[Template:About](/wiki/Template:About" \o "Template:About) [Template:Infobox VG series](/wiki/Template:Infobox_VG_series) ***Uncharted*** is an [action-adventure](/wiki/Action-adventure_game) [third-person shooter](/wiki/Third-person_shooter) [platform](/wiki/Platform_game) [video game](/wiki/Video_game) series developed by [Naughty Dog](/wiki/Naughty_Dog) and published by [Sony Interactive Entertainment](/wiki/Sony_Interactive_Entertainment) for [PlayStation](/wiki/PlayStation) consoles. The series follows [treasure hunter](/wiki/Treasure_hunter) [Nathan "Nate" Drake](/wiki/Nathan_Drake_(character)), senior treasure hunter and mentor [Victor "Sully" Sullivan](/wiki/List_of_Uncharted_characters#Victor_"Sully"_Sullivan), journalist [Elena Fisher](/wiki/Elena_Fisher), and numerous secondary companions whom they will come to meet and recruit as they travel around the world to uncover various historical mysteries.

The series includes [*Uncharted: Drake's Fortune*](/wiki/Uncharted:_Drake's_Fortune), its sequels [*Uncharted 2: Among Thieves*](/wiki/Uncharted_2:_Among_Thieves), and [*Uncharted 3: Drake's Deception*](/wiki/Uncharted_3:_Drake's_Deception), as well as the prequel [*Uncharted: Golden Abyss*](/wiki/Uncharted:_Golden_Abyss), which was released for Sony's [PlayStation Vita](/wiki/PlayStation_Vita) handheld system, as was the card game spin-off [*Uncharted: Fight for Fortune*](/wiki/Uncharted:_Fight_for_Fortune). The second game in the *Uncharted* series: *Among Thieves* is the highest rated title of the series so far, currently standing as the third highest rated PlayStation 3 title on [Metacritic](/wiki/Metacritic),[[1]](#cite_note-1) and won numerous [Game of the Year](/wiki/Game_of_the_Year) awards. The fourth installment of the series, [*Uncharted 4: A Thief's End*](/wiki/Uncharted_4:_A_Thief's_End), was released on the [PlayStation 4](/wiki/PlayStation_4) on May 10, 2016.

A film adaptation based on the franchise is scheduled for a theatrical release on June 30, 2017. [Template:TOC limit](/wiki/Template:TOC_limit)

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## Setting[[edit](/index.php?title=(none)&action=edit&section=1)]

*Uncharted: Drake's Fortune* sees Drake travel to the [Amazon](/wiki/Amazon_Rainforest) and an uncharted island off the coast of [South America](/wiki/South_America). *Uncharted 2: Among Thieves* explores the snow-capped mountain landscapes of [Tibet](/wiki/Tibet), a museum in [Istanbul](/wiki/Istanbul), the jungles of [Borneo](/wiki/Borneo) and the urban landscapes of [Nepal](/wiki/Nepal). *Uncharted 3: Drake's Deception* sees Drake through a number of locations, including the streets of [London](/wiki/London) and [Colombia](/wiki/Colombia), a château in [France](/wiki/France), a castle in [Syria](/wiki/Syria), a city in [Yemen](/wiki/Yemen) and the sprawling deserts of the [Rub' al Khali](/wiki/Rub'_al_Khali). *Uncharted 4: A Thief's End* sees Nate journey to the Rossi estate in [Italy](/wiki/Italy), a cathedral in [Scotland](/wiki/Scotland), several locations in King's Bay, [Madagascar](/wiki/Madagascar) and several uncharted islands in the [Indian Ocean](/wiki/Indian_Ocean).

## Gameplay[[edit](/index.php?title=(none)&action=edit&section=2)]

[thumb|right|During combat, the player as Nate (left) can use corners and walls as cover, and then use blind or aimed fire from cover against his opponents.](/wiki/Image:Uncharted-cover-system.jpg) Gameplay in the *Uncharted* series is a combination of [action-adventure](/wiki/Action-adventure_game) elements and 3D [platforming](/wiki/Platform_game) with a [third-person perspective](/wiki/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](/wiki/Parkour) that allow players to make their way through the many challenges that Nate will have to face.[[2]](#cite_note-2) Although a wide variety of weapons are present in the game, the player can only carry a sidearm ([pistols](/wiki/Pistols) and the like), a primary weapon such as a [rifle](/wiki/Rifle) or [shotgun](/wiki/Shotgun), and a handful of grenades. These weapons are obtained by picking up weapons dropped by a downed foe or from those scattered around the various maps.

Multiplayer gameplay, both competitive and [co-operative](/wiki/Cooperative_gameplay), was introduced in the sequel, [*Uncharted 2: Among Thieves*](/wiki/Uncharted_2:_Among_Thieves). The co-op multiplayer allows up to three players to take the roles of Drake and two other "hero" companions and features missions involving gunfights, platforming, and teamwork-based objectives.[[3]](#cite_note-3) Players can also assist their comrades if they become critically injured or if they are grabbed by an enemy.[[3]](#cite_note-3) The competitive multiplayer allows a maximum of ten players to play against each other in two teams of five. Six competitive modes are featured: [Deathmatch](/wiki/Deathmatch_(gaming)), Plunder, Team Objective, Three Team Deathmatch, Hardcore and Free For All.[[4]](#cite_note-4) Deathmatch features two teams of five, with one team acting as heroes and the other as villains. Players can choose their own appropriate character models (such as Drake, Elena, Sully and new characters Tenzin and Chloe for the heroes team). As players accrue points and rank up, they can purchase more skins for both heroes and villains.[[4]](#cite_note-4)

## Games[[edit](/index.php?title=(none)&action=edit&section=3)]

[Template:Main](/wiki/Template:Main) {| class="wikitable" style="width:100%;" |+ |- ! | Year ! | Title ! | Developer ! | Home release |- | style="text-align:center;" | 2007 | [*Uncharted: Drake's Fortune*](/wiki/Uncharted:_Drake's_Fortune)1 | rowspan="3" style="text-align:center;" | [Naughty Dog](/wiki/Naughty_Dog) | rowspan="3" style="text-align:center;" | [PlayStation 3](/wiki/PlayStation_3) |- | style="text-align:center;" | 2009 | [*Uncharted 2: Among Thieves*](/wiki/Uncharted_2:_Among_Thieves)1 |- | style="text-align:center;" rowspan="2" | 2011 | [*Uncharted 3: Drake's Deception*](/wiki/Uncharted_3:_Drake's_Deception)1 |- | [*Uncharted: Golden Abyss*](/wiki/Uncharted:_Golden_Abyss) | rowspan="2" style="text-align:center;" | [Bend Studio](/wiki/SIE_Bend_Studio) | rowspan="2" style="text-align:center;" | [PlayStation Vita](/wiki/PlayStation_Vita) |- |style="text-align:center;" | 2012 | [*Uncharted: Fight for Fortune*](/wiki/Uncharted:_Fight_for_Fortune) |- |style="text-align:center;" | 2015 | *Uncharted: The Nathan Drake Collection* | style="text-align:center;" | [Bluepoint Games](/wiki/Bluepoint_Games) | rowspan="2" style="text-align:center;" | [PlayStation 4](/wiki/PlayStation_4) |- |style="text-align:center;" rowspan="2"| 2016 | [*Uncharted 4: A Thief's End*](/wiki/Uncharted_4:_A_Thief's_End) | style="text-align:center;" | Naughty Dog |- | *Uncharted: Fortune Hunter* | style="text-align:center;" | Playspree | rowspan="1" style="text-align:center;" | [Android](/wiki/Android_(operating_system)), [iOS](/wiki/IOS) |- | colspan="4" style="font-size:88%" | **Notes:**

1. Games that have been released on Sony's [PlayStation Now](/wiki/PlayStation_Now) streaming service.

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### Main series[[edit](/index.php?title=(none)&action=edit&section=4)]

[Template:Video game timeline](/wiki/Template:Video_game_timeline)

#### ''Uncharted: Drake's Fortune''[[edit](/index.php?title=(none)&action=edit&section=5)]

[Template:Main](/wiki/Template:Main) *Uncharted: Drake's Fortune*, the first in the series, combines action-adventure and platform elements with a third-person perspective to chart the journey of protagonist Nathan Drake, supposed descendant of the explorer Sir [Francis Drake](/wiki/Francis_Drake), as he seeks the lost treasure of [El Dorado](/wiki/El_Dorado) in [South America](/wiki/South_America) with the help of journalist [Elena Fisher](/wiki/Elena_Fisher) and mentor [Victor "Sully" Sullivan](/wiki/List_of_Uncharted_characters#Victor_"Sully"_Sullivan). They are pursued relentlessly by pirates led by Eddy Raja and later on by a group of mercenaries led by Gabriel Roman and Atoq Navarro.[[5]](#cite_note-5)

#### ''Uncharted 2: Among Thieves''[[edit](/index.php?title=(none)&action=edit&section=6)]

[Template:Main](/wiki/Template:Main) *Uncharted 2: Among Thieves* takes Drake on a journey across [Nepal](/wiki/Nepal) and the [Himalayas](/wiki/Himalayas) in a search for the lost city of [Shambhala](/wiki/Shambhala). It reunites most of the cast from the first game, such as Elena Fisher and Victor Sullivan, and introduces the stealth mechanic and new characters: [Chloe Frazer](/wiki/Chloe_Frazer), a new love interest who has history with Drake; Harry Flynn, a shifty former partner of Drake; and Zoran Lazarević, a [Serbian](/wiki/Serbia) [war criminal](/wiki/War_criminal) and the game's primary antagonist. The second game introduces a multiplayer mode to the series.

#### ''Uncharted 3: Drake's Deception''[[edit](/index.php?title=(none)&action=edit&section=7)]

[Template:Main](/wiki/Template:Main) *Uncharted 3: Drake's Deception* was released in November 2011. The story focuses on Nate's relationship with his mentor and father figure, Victor "Sully" Sullivan, and has him searching for a legendary lost city that will ultimately take him to the [Arabian Peninsula](/wiki/Arabian_Peninsula) and the vast wasteland of the [Rub' al Khali](/wiki/Rub'_al_Khali) Desert, in search of "[Iram of the Pillars](/wiki/Iram_of_the_Pillars)", also known as the "[Atlantis](/wiki/Atlantis) of the Sands". Elena Fisher and Chloe Frazer feature again but with smaller roles, and the game introduces new characters such as Charlie Cutter and Salim, Nate's newest allies, and Katherine Marlowe, Talbot and Ramesses who serve as the game's main antagonists.

#### ''Uncharted 4: A Thief's End''[[edit](/index.php?title=(none)&action=edit&section=8)]

[Template:Main](/wiki/Template:Main) *Uncharted 4: A Thief's End* is the fourth installment of the series and the first *Uncharted* game built from the ground up for the [PlayStation 4](/wiki/PlayStation_4). It was released on May 10, 2016. It focuses on Nathan, now a retired fortune hunter, getting forced back in the world of thieves when his long-lost—and believed to be dead—brother, Sam, appears and asks Drake for help. He embarks on a globe-trotting journey in pursuit of a historical conspiracy behind a fabled pirate treasure.

#### Future[[edit](/index.php?title=(none)&action=edit&section=9)]

Naughty Dog has stated that *A Thief's End* is Nathan Drake's final story, as well as the last *Uncharted* game to be developed by the team. However, Nolan North has expressed interest in continuing the series, should Sony decide to do so.[[6]](#cite_note-6)

### Other games[[edit](/index.php?title=(none)&action=edit&section=10)]

#### ''Uncharted: Golden Abyss''[[edit](/index.php?title=(none)&action=edit&section=11)]

[Template:Main](/wiki/Template:Main) *Uncharted: Golden Abyss* is a title for Sony's [PlayStation Vita](/wiki/PlayStation_Vita). It was developed by [Bend Studio](/wiki/SIE_Bend_Studio), with development being overseen by [Naughty Dog](/wiki/Naughty_Dog). It was released first in Japan on December 17, 2011. The release date in North America and Europe was February 23, 2012. The game's events take place sometime before those of *Drake's Fortune*, though developers have stated that it is not a prequel to *Drake's Fortune*, but rather a separate original story.[[7]](#cite_note-7)

#### ''Uncharted: Fight for Fortune''[[edit](/index.php?title=(none)&action=edit&section=12)]

[Template:Main](/wiki/Template:Main) In November 2012, the [Australian Classification Board](/wiki/Australian_Classification_Board) database showed the rating for a game titled *Uncharted: Fight for Fortune*, developed by One Loop Games.[[8]](#cite_note-8)[[9]](#cite_note-9) Later that month, it was confirmed that Sony's Bend Studio was developing the game and that it would be an "action-adventure turn-based card game". It was released on December 4, 2012 through PlayStation Network for the Vita.[[10]](#cite_note-10)

#### ''Uncharted: The Board Game''[[edit](/index.php?title=(none)&action=edit&section=13)]

*Uncharted: The Board Game* is a [board game](/wiki/Board_game) published by [Bandai](/wiki/Bandai) in 2012. It was designed by Hayato Kisaragi and allows between two and four players to compete for treasure and fight enemies.[[11]](#cite_note-11)

#### ''Uncharted: The Nathan Drake Collection''[[edit](/index.php?title=(none)&action=edit&section=14)]

*Uncharted: The Nathan Drake Collection* is a remastered collection of [*Uncharted: Drake's Fortune*](/wiki/Uncharted:_Drake's_Fortune), [*Uncharted 2: Among Thieves*](/wiki/Uncharted_2:_Among_Thieves) and [*Uncharted 3: Drake's Deception*](/wiki/Uncharted_3:_Drake's_Deception). It included a voucher for [*Uncharted 4: A Thief's End*](/wiki/Uncharted_4:_A_Thief's_End)[Template:'s](/wiki/Template:') multiplayer beta.[[12]](#cite_note-12) It was ported by [Bluepoint Games](/wiki/Bluepoint_Games) and was released for the [PlayStation 4](/wiki/PlayStation_4) in October 2015. A PlayStation 4 bundle with the game was also available. Reviews for the set were very positive - with most praising the technical improvements and enhancements across all three games.[[13]](#cite_note-13)