WHAT IS THE CINTAMANI STONE?

WHY IS NATHAN DRAKE HUNTING IT?

The legend of Marco Polo’s lost fleet begins a quest for a legendary relic that, if it exists, would be worth millions. The fabled Cintamani Stone is at the core of a mystery that will lead Nate through traps, battles, puzzles, and betrayal. He’s going to need every trick in his book to pull through. This guide is the ultimate resource for Drake’s new adventure.

EXHAUSTIVE WALKTHROUGH

Win every battle. Solve every puzzle. Locate every treasure. This walkthrough has all that and more!

MUCH MORE!

Illustrated Level Maps

Treasure Checklist

Shop Listing

Map-Specific Multiplayer Strategies

Puzzle Solutions

Weapon Data

WHY IS NATHAN DRAKE HUNTING IT?

UNLOCK EVERY STORE ITEM

Learn the strategies and tips for achieving even the most difficult accolades.

EARN EVERY MEDAL & TROPHY!

Find all 100 treasures is no easy task. We detail where they are and how to get them. There’s also a running total so you know if you’ve missed one!

MULTIPLAYER COVERAGE

Discover the tips and tricks to master both Co-Op mode and Competitive Multiplayer!

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FIND ALL 100 TREASURES!

Finding all the hidden treasures is an easy task. We detail where they are and how to get them. There’s also a running total so you know if you’ve missed one!

MUCH MORE!

- Illustrated Level Maps
- Treasure Checklist
- Shop List
- Multiplayer Strategies
- Puzzle Solutions
- Weapon Data

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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 guerrillas 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 wit, 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 rejoin 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.
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 BONUSES 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.
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.

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.

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.
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**

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 \[k\] when he has enough momentum to make the jump.

**Pull Ups**

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.
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.

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.

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.

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!
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, Nicolò, 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 capital—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 Nicolò 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.
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.

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.
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<th>Character Skin</th>
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<th>Requirements</th>
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<tr>
<td>Drake – Street Clothes</td>
<td>Free</td>
<td>Cannot be purchased until you have beaten the game</td>
</tr>
<tr>
<td>Drake – Heist Gear</td>
<td>$10,000</td>
<td>Cannot be purchased until you have beaten the game</td>
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<tr>
<td>Drake – Winter Gear</td>
<td>$20,000</td>
<td>Cannot be purchased until you have Drake – Heist Gear</td>
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<tr>
<td>Drake – Dirty and Beat-up</td>
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<tr>
<td>Drake – Doughnut Drake</td>
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