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If you would rather play with a minimum of assistance, the guide's comprehensive Index can be used to jump to a topic of interest whenever you need a hint or specific piece of information.

UPDATE NOTICE

We have taken every step to ensure that the contents of this guide are correct at the time of going to press. However, future updates to Uncharted 3: Drake's Deception may contain adjustments, gameplay balancing and even feature additions that we cannot anticipate at the time of writing.

ESSENTIAL GAME CONCEPTS

This section is designed to complement the brief tutorials and on-the-spot guidance offered throughout the opening chapters of Uncharted 3: Drake's Deception's single-player adventure. If you're keen to just leap into the game and learn for yourself, by all means do just that: the advice we offer here will be waiting should you need it.

Certain abilities encountered in the single-player game function in a different way or do not appear in competitive online play. Our guide to multiplayer-only controls and concepts begins on page 170.

MOVEMENT & ATHLETISM

Though Drake may not move with the grace of a Russian gymnast, and his individual form and style may be raw and unconventional, he's actually a deceptively accomplished athlete. Death-defying leaps and perilous climbs represent a large part of the fun in Uncharted 3: Drake's Deception, so it's useful to gain a solid level of competence at an early stage in the adventure.

Basic Movement



Use **L1** to make Nate walk (slight inclination of the stick) or run (full extension). Unless the staging of a particular scene or set-piece dictates otherwise, **R1** controls the game camera. You will benefit from using this to scour the environment for potential paths, dangers and collectibles as you move, so try to acquire the habit of using it in this manner. If you tend to focus exclusively on the path directly ahead, there's no telling what you might miss. A useful trick is to press **D-Pad** to instantly orient Drake in the direction that the camera is facing.



Climbing & Jumping



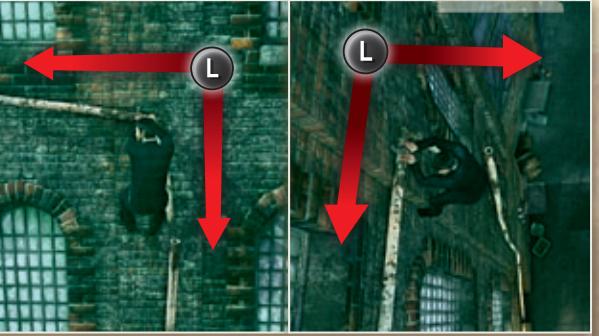
Press **X** to instruct Nate to vault low obstructions (such as walls and debris) as he encounters them. If you tap the button just as you run within range, it's possible to negotiate barriers while barely breaking stride. This is useful during combat, or when time is otherwise of the essence.



Press **X** to make Nate jump in a direction specified by **L**. These are context-sensitive, so you'll generally find that he'll hop small gaps and save full-blooded leaps for crossing perilous expanses. The appropriate timing for the button press is dependent on the size of the gap. For longer leaps, try to delay until his feet reach the end of a surface. If Nate cannot land on his feet, he will automatically grab any suitable handhold in range.



Unless you direct Drake over a ledge, **X** is always used to initiate a climb. Approach an appropriate surface (from ledges to ladders, ropes to rocky outcrops) and tap the button to jump and grab as applicable. **X** is also employed to make Nate pull himself up onto a surface above.



The directions you specify with **L** must generally correspond with the current position of the game camera, not Nate himself. As a rule, climbing is always easier and more intuitive if you position the camera to face Nate's back.



Press **O** while climbing to release Nate's grasp on a surface and drop, ideally to a safe position below. Note that he will automatically grab available ledges as he encounters them. You can also use this to lower him from a standing position above a drop to hang from a ledge, or begin a descent via a ladder or rope. Hold **O** to drop without grabbing any intervening surfaces as Nate falls.



USER INSTRUCTIONS



A Main Walkthrough: These paragraphs are the backbone of the walkthrough, detailing most of the steps you must take – and missteps you should strive to avoid – on your journey through each story chapter. We have taken the utmost care to avoid needless story spoilers. Each entry is accompanied by an illustrative screenshot, with the reading order indicated by Roman numerals. Unless directly referenced, a camera icon in the copy text (CAM) indicates exactly which part of a sentence is illustrated in the accompanying image.

C Major Battles: The most challenging or interesting combat exchanges are covered over dedicated double-page spreads that feature an annotated top-down map, with screenshots and helpful advice linked to pertinent locales. As an aid to orientation, we use the same camera icon as for the main walkthrough entries to represent the view from the connected images.

B Treasures: Each Treasure is covered in its own unique box-out, with text and a (if necessary, annotated) screenshot revealing how you can obtain it. As many Treasures are easily missed, we also include timely prompts in the main walkthrough. We have numbered every collectible for ease of reference, with this order reflected in a master checklist found in the Reference & Analysis chapter.

D Unique Events: For extended chase sequences and equivalent set-pieces, we use series of screenshots and short captions, aligned vertically, to highlight moments of note and significant dangers.

E Puzzle Solutions: Whenever the story presents you with a puzzle, we offer hints of escalating import in the main walkthrough text. If these do not lead you to the “Eureka!” moment you crave, you can refer to a dedicated “Solution” box-out. These present a gradual explanation of the conundrum at hand, offering you time to realize (and enjoy) the subsequent steps for yourself, before concluding with a written answer. If this doesn’t help, or you’re in an almighty hurry, you can refer to the Walkthrough Addendum for a simple *visual* solution.

F Feature Introductions: When new weapons or enemy archetypes are introduced, we offer a short but informative appraisal of their strengths and weaknesses.

G Developer Commentaries: In these special sections, key members of the Naughty Dog team offer their thoughts on subjects ranging from game design to artistic inspiration. As these entries may discuss an area of gameplay in its entirety, particularly spoiler-sensitive readers may wish to leave these fascinating insights and asides until they are ready to turn the page.

H Walkthrough Addendum: Primarily designed for a second playthrough, but prepared with a minimum of story spoilers for use at any time, this section of the Extras chapter includes stealth strategies, unconventional or imaginative tactics, unusual features and secrets, and advice on mastering the unlockable Crushing difficulty setting.

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CHAPTER 6

THE CHATEAU



I. The fork in the path directly at the start of this chapter presents the illusion of a maze of paths through the dense forest, but the route to the chateau isn't that complicated. Make a detour to reach Treasure #23 when you reach a small stream (▲), then head right when you reach the waterfall to first lay eyes on your destination. Head left as you leave the narrow path and collect Treasure #24.



Follow the stream away from the waterfall to find this Treasure hidden inside a small cave.



II. Jump up to the platform just to the right of the statue of a flautist, then walk around the small ledge to reach a cave entrance (▲). Once inside, leap over to the ledge to the right; haul Nate up, then jump to the path below. Walk over the log bridge, then veer left and drop down. Run up the slope and approach the door of the chateau.



From the exit to the narrow path that you follow after passing the waterfall, turn left; when the path forks, take the slight sloped route on the left. This Treasure is concealed behind a low, moss-covered wall.



Follow the stream away from the waterfall to find this Treasure hidden inside a small cave.



When you reach the crumbled brickwork opening in the tower, continue to the right via the ledge just below it, then climb to the upper room. Collect the Treasure, then drop through the hole in the floor to return to the main path.



III. With the door fastened tight by nature and decay, you will need to find an alternative route into the building. Start at the ledges to the right of the door, then follow the route in the accompanying screenshot. The leap from the first roof to the next part of the building is a long one, so try to delay the button press until Nate reaches the edge for maximum distance. When you reach the opening in the tower, continue to the right to reach Treasure #25 before you climb inside.



IV. When you reach a partially collapsed floor section, attempt to drop to the platform below it. After Nate lands (albeit in an unexpected fashion), shoot the lock on the window to allow Sully to enter when he calls. With the room's exit blocked by a large wooden beam, you must reach the upper level to dislodge it. Approach the wooden cabinet to the left of the position where Sully entered and press □ to move it upright with his assistance (▲); you can then reach the broken spiral staircase.



V. When you reach the upper area, use the chandelier to reach the balcony on the opposite side of the room. Operate the lever (▲) to raise the other chandelier, then use the two light fixtures to reach the isolated platform above the blocked exit. Tap □ to help Sully open the door below, then drop back down and follow him through.



Developer Commentary

Eric Schatz – Game Designer: "Ideas for the design of the Chateau were drawn from research into castle and house architecture found throughout Europe, including some grand, decadent structures that were slowly being reclaimed by natural forces. By looking at photos of real-life derelict houses, we were able to learn how to portray a type of decay that is at the same time both ugly and strikingly beautiful."

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VI. Head through the dilapidated kitchen and use the broken floor sections to reach the room above, then drop behind the kitchen wall into the room where tree roots sprawl over the decaying carpet (▲). Collect Treasure #26 when a brief cinematic interlude ends, then jump through the open window at the top of the stairs. Enter the opening to the left, then press □ when you reach the next doorway to dislodge the wooden beams.



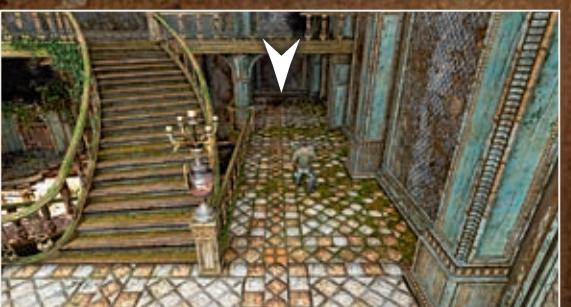
VII. Collect Treasure #27, then open Nate's journal for hints on how to open a secret entrance. Two pages show four armored soldiers wielding a shield, axe, morning star and sword; each of these faces either an axe or a shield (▲). There are four corresponding statues in the room; press □ and use △ to adjust their orientation in 90 degree increments. Your goal is to adjust the position of the statues in the room in accordance with the clues in the journal. If you need additional help, you can find the solution to this puzzle on the page to your right.



VIII. Once it has been unlocked, Nate will automatically enter the secret passage when you approach it. In the caverns below, collect Treasure #28, then head downwards and move through the tight gap; tap □ rapidly to squeeze through the final section. Jump into the water and hold ▢ to dive under the rock ceiling. On the other side of the submerged tunnel, wade to dry ground and jump over the gap directly ahead, then use the distinctly colored ledges to ascend to a well opening (▲). The lower stone section will begin to crumble after you spring backwards to reach it, so be quick to jump up after you land.



#26 LOUIS XVI LOUIS D'OR COIN



After the cutscene where Nate and Sully reach the top of the grand staircase, this Treasure can be found on a walkway – it's almost directly ahead of your position when the cinematic ends. You cannot return here once you drop outside, so be sure to grab it before you continue.



#27 EMERALD CAMEO BROOCH



Right after entering the secret passage, this Treasure can be found on your right, in a little pool of water.



MAJOR BATTLE: NORTH GROUNDS



IX:

◆ After the obvious opening stealth kill (X), collect the AK-47 and pick up the propane tank to the left of Nate's starting position with A. Turn to face the three guards standing in close proximity, then hold L2 to aim it at them. Release the button to throw it, then tap R1 as it flies towards the guards. Nate will automatically draw his sidearm to shoot it, engulfing them in a deadly blast. If you are quick on the draw, you can also shoot a propane tank farther ahead beside a vehicle to kill an additional guard.

◆ Though the position behind the well may not be perfect, it's the only one in the area that enables you to keep your opponents in sight. On higher difficulty levels, you can lie in wait here and just pepper each opponent with blindfire as they move into range. An added benefit of this defensive strategy is that each opponent will deliver additional weapons or ammunition to your location.

◆ Once all enemies in your immediate vicinity have been dispatched, stock up on AK-47 ammunition and collect an Arm Micro as a replacement sidearm. Move forward to hunt down and eliminate any stragglers. After the death of the final guard, two marksmen will begin firing from the upper windows of a building. Pick them off with headshots from cover, then climb the wall and jump through one of the two windows. When you do, be ready to draw your gun and kill the Shotgun-toting thug the moment he bursts through the door.

AK-47

The AK-47 is at its best when you employ moderately rapid trigger presses to keep its recoil in check. Ammo is plentiful throughout Nate's stay in France, so we would recommend it over the Sawed-Off Shotgun as your primary long gun for the foreseeable future.



X:

◆ Running through the door initiates a mandatory grenade tutorial. Follow the instructions to kill the first two assailants, then drop down to the lower level and pick up Treasure #29. Collect ammunition from the crate, then push forward for another lesson on grenade use.

◆ This time, you must hold L2 to aim a lofted throw from cover to hit the two opponents on the ledge. Squeeze through the gap in the wall (tap A rapidly), then head up the steps to enter another major firefight.

ICON	Meaning
X	Nate's starting position
Blue square	Recommended cover position
Orange arrow	Enemy movement
Gold book	Treasure
Yellow diamond	Propane tank



ARM MICRO

Though recoil and its voracious appetite for ammunition make its full auto mode inadvisable for anything but close-range combat (particularly blindfire), the Arm Micro is actually better than you might suspect in short bursts over medium distances – especially if you aim for unprotected heads.



#29 RUBY AND DIAMOND RING



After the first grenade tutorial, drop down and turn to your left. This Treasure is on the ground, in a pile of rubble in a corner.

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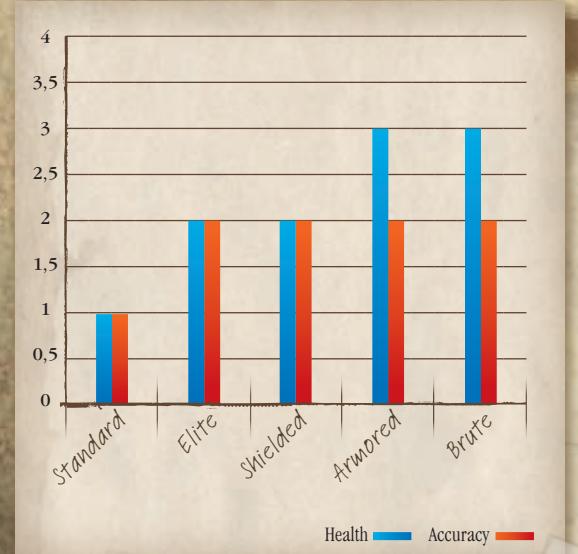
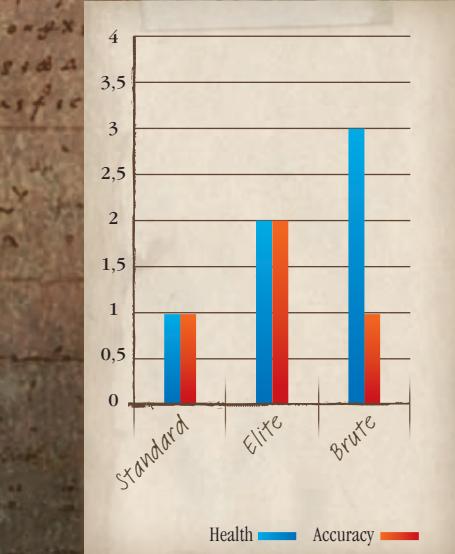
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WEAPONS

In this section, we analyze the relative strengths and weaknesses of the weapons at Nate's disposal, presenting stats on the degree of damage they inflict on each specific enemy archetype.

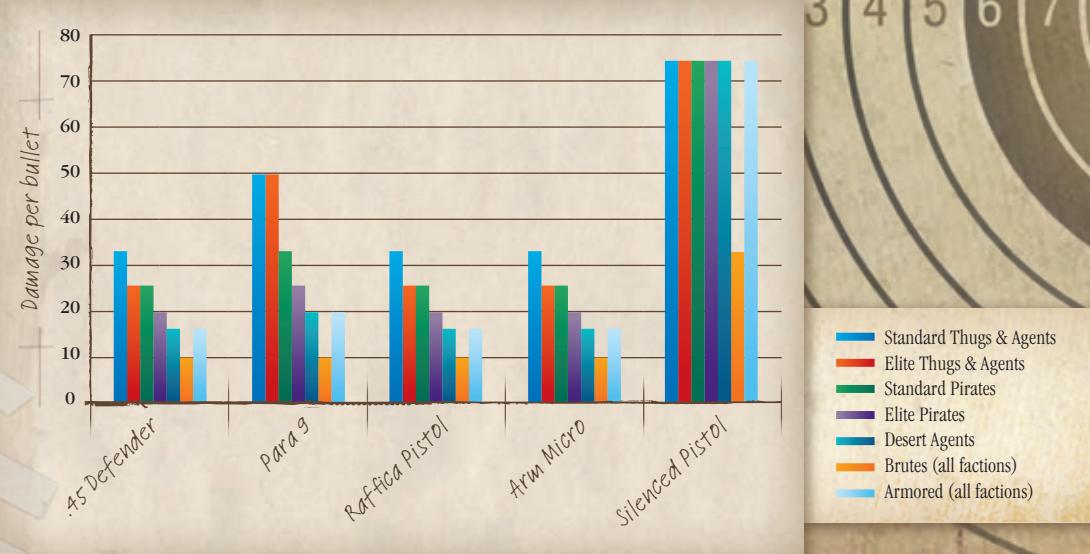
PISTOLS



Standard Pistols

These pistols are staple sidearms, reliable workhorses that (Silenced Pistol aside) tend to be in plentiful supply in the chapters where they appear.

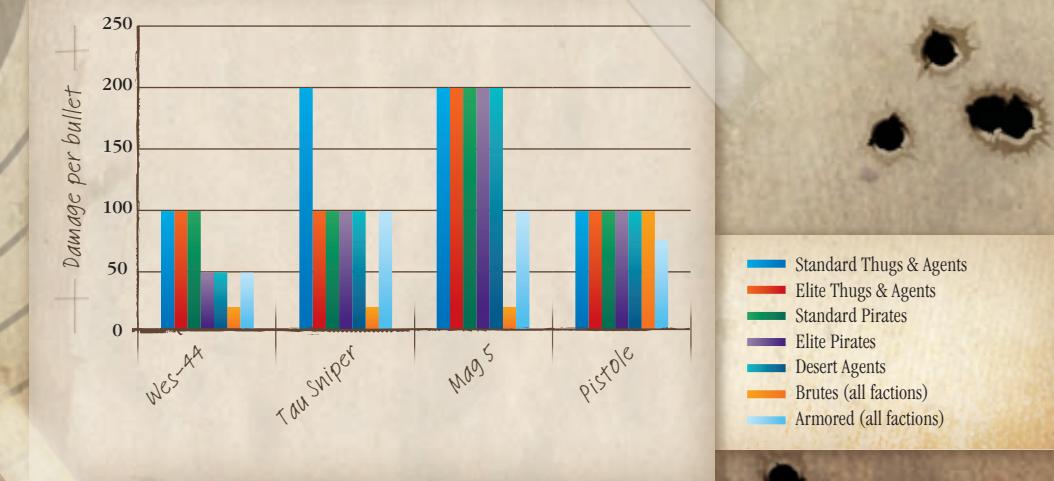
Icon	Weapon	Max Ammo	Clip Size	Analysis/Tips
	.45 Defender	64	8	<ul style="list-style-type: none"> A basic, entry-level pistol that only appears in early story chapters. Its small clip size is a distinct drawback. Try to trade it for a better sidearm as soon as you can.
	Para 9	64	15	<ul style="list-style-type: none"> Supersedes the .45 Defender once it appears. Ammunition is generally plentiful. Its comparatively high damage, respectable clip size and low recoil make it best suited to torso shots. Headshots are a little fiddly.
	Raffica Pistol	120	15	<ul style="list-style-type: none"> Fires in bursts of three bullets per trigger pull. It's essentially a G-MAL in pistol form. With a little deft flick of R1, you can exploit the burst fire feature to "paint" a short line of shots along a horizontal or vertical plane, which – with a little practice – makes it a superb headshot weapon. Only one bullet needs to hit an unprotected head to score a kill.
	Arm Micro	125	25	<ul style="list-style-type: none"> Fully automatic machine pistol. Its functionality is similar to standard assault rifles and, as a consequence, it kicks like a mule if you hold the trigger down. Fire it in short, controlled bursts unless using it at point-blank range. A highly effective blindfire weapon, and a superior choice for run 'n' gun strategies than the Raffica Pistol.
	Silenced Pistol	32	8	<ul style="list-style-type: none"> A rare weapon, used only for a portion of Nate's stay in London and the One Shot at This chapter. To avoid detection, opponents must be killed with a single shot to the head. In One Shot at This only, oblivious opponents killed with the Silenced Pistol count as stealth kills – which leads to bonus equipment drops. These stop once enemies become aware of Nate's presence.



Specialist Pistols

The decision to carry one of these powerful sidearms must always be weighed against the relative scarcity of ammunition.

Icon	Weapon	Max Ammo	Clip Size	Analysis/Tips
	Wes-44	12	6	<ul style="list-style-type: none"> An Uncharted favorite, but one that makes the briefest of cameo appearances in the Chateau chapter. Functionally similar to the Mag 5, though less powerful. It also has a slightly slower rate of fire and reload speed. It's still a guaranteed one-shot kill against weaker enemies, though.
	Tau Sniper	12	6	<ul style="list-style-type: none"> A sniper rifle in pistol form, this weapon has a scope for accurate mid-range marksmanship. Will neutralize most unarmored enemies in no more than two shots. A headshot is lethal even against armored foes. Ammo can be somewhat rare, so it's often wise to use this boon when you find it, then retrieve your previous sidearm. Extremely limited in close-range engagements. Either switch to your long gun, or line up one blindfire shot before finishing an opponent with a melee attack.
	Mag 5	14	7	<ul style="list-style-type: none"> Uncommon for a reason: this hand cannon can dispatch most enemy types with a single bullet (even the armored ones when hit in the head). Most frequently encountered as a reward for stealth kills, and as a bonus for accurate marksmanship in the London Underground chapter. For a weapon packing so much brute force, the irony is that it's anything but forceful when leveled against Brutes. Don't waste valuable ammunition against these opponents.
	Pistole	12	2	<ul style="list-style-type: none"> A shotgun in pistol form and, at point-blank range, essentially as effective as its larger cousins. Great against Brutes and, over short distances, armored opponents.



OVERVIEW

INTRODUCTION

Before you read any further, take a moment to familiarize yourself with the structure of this chapter.

In this short **Overview** section we guide you through the process of setting up a multiplayer match.

Multiplayer Features (page 175) provides a detailed appraisal of certain features and functions that you won't have encountered in the single-player adventure, such as the multiplayer-only sprint ability, taunts and the Buddy System.

Combat (page 180) is dedicated to all of the offensive tools at your disposal.

Progression & Customization (page 188) offers analysis of the leveling system, and the unlockable abilities and items you can equip as you rack up kills and reach set milestones in competitive and co-op matches.

Game Types & Tips (page 204) is packed with targeted advice and analysis for all modes of play, from basic game rules to more advanced tactical suggestions.

The **Co-op Adventure** section (page 224) offers walkthroughs to help you (and your companions) conquer the challenges you face in this rewarding Game Type.

The **Competitive Maps** section (page 213) provides annotated maps of the destinations you will visit in all other multiplayer Game Types.

While all information contained in this chapter is correct at the time of going to press, Uncharted 3's multiplayer game will almost certainly evolve after launch with new maps, Playlists, features and patches made available as the months of play fly by. To keep up to date with new developments and downloadable content, visit www.naughtydog.com.

MULTIPLAYER MAIN MENU



In recognition of a near-universal reluctance among gamers to acknowledge the existence of manuals (let alone read them), we'll begin with a quick rundown of the Uncharted 3 multiplayer main menu. Use **L1** up/down or **□** to move vertically between menu headings, and **L2** left/right or **△** to move through tabs.

- 1 Find Game: Select a Game Type and this will take you to a suitable match.
- 2 Custom Game: This allows you to create your own games and adjust the various settings (such as score limit, time limit, friendly fire and so forth) according to your preferences.
- 3 Profile: This is where you can customize your online appearance and configure Loadouts (pick and purchase your default weapons, upgrades and aptitudes). See page 180 for a comprehensive rundown.
- 4 Community: Here players can create and edit clips which may then be uploaded directly to certain websites, or view leaderboards and videos.
- 5 Options: This allows you to adjust various settings, including the aiming sensitivity and the vertical and horizontal controls (normal or flipped).
- 6 Splitscreen: Sign-In a second player for your guest to have their performance (including XP gains, Treasure acquisitions and other such variables) logged for the duration of your session.
- 7 PlayStation® Store: Use this to purchase extra content.
- 8 Rank Pane: Displays your current rank (including details of your progression towards the next stage), XP and available currency. See page 188 for further details.
- 9 Friends: Press **A** to access this and see your PSN friends list or invite new players to your party. The Facebook tab enables you to start matches with friends and upload videos of your feats and failures to the social networking site. See your game manual for instructions.
- 10 Uncharted TV: This video feed plays constantly while you are in the multiplayer menu screens. Not merely a welcome distraction while waiting for games to start, it's also a great way to pick up tips and tricks from observing the feats and failures of other players. **L2** switches the sound on and off, **L1** toggles between the default position and a larger (more central) window, while **START** skips the current broadcast.

PLAYING A GAME

Select the Find Game option to begin a game. Some Game Types (such as Free For All) will set you up with matches of that variety only, automatically lining another session up each time you return to the lobby. You have the option to vote for one of two maps before the action begins. Other Game Types (such as Team Objective) offer a (usually thematic) combination of matches with different rules – the onscreen text gives a good indication of their unique flavor. You can find a presentation of each Game Type from page 204 onwards.

After a session ends, you are returned to the menu system and a new tab: the Match Results page. If you have gained a level or acquired new unlockables (see page 188 for more details on the progression system), you will be informed of this immediately with suitably strident fanfares and sound effects to attract your attention.

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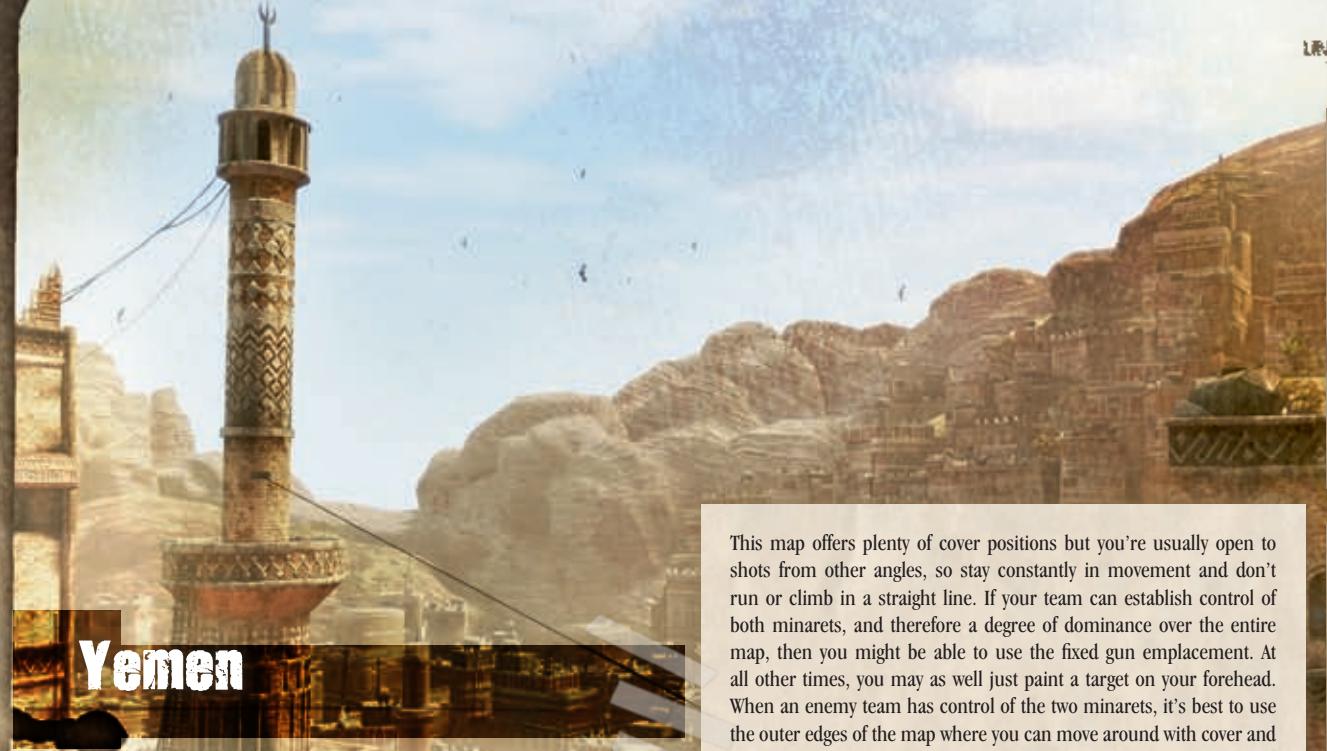


If you see an opponent taking cover behind a 4x4, blow it up with a grenade to get rid of your target.

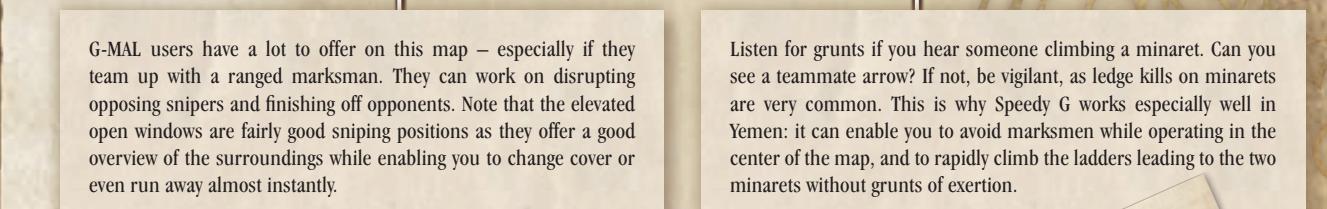


The Monkey Man Booster can be particularly useful on this map due to the verticality of many important routes and positions.

The zipline room on the upper floor of the main building is a fairly good sniping position, the zipline offering an emergency exit if necessary. The window directly underneath the zipline overlooking the courtyard is also a popular spot for snipers. It is recommended to try to sneak up to the wall, climb up and either attempt a pull down or toss a grenade inside.



G-MAL users have a lot to offer on this map – especially if they team up with a ranged marksman. They can work on disrupting opposing snipers and finishing off opponents. Note that the elevated open windows are fairly good sniping positions as they offer a good overview of the surroundings while enabling you to change cover or even run away almost instantly.



This map offers plenty of cover positions but you're usually open to shots from other angles, so stay constantly in movement and don't run or climb in a straight line. If your team can establish control of both minarets, and therefore a degree of dominance over the entire map, then you might be able to use the fixed gun emplacement. At all other times, you may as well just paint a target on your forehead. When an enemy team has control of the two minarets, it's best to use the outer edges of the map where you can move around with cover and unnoticed. Toss a grenade at a sniper in a minaret for an easy kill.

ELENA FISHER

Sze Jones – Lead Character Artist: "Elena has gone through a lot of emotional and physical challenges on her adventures with Nathan Drake. Her eyes were made with slightly higher transparency and glossiness to let them show her inner emotions and her feelings for Nate."

Her subtle cheek blushes and slightly larger pupils give her a loving appearance, and accentuate her protective nature and her willingness to sacrifice herself in order to protect others.

The biggest technical challenge with Elena was to establish her skin tone and the specularity of her hair in contrast with the other characters. Countless modifications to her skin were made against extreme lighting conditions, in order to find the perfect balance of shader settings and textures to support the right look."