

AMBUISHED

Chapter 1

Somewhere along the ocean bed off the Panamanian Coast, a coffin is dredged up from the murky sands of the deep sea floor. Inside it is not the remains of Sir Francis Drake, legendary English explorer, navigator, and would-be treasure hunter, but a small lock-box containing his long-lost 400-year-old diary. The diary is recovered by his would-be ancestor, the adventurous Nathan Drake, who is accompanied by reality TV host, Elena Fisher - but their amazing discovery is cut short by the appearance of modern-day Pirates. Since calling the authorities is out of the question, the two must fight them off until the cavalry can arrive.



THE DIVE BOAT

STAVE OFF THE PIRATES



Drake hands a pistol to Elena; now the pair must fight off the incoming Pirates as they attempt to board the dive boat. This is a good opportunity to get acquainted with Nate's controls.



OBJECTIVES



1. Stave off the Pirates



A MAN AND HIS GUN



CONTROLLING NATE

USING A STANDARD PISTOL TO START, NATE CAN AIM AND FIRE AT THE ENEMY, TAKE EVASIVE ACTION BY DUCKING AND COVERING, AND ENTER INTO BRUTAL HAND-TO-HAND COMBAT. YOU CAN REFERENCE NATE'S COMPLETE SET OF MOVES IN THE TREASURE HUNTER'S HANDBOOK CHAPTER ELSEWHERE IN THIS BOOK. YOU CAN ALSO GET A BRIEF RUNDOWN BY FOLLOWING THE TUTORIAL MESSAGES THAT APPEAR ON SCREEN AS YOU PLAY (THESE MESSAGES CAN BE TOGGLED OFF, IF YOU LIKE, VIA THE GAME MENU IN THE OPTIONS MENU).

There's no time to waste! Immediately find cover by running up to the wooden crate on the starboard (right hand) side of the dive boat and press **○** to duck behind it.



DUCK AND COVER

NATE CAN TAKE COVER FROM ENEMY FIRE AND USE MOST WALLS AND OBJECTS FOR PROTECTION BY APPROACHING THEM AND PRESSING **○**. WHILE UNDER COVER, YOU CAN MOVE NATE BY PRESSING THE LEFT STICK RIGHT OR LEFT. TO PEEK OUT AND AIM, MOVE NATE CLOSE TO THE EDGE OF THE WALL OR OBJECT AND PRESS AND HOLD **L1**. TO QUICKLY DUCK BACK UNDER COVER, RELEASE **L1**. ONCE UNDER COVER, YOU CAN ALSO ROLL NATE FROM COVER-TO-COVER BY MOVING THE LEFT STICK IN THE DIRECTION OF ANOTHER NEARBY WALL, OBJECT, OR DOORWAY AND PRESSING **○**. NATE CAN ALSO ADVANCE FROM LOW COVER AND AROUND OTHER CORNERS BY PRESSING OVER/AROUND THE COVER ON THE LEFT STICK AND **○**.

Two small, Pirate-filled boats pull up aside the dive boat and begin shooting at Nate and Elena. When you're ready, pop Nate up from cover and return fire.



SHOOT TO KILL + EXPLOSIVE RESULTS

Use the on-screen crosshairs for precision aiming. While it's not easy when under pressure and/or aiming at moving targets, a well-aimed pop to the head can down a Pirate in a single shot. Additionally, the fuel-filled barrels on the deck can be detonated by shooting at them, which causes a large explosion that can kill any enemies caught in their blast radius.



Walkthrough

Ambushed
01



BEAT DOWN

Once the first set of Pirates have been dispatched, another two boats arrive and drop off their Pirate payload. These resourceful goons manage to climb on board the dive boat. Nate has two choices: Either take cover and pick them off with his pistol, or run in and engage them in hand-to-hand combat.



HAND-TO-HAND COMBAT

OFTENTIMES, NATE MUST RESORT TO BRUTE FORCE BY FIGHTING WITH AN ENEMY USING HAND-TO-HAND COMBAT. TO ENGAGE INTO HAND-TO-HAND COMBAT, PRESS **□** WHEN NEXT TO AN ENEMY. NATE CAN PULL OFF A VARIETY OF BONE-CRUNCHING COMBO ATTACKS WITH DIFFERENT COMBINATIONS OF BUTTON PRESSES, SUCH AS **□, △, ○, △, ○** FOR A FAST AND FURIOUS COMBO, OR **□, △, ○** FOR A BRUTAL COMBO. AS THE ADVENTURE CONTINUES, HE WILL PERFORM A WIDE VARIETY OF CONTEXTUAL COMBOS, DEPENDING ON THE ENEMY'S HEALTH AND THEIR POSITION IN THE ENVIRONMENT. TO SEE THE FULL LIST, REFER TO THE TREASURE HUNTER'S HANDBOOK ELSEWHERE IN THIS GUIDE.

The attack continues as more Pirates board the dive boat. Continue to use the various items on the deck for cover and shoot or punch to kill. Don't worry about Elena, she can take care of herself.



EL DORADO

*"Over the Mountains
Of the Moon,
Down the Valley of the Shadow,
Ride, boldly ride,"
The shade replied,
"If you seek for El Dorado!"*

Edgar Allan Poe, "The Knight of El Dorado"

To the modern mind, El Dorado is a place where a bold adventurer can expect to find miraculous wealth. The name itself means "Golden One". It is a name given both to a mythical Indian city believed to be constructed entirely of gold, to the fabulously wealthy king believed to rule that city, and to the legendary mine all the New World's gold was believed to have been excavated from. No effort to find El Dorado was ever successful, though many attempts to find it were profitable in other ways. Some were so profitable that explorers retroactively tried to claim they found the "real" El Dorado, but usually to no avail.

The most fervent and impressionable believers in El Dorado were convinced it was the ultimate Indian civilization, and would yield unimaginable wealth once pillaged. It was fantasized that all the streets and buildings of El Dorado were made of gold, and the city ruled by an Emperor so wealthy that he covered his body in gold dust and threw emeralds into a certain sacred lake several times a year, as offerings for the gods. All the pots and utensils were made of gold and silver, and the city adorned with gigantic golden statues.

Level heads often discounted these legends, as the natives were known to tell the Spaniards fanciful lies about where rich deposits of gold were located. Even Juan de Castellanos, who penned the first description of the "Golden Man" lake

ritual, wrote that, "El Dorado does not and never has had any foundation, beyond what I have declared... I know for sure that it does not certify news of any rich land." Bold words from one of the men whose writings helped perpetuate the legend.

There is reason to believe the lake ritual may have been actually practiced in some form by a culture called the Chibcha, but Castellanos was quite right in saying these people could not control any land like El Dorado. Chibcha territory did not produce gold naturally, so they acquired gold by trading their own abundant salt and emeralds with other tribes. Likewise, when the Spaniards found great quantities of emeralds, it was not in territories where they were naturally produced, but among the tribes the Chibcha traded with to obtain cotton and gold.

There are other sources that brought the El Dorado legend back to Spain and the rest of Europe. Much of what they said was elaborated upon by audiences eager to transform El Dorado into their own heart's desire. Indeed, the legend was most likely created by the Spanish themselves, although always attributed to some nameless Indian captive. In some general way, El Dorado came to represent what all adventurers who went to the new world sought: tremendous wealth, easily taken by the man strong enough to seize it.



FROM BAD TO MUCH, MUCH WORSE

These Pirates are extremely dangerous and resourceful. Having dispatched the handful that managed to climb onto the deck of the dive boat, Nate and Elena find the next ones that appear have a goon with a rocket launcher on the roof of their boat. Don't even try to pick them off. Instead, quickly pinpoint the boat's location and take cover behind an object facing the opposite side.



WEAPONS MANAGEMENT

Keep an eye on the Weapon Icon in the top left corner of the screen, which appears when Nate has a weapon drawn. The Weapon Icon indicates the current weapon he has equipped. The number to the left of the icon indicates the total amount of ammo available for that weapon. The meter below displays the number of rounds currently left in its clip/magazine.

You can reload Nate's weapon at any time by pressing either **R2** or the directional button **↑**. If Nate runs low or out of ammo, he can pick up more from fallen Pirates or draw from an endless supply near the gun case on the crates at the center of the deck. Just stand over or next to the ammo and press to **pick it up**. If Nate cannot carry any more ammo of that type, a red circle with a line struck through it appears over the ammo icon.



REST = REPLENISH

AS NATE TAKES DAMAGE, THE WORLD AROUND HIM DRAINS OF COLOR AND HIS HEART BEGINS TO BEAT LOUDLY. WHEN THIS HAPPENS, HE IS IN GRAVE DANGER OF DYING. IN ORDER TO RECOVER, HE MUST QUICKLY FIND A SAFE PLACE AWAY FROM ENEMY ATTACK WHERE HE CAN REST WITHOUT TAKING ANY MORE DAMAGE. WHEN THE COLOR RETURNS TO THE WORLD, THIS INDICATES HIS HEALTH HAS BEEN COMPLETELY RESTORED.



SULLY TO THE RESCUE!

Keep the rocket-launching boat in Nate's sights and continue to maneuver around cover so that he is always protected behind an object. His dive boat sustains major damage, but at least he and Elena stay alive and in one piece.

After what seems like an eternity, the cavalry arrives in the form of Victor Sullivan aboard his vintage sea plane. You can watch him swoop down from the skies by pressing and holding L2.



LOOKING

PRESSING L2 IN CERTAIN SITUATIONS CAN CAUSE NATE TO LOOK IN THE DIRECTION OF AN OBJECT/ITEM OF INTEREST, A SPECIFIC GOAL, OR A DESTINATION THAT HE NEEDS TO REACH. WATCH FOR AN ON-SCREEN PROMPT TO APPEAR IN THE BOTTOM RIGHT CORNER, INDICATING WHEN THESE MOMENTS ARISE. IF YOU GET STUCK OR DON'T KNOW WHERE TO GO NEXT, TRY THIS HANDY SOLUTION!

In the cockpit, Nate shares his discovery with Sully, who much to his chagrin, finds out that Elena already knows of its existence. Things just got a bit more complicated...



Sully comes in fast and hard, buzzing the Pirate boat with his sea plane and giving Nate and Elena the opportunity they need to escape. Unfortunately, the dive boat is a goner, but at least Nate and Elena manage to escape and abandon ship before it goes up in flames.