fruit puzzle

Kim Taylor-Foster 5h. Copied to clipboard. Fandom Staff 2d. A big New Mutants story serves as an inspiration for the film and could establish Magik as a key part of Marvel's magical future. TJ Dietsch 4d. Eammon Jul The Korra actor tells Hey Fandom! Kim Taylor-Foster Jul New character Abby has upset TLOU fans -- haters gonna hate but here's why you shouldn't, and it has a lot to do with her similarities to Joel.

Emily Rose Jacobson Jul Track how Goku's power and knowledge has evolved from fighting each antagonist in his path, through our villain timeline. Mary Beth McAndrews Jul Top Wikis Elder Scrolls Wiki. Walking Dead Wiki. Dragon Ball Wiki. Official Terraria Wiki. Just hold L1 to enter aim mode and Nate points his gun like normal. Just hit L2 at this point and Drake tosses his grenade at the point where his reticle is.

Not only is this method really fast and keeps you from taking too many unnecessary hits, but it is very accurate. The grenades thrown in this method will land pretty much exactly where you're pointing. The meat of the guide that is the walkthrough.

I'm sure you jumped here anyway, right. Go ahead, hurt my feelings. Anyways, it's my hope that you get some help out of this guide, whether you're just looking for a few hints or planning to use this all the way through. I'll be here to be of as much assistance as possible.

This guide does not contain any major spoilers. Names will be named and almost none of the cutscenes will be discussed. Oh, Nathan Drake, you rascal, you! What have you gotten yourself into this time? In any case, after the cutscene is over, you should have control over Drake. There are no in-game button prompts to guide you so you've gotta do everything on your own.

Begin by shimmying on the railing left or right. Keep going around the side of the train until you are on its backside. Here are a bunch of grooves that you can use to climb straight up, so tilt the Left Analog Stick upward and that's what he'll do. If you get too close to the train's wheels, you'll get a bit of a scare and will have to climb up again.

Climb up the right side of the wheels and there will finally be a button prompt. Hit X to jump to the next thing you can latch onto. Climb up a pipe of sorts and then look for the black generator box thing on your left with the yellow borderline.

Shimmy across this to the left until you can climb onto another yellow pipe. Take this up until it breaks and bends, swinging you around the other side of the train. At the next button prompt, point the Left Analog stick toward the train as it says to swing, then hit X to jump and grab onto the train.

Shimmy around the corner to what is the roof of the train and climb up from here. There is an opening just above you that you can climb onto with X. Jump inside, landing on the first topsy-turvy chair hope you don't have vertigo! Jump to the next one and then climb up. The next one will tilt a bit, but hit X to jump to the next one above.

Pull yourself up with X again and there will be yet another seat above and to the right. Attempt to pull yourself up out of this one and you'll be flung outside of the train again, hanging for dear life!

It just doesn't get more exciting than this, huh? Outside again, jump to a grab-able ledge on the right and then climb up the pipe. It will tilt, and in fact, the entire train will, jostling a door open.

From the pipe, jump to it. Pull yourself up, then climb to the top of the train and from here, you can see the connecting train hanging not quite as precariously over the cliff. Align yourself with the yellow ladder and jump to it. Pull yourself up and enter this train. Level ground! Sort of The train begins to tilt even more, so start running down the aisle and then jump for it when you reach the end. Whoa, that was close A cutscene takes over so sit back and enjoy that.

When you finally get control again, you can take a look around but there's not a whole lot to see. There is one thing though. You might have noticed to the right of the big tree on the cliff is a sparkling object. Uncharted 1 veterans will recognize this with a hearty grin.

Go over to inspect it and hit Triangle to pick up This can be found a few steps in front of it. Look for the sparkle. Move toward the next corner. It looks like a tight fit, but you'll slip through. On the other side, ignore the door to your left and search around the dead body on the oil spill for a gun. Hit Triangle to take it thanks, pal. You get your first treasure and a medal and Trophy to reward you for it as well! Go over to it and hit Triangle to open it slightly. Step inside and move forward.

Hit X to hop over the small debris and pick up the ammo on the other side. Try to open the door at the end and it will reveal a padlock.

What monster is responsible for this?! Oh well, you have a master key on you, don't you? Use the pistol and aim at the lock. Fire to shoot it off and then you can finally open the door. Use the right stick to angle the camera and get a better view. You should see another train car piled overhead and hanging from one opening, an enemy corpse. See the sparkling gem on his body? It's out of reach, so you're gonna have to shoot it down.
Aim for the sparkle, fire, and that should bring it to within reach of your grubby hands. Oh boy, civilization! I mean, oh crap! Don't worry too much about this guy because bad luck will be the victim of this fight. Enter the next train and bust down the doors with Triangle. Proceed up the ramp outside into another train. It seems you can't go anywhere though at first.

Climb up the crates here and then the small grooves you can barely see in the red painted wall. At the top, jump to the next train and you should land perfectly in front of the door.

Stop here though and don't enter just yet. There will be a large grey container behind Drake. Drop down here and move even more toward the camera and drop down the other side of it. You can find this sneaky treasure here in the snow.

Go down the aisle and climb the box at the end. Pull yourself out onto the roof and a small cutscene will interject you. This will be followed by another flashback scene. After that, Drake gets to his feet and you get control again. Move toward the camera and look for the giant gaping hole in the train. Across from you is another part of the train with a pipe. Jump to it, wait for the camera to shift around, then shimmy underneath.

Pull yourself up onto the train door. The area behind where you climb up houses the treasure. Go back here and find it near the wall. Eventually, you'll be outside again. Trudge on through the snow and another scene takes over. This signals the end of the first chapter. Congrats, but we have a long way to go! Where did he go? Look above and that's your answer. Climb up after him and follow him into the next chamber. He'll leave you in the dust if you let him so trying to follow his exact path can be difficult.

Start by jumping to the right platform and going to the far wall. Jump at an angle to reach the yellow pipe. Take it to the left and look for Drake to reach out with his hand. That means you can jump to the next section. If his body merely tilts, that's not good enough.

He needs to reach out with his hand before you can jump. Jump across the sections of pipe and climb the final piece to put your back to the next ledge. Point the Left Analog Stick away and hit X to jump to it. Climb up and follow Flynn to the dead end, or seemingly dead end. Hit Up on the D-Pad when prompted to see your avenue for entry. After some humorous dialogue, Flynn will get in position to boost you up. Hit Triangle near him to climb up.

You can hold up on the Left Analog Stick for the most part and you'll reach the manhole at the top. When you're right underneath it, hit X to jump inside. At the top, hit Triangle to get inside. In the corner behind Drake is a large crate with this shining on top of it. On the wall in front of you, there's a ladder hanging above. Get in position and hold Triangle to give Flynn a boost this time. Wait for him to get over, climb up, and then drop the ladder for you. Climb up and follow Flynn up the next wall.

Pull yourself up at the top. At the top, turn around and you should see a yellow catwalk behind you with a large green pipe near it. Get a good angle and jump to this catwalk.

Look for the treasure on the ground here. The vents from the boiler are spitting out really hot steam so you can't go this way yet.

Look for a ladder across from Flynn and climb it. The valve will be up here, so get close and tap Triangle repeatedly to turn it off. Climb back down and climb over the green pipe. You probably have lost sight of Flynn and might wonder how to get over this next gap. Just jump and you'll grab onto a small yellow pipe hanging overhead. Swing from this, then jump to the next platform. Flynn will be on your left; look for all the yellow pipes and stuff. Jump to him and he'll take off again. Hit Circle as prompted to drop over the other side of that ledge.

Shimmy to the left until you're hanging above the catwalk. Drop down again by hitting Circle and then follow Flynn. A prompt to hit Circle will appear so do so. This is your button to take cover behind objects, which will be crucial in gunfights. Enter the next room where Flynn is after the short scene. To find it, go forward until you find some steps in front of a pair of brown-red doors and then at the top of those steps, take a right. You should pass three rugs, a statue on the left and then in the corner finally, is where the treasure is.

Flynn will try to pick the lock, but Drake notices there's an alarm set. You need to find the junction box and shut it off. You can follow the tiny red wire leading away from the alarm but it's hard to see, especially if you don't have an HDTV, so let's just cut to the chase, eh?

Return to the entrance of this room and look for a container or crate up against a wall. It should be right below a breaker like panel. Climb up to reach it and hit Triangle to interact and voila! Return to Flynn and he'll be waiting for you.

Proceed through the door for a very quick scene. After that, step out of cover as prompted and approach the security guard. Stealth melee him to put him to sleep with Square. Hop over the railing after Flynn and follow him.

Take cover beside the planter. You'll get a tutorial on how to shift from one side of cover to another without having to get up, which is quite useful. Move away from Flynn and go around the planter until you're behind the guard. Stay in cover and just inch closer to him until you can stealth melee him. Follow Flynn to the gate ahead and climb up. Hit X at the top to reach the ledge to shimmy on. Go over to the left and climb up to the balcony with Flynn. Take cover on the right side of this hall, following Flynn's cue.

The next two guards will spot you, so when you're ready, slip up toward them and as you are prompted, hit Square repeatedly to do a melee combo. Flynn will take care of the other one for you. At the next stop, Flynn instructs you to go left while he goes right.

Go left, and look for the next guard around the corner. Take cover and try to get to the corner as he does and then melee him. Hop over the railing to get to the area below.

Turn left and climb up the ledge. Look for another guard. You really don't even have to worry if he spots you, because he'll stand there dumbfounded long enough for you punch his lights out. Flynn, meanwhile, should take care of the remaining guard.
There will be a guard on the right but if you go straight, there should be a planter right between two pillars. If you approach the planter, the treasure is on top. The gate is protected by another alarm. This one is a lot closer, but you still have to work for it a little.

Use the gate itself to climb. At the top, look for the golden ledges to your right and jump to these. Shimmy around the corner, and it should be a straight climb up to the junction box. Approach the gate again and interact to proceed to the next area. This one is a little tougher, because as you can see, there are a lot of guards here, and Flynn decides to just leave it to Drake. Start by finding Flynn who is taking cover near the corner banister.

Jump over it from here and proceed toward the fountain. Take cover and go as close to the guard as you can, who won't notice you surprisingly. Jump into the water of the fountain next. It's right behind the reclining guard.

Hop in there and grab it. Climb up and hang from the top of the banister. You won't get a prompt, but hit Square to pull this guard over the banister and take him out. Climb over and Flynn will follow. The next guard appears from the right. Wait for him to pass by, then stealth melee him from behind. Follow Flynn now and climb up onto the roof. Climb to the top of the window and then shimmy around the corner.

Drop from above the window to grab the ledge and then pull yourself inside. Drop down for a scene. After that, you'll be equipped with a tranq gun. Great, you couldn't have given this to me earlier? It only has one bullet, but you'll find that it magically reloads itself. Behind cover, wait for the left guard to sit onto the crate and then shoot him. Flynn will handle the other. Flynn will move to the right and climb up to take cover.

Climb up yourself and use the crates where the guard's body is as your cover. These next guys can spot you and if they do, the alarm is tripped, etc. etc. Wait patiently for the guy on the right to get within range. He is your target as the guy on the left is closer to Flynn than he is to Drake and as Flynn said, the guns have limited range, so Drake has to get the guy on the right.

Do so, and Flynn of course, handles his counterpart. Go over to the small cart that Flynn was using as cover and look for the Circle prompt. Move it then with the Left Analog Stick. Climb onto the crate to reach the above platform. Wait for Flynn to use his grappling hook who is he, Batman? At the top, you can move onto the small stones jutting out of the wall. As you move across, a guard will appear from the doors below.

Use your tranq gun to pop him before things go sour. Continue to climb across now, by jumping to the ledge in the corner. Shimmy over until you can pull yourself up. The rafters are here, so go across. The columns make it impossible to just walk across so you'll have to drop down and hang on with Circle. Shimmy over past the two columns and then you can climb back up.

Near the end, hit X to climb the rafter above. Go as far right as you can and take the last vertical rafter forward toward the window sill. The treasure is there for the taking. You don't have to hang on this one, just jump across to the next platform where a staircase is. Take the stairs up and somehow, Flynn will have magically followed you. What the hell?! At the top of the stairs, turn right and go through the open window to reach the roof. At the corner, a short scene takes over. After that, follow Flynn around the roof to an opening where you can drop down.

Once you're hanging, tilt the Left Analog Stick correctly so you can jump to the rooftop behind Drake. Climb up and then press up against the wall here. Use the Left Analog Stick to press up flat against it and sidle around this building. At the end, jump another rooftop gap for a short, but exciting event. After that, follow Flynn up the next wall and over the banister.

He'll deploy another rope for you. How thoughtful. This time, you won't be climbing up it though. Get on and then use the Left Analog Stick to swing back and forth. Build some momentum and then when you're ready, jump to the right to grab onto the grate. Drop down and look for the red and white ledge below. Drop down to this and shimmy to the right. Take it around the corner of the building until you see the treasure sparkling from a sewage drain below. Drop down onto the drain and then hit circle again to hang from the drain itself.

This allows you to nab the treasure. Make your way back after that. Climb straight up to the roof but don't pull yourself up. A guard is there. As you did before, hit Square to pull him down.

On the roof, follow Flynn to the base of the tower. Use the nearby large air conditioner-like machine to jump from and reach the ledge on the tower. Climb the yellow ladder and then you can climb across the protrusions here like monkey bars. When you reach the end, you can see a guard below you. Aim and shoot to take him down. Climb the rest of the way and then swing for a bit, then jump.

Move toward the opening and drop down. Go right, around the small tower with the vines and flowers on it. Look to the tower itself and on the front side of it will be a flag or banner and the treasure will be next to that. Shoot it with the tranq. Drop down and get it. Climb to the roof here not the ledge in front of it and follow Flynn as you were. Resign to following Flynn if you need to. Stop when you see a guard.

Tranq him and then climb over the banister with Flynn. It will be straightforward from here, leading into a cutscene. Yeah, I'm sure you saw that coming, right? Once you have control, you'll see the laser sights dancing around the room.

Avoid potential gunfire from the guards by rolling with Circle. Look for the security gate with three guards behind it. To the very left of this is a shelf with the statue face of a bear it seems. On the shelf is the treasure. After you turn the corner, a gate will drop. Turn back, and another will drop, sealing you in. Look for an opening to the right of the first gate and you can drop down to a staircase.

Take this to a window that leads to another room. Inside, look for the manhole and interact with it to leave this place. In the sewer, hurry down the tunnel into an open chamber. The guards will file in so just keep running and rolling to avoid their sights. Climb over the pipes until you reach the last pipe on this side. On the other side of this pipe is where the treasure is lying. Climb out for a scene and that will end the chapter. Keep your eye out for a blinking green light on a fallen tree.
For now, it takes us into our next chapter. Drop down the following ledge for a cutscene. After that, you'll start out behind cover. Wait for the treasure. Climb on top of this and carefully walk to the right. Jump to the platform across from you that goes up. Climb up these small ledges and find your climb to the top stone. From here, jump to the wooden pole behind Drake. Swing and jump to the next one, and swing again to jump to the tree. Turn right and jump a small gap past a waterfall. Follow this path for a few steps and look for the climbing stones on the left wall. The above guard will be able to spot you so wait. Wait until he moves and as soon as he does, rush the second guard where you are and stealth melee him. For the third, well you'll likely be spotted by that point so gunning may be inevitable. Once you're clear, approach the back wall and use the ledges to the left to climb up.

Turn around and jump to the swing-pole. Jump to the next ledge where the third guard was. Walk across the tree and look for the large boulder. Push this over by tapping Triangle and Sully can climb up. Drop down to where he is and then follow the sun-drenched path ahead of you. Take the next tree-bridge over and the next two guards will likely spot you. Use the AK to take them out fast, one on each side. Going for headshots will obviously make your work a lot easier.

Once they're down, proceed up either side. Look for another one coming down and either shoot or melee him. Take cover at the top of the ledge overlooking the area below. There should be one more enemy. Bust a cap in his dome and then drop down.

Look for the wall in the back and use the ledges to get to it. Climb up, but not over just yet. Once you climb that wall in the back, instead of vaulting over, tilt the Left Analog Stick up and to the right and Drake should climb over.

Follow this ledge, past two Fruit Loops mascots and to a spot you can climb up. Follow this path all the way and find a dead end with the treasure. Walk down this path for a scene. This part is fun. When you get control, approach the first guy with his back turned and stealth melee him.

Use his desk as cover and wait for the next guy to come toward you. Stay to the left of the cover and wait, wait, wait. Hit Square when he gets close enough to pull him in and set him next to his buddy. A gunfight will be unavoidable after this. Start it off on the right foot though.

If you're lucky, they'll gather near another one of those red tanks. Shoot it up and you might get the Double Dyno-Mite medal. No Trophy for that though. As you move across the swamp, more enemies appear. Take cover and shoot it out. If you grabbed the Wes, it only takes one shot, so pinpoint accuracy isn't as much of an issue. It's a short lived thrill though, so be sure to pick up your old pistol when you're done, or a new one soon.

Use the AK after that. Once the coast is clear, you need to find the charges. If you look behind a large moss-covered tree, you can find the Moss 12! A shotgun! Very sweet. Now, about those charges. They can be tough to find, even with those giveaway green blinking lights.

Each of them are attached to the wooden decks that the fights broke out on in this area. The first one is attached to the wooden deck right on the water on the enemy's side. Go to the right to where you first entered this area and did the stealth take-downs. Follow Sully to the area where you found the Moss. There is a ladder out of reach so get into position and give Sully a boost. Climb up when he drops the ladder down. Up here, you'll see their little camp set up.

There's nothing of interest here though. Turn right, going away from it and proceed toward a waterfall for a scene. When it's over, you'll be down in the water, duking it out with the bad guys.

It's actually a good thing, because you'll be given a look at how the hand-to-hand combat has improved. The game will walk you through this, just as it did in the original. You can now counter enemy moves by hitting Triangle, and follow it up with a finisher by hitting square. It's similar to the Brutal Combo. If you've been doing a fair amount of melee by this point, you might start getting Trophies for it.

Repeating this is a little tough, but give it a try on the last guy. It will take some practice, don't worry. You'll get one more enemy to practice on, then Sully will let down a rope for you. Climb up.

Turn right and jump a small gap past a waterfall. Follow this path for a few steps and look for the climbing stones on the left wall. Jump up and climb to the top stone. From here, jump to the wooden pole behind Drake. Swing and jump to the next one, and swing again to jump to the tree. Climb on top of this and carefully walk to the right. Jump to the platform across from you that goes up. Climb up these small ledges and find your treasure.

For now, it takes us into our next chapter. Drop down the following ledge for a cutscene. After that, you'll start out behind cover. Wait for the
guard ahead of you to get close, then hit Square like before to do the stealth grapple. Take his AK, and then proceed down the walkway. Take cover behind the crates the next sentry is leaning against. Use Square to get him too. Be sure to grab the. The next guy will not move, so getting into a gunfight with him and the remaining sentry is inevitable most likely.

Sully will help you out though. Once they're finished, approach the cabin for a scene. After that, you'll be walked through a grenade tutorial. The first one will be pretty much automatically set for you with limited control on your part. For the second one, you get to aim it more liberally. Look for the approaching three guards and try to land the grenade right on the walkway as they pass. If you manage to wipe out all three, you'll get the Triple Dyno-Mite award, which is good for a Bronze Trophy.

You might not always get this set up though. What's really important about that tutorial is the new grenade throwing method in Uncharted 2, which is the first method the tutorial gives you. By holding L1 like you were to aim your gun and then hitting L2, you throw a grenade pretty much at the exact spot more or less where you're aiming.

This is amazingly useful and I can't stress that enough. It not only is very accurate for grenade throwing, but it cuts out the time that the old "arc method" uses and therefore lets you do so without taking a lot of damage. Stay where you are as a few more approach from two sides. Use your pistol, then the AK when they get closer.

You've also got a nice supply of grenades at your side so feel free to use some of them too. Sully will start taking some fire, but things get more intense on your end too. When afforded the opportunity, shoot the four guys that have Sully trapped on both sides with your pistol. You'll need to leave the cabin to get good shots on them and a pistol or grenades are recommended.

After that, more of Lazarevic's men appear so return to the cabin and hold your ground inside. Be on the lookout for shotgun guys. They like to get close, which is perfect if you're using cover, because you can stealth grapple them.

The enemies will really start to pile up so use grenades, the AK and so on. They'll come at you from either entrance of the cabin. Eventually, Sully will be under siege again, this time by a gunner in that red tower in the corner.

This should be the final wave of enemies after that so fight your way closer to the tower and then prep a grenade. Don't bother using the arc method. Hold L1 and just aim your reticle at the window and hit L2 to do the quick throw and that will do the trick. See how useful that is? That will save Sully's behind and also give you an exit route. Before that though when all the fighting is over, walk into the center of the area to where the sunken ship is.

There are two masts sticking up from it. When facing the ship from the cabin, the mast on the left is where the treasure is. Look up all the way at the crow's nest to the top. Shoot it down and it falls in the water beside the tree for you. This jungle passage will just take you up several ledges, so climb your way through. It's very linear so this shouldn't be a problem. After the scene, go now with your crew of three and enter the cave.

Look for a hole in the back to drop into. What a cheery place. Walk forward toward the dragon head statue on the ground. There are two statues in the wall above the door. The one on the right has this on its arm. Shoot it down to claim it.

The one on the left has nothing, so go through the one on the right. After a bunch of bats fly by, enter and turn left. On top of one of the barrels is a blue stone. Interact with it and Drake will recognize it. He decides to make a torch with it.

Meet Drake, forensic investigator. As the resin torchlight reveals, there are bloodstains all over the place. They are illuminated on the floor by the resin and appear in white. Follow the trail back into that left room, the one that was empty. The stains end at a caved in wall. Interact with it to open the way. Follow this corridor into a large room. There isn't much to look at so just go straight ahead to an interesting sight. After the cutscene, Chloe will start off.

Don't follow just yet though. There should be a sparkling item wedged up there. Shoot it down and put your paws on that. You'll get a cutscene. Once you have control, start running, Forest! Hop over all the obstacles and jump the ledges to keep moving. You'll encounter an enemy along the way, so beat his ass up, then move on.

A part of the cliff will fall away but Drake, as nimble as he is, grabs onto another ledge. Move around and climb up to get back to solid ground. Meet up with Sully and you'll have another jolly ol' cutscene. That ends the chapter. The running will be controlled by holding down on the Left Analog Stick, but try not to be blocked by objects.

After that, just focus on aiming which is easy and shooting, also easy. Unload your AK at the truck until it empties. Switching over to the pistol, it should only be a few shots before the truck chasing you finally explodes. Move toward the street when you're ready and a scene starts. A few enemies enter the area, looking for you. Sit tight as a bus comes flying by on the right.

This will distract the sentries. Run up to one and stealth melee him. Shoot the next two and that should be it. Grab their ammo and refill your AK. Approach the bus that drove by and try to sneak by, but it explodes. Can't go that way.

Fall back a little and look for a green box, looks like a locker, with a yellow top. Climb onto this and then on the signs above it. While on the right side of the sign, reach out for the ladder.

From the ladder, climb onto the light pole and then onto the broken sign above it. Reach out for the blue pipe along the adjacent building. Don't climb it though, just reach out for the bricks jutting from the building. Take these around the corner, then jump to the sign.
Vault over to the other side by hitting X. Jump to the next one, vault over, and then shimmy around the inside corner here to at last reach the window. Inside, go out the right doorway and jump to the light pole. Use it to swing, then jump into the next building. The floor will collapse but Drake hangs on. Drop down anyway and enter the room below.

Look for the blue crate in front of the bookcase and use it to climb up. You want to jump to the platform behind Drake, but getting the right angle with the Left Analog Stick can be tricky.

Climb and then take the stairs up. The table will serve as a means to climb onto the next bookcase and out of here. A helicopter will get really close. Jump to the next building and stealth melee the guard. You can continue from here across buildings and such or drop down to street level to make it easier.

Let's go down to street level, shall we? Look for the alley to the right. You should see an unmanned bike carriage. Well right behind that is an open manhole. Drop down here and you will find this in the corner. Yes, it has returned! It's not nearly as fast or easy as the ground route though.

Follow the guards who ducked into that other alley and take cover near the opening. You can stealth grapple the one standing there and then proceed inside. You come to this exact same room through the vertical route so no worries.

The door that takes you here on that route will be to your right as you enter.