

Uncharted 3: Drake's Deception

Walkthrough

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[S1] The Story so Far

Uncharted: Drake's Fortune

The trilogy opened on the open sea with the finding of the long lost coffin of explorer Sir Francis Drake. Our hero Nathan Drake believed himself to be a descendant of Sir Francis Drake and with possession of an ancient ring, was able to find the coffin through funding from journalist Elena Fisher. As Drake expected, the coffin was empty save for a diary page from Sir Francis Drake. The excitement is short lived as they are attacked by pirates and eventually rescued by Drake's friend and mentor, Victor Sullivan. While Elena called her

editor about the find of a century, Drake and Sully quickly made plans to ditch her for fear of attracting any unwanted attention. The journal led them to the Amazon in search of the lost city of gold, El Dorado.

After exploring the ruins of the Amazon, they realized there is no city of gold but rather a statue that was removed long ago by the Spaniards. Disappointed, they proceed to leave only to find a German U-boat trapped in the river. After searching the boat, Drake finds another page of Sir Francis Drake's diary that hints that the statue may have been moved to an island to the south. The crew also appeared to have died in an unusual way. As if torn apart...

On the way out they are ambushed by Gabriel Roman and his mercenaries led by Atoq Navaroo. Gabriel is another treasure hunter who learned of the destination when Sully, indebted to Gabriel mentioned that he may have found something big. Drake refused to help Gabriel and so he shot Sully and was prepared to take out Drake as well when Drake's well planned bomb explodes inside the U-Boat. Drake used the distraction to escape, and ran into the forgotten Elena and they head south following the page of Sir Francis Drake's journal.

The plane they were in was shot down separating the two. Drake ran into his old rival Eddy Raja who happened to be in service of Gabriel Roman. Drake is forced to help explore and eventually escaped with Elena. They learned more about the treasure and how the Germans were looking for it too during World War II. There is a mention of the statue being cursed but no one pays that much mind. Elena is taken hostage; Drake finds Sully - who isn't dead. Everyone meets up in front of the statue of El Dorado. Gabriel opens it and is consumed by the poisonous dust that transforms him into a hideous creature. However, Navarro planned this all along and his men kill the transformed Gabriel. Navarro brings in a helicopter to transport the statue and sell it to the highest bidder.

The final battle occurred as Nate, Elena and Sully tried to stop Navarro and eventually succeed when Navarro and the statue fell to the bottom of the ocean. Our heroes escaped with some treasure and Nate promised Elena he's good for the story of the century.

Uncharted 2: Among Thieves

The second game revolved around the story of Marco Polo. He is not just a name we yell when playing in the water but an actual explorer. The quote we are shown is, "I did not tell half of what I saw, for I knew I would not be believed." The specific incident we are worried about is the fact that he left China with fourteen ships and arrived in Persia with just one. It was never revealed what happened to those ships. I wonder if we will find out... The first scene opened with Nathan Drake dangling off the cliff holding onto a train for dear life. We have no clue how he got here but we can assume it was a crash of some sort. After a brilliant escape job, Nate and his wounds slowly move up the mountain and then we are sent back to the past to see how this all came about.

In a tropical paradise Nate is approached by his old friend Harry Flynn. Flynn's girlfriend, Chloe Frazer is also with him and we soon find out that she and Nathan have a history but this is never revealed to Harry. Harry wanted Nate to help steal a Mongolian oil lamp from a heavily guarded museum. Nate agreed when he discovered the lamp contains a map to Polo's lost fleet. After infiltrating the museum and acquiring the lamp, the map showed that the fleet had been carrying the Cintamani Stone to the city of Shambhala. Unfortunately for Drake, Flynn set him up and takes the map for himself. Drake tries to escape but is captured and spends the next three months in jail.

He is finally released when Sully and Chloe bail him out. Chloe claims she had no clue that would happen and apparently Sully used the last of his treasure from Drake's Fortune to get Drake out of there. Drake and Sully took off after Flynn to Borneo and found out he is working for Zoran Lazarevic, a dangerous war criminal thought to be dead. Chloe helps them out as she is still pretending to be working with Flynn. In Borneo, they found a letter from Marco Polo that lead them to a temple in Nepal. Flynn and company appeared right after and Drake and Sully escape without the letter. Sully backs out of the hunt so Drake continues on with Chloe.

The duo ran into Elena Fisher and cameraman Jeff looking for Lazarevic and joined up to find the temple. The group encountered Lazarevic and his men who kill Jeff. Chloe protects herself by turning on Drake and Chloe but they managed to escape. With help from Elena's driving, Drake boarded Lazarevic's train but eventually got shot by Flynn. Not to be outdone, Drake shot a propane tank derailing the train.

Flashback to the beginning of the game. Drake made his way up the mountain, reunited with Elena and met Karl Schafer. Schafer told Drake about the key to finding Shambhala and sent the native Tenzin with him to find the missing expedition. They found the missing members and returned to the village to find Lazarevic and company attacking. Schafer is captured and Drake takes off after him. However, Schafer is wounded and eventually dies but not before telling Drake he needs to destroy the Cintamani Stone.

Elena and Drake met up with Chloe again and she decided to help them. They uncover the secret to Shambhala and are confronted by Lazarevic again. However, they managed to escape when the powerful guardian creatures attack. Flynn encountered the group again and kills himself when he detonated a grenade also severely damaging Elena. Drake set off to fight Lazarvic for the last time at the center of Shambhala. After winning, Nate reunited with Chloe and Elena and they escape.

Chloe confirmed Drake and Elena's love for each other and leaves. Sully ran after her leaving Drake and Elena some alone time as the sun set...

[S2]Gameplay

Whether it's your first time playing an Uncharted game or your third, there are certain strategies you need to know to be successful. Some are obvious while others you may not think about. If I forget to mention something, be sure to send it to me.

Shooting -----

Like most shooting games. The higher you shoot, the more damage you will do. Headshots are tough but can be accomplished with just about every weapon. They are a lot harder with any rapid fire kind of gun. The upper body is what you

should always try to hit because the lower body just eats bullets. As the game progresses, enemies will start to have more armor equipped. Naturally, they will be able to take more damage. In some cases, only head shots will damage them until they lose their helmet and they will be wide open.

Taking Cover

Using the environment is the surest way to survive in the game especially on the Hard and Crushing difficulties. Enemies will rarely flank you without you seeing it coming. Most of the time they will stand back in their own cover sticking out occasionally for you to pick off. If you start to take a lot of damage, take cover and heal before returning to the action.

Health

Like the previous games, there is no health bar but instead the screen to gray and blood animations will appear around the screen indicting the direction you are being hit from. Health is restored automatically over time.

Hand-to-Hand Combat and Stealth

Anyone without armor can be defeated in hand-to-hand combat. Use square to delivery blows and triangle to counter. You don't need to time counters just mash triangle to counter. If you get into a grapple, mash circle to escape.

If an enemy is facing away from you, you can run up behind him and stealth kill him by pressing square. This is incredibly useful for proceeding without alerting too many guards to your position.

[S3]Walkthrough

[S3a]CHAPTER 1: ANOTHER ROUND

Our story starts with Sully and Drake getting in their usual trouble. The game will teach you the basics of melee combat. After the first fight, you will end up downstairs for more fighting. When you end up in the bathroom, be very careful and use the counter a lot. Once this is over and you can walk around, you can find the first 2 treasures:

1. Antique Boxing Medallion

- Find the slot machine in the corner across from the bathroom and you will find this in the coin tray.

2. Brass Vesta Coin
 - Behind the bar.

Follow Sully into the kitch for more fightning and then out back.

[S3B] CHAPTER 2: GREATNESS FROM SMALL BEGINNINGS

After entering the building, you have free control. Firstly, make sure you check all the cases by pressing UP on the directional pad for a trophy.

Let's get some treasures now:

3. Emerald and Diamond Ring
 - Inside the barrel of the third cannon, from the entrance.
4. Antique Colombian Soup Ladle
 - Behind a potted plant inside the alcove next to the stairs.

Head upstairs. In the middle of the room, view the case for a cutscene. Follow Sully through the streets. If you stick to the right, under the archway you should find the trasure under the door.

5. Antique Colombian Soup Ladle
 - Across from the museum, under the archway, next to the yellow building.

Once you enter the area with a lot of shopping carts and people, stick to the right. Behind a blue cart with two guys talking nearby you should see a cart with a bunch of bottles on it. The treasure is on this cart.

6. Pottery Chimu Vessel
 - Behind the blue cart, below the Arrecife sign high above.

Instead of heading into the meat market, head left down the alley and up a set of stairs.

7. Ancient Chupicuaro Figure
 - Up the small flight of stairs across from the green car.

Head through the meat market and follow Sully. Time for some climbing. Use the mailbox on the left to start and then head up. Hold up and hit X to get to higher areas and to the yellow bar. Then across the monkey bars to the right.

Continue right and then up to the column. After Sully leave, make your way to the balcony area for another treasure.

8. Shamanistic Jaguar Head
- First balcony after viewing Sully with the locksmith.

Climb over the balconies railing and across the sign to jump to the ledge on the other side. Stand up by pressing X and when you reach the end, jump to the bulding across the way. Head over the roof and jump to the Hotel Arrecife sign we saw earlier.

9. Antique Colombian Table Knife
- Inside the O of Hotel

Use O to drop down and follow Sully and Katherine.

[S3C] CHAPTER 3: SECOND STORY WORK

Jump for the rope and shimmy left to the rooftop. Head to the highest point and jump to the rooftop with the glass windows. On the other side of this building, use the streetlamps to swing across to the museum's roof. Drop to the balcony and climb over the ledge. Head across the balcony, staying away from the doors and near a bench you should get:

10. Dog-Shaped Incan Whistle
- On the museum balcony, before entering the building.

Enter the building and immediately head across the room and to the left.

11. Seventeenth Century Coin
- Next to the blue lever, past the ships wheel.

12. Silver Chimu Pendant
- In front of the old diving suit in the same room.

Examine the box with the ring again for a scene. Once you have control, head up the stairs, up the door frame and out the window. On the other side, drop and follow the path to the end and head out the door. Tap Square to get free and head for the rooftop. Before making it to the end, veer right to the balcony on the right and jump to the next building. Follow the path and at the dead end jump up to the next level. Follow that until another dead end and then jump up and onto the roof. Follow the rooftop and jump to the next small roof

area and then use the small awnings (which fall) to get to the next roof. Head for the blue tarped boxes and jump down to another balcony. Head around the corner, on top of the fan and jump to the ledge where Sully saves you. Use X to get up and jump from awning to awning and when you reach the end use the stone windows to climb up. Follow the path over the fans and you will find yourself falling. Hit X and jump through the window into someones kitchen. No time to stop. Keep running through the hall, behind the man on the couch, over the bed and out the window. On the next rooftop, head up the flowerbed and onto the building above. Jump over the fans to a lamp and swing to the next building. Keep running while being shot at, jump to the next building and follow the path. When the man pops out in front of you, jump over the balcony railing.

[S3D] CHAPTER 4: RUN TO GROUND

Follow Sully and Cutter down the alley and through a small gap. On the other side of a rail, head right into an alcove for a treasure.

13. Diamond Studded Horse Brooch
- After squeezing through the alley, but before jumping the fence.

Climb the fence and then head up the power box and across the pipes before dropping down and continuing. Use O to put your back against the trailer and push it to the fence.

Head for the pipe next to the green door and head up. When it nearly falls press X to continue. Follow the path and when the next lamp starts falling hit X to fall to the sign and continue. Inside follow the pipes, but before jumping over the window arch head right to another pipe.

14. Coral Cameo Brooch
- On the wooden walkway just below where you enter, use the pipes to get down and across before going through the arches.

15. Victorian Locket and Chain
- On the pile of boxes in the garage, before heading on.

Look at the tracks and then notice the moving stones. Use X to jump at the

same time and then hold UP on the directional pad and look forward.

Follow the underground path and then shoot the lock of the door near the gate. Enjoy the commentary and Cutter's comments as you squeeze through the pipes.

16. Silver Roses Bracelet

- Just after encountering Marlowe's men, before going up the ladder.

Strange Relic

go left
horizontal
- When you reach the huge shaft and jump to the bars, to the horizontal bar and then up. Jump to another bar and up.

17. Fierce Lion Bangle

vent
- Continue across the left of the shaft and down to a cover by a grate for this.

18. Pearl, Diamond and Ruby Brooch

climb up and
- In the next large room where, after the ladder, to the left to spot this treasure.

Head right now, over and under, and then time the pulling of the lever with Sully.

[S3E] CHAPTER 5: LONDON UNDERGROUND

Head for the iron elevator and notice the counter weight being stuck. On the wall to your left is a ladder. Follow it to get to the counter weight. Use the rafters to get to the ledge and then the candeliers to the wall to get down.

Scope out this area, you can tell its set up with cover for a gunfight. Follow the path through the railway and into a secret library.

Follow the games instructions and then check out the table that Marlowe was at.

The two columns in the center of the room are where we need to go. Find the table with two swords that you stealth killed a guy at, but don't go up.

19. Victorian Copper Penny

from the
- Up the dresser, painting and on the ledge across swords.

Use the swords and paintings along one side of the pillar to get to the other pillar. Next to the golden deer press Triangle for a scene. After killing everyone, don't head out yet. Go out the door and back up the stairs. On the other side of the building head over the railing and stand on the crocodile for the trophy.

20. Victorian Gold Sovereign

- Under the display case, just across from the crocodile.

Now head out. Watch out for the hencemen down the tunnel before entering the big room. For this whole area I suggest you stay to the left side of the building, as the enemies will sneak up behind you if you are on the right.

21. Silver Hunter Pocketwatch

- Before leaving the trainyard area. Head back to the trains and above one, on an outcropping, you can shoot a treasure to knock it down and get it.

Follow the path, using propane tanks in the next area to take out the guy with the shotgun. Up the ladder and into more gunfighting. Once you reach the red train car, stay near the left to cover that entrance so the enemies don't sneak up behind you (there is a nice propane tank there for you as well).

22. Art Nouveau Flask

- Under the red traincar, enemy side.

Continue along, up the stairs and watching out for enemies behind you until you reach the gate. Shoot the lock and head through.

[S3F] CHAPTER 6: THE CHATEAU

Follow the path until you find a stream.

23. Antique Eax Seal Stamp

- Follow the path away from the waterfall into a cave.

Follow the narrow pathway near the waterfall and then head left. When the road forks, head left up the sloped path to a moss covered wall.

24. Gold Inlay Cameo Bangle

- Behind the moss covered wall.

Head to the Pan statue and use the nearby column to climb up and jump

across to the ledge and shimmy across. Inside the cave make the jump to the ledge and down to the path again. At the chateau, use the stone wall next to the door Sully's at to head up toward the tower. When you reach the tower, don't enter and continue east.

25. Diamond and Pearl Bracelet

- On the right side of the tower via the ledge and some stones heading up.

Drop down into the tower's lower level and follow the path. Shoot the lock holding the window closed on the other side of the room to let Sully in. Wait for Sully to lead you where to go and then follow the path. Jump to the chandelier and then across to the platform. Use the lever to lift the other chandelier and then jump from one to the other and onto the platform overhead.

Continue on, making sure you don't drop back into the kitchen and into the room with the grand staircase.

26. Louis XVI d'or Coin

- After the cutscene with Nate and Sully, face away from the window and head right down a walkway.

Head out the window and into the next room. Approach the boarded up doorway and hit Triange to get through.

27. Emerald Cameo Brooch

- Head through the archway in the room with the suits of armor and look up the window curtain on the left to shoot this down.

The statue puzzle is pretty easy, all you need to do is have each statue facing the statue that the journal lists. For example: The shieldman should face the axe wielder, but the axe and mace wielder face the shieldman. The swordsman is already in the correct position.

28. Art Nouveau Belt Buckle

- Hug the right wall after falling down the secret passage.

I seriously hope none of you are aracnaphobic. Learn to swim and then continue. You should eventually find a well, which you can climb out. Careful

when exiting, you should be able to sneak kill the guy standing next to the well. Shimmy around and jump out the other side of the well. This is your best spot for cover, but if you're more daring you can get into the building and get some more sneak kills. Once you sneak attack the guy by the truck, the two men talking break up.

After killing everyone in the courtyard, head near the windows that the two men shot you from and climb up. A guy with a shotgun will pop out, so be careful. After the grenade tutorial, drop down.

29. Ruby and Diamond Ring

- In the corner just below where the grenade tutorial was.

When you reach the next area, take cover and kill the enemies bothering Sully and then drop down. Take cover behind the nearby crate to take care of the new arrivals. Follow the stairs up and break down the door. Instead of heading down, as Sully suggest, head toward the broken wall on the right and look for some red stones to climb.

30. Silver Rococo Teapot

- Across a beam upstairs.

Be careful where you drop down and then head downstairs like Sully says. Next to the corpse, head down the ladder. The puzzle is simple once you understand how to read the journal. From the bottom icon (the start symbol) follow the icons on the floor as you read them in the journal (left to right). You need to step on EXACTLY the same amount of icons before moving to the next set.

Solution: UUUU XXX YYYY XX UUU on the floor in the real world is
UUUU = Up, Left, Up, Right
XXX = Up, Up, Left
YYYY = Down, Left, Up, Up
XX = Right, Right
UUU = Right, Up, Left (and walk onto the end spot)

I'm using upside down versions for typing ease, btw.

Listen to the dialogue and when Sully motions you, head over and look at the altar.

31. Miniature Portrait Pendant

- Before doing anything else, look up at the ceiling nearby and shoot down this treasure.

Help Sully and then move through the tunnels. The next puzzle can be confusing if you don't understand so let me do a simple example of 1, so you understand.

On the left side of the room you will see an eagle engraving. If you look on the floor, you will see that it illuminates depending on which floor panel you stand on. The key is to view all the symbols and find what they are surrounding on the wall grid.

For example, the three symbols in front of the eagle are an 8, upsidedown U, and an hourglass. If you look at the grid on the wall, you will notice that the last set of symbols is a trident, 8, diamond, upsidedown U, and an hourglass. Since the 8, upsidedown U and hourglass are surrounding the diamond, you want to move the eagle figure to that spot.

Solution:

Lion = Second row, Second column
Bull = Third row, Fourth column
Horse = Fourth row, First column
Eagle = Fifth row, Third column

[S3G] CHAPTER 7: STAY IN THE LIGHT

Stick close to Sully and use the UP button to see where to escape. Head to the wall and use Triangle to help Sully up. Jump up and get caught and then run for your life. I suggest you tap Square a lot for the next bit to make sure you have no bugs on you, especially after Drake falls.

Once you are clear of the spiders, drop into the nearby hole and head to the right and out the window to climb the wall to the chandelier. Head across and up then across to a gap in the ceiling to make the floor fall. Instead of heading up the ramp, turn around to see a doorway behind you.

32. Gold and Pearl Stickpin
- Head to the right of the ramp to go around the gap and into the doorway behind you.

Watch out for the men nearby and then head down the broken hallway,

shimming down before jumping to the other wall. On the other side, take out the guys and then lower the beam for Sully. When you head back the other way watch out for the men above you. As the room is set ablaze, the doorway nearby will break open for a pathway out with some enemies. Follow the path, heading where the camera gives you hints to go. When you reach the grand staircase you will have to fight a brute and deal with more enemies. Follow Sully for where to go next. When Sully helps you out, kill the enemies. When the stairs fall, jump across and shimmy to Sully. Keep heading up and out while trying not to die to enemies (who knows why they are hanging out in a burning building). When you reach the roof, run for your life.

[S3H] CHAPTER 8 – THE CITADEL

Climb the first tower and then on the path to the next you will notice a damaged section of the bridge. Jump over and drop down on the arches, grab the 'Silver Sassanid Coin' and return. Climb over the next tower and you will work your way down killing enemies. Let them come to you so stay up top. Let Sully in at the bottom. After lowering the gate with Sully proceed into the courtyard. To the left up above is a shiny object. Shoot it down to collect 'Ancient Metal Elephant'. Shoot the lock off the next gate. Right after entering to your right is the 'Crusader Coin'. The next door is locked so jump onto the water basket and Sully will lower you. Take out the guards that appear. In the back room to the left is the 'Enamel Copper Vessel'. Climb up the wall in the other room, shoot the lock for Sully and jump across behind you to meet up with him. Run across the to courtyard and...

CUTSCENE

Run up the stairs and a battle begins. You will notice a treasure is on the wall on the opposite side. Shoot it down and you can run back down and grab it off the ground, it is the 'Marble Double Eye Idol'. Head back up and around to their side. The G-MAL helps a lot here. Go into the entry way and up the stairs. Lift the gate and continue. In one of the windowsills on that floor is the 'Medieval Lead Horseman'. Fight the guards and eventually you will be blown outside. Swing on the ropes and stay under cover and take out each guard one by

one. When you get high up and are moving back left you have to climb the rope a bit to make that final jump. Take out the guys in this room and press TRIANGLE on the door near the center. A brute appears so take him out and go on up.

CUTSCENE

Run across dodging the rockets and grab the Dragon Sniper. Take out the guys firing RPGs and you will attempt to zipline to safety. You and Cutter do not make it so follow him. You lost all your weapons again so work on your stealth kills so get some. This is the first appearance of guys in armor so aim for their heads. Head up the stairs and to the door. And it is a... storage room? Stand on the symbol to your right and you can use the binoculars. Look down and to the left where its lit up. Then look up at the pillars to find your next destination. Of course, the enemies spot you and it is time to fight again. Stay up top until they dwindle down then head down there. You are trying to make it to another tower where snipers will eventually spawn. Head up while Sully covers you. Sully blows the tower and creates an opening for you, check to the right as you enter for the 'Byzantine Reliquary Cross'. Search the pillars then around back and...

CUTSCENE

Search the far right one again.

[S3i] CHAPTER 9 – THE MIDDLE WAY

Help Charlie through the tight fit and then he snaps. Fight him off by countering and punching and eventually he will try to choke you out. Sully and Chloe step in and save you. Follow the circular room to the left to get the 'King Bohemond III Coin'. Head upstairs and light the four statues. There is another doorway on this level that leads to another brazier. The spiders are back. Use L2 and aim your torch to the next one and throw. Then go pick it up. The second one is a lot more difficult. Move to the right of the one you just lit and aim for the one up above. I noticed it is easier to do if you aim lower than you think. After that, turn to the right and jump and grab the chains

hanging. Run up around and across the beam to the brazier you just lit. Grab a torch and hit the next one. Again aim lower than you think. Jump across and now you can either throw it to the next one or just jump and light it yourself. You should not die (I didn't on Hard). Then start cranking. Before going across the water, note the shiny object on the wall. Jump into the water and swim so you are under it. Shoot it and quickly get out of first person view and keep hitting triangle to grab the 'Antique Cuff Bracelet' before it sinks to the bottom. Then move across the water and crank the second one.

You now need to move the globe so it matches up. Try to match up the big image in the bottom right and it is the easiest to find. Move back upstairs and into the new passage. Right ahead on your left is the 'Crusader Fleur-de-lis'.

CUTSCENE

Move to the back and hit TRIANGLE.

CUTSCENE

Do not even try to take cover. Just run and roll.

CUTSCENE

This is a tough battle. Right away you can do a cool SQUARE kill if you run down the stairs. Stay low and watch out for the guys with the riot shields. Checkpoint if you can get halfway across the map. Use throwback grenades to your advantage. Help Chloe open the door and it is time to fight again! And then more. Just use the same tactics.

CUTSCENE

[S3j] CHAPTER 10 – HISTORICAL RESEARCH

Follow Elena but turn left after the first stairs near a fruit stand in the corner for the 'Antique Cloak Clasp'. Continue down the stairs. Turn around and go to the pool of water, grab the 'Silver Jambiya Dagger'. Keep following Elena and you run into cops. Turn left, an Arab will help you through the gate and then you are stuck behind cops again. Against the wall is the 'Golden Yemeni Bracelet'. Climb up the ladder to left and keep heading up. Once inside,

head up the stairs. Instead of going right loop back around and grab the
'Traditional Silver Bead'. Go down the long hallway and up.

CUTSCENE

Follow Talbot and then take out all the guys. There will be a brute so watch
out. You can use this time to finish people with a fish to get the trophy.
Stand by the fish and press square to use it in your attack, it's a bit tricky.
Before leaving, head to where the crowd was watching and to the right. There is
the 'Amber and Silver Necklace'. Continue back to the left. Go down the stairs
and search for the 'Kahraman Amber Necklace'. If you climb up from here and
check behind the boxes you will find the 'Unusual Red Bead Necklace'. Then you
can follow the gang again.

CUTSCENE

[S3K] CHAPTER 11 – AS ABOVE, AS BELOW

Walk around a bit and Sully finds a secret code. Drake makes a mark of it on
his map. Find the moon symbol and hold the map up to the room. All three of you
will pull the levers and a passage opens. After the third room, on the green
carpet area there is a treasure just to the left, 'Silver and Leather Dagger'.
You become trapped in the room so head up the left entry way. Find the gears on
the floor and put them back in. You want to look for gears that are crosses or
have four circles on them. Alternate them in and be sure they are big enough to
connect. The last one you need is up on a ledge so go the other way and climb
up and get it. Before leaving, check by the stairs the right side on the ground
floor for the 'Pearl and Emerald Brooch'. Leave the room and go up the right
passage.

To the left of the stairs is the 'Silver Box Pendant'. Run to the center and
hit TRIANGLE. Go to the right and look at the white drawing on the wall. You
want to match the one in your journal to what is happening here. Line up the
point of the spear with the red jewel on the wall inside the white drawing and
get the body parts to create a person. The spot you want to be standing at is

toward the right aim the light in the direction of the picture and get the spear guy to line up and hit TRIANGLE. Before leaving return to the center and look to the right of the drawing. On the ceiling is a shining object, aim the light at it to release the 'Silver Filigree Bracelet' to the floor. Return to the main room and continue through the center door. Grab a torch after a bit and light the center brazier.

CUTSCENE

Time to ward off these spiders, use SQUARE to get some room. You can run and sweep the torch at the same time and only you need to survive to do not worry about the others. Just go back the way you came. Eventually you have to wait for Elena to open the door so take the shotgun and blast some spiders. Grab Elena's shotgun when you run out of ammo and by the time you run out again she will have it open.

CUTSCENE

Walk back the way you came but eventually you will get ambushed. Stay behind cover as there are a few armored fellas and one brute. After you win, Sully will boost you up. Jump across to the gate and move around to the left and grab the, 'Silver and Coral Ring'. Then move back to the right and out of there. On the way out, go right and grab the, 'Amazonite and Amber Necklace'. Go up just a bit more and on the right again is the, 'Silver Capsule Pendant'. On the opposite side just past the fountain is the, 'Amazonite and Amber Earring'.

CUTSCENE

Run after Talbot. He does block a lot of your paths but the camera moves in the direction you need to be going. About halfway through it will stop as you enter a crowd of people. Drake will ask where did he go. Head to the right and then left inside the room to grab the 'Silver Yemeni Bangle'. The chase is long eventually you fight it out and just when you think you won Rameses comes and knocks you out.

CUTSCENE

[S3L] CHAPTER 12 – ABDUCTED

Break out of confinement by hitting SQUARE when told to. You will have to fight about fifteen guys hand-to-hand and then a brute before you can leave. As you climb up head to the side with the tires and not the rum to find the 'Seahorse Vesta Case'. Go back to the rum side and climb up and circle around to go through the doorway. On the right is the, 'Silver Figa Amulet'.

Once you enter the water. Be careful. There is a turret so stay out of its path. If you make it to the far end you can grab an RPG and take it out. There is another just past it alone so watch out for that too. If you are by the second turret and head along the wall on the platform you will run into the 'Antique Silver Parrot'. Climb up to where the first turret is and then climb the mast. Grab the TAU sniper or the Hammer and take the snipers out that try to get you. Keep climbing and take out the next wave and then push the box so that a path opens up. There is a treasure here you probably see, 'Turquoise and Pearl Bracelet'. It is a tricky one, try jumping around those beams and at the weird one jump to the far end and then jump across quickly. There has to be another way but I finally succeeded on my twentieth try. Move around the huge tanker and up the side. There are plenty of climbing battles so just get cover and take out the guys. When you get close to top and grab onto a rope you actually want to climb up. Turn left and grab the 'Unusual Blue Stone Ring'. Climb back down it and then gain momentum before jumping across. Instead of heading into the next room, drop over the side and move down. At the bottom is the 'Gold Scarab Brooch'. Climb back up and go inside.

CUTSCENE

Before jumping on the zipline, run to the corner and grab, 'Gold Axumite Coin'. Then fly on down. Fight a few more guys and then bust through the door. Almost there!

[S3M] CHAPTER 13 – ROUGH SEAS

"Rough Seas"

Treasure: Antique Silver Box
Ancient Gold and Coral Bracelet
Silver Tribal Bangle

You can either go stealth or just shoot up the place. If you start shooting all the guards will come after you so choose wisely. Cross the first bridge and then the second and turn right. By some barrels in the corner is the 'Antique Silver Box'. From here turn around and hug the right wall. You will turn right, right and then right again to find the 'Ancient Gold and Coral Bracelet'. Turn around and head straight and left a bit. Cross one bridge and then jump to the next platform. See the yellow container? Inside is the 'Silver Tribal Bangle'. Turn back around and head for the green crane thing. Lower it and run up but a pirate will appear and blow it up. Climb out of the water and get ready to fight another horde.

After dispatching the enemies you will notice one guy with flares standing on a ship. That is, unless you already killed him. Head over that direction and up the ramp to get on another ship. You do not make it unfortunately and get hit with a giant wave. When you recover start running and jump onto the ship. Time to take a out a few pirates. Grab a KAL-7 and take cover. After you kill a few and more start to drop in the other boat will pull up along side you. Take a few of them out as they come over. Eventually the boat you are on catches fire and will blow up so jump over to the other boat and take out the remaining pirates. However another boat starts firing rockets over on the one you are one. Run up the right side of the boat and grab the RPG. It takes three hits to sink the other boat and do not worry about ammo because it keeps respawning. After you watch the scene, run over and jump to the ladder on the cruise ship.

[S3N] CHAPTER 14 – CRUISIN' FOR A BRUSIN'

Head right and before you get to the stairs go left and grab the 'Unusual Mask Brooch'. Go up the stairs, around the stern and left again which will be a dead end containing the 'Rose Cut Diamond Pendant'. Head back and jump into the life boat on the back. It breaks off so climb up to the next level. Climb up the yellow ladder and go either way. Take out the guard here and climb up on the containers. Head right and then back around. A small cutscene here leaves you exposed with plenty of enemies. After clearing the enemies climb up on third

fallen container, it is yellow and then jump over to the stack of containers.

At the end of the open space is the 'Emerald and Pearl Necklace'.

CRUSHING TIP:

Save your grenades! This next guy is a insanelly hard on Crushing. When he drops down, throw two grenades at him to remove his armor and just shoot his exposed leg. He will go down no problem so grab his PAK-80 and finish off the guys.

The second battle can be tough. Especially on Hard and Crushing. There is a heavily armored foe who jumps down and your guns will not be strong enough. Lure him back to where you started and then run back where he came from. Kill the other guys that come and when he returns run back another time. When you run back to the other side for the second time a guy shooting the Hammer will die pretty easily so grab it and unload on the armored pirate. Use the gun he dropped to finish off the pirates and then run over to the red sliding door. In this new area, head straight and then to the left by the windows is the 'Antique Minerva Pendant'. Jump into the pool and get Drake to say "Marco?" to acquire the 'Marco Solo' trophy. Enter through the spinning door to the ballroom. There will be another battle here so stay up top. After clearing the first wave head down until the laser sights appear on you. I would recommend running back up so you are out of the sniper's range and can deal with the other guys or you can stay down. There is a Tau Sniper on the stage at the far end that you can dispatch the enemies up top with. Take out the guy with the grenade launcher first and grab it for those armored enemies. If you are having trouble, remember you can blow up this green air tanks by shooting at them.

After clearing this wave, a few more will enter from a door to the left or right depending on where you are. Go through there and turn right to grab the 'Ruby and Pearl Pendant'.

Head down the side of the ship, stealth the pirate not facing you and keep going down to the end to grab the 'Georgian English Compass'. Go inside where you stealthed the pirate and take on a couple more. Behind the counter of the

bar is the 'Ruby and Diamond Bracelet'. Continue through the rooms and down the stairs. Before going through the door check under the stairs for the 'Amethyst Cufflink'. Proceed into the red room and down the hall, turn left as soon as you can for the 'Golden Amethyst Ring'. Jump across by the number 4 and climb down. Run up to Sully...

CUTSCENE

[S30] CHAPTER 15 – SINK OR SWIM

There are plenty of enemies to deal with in this room. Right in front of you you'll find a heavily armored enemy and a guy with a riot shield. There's also someone on the high platform at the far end. Once they're down, look on a platform behind you for three more enemies. Other guys will keep coming for you until the boat capsizes. Keep going until you're trapped by a box underwater. Press Triangle repeatedly to get out. After a while, you'll have to run away from a wall of water. Jump over the gap and pull yourself up. At the next gap, jump onto the red rope and climb up. Keep going until the door you're climbing opens, then enter the room. You'll need to climb onto a cabinet in the room and jump to the next door, then get into the next room.

Keep climbing around until you fall onto a chandelier. Jump onto the red rope in the middle of the chandelier and swing onto the chandelier bottom that's broken off. Shortly after this you'll need to run away from a wall of water and jump off of the ship.

[S3P] CHAPTER 16 – ONE SHOT AT THIS

Lift the bay door and climb around until you reach a dead end. Move to the green truck. Elena will steer, so push it up the hill. When it's under the open window, hop on it and go through the window, then circle around and get up on the roof. Drop into the skylight of the next building and go to the door to open it. You'll find two enemies there with the same idea. You can throw a nearby propane tank on them if you want. Once they're down and the door is open, more enemies rush into the room from the other side.

Once the area is clear, get in front of the car and push it backwards. It'll

roll through the next fence, and three enemies will investigate. You can silently take out the guy on the left of the vehicle. You can also do this with one of the others, but the remaining enemy will always be alerted. Take them out and get into the building to the left via the windows.

The next area is filled with bad guys. You can stealth through it, but make sure you know the enemy patrol patterns. You can't just knock a guy out and leave him anywhere. Once you're through, climb onto the building ahead and jump to a ladder.

After the cutscene, run forward. The gate will close and a vehicle with a turret will park itself on the other side. Climb the building to your left. There are a few enemies on the roof. Once they're down, jump onto the containers and make your way down onto the runway. Chase the plane for a bit and Elena shows up in the jeep. Jump on it and wait for her to pull up to the front two wheels on the plane, then jump on them.

[S3Q] CHAPTER 17 – STOWAWAY

Crawl around for a bit to trigger a cutscene. You'll have to fight a brute again. You put him down pretty quickly though, so run over to the red handle near where your gun was dropped and pull it. Cargo will start to be pulled out of the plane, and you'll get swept along with it eventually. Climb back up and pull the guy above you off to grab his weapon. Once you're back in the plane, take out the two enemies. Move forward and several more enemies pop up. Take the first few out and move forward. A hole will get blown in the side of the plane, and everyone will be sucked out, including you. After free falling for a bit, you grab a crate. Pull the parachute to finish this short chapter.

[S3R] CHAPTER 18 - THE RUB' AL KHALI

Once the crate hits the ground, get up and head towards the plane to trigger a cutscene. After that, walk along the top of the dune until the camera shifts behind you again. Now walk straight ahead and you should see something that's a bit out of place. It's a well.

Pull the bag up, then continue walking. After looking at the sky, walk some more, towards the guy. You'll come across an oasis, which is actually a mirage. The rest of the chapter is a whole lot of walking dotted with short cutscenes.

[S3S] CHAPTER 19 – THE SETTLEMENT

The gate ahead is locked, so go to the right of it and you'll find a place where you can climb up. After you vault over the low wall up here, you'll crash through the ceiling.

Once you land, go through the door ahead and drop into the well in front of you. After trying to drink the water, look back at the crack you just passed through. You can climb up the wall to the left of it.

Once up top, keep going until you have to break through a door. The area ahead has several enemies in it. Go left and take down the guy coming towards you to get a gun. You'll have to act fast, since most of the enemies here rush you. You're also going to have to deal with grenades and an armored enemy on a platform above you. When they're all gone, move forward and down a ramp, where you'll find more enemies. Go right and you'll come to a pit. An enemy shoots the supports out from under you, and you tumble into that pit. Take the enemy out when you regain control.

You should see another support pillar here in the pit (these pillars have red wood on them). Shoot it to destroy it, revealing some ledges that you can use to get out of here. Once you reach the stairs, drop down and deal with the enemy at the top. Once you reach the top of the stairs, you'll find another enemy ahead.

The next area is filled with more enemies, including an armored guy and someone with an RPG that pops up on the right side of the area. They love to throw grenades, so use that to your advantage.

After clearing the area of enemies and squeezing through the tight passage, you'll soon come to another area filled with enemies. Your priority should be the jeep that is parked on a platform being supported by four pillars. Take

out two of those pillars to bring the jeep down, then take out the RPG soldier on top of the gate ahead of you. You can now mop up everyone else, including two armored foes.

When the area is clear, use an RPG to blow open the wooden gate, and wait for the vehicle to roll down and stop. Keep going until you're pulled down into another enemy filled area. Take out the sniper, and then just hold on for a bit. The enemies will be taken out by some men on horses. You'll ride for a bit until the guy with you is shot, and then you'll take control of the horse. Keep going until you meet back up with the other riders. As you circle around, you'll see an enemy on a bridge ahead of you wielding an RPG. One of the other riders should take him, and then you'll grab the RPG as you pass under the bridge. Aim it at the wooden gate ahead to blow it open.

[S3T] CHAPTER 20 – CARAVAN

Keep following your ally until you come up behind the convoy. There will be one enemy in the bed of every truck, and there will be some guys roaming around on motorcycles. You need to take them all down. You can just shoot the guys in the beds of the trucks, or you can jump onto the truck with them, if you need the ammo. When you get far enough, you'll find a guy with an RPG. Take him out, then jump onto his truck and use the RPGs here to blow up the two trucks ahead of you that have turrets on them.

After that, you'll need to repeat the process for a while, minus the RPGs and turrets. Eventually you find Sully, and he jumps onto a large truck. Get onto that truck and fight off the brute. When you're hanging from the orange crane thing, wait until your horse is below you, then press Circle to drop onto it.

After the cutscene, walk forward and start taking out enemies. This includes an armored guy with an LMG. Keep fighting your way forward until you reach the arches. Go through them, but not too far. After you clear the area, two trucks with turrets pull up ahead, a guy with an RPG appears on the left side, and two snipers appear on both sides. Take out all enemies, but note where the

snipers were. Each sniper nest has one RPG that you can use to take out the vehicles.

First, go towards the sniper nest on the left, but don't head up there yet. A few enemies will come towards you, including an armored guy. When they're down, go up and use the RPG on a truck, then take out anyone else that might be coming for you. Now go to the other side and do the same thing. Now you'll need to slowly make your way forward, taking out enemies ahead of you. The sandstorm makes them hard to see, so be careful. Most of them will shoot at you long before you reach them, though. At the end of this area you'll find two huge doors that you can enter.

Keep going until you reach a room with a huge entrance. Go up the ladder to your right and hold the switch up here to raise a chandelier and move some platforms. Let Sully hold the switch down now.

Jump onto one of the platforms that are moving up to the right of the switch and use them to get to a solid platform above. Jump down and then climb onto the wall. When you get to the long wooden beam, climb up onto it and walk to the end. Use the chandeliers to get over to the next switch and use it.

[S3U] CHAPTER 21 – THE ATLANTIS OF THE SANDS

Keep going until you trigger a cutscene, and then you'll jump down into an area filled with enemies. These enemies have twice the health of normal foes, though, and once you take out half of their health, they'll turn into some kind of demon, complete with flaming head. When they do this, they also gain the ability to teleport around, so keep your eyes open.

Once the area is clear, enter the central elevator and chase Talbot at the bottom. You'll soon become caught in a hallucination where you're in Carpegna. Run away from the horde of spiders and shoot Sully when he appears.

Once you're back at the elevator, go forward until you reach a golden gate. Try to use it and you'll find it locked. You'll now need to fight off some enemies that pop up behind you. Once they're down, the gate opens up. Go

through it and you'll find a few more enemies and an RPG on the left side, if you need it. The large room after this has several more enemies. Once again, there is an RPG on the left. In the room after that, move towards Sully, then use the mechanism nearby, at the head of the pool, to fill it with water. You should see your own reflection on the side, by one of the wheels. Go over there and interact with it, then follow your reflection to the other wheel and do the same. Now jump into the pool and interact with the spot of light in the middle.

[S3V] CHAPTER 22: THE DREAMERS OF THE DAY

As you proceed down the stairs turn around at the bottom and grab the 'Gold Cup from Ur'. Then head up and take cover behind the pillar. Clear the two guards on this path and the armored guy who eventually comes. Then work on the snipers. Go into the next hours and head upstairs via the ladder. Grab the Bolt Sniper and clear everyone from the bridge. Then head to the final building.

CUTSCENE

Turn the lever and proceed down to the depths of the city. Keep walking and before going up the stairs grab the last treasure over to the right, the 'Golden Hittite Goddess'. Then go up. Kill the two guys down below and jump down. Move your way forward eliminating everyone. When you go down the next set of stairs kill the Hammer user to the left on the bridge and then the armored guy in front of you. Proceed forward, kill the other guy in this room and the two new guys to the left. Stay in the room and take out the sniper and RPG guy up above. Head out and grab the Bolt Sniper. Take out the two new guys and head on from where they came. Watch out for the grenade when you enter the cavern. Take out the two guys here and open the gate. Head left across the bridge.

CUTSCENE

Take out the guys running toward you. Watch out for the RPG up top about two stories up. Take the Bolt and finish him and the others. Run down the bridge. You do not have to go too far before the next wave hits. Move back to the start

and snipe them from there. When done, head to the elevator. Kill these two guys, then climb the ladder to the right and then up onto the gears on the other side. Finish these guys and the guy out on the bridge. Climb the ladder and watch out for the grenade on the next one. Kill the guy from the ground floor and climb up. Watch out for the guy on the top of the stairs. Go out the opening and...

CUTSCENE

Keep running and jumping from platform to platform. You will eventually engage Talbot in a knife fight. But you do not have one. Keep punching and mash TRIANGLE whenever it appears to counter. There will be a few events where you have to mash CIRCLE to keep from dying. When you get hit to the edge and survive, Sully intervenes but you go falling with the gun. Climb up and when you get the chance finish Talbot off with the gun. Congrats. You beat the game.

ENDING