

Chapter 1 : MBC2 - blog.quintoapp.com - English

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II with an arrow is on the floor as you enter the room a little further. Find the Silver Cup and Cover â€” From where Elena is waiting, follow the stairs all the way up and around. From II, obey the arrow and jump down to the center of the room. Straight up the stairs is a V with an arrow. If you follow that path around, it will lead to some handholds and another V arrow. Climb up and take the stairs up to a lever. Pulling it by tapping triangle causes a whole lot of gears to start moving. Jump to the handhold on the right to pull yourself up to the platform. Dodge your way past the swinging lantern, and follow the II arrow sign and take the stairs here: Find the Jeweled Silver Brooch â€” Instead of jumping for the right side of that pillar, jump for the left and grab the glitter. Pull yourself up so you can take the wooden walkway to the right and ascend, descend, etc, to finally arrive at another II arrow, which points youâ€™yesâ€™at more stairs. There are bunches of lanterns ahead. To get by the middle two, close together, run past the first and roll past the second in one smooth take. From where you land cut the corner to follow the VII arrow sign. The two lanterns look tough, but you can actually just run it. From there drop down and jump across until you reach a big wooden construction. Step into the box and it dropsâ€™your weight has opened a window up above and it appears to be one you need to go through, according to the V arrow sign. To the left is Elena, waiting outside a big gate she expects you to open. To the right is your path through the window: Oddly enough, the little rickety fence will provide decent cover while you shoot guys across the gap. Once you move up the short stairs, though, watch out for the two grenade launchers on the left. The wall here was a pretty good spot to pop them from. Notice the II arrow sign right by where the grenade goons were and follow it! The ledge you jumped to leads to this little around room, where your exit is the V arrow door. Then take aim at the grenade launcher so you can come out. Elena joins you and you can both climb up a level. When you arrive, some pirates come down stairs above and in front of you, so cover behind that fence and shoot their faces! Then take the circular wooden stairs up and then take out the guy waiting near the bottom of the stairs on the other side. Find the Gold Snuff Box â€” This one is a pain. About halfway down the stairs on the other side of the circle stairs, there is a ledge with a glowy on it. You have to almost kind fudge your way over by pressing X a couple times in a row to climb and jump the rail simultaneously otherwise he hangs there. Another method is to walk over to the stone stairs, jump onto the railing, then just jump across to the ledge from there. Ok, you knew he was dead. Anyways, this is disheartening to our travelers, because they thought he maybe knew what he was talking about, but instead he must not have found much of anything.

They tell me you've been in the catacombs below Bordeaux before. That's perfect. A scholar here in town has been looking for voyagers like yourselves.

The Fourth Labyrinth is an interesting case study in multimedia franchises gone wrong. Based on the popular, critically-acclaimed Uncharted video game series, Uncharted: The Fourth Labyrinth is the one and only tie-in novel and follows the hero of the video game series Nathan Drake and his partner Victor Sullivan on another adventure that takes place between Uncharted 2 and 3 although is a completely standalone work that makes no references to previous plot lines. A bit of background Uncharted: A bit of background on the series for those unfamiliar with the Uncharted brand. In addition to the novel, there have been 5 main games to date, a 4-episode motion comic, and a 6-issue regular comic, all of which revolving around Nathan Drake, a modern day treasure hunter. The series started as an homage to the Tomb Raider series and takes massive inspiration from the Indiana Jones film series. Uncharted games do a good job of capturing the pulpy, adventurous spirit of those films. After the first two Uncharted games the series began to carve out its own identity and formula and while all of the games in the series are considered good or great by critics the most common criticisms tended to call out the Uncharted formula: Drake and Sully Victor Sullivan get a lead on a treasure, most commonly located in a lost city. The duo team up with someone who double-crosses them or are conscripted by someone who forces them to find the treasure. Drake climbs on ancient ruins, fights mercenaries or pirates, and kills enough of them to be considered a mass murderer. Drake finds the treasure and in the process has a showdown with the main antagonist. The lost city crumbles on itself. The antagonist does not. Drake ends up with only enough trinkets of treasure to fund his next ill-fated adventure. There-in lies the strangeness of Uncharted: It adheres to the Uncharted formula in all of the worst ways and ignores all of the best. The Fourth Labyrinth is brimming with potential and the real shame is that none of it is effectively capitalized upon. Where the novel immediately falters, however is in the level of violence. I know this is slightly hypocritical given that through the course of a typical Uncharted video game Nathan Drake ends up racking up body counts estimated between - victims per game. However the violence in the games is never gory or gratuitous. What fun is shooting a gun without someone to shoot at? The whole thing leads to an interesting, yet well-tread analysis of ludonarrative dissonance in video games. The point being that in a fictional medium, in which there is no need to serve shooting a gun as a required element of gameplay there is an opportunity in this novel for Drake to shed his past as a mass-murderer and focus less on action and more on adventure. Surprisingly, The Fourth Labyrinth takes the opposite approach and ratchets the violence up to a whole new level. Not only does Drake end up killing scores of "bad guys" but the detail and description of the violence is more grisly than ever. Uncharted games are also known for their spectacular visuals and "set-piece" moments. These are huge action sequences that are amazing to watch and exciting to play. For example, Drake survives a train derailment, climbs out of the wreckage only to have to fight his way out of a horde of enemies, or escape a collapsing building, or a cruise ship capsizing, or a cargo plane crashing into a desert. These amazing moments led to Nathan Drake being referred to as the John McClane of video games the plucky, unkillable hero of the Die Hard films and became one of the main draws of the franchise. What ridiculous situation will Nathan Drake find himself in next, and how will he miraculously survive by the skin of his teeth? These sequences were done in the video games at great cost, often pushing the boundaries of the technology on which the games run. In a film these would be elaborate multi-million dollar sequences. A novel is the perfect medium to top them all as there are no restrictions to the imagination. The set and production design also play a large, jaw-dropping role in Uncharted games as Drake will stumble onto a lost city or an ancient temple and find himself confronted by massive gorgeous statues or breath-taking vistas and architecture. This is another aspect of the series completely lost in the novel as The Fourth Labyrinth takes place in a series of labyrinths. Underground structures with stone floors, stone walls and stone ceilings. Imagery about as vivid as a dungeon from the original The Legend of Zelda game. Christopher Golden is a good writer. His prose is well-constructed and the imagery he conjures is vivid without being overly descriptive. The Fourth Labyrinth

was produced in , a ridiculously busy year for the Uncharted franchise. I assume that the collaborative environment for telling stories in the Uncharted universe was a bit challenging for Christopher Golden and as a result we receive a story with one-dimensional characters and zero character development.

Uncharted Collection - Drake's Fortune On The Trail of the Treasure: Symbols Puzzle Room Elena Sully - Duration: Video Games Source 84, views.

Share Copy Uncharted The Lost Legacy Puzzle Solutions Guide to help you learn everything you need to know about solving all the different puzzles that you will find during the course of Uncharted: For more help on Uncharted: To start, activate the fish-switch in the center of the ruin to trigger fountains around the area. Once done, sprint over the fountains in order to deactivate them within the allotted time limit. Solution From the switch, head towards the two fountain towers and climb the taller tower by swinging across the tree branch. From the tower, swing across the ruin. Proceed through the ruin towards the third fountain tower followed by swinging across the fourth fountain tower. You should see another branch nearby that should allow you to access the fifth fountain tower. From the fifth fountain, swing to the center and towards the final fountain in the distance. Once you are done with all the fountains, head to the center to complete the puzzle. You will see three rooms and to solve the puzzle, you will have to jump across pillars in a way that you do not get cut by the large ax. Please refer to the solution provided below: Solution First, turn the Outer Ring to collect the missing section from the left, turn it and deposit it on the right. Now turn the Outer Ring and Middle Ring. Once done, place the Outer Ring section from the right to the left, deposit the Middle Ring section on the right, and deposit the Outer Ring section on the right side. From there, place the Inner Ring section from the left in its place. Finally, collect the Outer Ring section from the right and re-deposit it to the left. This should allow you to collect the Middle Ring section on the right side. To complete the puzzle, you need to recollect the Outer Ring section. The Shadow Puzzle “ Chapter 5 For this puzzle, you will see 12 switches “ three in each corner. To better understand the locations of the puzzles, let us name the four corners as SW, SE, NW, NE and the switches as 1, 2, 3 “ from left to right when facing the switches.

Chapter 4 : Uncharted: The Lost Legacy - Wikipedia

The Treasure Vault - Uncharted: Head through the tunnel and you'll come out in a maze of stairs and roman numerals. Luckily Drake has written, "II V VII" on the map so you have so.

Plot[edit] As the game opens, treasure hunter Nathan Drake, accompanied by reporter Elena Fisher , recovers the coffin of his self proclaimed ancestor Sir Francis Drake , which he located from coordinates inscribed on a family heirloom: When Sully and Drake follow the diary to the indicated spot, they learn that El Dorado is a large golden idol that the Spanish had tried to remove from the island centuries ago. Drake heads toward an old Spanish fort to find Elena. Though briefly captured, Drake and Elena reunite and flee to the old customs house on the island. There they find that Sully has survived his gunshot wound. Drake realizes that the idol is cursed, and that it turned the Spanish and Kriegsmarine searching for it into zombified monsters. Navarro tricks Roman into becoming cursed. There he defeats Navarro and manages to sink the idol to the bottom of the ocean. Gameplay in Uncharted is a combination of action-adventure gameplay elements and some 3D platforming with a third-person perspective. Platforming elements allow Nate to jump, swim, grab and move along ledges, climb and swing from ropes, and perform other acrobatic actions that allow players to make their way along the ruins in the various areas of the island that Drake explores. Picking up a different firearm switches that weapon for the new one. Grenades are also available at certain points, and the height of the aiming arc is adjusted by tilting the Sixaxis controller up or down. These third-person perspective elements were compared by several reviewers to Gears of War , [1] [14] in that the player can have Drake take cover behind walls, and use either blind fire or aimed fire to kill enemies. In common with the aforementioned game, Uncharted lacks an actual on-screen health bar; instead, when the player takes damage, the graphics begin to lose color. While players direct Drake in driving the jet ski, they may also switch to Elena by aiming the gun in order to use her weapon – either the grenade launcher or the Beretta , depending on the chapter – in defense, or to clear the barrels from their path. The game is censored when playing on a Japanese console to remove blood, which normally appears when shooting enemies; this follows the trend of other censored console games in the region, such as Dead Rising and Resistance: The game was first unveiled at E3. Feeling too many games used bleak, dark settings with monochromatic color schemes, they wanted the island to be a vibrant, believable game world that immersed the player and encouraged exploration. Supporting characters Elena Fisher and Victor Sullivan were included to avoid a dry and emotionless story. While Blu-ray afforded greater storage space, the team became concerned with running out of room several times – Uncharted used more and bigger textures than previous games, and included several languages on the disc. Uncharted was also on display at the show with demonstrations that implemented limited support for vibration. In rewriting their game code , they decided to create new programming tools as well. This was enforced because the developers wanted to avoid the sharing of save data in order to gain trophies they did not earn. In this space users can play an arcade mini-game called "Mercenary Madness", which during the Closed Beta, there were rewards. The rewards were removed with the release of the Home Open Beta. There are also three other rooms in this space, in which during the Closed Beta, users had to find out codes to the doors that accessed these rooms. The code entry to the rooms was also removed with the release of the Home Open Beta. Also in the Archives there is a video screen that previews Uncharted 2: The Artifact Room only features seating and different artifacts for users to look at.

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Gameplay[edit] Uncharted: The Lost Legacy is an action-adventure game played from a third-person perspective , with platform game elements. Players use firearms, melee combat, and stealth to defend against the hostile enemies. Players control Chloe Frazer – a treasure hunter who is physically adept and is able to jump, sprint, climb, swim, swing and perform other acrobatic actions. While the game is linear , environments feature multiple paths for players to explore; maps are larger than those in Uncharted 4: Players also have the ability to decide the outcome of some conversations through a dialog tree. Chloe slips past insurgents and meets up with mercenary Nadine Ross. Chloe and Nadine steal a map pointing toward the tusk within the ancient Hoysala Empire and a disc that acts as a key. They realise the emperor left a false trail; the tusk is at the larger capital, Belur. On the way there, they escape Asav and his men, but lose the disc. When she expresses her intention to kill Sam, Chloe reveals she was working with him before he was kidnapped. Angry, Nadine separates from Chloe, but they make amends. At Belur, they navigate several puzzles before being captured by Asav, who forces Chloe to use the disc to reveal the tusk. In the process, she discovers that Ganesh allowed Parashurama to cut off his tusk; as Shiva gave the axe to him, Ganesh did not want to shame his father by proving the axe useless. Asav triggers a trap and leaves Chloe, Nadine and Sam to drown. Chloe picks the locks on their handcuffs and they escape. Despite tensions between Nadine and Sam, the three chase after Asav to take back the tusk. Nadine is enraged to find that Asav is working with Shoreline, the mercenary group she used to run. Orca pulls a gun on Nadine, but Sam saves her, allowing her to shoot Orca dead. Commandeering a jeep, the three catch up to the train carrying the bomb. Chloe and Sam switch the tracks, redirecting the train away from the city. In the engine car, Chloe and Nadine fight Asav, whose leg becomes trapped under the bomb. They jump to safety before the train falls from a collapsed bridge and explodes, killing Asav. Chloe and Nadine decide to go into business, while Sam reacts with horror at their intentions to give the tusk to the Ministry of Culture instead of selling it. Development[edit] Naughty Dog began developing The Lost Legacy following the release of Uncharted 4 in May , initially exploring narrative ideas. Margenau was selected for his knowledge of programming and passion for gaming and interactivity, while Escayg was chosen for his understanding of narrative structure. The Precursor Legacy , emulated on PlayStation 4. The team experimented with using Nathan Drake , protagonist of previous Uncharted games, as a secondary character, but found that it "felt superfluous". Among Thieves and Uncharted 4, respectively. They originally envisioned for the length of The Lost Legacy to be similar to Left Behind; as development progressed, they realized the game would be larger, and it became a standalone title instead of DLC, [10] with an estimated length of over 10 hours. Her design and fighting style is different to that of Nathan Drake, and her animations were altered as a result. The pairing of the characters interested the team due to their vast differences: Chloe is "spontaneous and impulsive", whereas Nadine is structured, and they need to overcome their differences in order to work together. When preparing for the role, Ally met with Escayg to discuss experiences with "despotic regimes that had their roots in what was perceived as a noble cause". The story of The Lost Legacy allowed the team to explore gameplay elements scrapped from Uncharted 4. The natural diversity of the Western Ghats area also allowed the team to explore different settings, including jungles, mountains, temples, and large urban environments. The team sought to "take advantage" of color when composing shots in the game.

The Chateau is the sixth chapter of Uncharted 3: Drake's Deception in which you go to Lawrence of Arabia's castle. 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.

Then, make a Left. Then, keep walking forward until complete. Start by heading Forward. After turning right, make a left. Head Forward before turning left again. Repeat the same pattern. Then, head Forward but turn right. After that, head forward twice to complete. Move forward again before making a right. Turn left and then right. Make another right and then, move forward. Once there, turn right again and then move forward. Turn right once more and head forward again. Make a left and then right. Turn left twice before finally going forward twice. Below are the locations: Head back to the locked door before moving along its left side. There, you should spot a water stream. Look for a waterfall at the right side of the locked door. From wheel 3, climb up the rocks on the nearby waterfall. There, keep walking right. Continue walking until you reach the end. There, you just have to climb to find the final wheel. After finding all the wheels, head back to the locked gate. The door will open and reveal the last puzzle. All the player needs to do is to create an image of a Trident. Take the stairs after climbing the column before climbing from the right side. Rotate the levers and cranks before walking to the hand of the statue. Climb up and head towards the hand holding the trident. Make your way straight past it to find a lever. Once you hit the lever, the trident turns into a bridge. Once across, keep going on the top side of the trident. Use the waterfall to slide down and then the rope to land on the second hand. After spinning it, the drum will come down. Jump towards the hand and climb up. When the drum moves back, jump ahead and go up. Turn it on and a door will open up. Head through the door before taking a left turn. Use it and it will make his hands face each other. There are also several statues that carry mirrors. Your objective is to make the light reflect on all the statues. First Statue â€” Make it face Shiva. Second Statue â€” Swing right on ahead and rotate it to have it face Shiva. However, the light beam must be complete for the player to proceed. Fourth Statue â€” This statue is broken but Nadine will hold up the mirror for you. Fifth Final Statue â€” Swing ahead before Nadine points the last mirror and drag the final statue. Parashurma and Ganesha Puzzle There are two statues: Walk around before spotting a handle next to a big gear. There are two of these and you need to activate them both. Once both have been activated, two paintings will appear. The objective is to arrange the painting in between them both.

Chapter 7 : D&D - Using cloud kill in an uncharted maze

Uncharted The Lost Legacy Puzzle Solutions Guide to help you learn everything you need to know about solving all the different puzzles that you will find during the course of Uncharted: The Lost.

This section is incomplete. You can help the Uncharted Wiki by expanding it. 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 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. 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 upwards. 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. 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. Approach the wooden cabinet to the left of the position where Sully entered and press triangle to move it upright with his assistance; you can then reach the broken spiral staircase. 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 triangle to help Sully open the door below, then drop back down and follow him through. 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 triangle when you reach the next doorway to dislodge the wooden beams. Two pages show four armoured 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 triangle and use L to adjust their orientation in 90 degrees increments. Your goal is to adjust the position of the statues in the room in accordance with the clues in the journal. Each soldier must face his peer wielding the weapon positioned to the right of him in the journal illustrations. Rotate the statues with the shield and axe to gaze upon each other. Rotate the statue holding the morning star to regard the shield bearer. The swordsman is already in the correct position. 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 triangle rapidly to squeeze through the final section. Jump into the water and hold O 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 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. 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. 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 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. That done, be ready to draw your gun and kill the shotgunner the moment he bursts through the door. 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. 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 triangle rapidly, then head up the steps to enter another major firefight. From the starting cover position behind the wall, throw grenades until the nearby container ceases to offer further supplies. A change in the music indicates the point that enemies become aware of your location. Leave cover and head down the steps. Have your weapon drawn as you walk down the steps and leave via the exit below: This metal crate is clearly the best cover position for fighting the first wave of opponents, offering a great view of every potential angle of approach. It also boasts additional grenades and a Wes sidearm. Equip this now and use the available ammunition in this battle, then retrieve your Arm Micro when the battle ends. An enemy with a rifle will fire from a hole in the wall at the far end of the courtyard. Make him a priority target. A final wave of opponents arrive from the staircase. On higher difficulty levels, it can be prudent to retreat to your previous position to engage them if you have ventured into the courtyard. Collect Treasure 30 once you pass through the entrance, then head down the stairs. Examine the body and use the ladder beneath a small opening in the corner to reach the lower floor. In a room with no apparent exit, Nate encounters a floor with floor tiles though pressure pads would be a more precise description marked with specific symbols. These distinctive shapes also appear in his journal. The Latin headline on the page, "Semita Solis", is a clue: The symbols, then, obliquely reveal the route Nate must take. The two unique glyphs represent the start and end point. Once you have solved the puzzle, head through the opening to reach the secret laboratory. In the last of the three rooms, collect Treasure. Press triangle to look at the paperwork on the altar and use the cipher disk for Nate to decode the clue. Once Sully moves into position, move the table aside with triangle. Climb down the ladder to reach the caves below, then head through the large wooden door to enter the Guardians puzzle room. Guardians Puzzle Hints The focal point of the room is an elaborate grid on a wall. The mechanism in front of it enables the operator to move one of four guardian emblems at a time - presumably to rest above specific symbols. To operate the device, tap triangle. Switch between the four symbols with R, and move the selected tile with L. The three sets of reflective floor panels flicker and change as Nate approaches them from different angles. Closer scrutiny will reveal that these panels display symbols from the wall grid when Nate stands on the raised tiles that border them. There are three raised tiles surrounding the reflective panel in front of a wall-mounted relief of an eagle, to the left of the grid. This is the key to the puzzle: Solution Start by approaching the reflective panel in front of the eagle emblem to the left of the wall grid. The eagle emblem lies at the center in the sketch. Examine the wall grid. The three icons appear in the same configuration at the bottom of the wall grid, with a diamond-shaped icon between the three. Use the mechanism to position the eagle emblem over this grid position. Move to the reflective panel in front of the lion emblem. Stand on each of the raised floor panels and note the icons that appear in each instance, then look for them on the wall grid. They surround an "H" icon in the upper left-hand corner. Move the lion emblem to this position. The illustration on the right-hand page of the entry for this puzzle shows the exact position for the eagle emblem and the horse emblem in the bottom-left corner of the grid. Finally, use the reflective panel to the right of the grid to ascertain the grid position for the bull emblem: Once you have solved the puzzle, squeeze through the opening beneath the wall grid and approach the stone sarcophagus at the end of the corridor. After the cutscene, return by the same path. Both mission intros have you in the jungle searching for a certain area. The Chateau has several Auburns scattered around the level. The Chateau has electrical appliances, suggesting it still had residents until quite recently. This is strange, given the building is in such a state of ruin that it looks like it has been abandoned for centuries. Gold Inlay Cameo Bangle - 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.

Chapter 8 : As Above / So Below | Legendary

Uncharted: The Fourth Labyrinth is an interesting case study in multimedia franchises gone wrong. Based on the popular, critically-acclaimed Uncharted video game series, Uncharted: The Fourth Labyrinth is the one and only tie-in novel and follows the hero of the video game series Nathan Drake and his partner Victor Sullivan on another adventure that takes place between Uncharted 2 and 3.

The Fourth Labyrinth is an action-adventure novel set in the Uncharted series that was released on October 4, 2015. The novel was written by Christopher Golden. It appears that a fourth labyrinth was built in another land and another culture - and within it lies a key to unmatched wealth and power. An army of terrifying lost warriors guards this underground maze. So does a monster. Both these deeds earn Nate substantial payment, but as he flies back to America he receives a call from Sully asking him to come to New York as soon as he can - to help Sully investigate a murder. In New York, Nate meets up with Sully, who explains that his old friend Luka Hruzjak, an archaeologist with controversial theories, has been murdered. Shortly before his death, Luka quit working for Phoenix, but continued working on the project by himself. He told Jada it was the key to a priceless treasure, and that he had to stop Henriksen getting it. Nate agrees to help on the spot. Sully takes Nate to the apartment where Jada is hiding, afraid to speak to the police, and it turns out she remembers him from one of the dozen or so times Nate met Luka. Apparently he used to be cuter. Back on topic, Jada explains what she remembers her father mentioning - connections between King Midas, alchemy and labyrinths. Nate is unable to find any sign of the killer, so he persuades Gretchen to tell them what Cheney found out. It turns out Luka visited Cheney, and they discussed a connection between the labyrinth on Crete the one with the Minotaur and another labyrinth recently discovered in Egypt, where her brother Ian is one of the project managers. Cheney had also discovered evidence that both labyrinths were designed by Daedalus, as well as references to the Minotaur, and that Luka had believed he knew the location of a third labyrinth. Before they depart, Gretchen agrees to call her brother and persuade him to help them. The three of them are pursued away from the scene by a black SUV full of gunmen, who Nate manages to lose in the back streets. To avoid any more violence, the group takes a circuitous route out of the city, collecting a few belongings and false papers, before travelling to the dig site in Egypt, which Luka visited shortly before his death. They search the rooms Luka stayed in on his visit, and find his journal concealed in the air conditioning unit. There is also the note that Henriksen is not interested in the first three labyrinths - but wants the treasure in the Fourth. He also confirms that the Mistress of the Labyrinth is separate from the Minotaur, and that she received more tribute than all the other Gods combined each labyrinth is dedicated to a specific God - the labyrinth in Egypt, for example, is dedicated to Sobek. Ian believes the honey the Mistress was given was, in fact, gold. The evidence uncovered suggests Daedalus paid his workers in gold from a stockpile at the centre, but at the same time the story of a group of thieves who entered the labyrinth tells that there is no gold - or any trace of Daedalus - in the labyrinth. The tablets further mention monsters guarding the labyrinth, but the discussion is interrupted by the arrival of Olivia Hruzjak. Nate follows - and finds Jada under attack by suited men with guns. Olivia disappears in the confusion, and Nate, Sully and Jada return to their hotel. The next day, they meet with Ian at the dig site as they arranged early the previous night. He is careful, as the expedition now has a new sponsor - Tyr Henriksen and Phoenix Innovations have taken over funding the dig, and Henriksen himself is being given a tour of the site by the expedition leader. Ian knows they will take some time before entering the labyrinth, so he takes the trio straight to the centre. Nate examines a semi-unearthed vase, and triggers a trap. He is caught by the belt before he falls into a deep pit, but his accident reveals on the wall a hieroglyphic representation of a Minotaur. Examining the shaft, Sully spies a faint light at the bottom, which means there must be more chambers beneath them with another way in. They soon discover the proper entrance under the altar in the centre of the room, and reveal a malformed skeleton lying at the top of the stairs down, trying to claw its way out. They discover three further chambers, each representing a different labyrinth and dedicated to their respective Gods - Sobek, Dionysus the Knossos labyrinth and Poseidon the Third labyrinth. The island was destroyed in a volcanic eruption, and exists today as the archipelago of Santorini. Sully points out that the only

dig on Santorini is the excavation of the Minoan settlement of Akrotiri, believed by some to be the remains of the legendary lost city of Atlantis. Sully then also sees movement and hears whispers, and then the hooded assassins that saved Jada outside the restaurant burst into the room. Ian is seized and dragged away, but Nate, Sully and Jada manage to escape to the main chamber - where Henriksen and Olivia are waiting. Jada pretends to be glad to see Olivia, and convinces her to let them go outside for some air. Henriksen gives a veiled offer to bribe Nate, but Nate rebuffs him and goes outside to Jada. They immediately go to their car and leave, intending to get to Santorini as soon as they can. Eventually, they find a space where the path has collapsed - earthquakes have opened up fissures and rents within the island, allowing the sea to flood into certain chambers, as well as barring the path forward. Nate, Sully and Jada turn back, intending to find another way to the centre - and walk right into Tyr Henriksen, Olivia and some hired muscle. Henriksen has been following them since Egypt, and when accused of murdering Luka is surprised, and denies it. When Nate refuses to partner up with him, Henriksen forces them to lead him to the centre at gunpoint. They are interrupted by the arrival of the hooded assassins, who manage to seize Sully and drag him away like they did with Ian. Nate and Jada immediately begin to pursue them, with Henriksen and Olivia following them as well. Nate and Jada make it to the central chamber, having lost the hooded assassins. They discover another secret complex beneath the altar, as there was in Egypt, but this labyrinth has four chambers where in Egypt there were three. Two of the chambers have collapsed into a sea cave, but one of the surviving chambers is dedicated to an unknown Chinese god, but clearly indicates that the Fourth Labyrinth is in China. Henriksen catches up with them, and offers them a deal: Nate agrees to settle their differences later, and Jada reluctantly acquiesces. Olivia examines the Chinese chamber, and deduces that the decorations represent Chinese hell, or Diyu - which was also said to be a maze of many levels. Where better to hide gold and treasure than hell itself? Their academia is interrupted by a rumbling from above - the hooded assassins have detonated explosives in the medieval fortress, sealing them within the labyrinth. He successfully locates a way out to the sea, and everyone escapes. After escaping the labyrinth, Nate and Jada agree to continue with Henriksen, and they fly to China. Once they moved their treasure to the centre of the labyrinth, Daedalus would steal it and move on to his next target. When Daedalus died, his nephew Talos took over the con and ordered the treasure moved to the Fourth Labyrinth which was under construction in a region which would become modern-day Nanjing. Meanwhile, research into the flower motif on the walls of the third labyrinth reveal the flower in question to be White Hellebore , a poisonous flower. They are interrupted as the plane begins to shake, and they discover that the co-pilot has used one of the daggers used by the hooded assassins to kill the pilot. China Drake manages to land the plane safely at Nanjing , and they are forced to rely on representatives from the Norwegian and American embassies to get the Chinese to release them. Eventually they are released, and begin searching Nanjing for a possible location for the Fourth Labyrinth. Henriksen hires two squads of mercenaries and, using data provided by Xin, they find the entrance to the labyrinth, where Nate spots flowers growing on the walls. They look like the pictures of White Hellebore he saw on the plane, but somehow different. They push on into the labyrinth, following tracks left by sledges used to haul the gold from the other labyrinths to the centre. Pausing to rest in a cave decorated to look like Diyu - with carved demons and torture devices - they find a mural of the Mistress of the Labyrinth presenting seven slaves with a chalice. There, Olivia executes a hostile takeover, revealing that the mercenaries are loyal to her. She is about to order Nate, Jada and Henriksen executed when the hooded assassins attack, creating enough confusion for them to escape. Modern White Hellebore is actually a different species, as true White Hellebore went extinct millennia ago. However, Henriksen believes the flowers on the walls are the only surviving bastion of White Hellebore in the world. Daedalus and his followers possessed a secret way of using the flowers to create a solution which would, when drunk, render the drinker docile and obedient - ripe for brainwashing. Sometimes the solution would trigger mutations in the drinkers, causing them to transform into Minotaurs when the process of creating obedient slaves went wrong. Henriksen wanted to sell this mind-controlling drug to the highest bidder, but he believes Olivia would enjoy having politicians and presidents as her puppets, so he agrees to help Nate and Jada stop her. They continue toward the centre, and soon come under attack from five Protectors on the bank of an underground river. Henriksen shoots one dead, and as he falls and they see his face, they realize he was Ian

Welch. Another Protector goes to strangle Nate - and Nate sees that it is Sully. Nate and Sully fall into the river, where they fight, and Nate manages to knock Sully unconscious and drag him to the bank while Jada and Henriksen deal with the other Protectors. They help carry Sully further into the tunnels, and soon reach the central chamber. Jada goes to open the passage beneath the altar - and a Minotaur charges out and attacks them just as Sully begins to wake up and Olivia and the mercenaries arrive. The Mistress orders her few guards to kill them, and they fight long enough for Olivia and the last mercenary to arrive, having killed the younger Minotaur. The mercenary kill the last few Protectors, but the Mistress strikes back and kills Henriksen before being shot in response. She picks up a gold statue of a Minotaur - which triggers a trap, flooding the secret heart of the labyrinth. Sully, now back to his old self, pulls Jada to safety while Nate tries to get to Olivia - only for the older Minotaur to seize her and drag her beneath the water to drown with it. Nate flees to safety, and with Jada and Sully vow to stop anyone else from finding the White Hellebore. He presumably burns it all so that the flowers can never reproduce and as such no more of the drug can be made. Sully thanks Nate for not giving up on him, but Nate brushes it off. Smiling, Sully begins to tell Nate about his friend Massimo, whose cousin has just quit being a Cardinal at the Vatican. The epilogue hints at another book or story that takes place after this one, though it has yet to be confirmed.

Chapter 9 : Uncharted: The Fourth Labyrinth by Christopher Golden

Uncharted is an action-adventure third-person shooter platform video game series developed by Naughty Dog and published by Sony Interactive Entertainment for PlayStation consoles.

Fight for Fortune, developed by One Loop Games. Fortune Hunter[edit] On May 5, , Sony released a free-to-play game for iOS and Android tie in with the release of the fourth main game. Please help by editing the article to make improvements to the overall structure. August Main article: List of Uncharted media Uncharted: The game was a browser-based game with alternative reality elements. Eye of Indra motion comic [edit] On October 23, , Sony Computer Entertainment America released the first of a four-part series adventure called Uncharted: The second part was released on November 25, , while the third and fourth parts released simultaneously on December 7, Uses the same voice clips from the video game. The Fourth Labyrinth[edit] A novel released in October It is written by Joshua Williamson, with art by Sergio Sandoval and covers by Adam Hughes [19] It was released on November 30, ,[needs update] [20] as part of a 6 issue mini series. The Board Game[edit] Uncharted: The Board Game is a board game published by Bandai in It was designed by Hayato Kisaragi and allows between two and four players to compete for treasure and fight enemies. Russell was unaware of the interest in Fillion and who he was and seemed to quickly dismiss the idea. He stated that David O. Russell was currently writing the script and was excited for what he had in store, hoping to shoot in the middle of De Niro being my father, Pesci being my uncle. Russell had dropped out from directing the video game film, with a new screenwriter being sought by Columbia Pictures. Burger landed the offer after the studio and producers Avi Arad, Charles Roven and Alex Gartner sparked to his new take on the film. Burger spoke out about the film in July, saying the following: But there are a lot of good actors out there who even look like Nathan Drake and who could do it. I mean it has pretty great character at its core, Nathan is a bit of a con man, a hustler And then you know you have to do what a movie does best, as well On August 23, , Burger dropped out to work on another film and the studio hired the husband and wife team of Marianne and Cormac Wibberley to rewrite the film. Druckmann, vice president of Naughty Dog, tweeted a heart emoji towards the fan film, with Shawn Levy also praising it, [64] while Ungar expressed his support towards the official film.