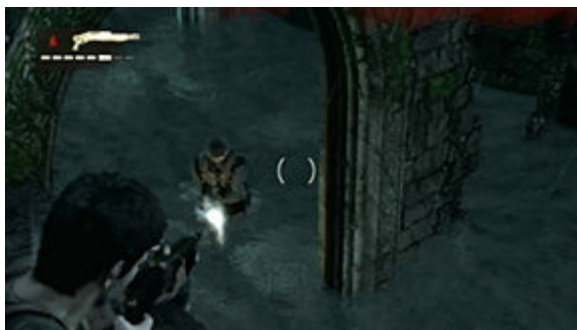
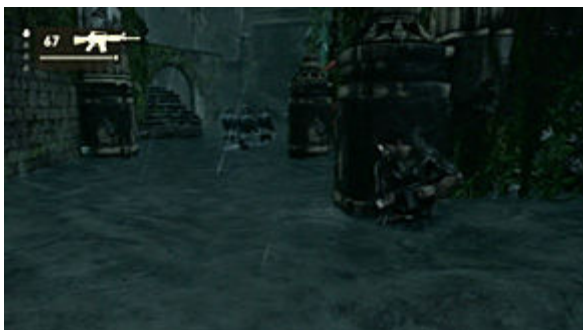
You've been entrenched in so many firefights up to this point in the game that you should have little issue surviving this one. Even with the heavily-armed enemies with gatling guns roaming around, and even with a missile-launching enemy and some snipers in the area, you should know exactly what to do at this juncture. Hide behind a sturdy piece of cover and let loose on all of the enemies you find, collecting need ammunition as you go. When they're all dead, two more indigenous enemies with Crossbows will show up. Deal with them exactly as you did last time; you even have more room to work with here, so surviving should be even easier than it was last time.



When both the soldiers and indigenous people here are slain, it's time to head back to the door in all of these ruins, the one that you can't seem to lift with the wheel. That's because, as Drake points out, the counterweight to the right of the door is completely missing. And, as Chloe subsequently points out, Drake seems to be the perfect weight to act as the counterweight. To get up to that yellow chain on the right, however, you're going to have to execute some fancy footwork. Climb up the nearby stairs and keep an eye on the right wall. Some bricks will be jutting out, allowing you to scale the wall as you head rightward, back towards the door. Shimmy along the left counterweight, and then the yellow wood above the door. When you can jump onto the chain, do so. The girls will take care of the rest, spinning the wheel and putting the nearby statue head under the door so that Drake can get through along with them, just in the nick of time (of course).

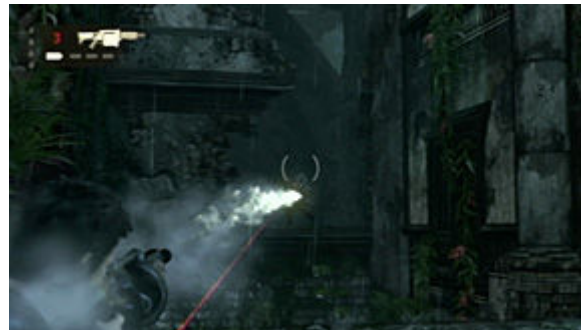


Eventually, you'll get to drop down into some sort of drainage route, with water careening past and around you at a knee-deep depth. As you drop down into this area, you'll see a few enemies walking slowly down the aqueous path ahead of you. There should be three of them, and there are more enemies ahead, both in the water and on the crumbling platforms overhead. As usual, you can get involved in this fight however you want. You can try to sneak behind one, two or more of these guys and stealth kill them, but we actually recommend throwing a grenade in the middle of them to damage or kill them all outright, and then beginning the firefight from there. If you try to stealth-kill them and fail, you'll be out in the open, and will be a sitting target for other enemies in your vicinity. As usual, it's your call.



Chapter Twenty-Five: Broken Paradise (Continued)

As you walk down this water-filled location, you'll encounter more and more enemies. There's plenty of cover to work with, so go slowly, killing enemies that appear from afar if possible, and then pushing onward to the next location, and then the next, and so on and so forth. You'll also encounter multiple routes up to the broken platforms above. You'll actually want to head up there as soon as you can (though you should clear as many enemies from up there before you do so), because you'll have a distinct height advantage on the remaining enemies below as you continue to move forward. As usual, keep a keen eye out for the red sights of sniper rifles, as well as grenades and RPGs being hurled your way. After all, you never know when your life might come to an explosive end, so be careful!



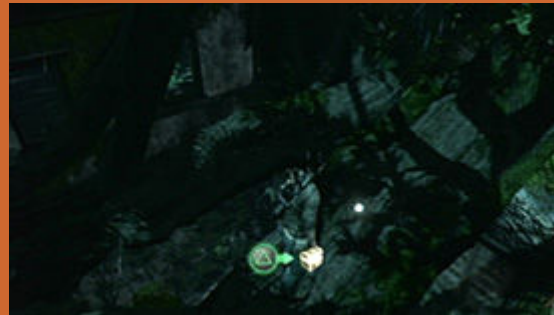
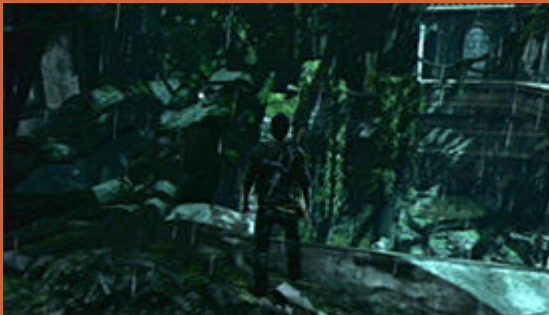
TREASURE NINETY-SEVEN | Fibula Thogchag (4/8 & 97/101): As you push forward on the broken platforms overlooking the watery route below, you'll be able to grab another treasure. As you push forward, you'll see treasure's glimmer up above on the building to your left (though, as seen in our screenshot, you can also see it behind you on your right if you pass it). All you have to do is spot the treasure and shoot it down. Then, simply walk to where it lands on one of the broken platforms, and claim it as your own.



With the treasure in hand and all of the enemies in the area killed, you can drop down to the grates at the source of the water, and use the bricks along the far wall to climb up to the next area. Move forward through this next room and bear leftward through the door. Things will remain dark, but as you push into the next room, light will illuminate the area more, and four heavily-armored, well-armed enemies will appear. This can actually be a difficult battle, because they appear right on top of you, but if you managed to bring a grenade launcher with you from the last location, you can eliminate these tightly-grouped enemies with a single shot of ordnance. Lucky you! With those four enemies downed, you can then use the conveniently-placed cart ahead to reach the raised area on your right. Simply push it along with Elena.

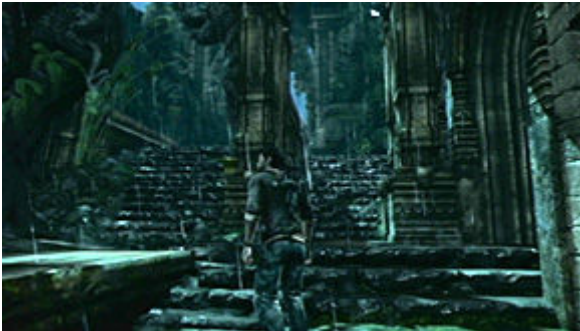


TREASURE NINETY-EIGHT | Unusual Bronze Mask (5/8 & 98/101): After hoisting yourself upward with the cart, you can grab another treasure before proceeding. This, the fifth treasure of the chapter, is easy enough to acquire if you know precisely where to look. With your back facing the cart, head rightward and carefully jump to the platform over where you just took out the four enemies. Sitting in a dark corner is the treasure; simply stand around and look for the treasure's glimmer if you're having a difficult time spotting its specific location.



Chapter Twenty-Five: Broken Paradise (Continued)

After grabbing the treasure, backtrack to the location where you initially lifted yourself up with the cart, and push forward. You'll encounter some stairs, and will eventually reach a beautiful landscape leading up to a gigantic building. Enjoy the sights as you move up the stairs into the building. When you arrive in the building, bear leftward and then rightward, and enter the massive chamber ahead. Here, you'll encounter a group of soldiers fighting a group of the indigenous forces. *Do not get involved.* There is no reason to immediately jump into the fray here, so even though Chloe and Elena will eventually jump in and begin fighting, you should remain hidden for as long as you can. If enemies come up the ramps towards you, take them out. But otherwise, stay crouched down behind a wall and let the two opposing sides slaughter each other. It will make your life much, much easier later on.



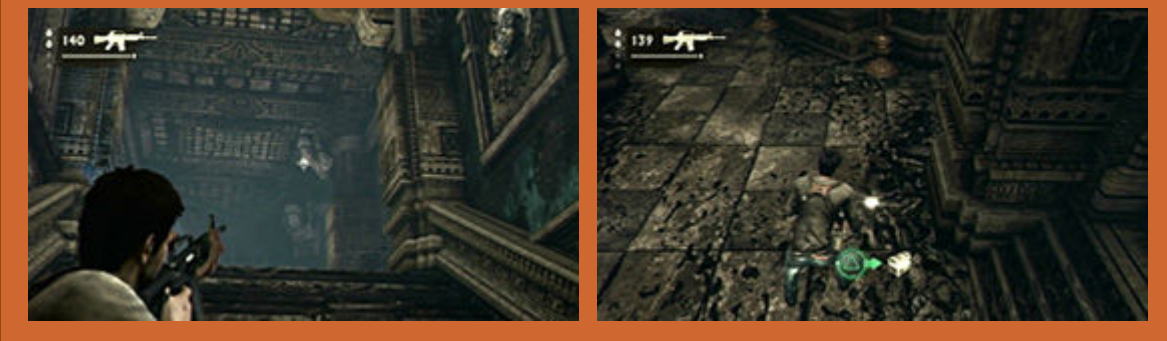
When the enemy numbers have finally been diminished, you can finally get involved to clean up the scraps. The GAU-19 at the left end of the room, along with the nearby RPG, make for great weapons to use against the powerful indigenous forces (you can use your standard weapons on the human enemies here, though). When you've punished the indigenous forces enough (all enemy soldiers should be dead at this point), some reinforcements will show up. These guys will be toting both their usual Crossbows, as well as their handheld explosives. Take them out quickly, dodging their attacks, because as you well-know by now, these guys are capable of doing insane amounts of damage.



TREASURE NINETY-NINE | Mani Jewel Thogchag (6/8 & 99/101): Acquiring this treasure is easy, though you'll definitely want to wait until the fray in this large chamber has subsided before actually going after it. At the center of the chamber, there's a huge torch surrounded by statues and other ornate objects. If you take a look at all angles of the torch, you'll no doubt spot the treasure in question hanging off of the tip of one of the statues' fingers. Simply shoot it down to ground level and pick it up. You're only a couple of treasures away from having them all!



TREASURE ONE HUNDRED | Wooden Vajrapani Mask (7/8 & 100/101): If you've been following our walkthrough, then this will be the one-hundredth treasure you've encountered, though there's one more after this one. To acquire it, leave the chamber where the fray just occurred (and where you found the 99th treasure), going up the staircase straight across from the stairs you used to enter in the first place. This will ultimately lead you to another series of staircases. As you swing left to go up another staircase, look up and to the right, and you'll see this treasure shimmering on the wall. Shoot it down, walk up the stairs, and grab it. Easy.



TREASURE ONE-HUNDRED ONE | Bronze Statue Head (8/8 & 101/101): Unless you're a completionist, you don't really need a 101st treasure when there's no trophy attached to it, but nonetheless, we'll tell you precisely where it is. From the location of the Wooden Mask you just found, continue to run up the stairs before you. There are no enemies here, so you can keep running up, up, up. When you reach the floor with a huge split in the ground, you're in the right area to get this treasure. Look along the far wall, near some debris, and you can easily acquire this final treasure not only of the chapter, but of the game at large. Congratulations!



Chapter Twenty-Five: Broken Paradise (Continued)

The Story, Part XLI

As you continue to climb up the stairs from the final treasure, you'll eventually run into a room with exactly what you're looking for -- the Cintamani Stone. But as Drake quickly discovers, the stone isn't a sapphire like Marco Polo had once assumed. Rather, it's concentrated tree sap from the Tree of Life. Suddenly, everything starts coming together, as Drake quickly pieces the scattered pieces of the puzzle together. With Chloe and Elena at a loss as to what's going through his head, he explains what the situation actually is.



Rather than being some sort of treasure, some sort of valuable stone that can be sold off, the stone is actually tree sap from the Tree of Life, meaning that the indigenous people we've run into here, the ones who are guarding this location, have actually been mutated by the sap. This means that the stone is actually the source of an unreal amount of power, and it appears Lazarevic is on the verge of unleashing its power onto the world. Now it's clear why Schaffer killed the Nazi search party looking for it, and why the stone has been so sought after for so long. It's the source of unearthly strength.



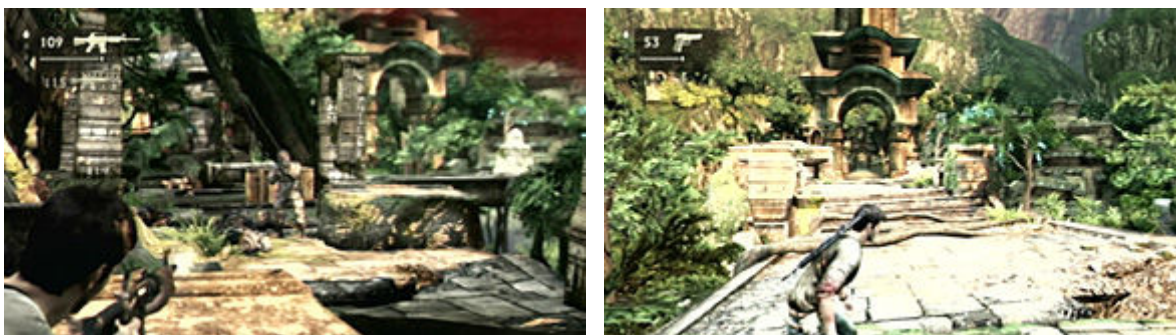
However, just when the party of three resolves to storm down the stairs towards the Tree of Life in order to stop Lazarevic and his men, it quickly becomes clear that it won't be that easy. Flynn shows up from behind a nearby pillar. Injured beyond belief, Flynn is on his last leg, but he's still as snarky and arrogant as ever. After talking a considerable amount of smack to Elena in particular, Flynn pulls out a grenade, drops the pin, and blows himself up in a final act of defiance. Knocking Chloe and Drake backward, the grenade does tangible damage to Elena. Hurt, Chloe and Drake are forced to bring her down the stairs towards the tree, where they'll try to make their final escape once and for all.



After the cutscene, you'll regain control. All that's left to do is get Elena to safety, but of course, that's far easier said than done. There are two waves of enemies standing in your way, and you'll need to blast through both of them to continue. But first, head forward from your starting position and seek cover as soon as you can. Nearby, a conveniently-placed Dragon Sniper Rifle should be found. Use it to eliminate enemies from afar before they get anywhere near you. You don't even have to zoom in to do damage, since the enemies are so close together. Just shoot, and chances are you're going to hit someone. Since the rifle's bullets are so powerful, a single hit on most of these clowns should do the trick, though there are some notable exceptions. Just keep in mind that your enemies also have sniper rifles and other scoped weapons at their disposal (notice all of the red lasers), so zooming in with the analog stick will take too much time, and it will likely get you killed. Just a word of warning.



With the first wave of enemies felled, run forward, collecting ammunition and grenades as you go. As you reach the rightward turn, the second and final wave of enemies here will arrive on the scene. When you're stocked-up on ammunition, you can fall back rather easily to the previous corridor. Seek cover once more and eliminate these enemies just as you did the last. Since you won't have any more sniper rounds at your disposal, switch to more conventional weapons, peppering the enemies with grenades when they are grouped together for easy kills. For such a late point in the game, this battle is hardly difficult. When the second wave of enemies is downed, you can then swing rightward down the path, and then go leftward from there, where a chapter-ending cutscene will take place.



The Story, Part XLII

Chloe rests Elena down on a nearby stone so she herself can take a rest. It's at this point that Drake's motives become clear, because while he tells Chloe to get Elena out of here, he has no intention of going with them. Instead, he's going after Lazarevic before it's too late. Elena is too injured to protest, but Chloe tells Drake that she's completely against him going on what appears to be, at best, a suicide mission. But Drake is a man of character, and he knows that if he doesn't try to stop Lazarevic, he could never live with himself. After telling Chloe to take Elena to safety one more time, Drake drops down off of the platform to pursue Lazarevic, never looking back.



Chapter Twenty-Six: Tree of Life

The outset of the game's final chapter is easy enough. All you have to do is head down the pathway before you, dropping off of multiple precipices to areas below. You won't be able to backtrack once you begin dropping down, but that's fine, since there's no need to do so anyway. Holster your weapon, as there are no enemies here either, and shooting things will just waste ammunition you'll need in the inevitable fight against Lazarevic. And of course, since you've found all 101 treasures in the game already, you needn't worry about finding anymore here. There simply aren't any around.



The Story, Part XLIII

When you reach the base of the Tree of Life, a cutscene will take over once more. Nate moves forward towards the pool of resin and sap that's at the source of the Tree of Life's power, but it's too late, as Lazarevic and his men are already there. Staying hidden, Drake observes Lazarevic take some of the blue substance from the pool, which he subsequently drinks without any hesitation. This causes all of those scars, burns and bruises all over his body to disappear. It appears that this substance has some sort of curative affect in addition to the power it grants anyone who absorbs it.



Since Lazarevic did indeed absorb the Tree of Life's sap, he's not only healed himself but gained that aforementioned power. And with it, he somehow senses that Drake is in the area watching him. After calling him out, Drake shows himself and quickly lets a few rounds fly towards Lazarevic's chest. Taking the damage like a sponge, his men respond in kind, shooting their assault rifles in Drake's direction. However, Drake takes no damage. Lazarevic then pulls out his shotgun, and with a frightening smirk on his face, the game's final battle begins in earnest.

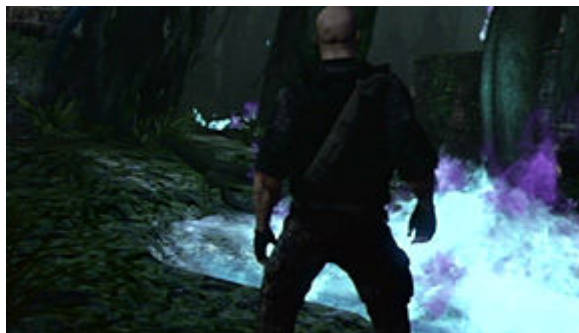


Chapter Twenty-Six: Tree of Life (Continued)

And now, the battle. Fighting Lazarevic is, in premise, quite simple. Because he's so buffed out on the Tree of Life's sap, normal fire isn't going to do much damage to him. While you can strike him with your bullets and manage to do some damage, it's not worth trying to do this, because it's simply not going to work well enough. Likewise, even though you'll find plenty of grenades to use here, you'll want to stray away from them. There's only one answer here, and that's all of that blue sap hanging off of various trees and other objects in your vicinity. By luring your enemy into areas with this sap and then detonating the sap by shooting it with a single bullet, you will be able to damage Lazarevic enough that it's worth your time doing. This is how you're going to take this guy down.



Now, there are a few things worth noting. The first is that you'll want to keep moving, and other than to turn around and shoot some sap, you'll never want to stop moving. Lazarevic's shotgun is a powerful weapon indeed, and in addition to shooting it off with incredible accuracy (even from a distance), he'll also pepper you with multiple grenades at once, and even get into melee fights with you (if this happens, follow the on-screen prompt to escape with your life). By constantly moving, you can avoid most of these attacks. The second thing to keep in mind is to keep your gun reloaded at all times, and to collect ammunition as you move around. This area is fairly wide open, and multi-tiered, so the idea is going to no doubt be to work your way in a circular motion, drawing your enemy all around, and detonating the sap when he's nearby.



It will take approximately twelve strikes of the sap near Lazarevic to ultimately do him in. The game grants you some leeway as to how close he is to the explosion, so work within the system and you should be just fine. When Lazarevic is finally felled (we're not going to go into any cutscenes here, so as to not avoid the endgame's story), you'll briefly regain control of Nate. All you have to do is cross the crumbling bridge ahead, jumping over gaps as they appear. The camera angle will shift midway through, complicating your life, but it shouldn't be too much for you to handle. Finally, on the other end of the bridge, you'll again briefly regain control as Chloe is nearly killed by a still-living indigenous enemy. Shoot it to free Chloe, and then enjoy Uncharted 2: Among Thieves' lengthy ending.



Uncharted 2: Among Thieves Arsenal

Below is a little write-up on each weapon in the game; just a couple of sentences on each. As you play through the game, you'll no doubt start to develop preferences for certain weapons as you stray away from others. That's all up to you. We'll simply describe each below, so you know what's what. Enjoy!

92FS 9mm - This pistol is your standard weapon, and it'll be your secondary weapon more often than it's not for the duration of the game. It's a good weapon to fall back on, with a quick rate of fire and lots of ammunition. Unfortunately, it's also a weak weapon, so if you're going to use it often, be sure to go for headshots when possible.

AK-47 - The AK-47 is going to be your standard choice for assault rifle, one you'll find often. While it's the weakest assault rifle solution in the game out of the three choices you'll be presented with, rest assured that it's still a viable weapon to use in virtually any situation. If you're looking for more power and have a choice, however, you may want to defer to the M4 or FAL.

Desert-5 The Desert-5 is essentially a Desert Eagle, an incredibly powerful handgun that can take an enemy's head off in one shot. With the exception of heavily-armed foes that you'll encounter here and there in the game, this is a weapon that will kill most enemies in a single hit. Like so many other powerful weapons in the game, however, finding more ammunition for it once you found it and used it is likely not going to happen.

Dragon Sniper - The game refers to this weapon as the Dragon Sniper. Add the word "Rifle" to the end, and you'll have a more succinct title -- the Dragon Sniper Rifle. As the game's only truly scoped, long-range weapon, the options the Dragon Sniper gives you are incredible. You can fire the weapon like an assault rifle (though it isn't an automatic weapon). But by clicking the analog stick, you can zoom in on enemies and go for headshots from afar. A great weapon to prime entrances with, in addition to its obvious ranged advantage.

FAL - We here at IGN really like the FAL. It's a powerful assault rifle that pulses fire for you automatically, maximizing its damage output inherently, since it won't let you fire more rounds than necessary without further pulsing the weapon. The FAL is found often during the game's middle chapters, and when it's around, you'll most certainly want to use it above any other assault rifle-type weapon you find.

GAU-19 - The GAU-19 is single-handedly the most powerful weapon in the game, but unfortunately, it's both extremely rare and incredibly clumsy. These gatling guns are so heavy to handle that you can't run around with them; you can only walk at a very slow rate. However, these weapons can tear apart almost any enemy in the game in a matter of seconds. When you find one of these weapons, plant your feet and eliminate groups of enemies with a big smile on your face.

M32 Hammer - The M32 Hammer is a rare weapon indeed, for it is Uncharted 2's only grenade launcher. When you find one, you're going to want to use it, because it has the ability of doing devastating amounts of damage, usually resulting in one-hit kills. If you're extra sly, you can kill multiple enemies at once with its ordnance, though you'll want to be careful if your enemies are packing the M32 as well.

M4 - Out of the game's two standard assault rifles, the AK-47 and the M4, the M4 is the more powerful, more preferable choice. Its ammunition is rare, as is finding the gun in the wild on its own, but when you do find it, maximize your use of it. The M4's modern design makes it a feared weapon of your enemies. Unfortunately, you'll often find that same M4 being pointed at you during firefights, as well.

Micro 9mm - Are you into Uzis? Then this weapon is for you. The game's only Uzi isn't often found, and in fact, it's not all that powerful either. Its high rate-of-fire and relative rarity will no doubt intrigue you, however. If you're going to use this weapon, pulsing your fire is the key to manufacturing as much damage as possible.

Mk-NDI - If you like grenades, then the Mk-NDI is for you. The game's only variety of grenade, the uses of the Mk-

NDI are myriad. You can carry up to four at any time, and you'll want to use them as often as you can, since they aren't rare. You'll find them often both on dead bodies and strewn around the environment with regularity, so never hesitate to use these explosives to your advantage.

Moss-12 - Out of Uncharted 2: Among Thieves' two shotgun options, the Moss-12 is the weaker of the pair. That doesn't mean it's a weak weapon on its own, however, because you can easily kill a standard soldier at close-range with a single shot from the Moss-12. You'll find it often in the game's early chapters, and not at all later on. As usual, a shotgun like this should be used at close range, or not at all.

Pistole - Probably the most powerful and versatile small arm in the game, the Pistole is either a pistol-shotgun, or a shotgun so sawed-off that it's barely recognizable. Either way, it packs an incredible wallop. Unfortunately, like its shotgun cousins, it's virtually useless from moderate and (especially) long range, so if you're going to use it, be sure you're doing so up-close and personal.

RPG-7 - The game's only RPG option (rocket-propelled grenade), the RPG-7 is a rare weapon, and one that you'll usually find when you don't need it. However, you should never let a good RPG go to waste, so be sure to kill at least one enemy with it when you find it. You'll more often than not be on the receiving end of RPGs, however, so take cover when those are coming your way, or deal with the consequences.

SAS-12 - The Moss-12 is the first shotgun you'll encounter and use in the game, but by the time you find the SAS-12 in the game's later chapters, you would have found Uncharted 2's ultimate shotgun. The SAS-12 is amongst the strongest weapons in the game, with a good rate of fire and incredible power. As is the case with its cousin, however, you'll need to use this weapon at close range to have any effect at all, which is unfortunate, since you'll be put in danger inherently by exposing yourself.

Wes .44 - The game's magnum, the Wes .44, is an incredibly powerful weapon that will kill just about any enemy in one hit, regardless of where you hit them. Unfortunately, when you find one of these weapons, you'll be hard-pressed to find more ammunition for it than what comes in it, so you'll have to abandon it after finding it time and time again. Shoot carefully!

Uncharted 2: Among Thieves Multiplayer

Modes & Maps	Skins	Boosters	Upgrades	Medals
----------------------------------	-----------------------	--------------------------	--------------------------	------------------------

Welcome to our Multiplayer primer. Uncharted 2: Among Thieves has a multiplayer mode that the first game, Drake's Fortune, lacked completely. And thankfully, what you can find within is probably one of the most robust, entertaining, and smooth multiplayer experiences you'll have anywhere in the realm of console gaming. With ten modes of play and seven unique maps in which to play, Among Thieves' multiplayer is all-encompassing, and requires a bit of know-how to navigate through and succeed.

Below is a list of the ten modes and seven maps. In subsequent sections, you can find information on in-game medals, unlockable skins, boosters, weapon upgrades, and even taunts. Enjoy!

Modes

- **Chain Reaction** ("Capture the zones in order.")
- **Co-op** ("Survive with your friends.")
- **Deathmatch** ("Shoot your enemies in the face.")
- **Elimination** ("Eliminate the other team.")
- **Gold Rush** ("Steal the treasure from the soldiers.")
- **King of the Hill** ("Hold the hill.")
- **Machinima** ("Machinima mode.")
- **Plunder** ("Fight for the Treasure.")
- **Survival** ("Survive the waves of soldiers.")
- **Turf War** ("Hold as many zones as you can.")

Maps

- **The Ice Cave**
- **The Lost City**
- **The Plaza**
- **The Sanctuary**
- **The Temple**
- **The Train Wreck**
- **The Village**

Modes & Maps	Skins	Boosters	Upgrades	Medals
----------------------------------	-----------------------	--------------------------	--------------------------	------------------------

Hero Skins

- **Cameraman Jeff** (\$100,000 + Level 30)
- **Chloe Frazier** (Free)
- **Doughnut Drake** (\$2,000,000 + Level 60)
- **Drake** (Free)
- **Elena Fisher** (Free)
- **Heist Drake** (\$20,000 + Level 10)
- **Karl Schafer** (\$1,000,000 + Level 50)
- **Marco Polo** (Free + Platinum Trophy)
- **Tenzin** (Free)
- **Victor Sullivan** (Free)
- **Winter Chloe** (\$50,000 + Level 20)
- **Winter Drake** (\$250,000 + Level 40)
- **Winter Elena** (\$100,000 + Level 30)

Villain Skins

- **Dragan** (Free)
- **Genghis Khan** (\$1,500,000 + Crushing Victory)
- **Harry Flynn** (\$50,000 + Level 20)
- **Heist Flynn** (\$50,000 + Level 20)
- **Lieutenant Draza** (\$1,000,000 + Level 50)
- **Lovac** (Free)
- **Sark** (Free)
- **Skelzor** (\$2,000,000 + Level 60)
- **Tetram** (Free)
- **Vodnik** (Free)
- **Winter Flynn** (\$100,000 + Level 30)
- **Zoran Lazarevic** (\$250,000 + Level 40)
- **Zorskel** (\$20,000 + Level 10)

Modes & Maps	Skins	Boosters	Upgrades	Medals
--------------	-------	----------	----------	--------

Boosters (Slot 1)

- **Break Up** ("Increased damage to breakable objects." | \$11,250 + Level 10)
- **Down the Irons** ("Better accuracy when aiming long guns." | \$18,750 + Level 14)
- **Evasion** ("Immunity to Situational Awareness." | \$210,000 + Level 50)
- **From the Hip** ("Increase long gun blindfire accuracy." | \$5,000)
- **Glass Jaw** ("Badge of Honor: Take double damage from hand-to-hand attacks." | \$1,500,000 + Level 57)
- **Hell Blazer** ("Move faster with the GAU - 19." | \$27,750 + Level 18)
- **Invalid** ("Badge of Honor: Half Health." | \$350,000 + Level 52)
- **Juggler** ("Faster pistol reloading." | \$94,500 + Level 38)
- **Point and Shoot** ("Increase pistol blindfire accuracy." | \$2,000)
- **Rapid Hands** ("Faster long-gun reloading." | \$111,000 + Level 42)
- **Situational Awareness** ("When standing still, press the up button to see enemies through walls." | \$129,000 + Level 46)
- **Sure Shot** ("Better accuracy when aiming pistols." | \$64,500 + Level 30)
- **Turtle** ("Move faster with the Riot Shield." | \$40,500 + Level 22)
- **Veiled** ("Badge of Honor: No Blindfire Reticle." | \$300,000 + Level 51)
- **Walk Softly** ("Silent movement." | \$79,500 + Level 34)

Boosters (Slot 2)

- **Bandoleer** ("Carry more ammo." | \$2,000)
- **Come Get Some** ("Badge of Honor: Nearby enemies will see your name through walls." | \$2,000,000 + Level 58)
- **Deposit** ("Earn more money for objective medals." | \$98,250 + Level 40)
- **Explosive Expert** ("Carry an extra grenade." | \$32,250 + Level 20)
- **Fleet Foot** ("Move faster while aiming." | \$23,250 + Level 16)
- **Half Loaded** ("Badge of Honor: Less bullets in each clip." | \$400,000 + Level 54)
- **Keep Firing** ("More bullets in each clip." | \$14,250 + Level 12)
- **Launch Man** ("Increased M32-Hammer ammo capacity." | \$58,500 + Level 28)
- **Monkey Man** ("Climb faster." | \$72,000 + Level 32)
- **Revenge** ("Drop a live grenade upon death." | \$134,250 + Level 48)
- **Rocket Man** ("Increased RPG-7 ammo capacity." | \$120,000 + Level 44)
- **Scavenger** ("Get more ammo from each pickup." | \$8,250 + Level 8)
- **Scoped In** ("Reduced pain wobble while scoped in." | \$87,000 + Level 36)
- **Sure Foot** ("No knockdown from explosions." | \$52,500 + Level 26)
- **Treasure Bearer** ("Move faster with the Treasure." | \$43,500 + Level 24)

Modes & Maps	Skins	Boosters	Upgrades	Medals
----------------------------------	-----------------------	--------------------------	--------------------------	------------------------

Upgrades

- **.45 Defender Upgrade 1** (More Ammo | \$25,000)
- **.45 Defender Upgrade 2** (Better Accuracy | \$50,000 + Upgrade 1)
- **.45 Defender Upgrade 3** (Faster Reload | \$100,000 + Upgrade 2)
- **92FS-9mm Upgrade 1** (More Ammo | \$25,000)
- **92FS-9mm Upgrade 2** (Better Accuracy | \$50,000 + Upgrade 1)
- **92FS-9mm Upgrade 3** (Faster Reload | \$100,000 + Upgrade 2)
- **AK-47 Upgrade 1** (More Ammo | \$25,000 + Level 10)
- **AK-47 Upgrade 2** (Better Accuracy | \$50,000 + Upgrade 1)
- **AK-47 Upgrade 3** (Faster Reload | \$100,000 + Upgrade 2)
- **Desert-5 Upgrade 1** (More Ammo | \$25,000 + Level 40)
- **Desert-5 Upgrade 2** (Better Accuracy | \$50,000 + Upgrade 1)
- **Desert-5 Upgrade 3** (Faster Reload | \$100,000 + Upgrade 2)
- **FAL Upgrade 1** (More Ammo | \$25,000 + Level 10)
- **FAL Upgrade 2** (Better Accuracy | \$50,000 + Upgrade 1)
- **FAL Upgrade 3** (Faster Reload | \$100,000 + Upgrade 2)
- **GAU-19 Upgrade 1** (More Ammo | \$25,000 + Level 30)
- **GAU-19 Upgrade 2** (Better Accuracy | \$50,000 + Upgrade 1)
- **M4 Upgrade 1** (More Ammo | \$25,000 + Level 20)
- **M4 Upgrade 2** (Better Accuracy | \$50,000 + Upgrade 1)
- **M4 Upgrade 3** (Faster Reload | \$100,000 + Upgrade 2)
- **Moss-12 Upgrade 1** (More Ammo | \$25,000 + Level 40)
- **Moss-12 Upgrade 2** (Better Accuracy | \$50,000 + Upgrade 1)
- **Moss-12 Upgrade 3** (Faster Reload | \$100,000 + Upgrade 2)
- **Micro-9mm Upgrade 1** (More Ammo | \$25,000 + Level 25)
- **Micro-9mm Upgrade 2** (Better Accuracy | \$50,000 + Upgrade 1)
- **Micro-9mm Upgrade 3** (Faster Reload | \$100,000 + Upgrade 2)
- **Pistole Upgrade 1** (More Ammo | \$25,000 + Level 35)
- **Pistole Upgrade 2** (Better Accuracy | \$50,000 + Upgrade 1)
- **Pistole Upgrade 3** (Faster Reload | \$100,000 + Upgrade 2)
- **SAS-12 Upgrade 1** (More Ammo | \$25,000 + Level 50)
- **SAS-12 Upgrade 2** (Better Accuracy | \$50,000 + Upgrade 1)
- **SAS-12 Upgrade 3** (Faster Reload | \$100,000 + Upgrade 2)

Modes & Maps	Skins	Boosters	Upgrades	Medals
--------------	-------	----------	----------	--------

Medals

- **12 Parsecs** ("Beat a Co-op game in fifteen minutes or less.")
- **Afterlife** ("Defeat an opponent after you yourself have been defeated.")
- **Assassin** ("Defeat three enemies using stealth.")
- **Assistant** ("Assist in the defeat of five enemies by shooting them but not getting the final shot.")
- **Back to Back** ("Beat any objective Co-op level on Crushing with only two players.")
- **BBQ** ("Defeat an enemy with a propane tank.")
- **Big Bang** ("Defeat three enemies with a single grenade.")
- **Big Brawls** ("Defeat five enemies using hand-to-hand combat.")
- **Commando** ("Defeat five enemies using any long gun or long guns in a single Competitive game.")
- **Connect Four** ("Defeat four enemies in rapid succession.")
- **Covert Ops** ("Defeat five enemies using stealth.")
- **Dead Eye** ("Defeat three enemies quickly with the sniper rifle.")
- **Double Down** ("Defeat two enemies in rapid succession.")
- **Drop It** ("Defeat an enemy player while they are carrying the Treasure in a Competitive Plunder game.")
- **Duck and Weave** ("Defeat five enemies with the Glass Jaw booster.")
- **Easy Rider** ("Defeat three enemies by exploding one car.")
- **Ego Maniac** ("Defeat five enemies with the Come Get Some booster.")
- **Expansionist** ("Capture five territories.")
- **Fire in the Hole** ("Defeat three or more enemies at once with an explosion.")
- **Fisticuffs** ("Defeat two enemies using hand-to-hand combat.")
- **Five Not Alive** ("Defeat five enemies in rapid succession.")
- **Fury** ("Defeat ten enemies without being defeated.")
- **Get Off My Lawn** ("Defeat five enemies with the Invalid booster.")
- **Gift Giver** ("Assist in defeating fifty enemies.")
- **Gunslinger** ("Defeat five enemies using any pistol or pistols in a single Competitive game.")
- **Half Blind** ("Defeat five enemies with blindfire and the Veiled booster.")
- **Head Hunter** ("Defeat three enemies with head shots.")
- **Heat Seeker** ("Defeat three enemies with a single rocket.")
- **Kick Off** ("Kick an enemy off a ledge.")
- **Killer Combo** ("Achieve Combo Level Ten.")
- **Let 'Em Go** ("Defeat an enemy who is choking a teammate.")
- **Master Chef** ("Defeat three enemies by exploding one propane tank.")
- **Masters of the Universe** ("Beat any objective Co-op level on Crushing.")
- **Miserly** ("Defeat five enemies with the Half Loaded booster.")
- **Medic** ("Rescue five downed teammates.")
- **Ninja** ("Defeat five enemies using stealth.")
- **Perfect** ("Win a game without dying.")
- **Pull Down** ("Pull an enemy off a ledge.")
- **Punch Out** ("Defeat five enemies with hand-to-hand combat in a single Co-op game.")
- **Purple Heart** ("Get revived ten times in a game.")
- **Rage** ("Defeat fifteen enemies without being defeated.")
- **Rampant** ("Defeat twenty enemies without being defeated.")
- **Shut 'Em Down** ("End an enemies killing streak (Defeated enemy had five or more kills in a row.)")
- **Spray and Pray** ("Defeat five enemies with blind fire.")
- **Streak** ("Defeat five enemies without being defeated.")
- **The Long Ranger** ("Defeat three enemies from at least seventy meters away.")
- **Treasure Hunter** ("Find five Treasure in Co-op.")
- **Triple Threat** ("Defeat three enemies with long guns, three enemies with pistols, and three enemies with explosives.")
- **Tripled** ("Defeat three enemies in rapid succession.")
- **Wipe Out** ("Defeat the entire opposing team.")

Uncharted 2: Among Thieves Bonuses

«	Single-Player Skins	Weapons	Render Modes	»
---	-------------------------------------	-------------------------	------------------------------	---

Welcome to the Bonuses section of our guide. Here, we outline all six varieties of bonus in the game, along with their cost in in-game dollars. Enjoy!

Single-Player Skins

- **Chloe - Street Clothes** (\$5,000)
- **Chloe - Winter Gear** (\$20,000 + Flynn - Heist Gear & Flynn - Winter Jacket)
- **Dragan - Helmet Soldier** (\$5,000)
- **Drake - Dirty and Beat-up** (\$20,000 + Drake - Heist Gear)
- **Drake - Doughnut Drake** (\$50,000 + Drake - Winter Gear & Drake - Dirty and Beat-up)
- **Drake - Heist Gear** (\$10,000)
- **Drake - Street Clothes** (FREE)
- **Drake - Winter Gear** (\$20,000 + Drake - Heist Gear)
- **Elena - Street Clothes** (\$5,000)
- **Elena - Winter Gear** (\$10,000 + Elena - Street Clothes)
- **Flynn - Heist Gear** (\$10,000 + Flynn - Street Clothes)
- **Flynn - Street Clothes** (\$5,000 + Chloe - Street Clothes)
- **Flynn - Winter Jacket** (\$10,000 + Flynn - Street Clothes)
- **Jeff - Elena's Cameraman** (\$5,000 + Elena - Winter Gear)
- **Karl Schafer** (\$20,000 + Tenzin)
- **Lieutenant Draza** (\$10,000 + Zorskel - Skull Mask Soldier)
- **Lovac - Headphones Soldier** (\$5,000 + Sark - Face Mask Soldier)
- **Sark - Face Mask Soldier** (\$5,000 + Dragan - Helmet Soldier)
- **Sir Francis Drake** (\$30,000 + Skelzor the Skeleton)
- **Skelzor the Skeleton** (\$30,000 + The Dead Explorer)
- **Tenzin** (\$10,000 + Victor Sullivan)
- **Tetram - Gas Mask Soldier** (\$10,000 + Vodnik - Ski Mask Soldier & Lovac - Headphones Soldier)
- **The Dead Explorer** (\$20,000 + Zoran Lazarevic - Healed)
- **Victor Sullivan** (\$5,000)
- **Vodnik - Ski Mask Soldier** (\$5,000 + Sark - Face Mask Soldier)
- **Zoran Lazarevic** (\$20,000 + Lieutenant Draza)
- **Zoran Lazarevic - Healed** (FREE + Zoran Lazarevic)
- **Zorskel - Skull Mask Soldier** (\$10,000)

«	Single-Player Skins	Weapons	Render Modes	»
---	----------------------------	----------------	---------------------	---

Weapons

- **.45 Defender Semi-Automatic Pistol** (\$5,000)
- **92FS - 9mm Semi-automatic Pistol** (\$5,000)
- **AK-47 Assault Rifle** (\$5,000)
- **Chloe's .45 Defender** (\$20,000)
- **Desert - 5 Semi-automatic Pistol** (\$10,000)
- **Dragon Sniper Rifle** (\$20,000)
- **Eddy's Golden Gun** (\$20,000)
- **FAL Assault Rifle** (\$5,000)
- **GAU - 19** (\$20,000)
- **M32 - Hammer** (\$20,000)
- **M4 Assault Rifle** (\$10,000)
- **Mk-NDI Grenades** (\$5,000)
- **Micro - 9mm Fully Automatic Pistol** (\$5,000)
- **Moss - 12 Shotgun** (\$5,000)
- **MP40 Submachine Gun** (\$5,000)
- **P08 - 9mm** (\$5,000)
- **Pistole Shotgun Pistol** (\$10,000)
- **RPG - 7** (\$20,000)
- **SAS - 12 Shotgun** (\$10,000)
- **Tranquilizer Dart Gun** (\$5,000)
- **Wes - 44 Revolver** (\$10,000)

«	Single-Player Skins	Weapons	Render Modes	»
---	---------------------	---------	--------------	---

Render Modes

- **Black and White** (\$10,000)
- **Next Gen Filter** (\$10,000)
- **Sepia Tint** (\$10,000)

«	Bonus Movies	Art Galleries	Tweaks	»
---	--------------	---------------	--------	---

Bonus Movies

- **Behind the Scenes: Making of the Cinematics** (\$10,000)
- **Behind the Scenes: Mastering the Cell** (\$10,000)
- **Behind the Scenes: Naughty Dog** (\$10,000)
- **Behind the Scenes: Online Technology** (\$10,000)
- **Behind the Scenes: Story and Art** (\$10,000)
- **Behind the Scenes: Technology and Gameplay** (\$10,000)
- **Behind the Scenes: Thinking Like a Dog** (\$10,000)
- **Test Trailer Animatic** (\$10,000)

«	Bonus Movies	Art Galleries	Tweaks	»
---	---------------------	----------------------	---------------	---

Art Galleries

- **Concept Art Gallery 1** (\$5,000)
- **Concept Art Gallery 2** (\$5,000)
- **Concept Art Gallery 3** (\$5,000)
- **Concept Art Gallery 4** (\$5,000)
- **Concept Art Gallery 5** (\$5,000)
- **Concept Art Gallery 6** (\$5,000)
- **Concept Art Gallery - Bonus 1** (\$5,000)
- **Concept Art Gallery - Bonus 2** (\$5,000)

«	Bonus Movies	Art Galleries	Tweaks	»
---	--------------	---------------	--------	---

Tweaks

- **Fast Motion** (\$20,000)
- **Flip World** (\$30,000)
- **Infinite Ammo** (\$60,000)
- **Mirror World** (\$25,000)
- **No Gravity** (\$50,000)
- **One-Shot Kills** (\$80,000)
- **Slow Motion** (\$20,000)

Uncharted 2: Among Thieves Q&A

You've got questions, we've got answers. If you need help with something you didn't find in our guide, please [shoot us an e-mail question](#) and we'll do our best to answer. We'll publish the best and most common questions here.

[Ask a question!](#)

QUESTION	I'm stuck on [a puzzle]. What do I do!?
ANSWER	Consult our walkthrough , of course. Each and every puzzle in the game is succinctly solved within the confines of the walkthrough, so head to the specific chapter you need help on, and read up!

QUESTION	What's the best weapon in the game?
ANSWER	There is no real answer to this question. Certainly, there are better weapons than others in just about every variety. A Desert-5 is certainly a better pistol to have than the 92FS 9mm, and the M4 assault rifle is better than the AK-47. But an answer to a question like this is always situational in nature. Every weapon in the game has their upside and downside, so examining specifically what you're looking to do in any given situation will help answer that question best for you. For instance, if you're fighting in close combat, a shotgun-Pistole combination is best. But for a more heated firefight in a more vast area, you may want the FAL in-hand, with the Desert-5 waiting at your hip.

QUESTION	Is [a character] in the game?
ANSWER	Our walkthrough is a good source for information, and it's also a good source for spoilers. If you absolutely, positively must know what characters appear in the game, then you needn't look any further. Consult the walkthrough.

QUESTION	How long is Uncharted 2: Among Thieves?
ANSWER	Roughly speaking, you should be able to get through the single-player campaign on Normal Difficulty your first time through in about ten hours. If you're scouring locations for treasures on your own, then it's going to take longer, and if you know what you're doing, even on a harder difficulty, it will probably take less time. But newcomers to the game who have never played it, and are doing so at a leisurely pace should expect about ten hours of gameplay.

QUESTION	Who made Uncharted 2: Among Thieves?
ANSWER	Naughty Dog made Uncharted 2: Among Thieves, along with Uncharted: Drake's Fortune. They are best known in the pre-PS3 era for their creation of Sony's first gaming mascot, Crash Bandicoot, as well as the Jak & Daxter games. Naughty Dog is a studio owned by Sony, so their games appear exclusively on Sony formats.

QUESTION	I can't find [a treasure]. Where is it!?
ANSWER	Once again, consult our walkthrough , which has the location of each and every treasure in the game. It's as simple as that.

QUESTION | **Will there be a third Uncharted game?**

ANSWER | There's no official word on that, but you can almost be certain that there will be. These games are quite good and incredibly popular, so there's no reason to think a third game isn't coming sometime in 2011 or so.

Uncharted 2: Among Thieves Trophies

«	Bronze Trophies (35)	Silver Trophies (8)	Gold Trophies (3)	»
---	--------------------------------------	-------------------------------------	-----------------------------------	---

Welcome to the Trophies section of our guide. Here, you can find information on all forty-six Trophies in the game that lead to that coveted forty-seventh trophy, the Platinum. Begin with the Bronze Trophies below, listed alphabetically, and use the links above to get to the Silver and Gold Trophies from there. Enjoy!

100 Headshots - Kill a hundred enemies with a headshot.

20 Headshots - Kill twenty enemies with a headshot.

20 Kills (Pistol) - Kill twenty enemies with the Pistol.

200 Kills (GAU-19) - Kill two-hundred enemies with the GAU-19.

30 Kills (Desert 5) - Kill thirty enemies with the Desert-5.

30 Kills (MK-NDI) - Kill thirty enemies with the MK-NDI.

30 Kills (Moss 12) - Kill thirty enemies with the Moss 12.

30 Kills (RPG-7) - Kill thirty enemies with the RPG-7.

30 Kills (Wes 44) - Kill thirty enemies with the Wes 44.

50 Kills (92FS 9mm) - Kill fifty enemies with the 92FS 9mm.

50 Kills (Dragon Sniper Rifle) - Kill fifty enemies with the Dragon Sniper Rifle.

50 Kills (M32 Hammer) - Kill fifty enemies with the M32 Hammer.

50 Kills (Micro 9mm) - Kill fifty enemies with the Micro 9mm.

70 Kills (FAL) - Kill seventy enemies with the FAL.

70 Kills (M4) - Kill seventy enemies with the M4.

70 Kills (SAS 12) - Kill seventy enemies with the SAS 12.

Apprentice Fortune Hunter - Find and acquire any ten treasures in the game.

Bare-Knuckle Brawler - Defeat twenty enemies with hand-to-hand combat.

Buddy System - Complete a single Cooperative Multiplayer match.

Cadet Fortune Hunter - Find and acquire any thirty treasures in the game.

Crack Fortune Hunter - Find and acquire any ninety treasures in the game.

Expert Fortune Hunter - Find and acquire any eighty treasures in the game.

First Treasure - Find any treasure in the game. Just one will do the trick.

Grenade Hangman - Kill ten enemies with grenades by aiming while hanging.

Hangman - Kill twenty enemies while hanging from a ledge (et al).

Headshot Expert - Kill five enemies in a row with headshots.

Intermediate Fortune Hunter - Find and acquire any forty treasures in the game.

Novice Fortune Hunter - Find and acquire any twenty treasures in the game.

Practiced Fortune Hunter - Find and acquire any fifty treasures in the game.

Professional Fortune Hunter - Find and acquire any seventy treasures in the game.

Proficient Fortune Hunter - Find and acquire any sixty treasures in the game.

Relic Finder - Find and acquire the Strange Relic.

Run-and-Gunner - Kill twenty enemies without properly aiming ("shooting from the hip").

Steel Fist Master - Kill twenty enemies with a single punch after damaging them with firearms.

Thrillseeker - Complete a single Competitive Multiplayer match.

Triple Dyno-Might - Kill three enemies with a single explosion (grenade or explosive barrel).

«	Bronze Trophies (35)	Silver Trophies (8)	Gold Trophies (3)	»
---	-----------------------------	----------------------------	--------------------------	---

250 Headshots - Kill two-hundred and fifty enemies with a headshot.

Bare-Knuckle Expert - Kill ten enemies in a row using hand-to-hand combat.

Bare-Knuckle Slugger - Kill fifty enemies using hand-to-hand combat.

Charted (Easy) - Finish the entire game on Easy Difficulty. Keep in mind that this will overlap with other completion trophies, so if you beat the game on Hard your first time through, you'll get this trophy, as well as two gold trophies for beating the game on Normal and Hard, all at once.

Master Fortune Hunter - Find and acquire all one-hundred treasures in the game.

Master Ninja - Kill fifty enemies with stealth attacks.

Steel Fist Expert - Kill ten enemies in a row with a single punch after damaging them with firearms.

Survivor - Kill seventy-five enemies in a row without dying yourself.

«	Bronze Trophies (35)	Silver Trophies (8)	Gold Trophies (3)	»
---	-----------------------------	----------------------------	--------------------------	---

Charted (Crushing) - Finish the entire game on Crushing Difficulty. This difficulty setting only becomes unlocked after you beat the game once through on Hard, so it's the only trophy in the game that will absolutely require a second complete playthrough.

Charted (Hard) - Finish the entire game on Hard Difficulty. Keep in mind that this will overlap with other completion trophies, so if you beat the game on Hard your first time through, you'll get this trophy, as well as a silver trophy for Easy and a Gold trophy for Normal, all at once.

Charted (Normal) - Finish the entire game on Normal Difficulty. Keep in mind that this will overlap with other completion trophies, so if you beat the game on Hard your first time through, you'll get this trophy, as well as a silver trophy for Easy and a Gold trophy for Hard, all at once.