

UNCHARTED²

AMONG THIEVES[™]



COVERS PLAYSTATION[®] 3 COMPUTER
ENTERTAINMENT SYSTEM

NAUGHTY DOG



PS3

PlayStation 3

UNCHARTED 2

AMONG THIEVES™

TABLE OF CONTENTS

MISSION PREP

CHARTED TERRITORY	2
BIOGRAPHIES	4
ADVENTURER 101	10
WEAPONS	16

SINGLE-PLAYER WALKTHROUGH

CHAPTER 01 - A ROCK AND A HARD PLACE	24	CHAPTER 14 - TUNNEL VISION	140
CHAPTER 02 - BREAKING AND ENTERING	34	CHAPTER 15 - TRAIN-WRECKED	146
CHAPTER 03 - BORNEO	48	CHAPTER 16 - WHERE AM I	152
CHAPTER 04 - THE DIG	58	CHAPTER 17 - MOUNTAINEERING	156
CHAPTER 05 - URBAN WARFARE	68	CHAPTER 18 - HEART OF ICE	166
CHAPTER 06 - DESPERATE TIMES	80	CHAPTER 19 - SIEGE	178
CHAPTER 07 - THEY'RE COMING WITH US	96	CHAPTER 20 - CAT AND MOUSE	186
CHAPTER 08 - THE CITY'S SECRET	102	CHAPTER 21 - CONVOY	196
CHAPTER 09 - PATH OF LIGHT	108	CHAPTER 22 - THE MONASTERY	200
CHAPTER 10 - ONLY ONE WAY OUT	112	CHAPTER 23 - REUNION	220
CHAPTER 11 - KEEP MOVING	120	CHAPTER 24 - THE ROAD TO SHAMBHALA	238
CHAPTER 12 - A TRAIN TO CATCH	124	CHAPTER 25 - BROKEN PARADISE	244
CHAPTER 13 - LOCOMOTION	132	CHAPTER 26 - TREE OF LIFE	256

MULTIPLAYER

WELCOME TO MULTIPLAYER	262
THE MAPS	264
CO-OP MISSIONS	288
UNCHARTED'S NEXT TOP STAR	300

MISSION WRAP-UP

MEDALS AND MORE	302
TREASURES REVEALED	306
SHOPPING FOR ADVENTURE	308
MARCO POLO TIMELINE	312
UNDER COVER	314

NATHAN DRAKE

Rumored to be the descendant of Sir Francis Drake, the great 16th-century explorer and privateer, Nathan Drake is a modern-day fortune-hunter who operates in the rough, lawless world of treasure-seekers, antiquities smugglers, con men, and thieves. While he shares the same taste for adventure as both his professional associates and his supposed ancestor, Nate is driven by more than the promise of the treasure itself. Regardless of his lineage, Drake is gifted with a remarkable historical imagination and an uncanny ability to unravel mysteries from only the barest clues. He really lives for the historical intrigue that his adventures bring, and for the thrill of the hunt.

Although he's smart and self-educated, Drake tends to hide his intellectual side when dealing with the rogues' gallery of dangerous individuals who haunt the gray-market underworld of the illegal antiquities trade. In his dubious line of work, Drake finds himself confronting everything from guerillas to drug traffickers, modern-day pirates, rival salvage companies, and frequently the law - so he's had to learn how to handle himself in tight situations, whether it means guns, fists, charm, or the occasional hasty exit. In the end, Drake survives by his wits, tenacity, and resourcefulness - and a dash of good old-fashioned luck.

When we first met Nate in *Uncharted: Drake's Fortune* he was on the trail of the legendary treasure of El Dorado - a trail that led to a mysterious island and a forgotten Spanish colony harboring an unimaginable secret. *Uncharted 2: Among Thieves* rejoins him a couple of years later, back in his natural setting of shady characters and dubious operations, and following the long-cold trail of the 13th century traveler Marco Polo. Alongside new companions and old friends, Nate's search for Marco Polo's lost fleet and the secrets that it holds will lead him to an adventure as great - and as dangerous - as he has ever seen.



Name Nathan Drake
160 Guard Ave Apt 3
K...

*No ship will depart this I
 destroyed them all, and down'd the
 coast City. If thing of wood just will
 most never leave these shores
 In my final hour, I commend my
 Soule to God. May he have mercy on
 this unholo place.*

Francis Drake

SIC PARVIC MAGNA -
 "Greatness from small
 beginnings"

~~Harry Flynn~~
~~EDDY RATA~~
 (Halkidiki)
 Dra French Hotel



- MISSION PREP
- CHARTED TERRITORY
- BIOGRAPHIES
- ADVENTURER 101
- WEAPONS
- SINGLE-PLAYER WALKTHROUGH
- CHP 01-05
- CHP 06-10
- CHP 11-15
- CHP 16-20
- CHP 21-26
- MULTIPLAYER
- WELCOME TO MULTIPLAYER
- THE MAPS
- CO-OP
- NEXT TOP STAR
- MISSION WRAP-UP
- MEDALS AND MORE
- TREASURES REVEALED
- SHOPPING FOR ADVENTURE
- MARCO POLO TIMELINE
- UNDER COVER

MISSION PREP

CHARTERED TERRITORY

BIOGRAPHIES

ADVENTURER 101

WEAPONS

SINGLE-PLAYER WALKTHROUGH

CHP 01-05

CHP 06-10

CHP 11-15

CHP 16-20

CHP 21-26

MULTIPLAYER

WELCOME TO MULTIPLAYER

THE MAPS

CO-OP

NEXT TOP STAR

MISSION WRAP-UP

MEDALS AND MORE

TREASURES REVEALED

SHOPPING FOR ADVENTURE

MARCO POLO TIMELINE

UNDER COVER

THE MAIN MENU

Press **START** at the Title Screen to be taken to the Main Menu. Here you have several options to choose from. Select **CONTINUE** to resume your most recent saved game, **MULTIPLAYER** to experience online action with other players, **CHAPTERS** to replay an already completed section of the game, **OPTIONS** to adjust game settings, and **BO-NUSES** to view unlockables as well as your game progress. You may also select **NEW GAME** to start the campaign fresh from the beginning, and **LOAD GAME** to load a saved game. Use the directional buttons to highlight an option and press **X** to confirm your choice. It's just that simple. Keep in mind, if this is your first time playing *Uncharted 2: Among Thieves™* only some of these options are available to you.



OPTIONS MENU

You can access the Options Menu before or during your game. This menu allows you to access Game, Controls, Display, Audio, Language, and Twitter options. For options with adjustable levels, highlight the selection and use **+** and **-** to move the sliders. Note: Select **RESET DEFAULTS** at the bottom of any applicable menus to return all options to their original settings.



Game

Adjust the Difficulty, and toggle Subtitles, Game Hints, and Tutorial hints ON/OFF.

Controls

Adjust the aiming sensitivity, as well as the option to toggle Horizontal/Vertical control between NORMAL/FLIPPED for aiming and camera settings. You may also turn the Motion Sensor Throw for grenades ON/OFF. At the lower end of the menu is where you can select NORMAL/SWAPPED for the aim and reload button commands, as well as the camera and movement sticks.

Display

Adjust the Brightness settings.

Audio

Adjust the SFX, Music, Speech, and Movie volume levels. You can also further customize your aural experience by selecting your audio Format, Center Speaker Size, and Dynamic Range.

Language

Select your desired language for the game's Text, Subtitles, and Speech.

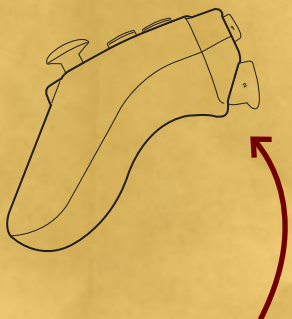
Twitter

Enter your account information for Twitter in order to automatically tweet updates on your *Uncharted 2* status. Once entered, you can turn the updates ON/OFF using Activate Updates.

Events

Set which events *Uncharted 2* will tweet about, including When Connecting to Multiplayer, When a Cinema File is Uploaded, When a Chapter is Completed, When Earning Multiplayer Money, When Earning Trophies, When Reaching a Level Milestone.

REACH BACKWARDS (WHILE HANGING) OR AIM GRENADE THROW (IF MOTION SENSOR THROW IS ENABLED)
TILT SIXAXIS™ 180 DEGREES



27 JUN

CHAPTER 1

A ROCK AND A HARD PLACE

Nathan Drake has seen better days. As if waking up to find himself covered in blood wasn't bad enough, Nate really starts to groan when he finds himself sitting inside a train car perched on the edge of a cliff. Not to mention that it's slowly sliding over the edge! How's he going to get out of this one?



CHAPTER OBJECTIVES

- 1 Climb from the Wreckage

THE TRAIN WRECK

1 CLIMB FROM THE WRECKAGE

As a treasure hunter extraordinaire, Nate couldn't even begin to make a list of all the sticky situations he's been in, but nothing can top his current one. There isn't much worse than being half-dead and dangling from a suspended train car.

BEGIN PLATFORM SOLVING!

NOWHERE TO GO BUT UP

Climb along the yellow railing to the left to reach the underside of the train. Stay along the right side of the chassis and climb up using the exposed pipes and grooves. Don't flinch when a boulder breaks loose from the cliff and plummets toward Nate! He drops a few feet, but manages to hang on.

HEADS UP!

A Great Climber

Nate could probably climb in his sleep if he wanted to. Climbing is so natural for him that moving between nearby handholds only requires the use of the left stick. Once Nate's on a climbable surface, just use the left stick to guide him from one handhold to the next.



When the handholds get farther apart, Nate has to jump from one to the other. Press **X** to make the jump.

Climb back up to the first chain-link grate and follow the yellow ledge over to the left. Continue up the pipe at the left edge of the train. The metal pipe unhinges from the passenger car under the strain of Nate's weight and crashes into the side of the train.





- MISSION PREP
- CHARTERED TERRITORY
- BIOGRAPHIES
- ADVENTURER 101
- WEAPONS
- SINGLE-PLAYER WALKTHROUGH**
- CHP 01-05**
- CHP 06-10
- CHP 11-15
- CHP 16-20
- CHP 21-26
- MULTIPLAYER
- WELCOME TO MULTIPLAYER
- THE MAPS
- CO-OP
- NEXT TOP STAR
- MISSION WRAP-UP
- MEDALS AND MORE
- TREASURES REVEALED
- SHOPPING FOR ADVENTURE
- MARCO POLO TIMELINE
- UNDER COVER

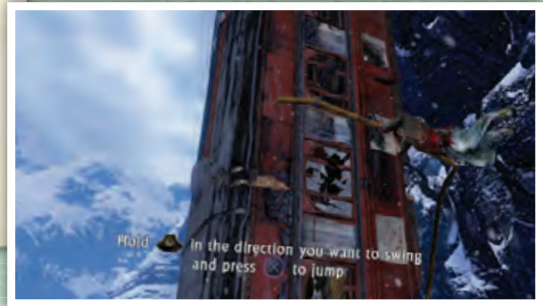
As Nate hangs on for dear life, he can see a handhold on the left, just out of reach. Summon up some strength and swing-jump over to the grooves. Move left around the side of the train car, climbing from handhold to handhold to reach the ledge of the train car's open skylight.



All in the Hips

HEADS UP!

Sometimes, Nate needs a little extra movement to get to where he needs to be. Not everything is an arm's length away when he's climbing and sometimes ordinary jumping just won't cut it. This is where swinging becomes important. To swing, move the left stick in the direction of Nate's destination and press **X** when he has enough momentum to make the jump.



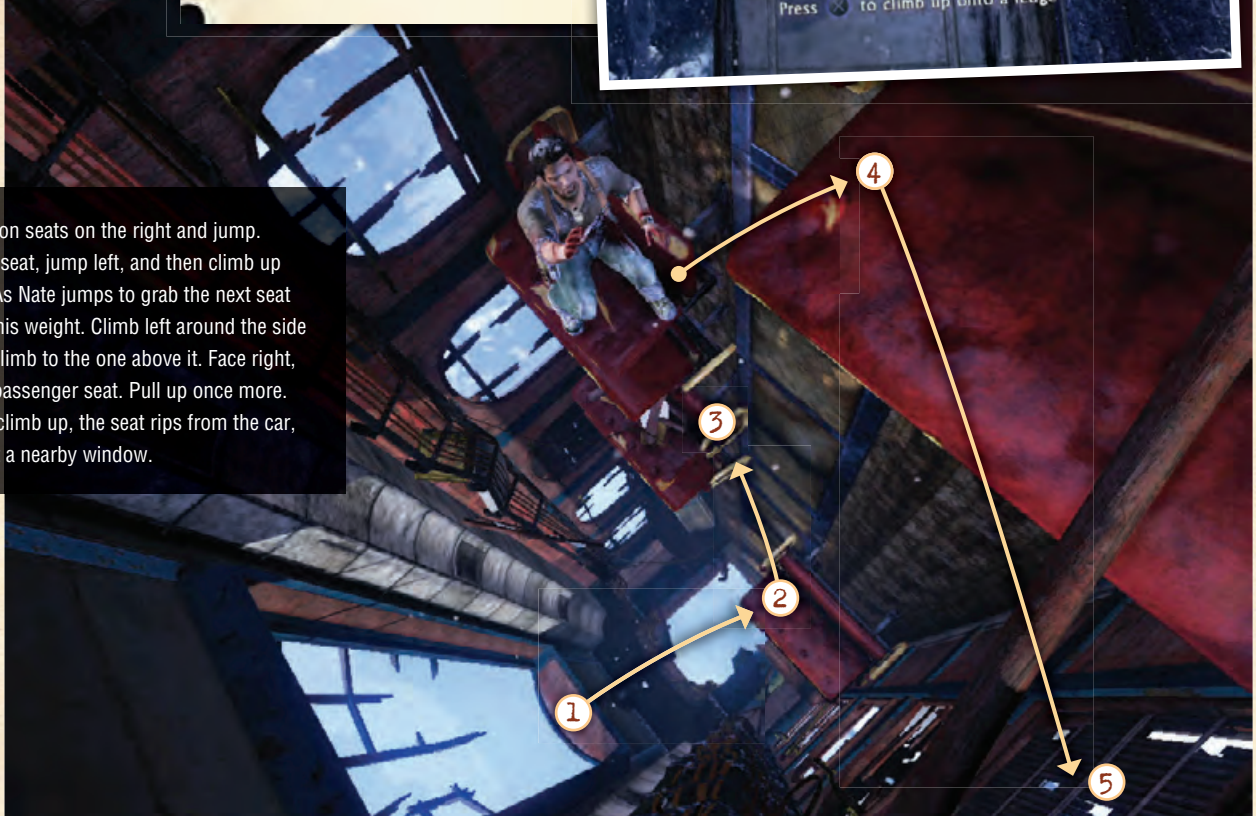
Pull Ups

HEADS UP!

It seems like such a small thing, pulling up onto a ledge, but just in case Nate needs a little reminding, here it is. Press **X** to climb onto a ledge.



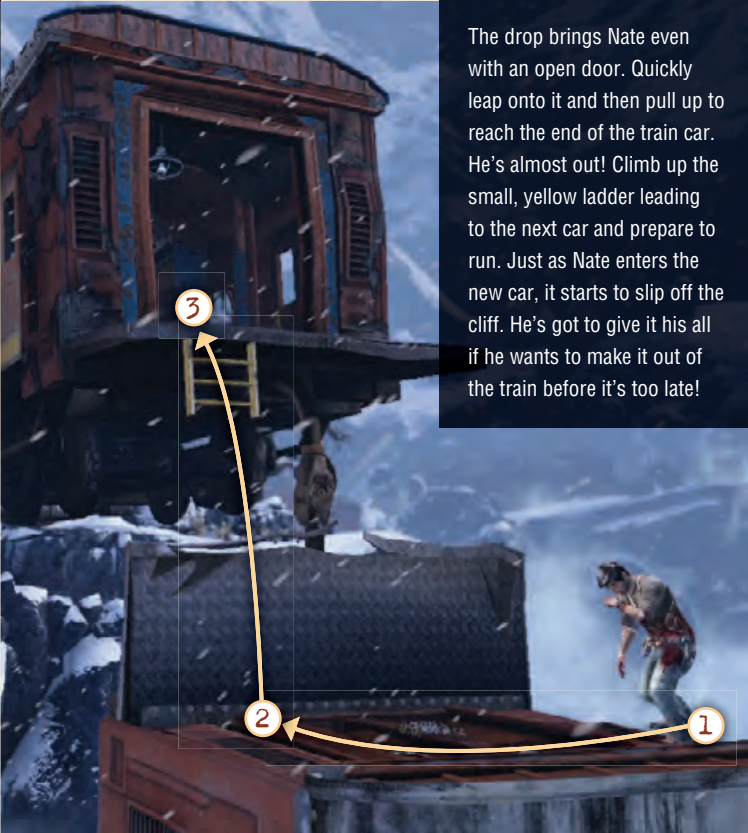
Lean out for the crimson seats on the right and jump. Pull Nate onto the top seat, jump left, and then climb up the next set of seats. As Nate jumps to grab the next seat above, it shifts under his weight. Climb left around the side of the chair and then climb to the one above it. Face right, and jump for the last passenger seat. Pull up once more. Just as Nate starts to climb up, the seat rips from the car, sending him flying out a nearby window.



Navigate down to the handholds on the right to reach more metal piping along the underside of the train and then climb up the pipe. Just as Nate nears the end, the train gives a sudden lurch causing the pipe to separate from the train, dropping him back a few feet.

DILLY + DALLY = DEAD

The pipe Nate's holding onto is seconds away from completely ripping from the train and dropping into the abyss. If he sticks around on the pipe for too long, he takes the long journey down. Don't linger too long.



The drop brings Nate even with an open door. Quickly leap onto it and then pull up to reach the end of the train car. He's almost out! Climb up the small, yellow ladder leading to the next car and prepare to run. Just as Nate enters the new car, it starts to slip off the cliff. He's got to give it his all if he wants to make it out of the train before it's too late!

THREE ADVENTURERS WALK INTO A BAR...

Nate manages to jump just in time to catch the edge of the cliff. He pulls up and collapses in exhaustion, closing his eyes and remembering how he first got in this mess.

Harry Flynn approaches Nate with a smooth line and a proposition. He gives his old friend the details; a client has hired him to retrieve a certain artifact from a museum in Istanbul. Nate's not sure about all this. He and Flynn both know people who were killed there. Plus, it's a three-person job and there are only two of them.

Enter Chloe Frazer. Nate's surprised and confused by her appearance, but does his best not to show anything out of the ordinary.



The tortoise may have beaten the hare, but if Nate takes it slow and steady through the train car, he's going to lose, and the results of this loss are fatal. The falling train waits for no one.



THE SLOW AND THE DEAD

Flynn goes over the plan of action. They are to enter the museum courtyard through the sewer, head for the rooftops, and drop right into the exhibit hall. Easy, right? And all this for an oil lamp.

It seems worthless at first, but when coupled with one of Marco Polo's writings, the lamp suddenly gains great importance. Apparently, inside the lamp is information on the location of Polo's Lost Fleet. Forget the client; they're taking that lamp for themselves. Cheers!



END PLATFORM SOLVING !

MISSION PREP

CHARTED TERRITORY

BIOGRAPHIES

ADVENTURER 101

WEAPONS

SINGLE-PLAYER WALKTHROUGH

CHP 01-05

CHP 06-10

CHP 11-15

CHP 16-20

CHP 21-26

MULTIPLAYER

WELCOME TO MULTIPLAYER

THE MAPS

CO-OP

NEXT TOP STAR

MISSION WRAP-UP

MEDALS AND MORE

TREASURES REVEALED

SHOPPING FOR ADVENTURE

MARCO POLO TIMELINE

UNDER COVER

Marco Polo

...I would have you to know that, from the creation of Adam to the present day, no Pagan, or Saracen, or Christian, or any other person of whatever race or generation, explored so many parts of the world, or saw such great wonders as this Messer Marco Polo.

- Rustichello of Pisa, 1298

Born into a family of Venetian merchants in 1254, Marco Polo was given life in an era when the Far East was shrouded in mystery from the western mind. A larger divide between the cultural, economic, and spiritual practices of the East and West could not be imagined.

Due to massive shipbuilding spurred by the Christian Crusades, trade inlets had been explored in several eastern regions. Trade routes along the Silk Road allowed western merchants to profit in exchanges with the East. Nonetheless, the merchants themselves would not often travel along the entire route. When trade caravans were assigned to penetrate far into eastern lands, the task was left to Muslim middlemen who could travel the extensive journey without as much risk as their western European counterparts.

The Polo family was an exception to this rule. Six years after Marco's birth, his father, Nicoló, and uncle, Maffeo, traveled to the Crimean port in the Black Sea in order to trade for a year. Before they could return to Venice, a civil war broke out across lands surrounding their route back home. They were forced to engage in a long, eastern detour. Eventually, they found themselves stranded in the settlement Bukhara (located in Uzbekistan) for three years.

During their stay, an important Mongol emissary made their acquaintance. He was convinced that his lord, Kublai Khan, Great Khan of the Mongol Empire, would be delighted to meet the Latin merchants. He persuaded them to accompany him on an extensive journey to the Great Khan's capitol—located in modern day Beijing. It was a daunting trek for even the most daring explorer.

The Great Khan indeed received them quite favorably; his curiosity at the strange men and their part of the world was so great that he begged for them to visit Pope Clement IV on his behalf. They were to ask for one hundred of his most learned men to teach the Khan about the Western world and its Christian ways.

Unfortunately, the Pope passed away before the brothers could reach him, and so they returned to Venice. There Nicoló discovered that his wife had passed on, leaving

behind only his son, Marco Polo. When two years passed without the appointment of another pope, they decided to return to the Great Khan's court, this time with 17-year-old Marco in tow.

Marco was astute and perceptive. He took many notes regarding the exotic lands and cultures that the three Venetians encountered in their four-year, 5,600-mile journey to the court of the Great Khan. Upon arrival at Kublai Khan's court, the young Venetian impressed the Emperor of China with his detailed descriptions of the lands they came from and those they had explored on their journey to China. This, along with his natural affinity for language (Marco claimed to have mastered four languages), resulted in Kublai Khan deciding to make use of the boy's talents.


Appointed to high posts within the Great Khan's administration, Marco Polo was given many responsibilities. Not the least was playing ambassador to many regions within China and as far as India. While serving in court, Marco took extensive notes on the Mongols' culture. These included ceremonial practices, funeral processions, public procedure, architecture, and marriage rituals, among others.

Returning to Venice in 1298, Marco enlisted in the navy to fight a war against the rival city of Genoa. He commanded a galley before being captured and confined to a Genoese prison for two years. While in prison, he met an author of romantic novels, Rustichello. Hearing of Marco's grand adventures in the Far East, he decided to write a book chronicling them.


"Marco Millione, the teller of a million tall tales." So Marco Polo was called when the book of his travels was released. Despite the doubts of many readers as to the veracity of his stories, manuscript editions of his tales counted into the hundreds within a century of his death. His words were seen as the foremost authority on the world outside of Europe during that time period and went on to inspire countless future explorers, including the great Christopher Columbus.


WELCOME TO MULTIPLAYER

Multiplayer is new to the *Uncharted* world and contains hundreds of hours of gameplay. This section contains everything you need to know in order to play *Uncharted 2: Among Thieves™* with others.

The first time you log in to Multiplayer you must accept the Online User Agreement. Once the agreement is accepted, the Message of the Day appears. Press the  button to continue towards the Multiplayer menu. Here there are multiple options from which to choose. The icons to the left of the screen is where Matchmaking, Custom Game, and Cinema are found - all of which we will explain later.




Your party status is along the right side of the menu. It displays the Party Leader, Party Members, and how many players are currently online. To create or join a party, press  to access the PARTY UP option.

Finally, you can also access your Multiplayer Profile by pressing  and enter the Multiplayer Store by pressing **R1**.



ENTERING A GAME

There are two ways to start a game: Matchmaking and Custom Game. Matchmaking is perfect for instantly jumping into a variety of game types. Select a specific game type under Playlist and then press  on Find Match. A list of available players will appear on the right side of the menu. Once enough players are found, the game begins. Easy as that.

Custom Game is exactly what it sounds like, a multiplayer game of your very own! When creating a Custom Game, you have a variety of options at your disposal. The Game Type, Map, Variation (specific game modes in the Game Type), Score Limit, Time Limit and Friendly Fire are all available options. See the *Next Top Star* section later in the guide for more information on custom options.



SHOPPING FOR ADVENTURE

SINGLE-PLAYER STORE

SKINS

Character Skin	Cost	Requirements
 Drake – Street Clothes	Free	Cannot be purchased until you have beaten the game
 Drake – Heist Gear	\$10,000	Cannot be purchased until you have beaten the game
 Drake – Winter Gear	\$20,000	Cannot be purchased until you have Drake – Heist Gear
 Drake – Dirty and Beat-up	\$20,000	Cannot be purchased until you have Drake – Heist Gear
 Drake – Doughnut Drake	\$50,000	Cannot be purchased until you have Drake – Winter Gear and Drake – Dirty and Beat-up
 Chloe – Street Clothes	\$5,000	Cannot be purchased until you have beaten the game
 Chloe – Winter Gear	\$20,000	Cannot be purchased until you have Flynn – Heist Gear and Flynn – Winter Jacket
 Flynn – Street Clothes	\$5,000	Cannot be purchased until you have Chloe – Street Clothes
 Flynn – Heist Gear	\$10,000	Cannot be purchased until you have Flynn – Street Clothes
 Flynn – Winter Jacket	\$10,000	Cannot be purchased until you have Flynn – Street Clothes
 Elena – Street Clothes	\$5,000	Cannot be purchased until you have beaten the game

Character Skin	Cost	Requirements
 Elena – Winter Gear	\$10,000	Cannot be purchased until you have Elena – Street Clothes
 Jeff – Elena's Cameraman	\$5,000	Cannot be purchased until you have Elena – Winter Gear
 Victor Sullivan	\$5,000	Cannot be purchased until you have beaten the game
 Tenzin	\$10,000	Cannot be purchased until you have Victor Sullivan
 Karl Schäfer	\$20,000	Cannot be purchased until you have Tenzin
 Dragan – Helmet Soldier	\$5,000	Cannot be purchased until you have beaten the game
 Sark – Face Mask Soldier	\$5,000	Cannot be purchased until you have Dragan – Helmet Soldier
 Vodnik – Ski Mask Soldier	\$5,000	Cannot be purchased until you have Sark – Face Mask Soldier
 Lovac – Headphones Soldier	\$5,000	Cannot be purchased until you have Sark – Face Mask Soldier
 Tetram – Gas Mask Soldier	\$10,000	Cannot be purchased until you have Vodnik – Ski Mask Soldier and Lovac – Headphones Soldier
 Zorskel – Skull Mask Soldier	\$10,000	Cannot be purchased until you have beaten the game

UNCHARTED 2

AMONG THIEVES™

OFFICIAL STRATEGY GUIDE

WRITTEN BY STACY DALE AND DAN NOEL OF OFF BASE PRODUCTIONS

©2009 DK Publishing, a division of Penguin Group (USA), Inc.

BradyGames® is a registered trademark of Pearson Education, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

BradyGames Publishing
An Imprint of DK Publishing, Inc.
800 East 96th Street, 3rd Floor
Indianapolis, Indiana 46240

UNCHARTED 2: Among Thieves is a trademark of Sony Computer Entertainment America Inc. Created and developed by Naughty Dog, Inc. © 2009 Sony Computer Entertainment America Inc.

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@theesa.com.

ISBN 13: 978-0-7440-1116-6

ISBN 10: 0-7440-1116-7

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 09-1 shows that the first printing of the book occurred in 2009.

12 11 10 09 4 3 2 1

Manufactured in the United States of America.

CREDITS

Sr. Development Editor
Christian Sumner

Screenshot Editor
Michael Owen

Lead Designer
Keith Lowe

Production Designer
Tracy Wehmeyer

Map Illustrations
Argosy Publishing

BRADYGAMES STAFF

Publisher
David Waybright

Editor-In-Chief
H. Leigh Davis

Licensing Director
Mike Degler

Marketing Director
Debby Neubauer

International Translations
Brian Saliba

Team Coordinator
Stacy Beheler

Marketing Coordinator
Autumne Bruce

BRADYGAMES SPECIAL THANKS

NAUGHTY DOG

There were a ton of people who jumped in to help bring this guide together. Thanks to Neil Druckmann, Mike Hatfield, Amy Hennig, Richard Lemarchand, Kurt Margenau, Arne Meyer, Jacob Minkoff, Anthony Newman, Robb Ruppel, Benson Russell, Shaddy Safadi, Junki Saita, Josh Scherr, Judd Simantov, Jonathan Stein, Evan Wells, and Bryan Wynia.

Thank you all for everything! We must also send out a general thank you to Naughty Dog as a whole for continuing Nate's story and creating an incredible game. It was a pleasure to work on it.

SONY COMPUTER ENTERTAINMENT AMERICA

It was a pleasure to work with Mick Perona and Sam Thompson for the first time. Thanks for getting your feet wet on this beast! As always, working with TJ Consunji was fantastic. We'll be talking about this one for a long time!