

# Tom Clancy's Splinter Cell Police Station FAQ

by KoopaKid1

Updated to vFinal on Aug 7, 2003

This walkthrough was originally written for Tom Clancy's Splinter Cell on the GC, but the walkthrough is still applicable to the Xbox version of the game.

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Tom Clancy's SPLINTER CELL  
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Police Station FAQ  
Version FINAL  
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by KoopaKid

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Controls  
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Control Stick: Move Sam Fisher  
D-Pad(Left): Bring up bottom inventory toolbar  
D-Pad(Right): Change ammo fire rate(only use with SC-20)  
D-Pad(Up): Select item/weapon/gadget/etc. in inventory screen  
A Button: Select action  
B Button: Cancel  
X Button: Crouch  
Y Button: Jump  
Z Button: Night Vision Goggles  
R Button: Draw weapon  
L Button: Hold breath while in Sniper mode(only use with SC-20), knock out while behind someone  
Start: Bring up OPSAT  
C Stick: Move camera angle

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Police Station  
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T'bilisi Old Town, T'bilisi, Georgia  
October 16th, 2004, 20:01 HOURS  
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BRIEFING:

Locate CIA agents Blaustein and Madison.

Agent Alison Madison worked covertly in the Georgian politician arena for two years, securing a role in president Nikoladze's cabinet after his coup d'etat. Special Agent Robert Blaustein was also in Georgia. They both vanished on October 11th.

INVENTORY:

Lock Pick  
Optic Cable  
5.72mm Pistol (Ammo=40)

#### OBJECTIVE 1

As you begin, go towards the right and climb the ladder. Once you get to the top, go open the trap that's against the wall. Open it and jump down. Crouch and start walking through the small tunnel. Once you get to the shaft, jump onto the pole and start climbing up. Once you get up, jump onto the zip line to get to the building. Once inside, open the door. When you are in the hallway, go left and open the next door. In this room, go straight ahead and open the door to your right. Now go left in the hallway and down the staircase. Avoid the fire.

Once you reach the bottom, go right. Jump onto the pole and go across the fire pit below you. Once you get to the ground, jump off and go left. Open the door. You'll be in a large room with a fire, so just go left and open the door. Now you'll be in a staircase. Go up the staircase and through the door. Grimsdottir will tell you that the contact is in the room. Go in the room. Gurgendize is to left, next to the fire. Talk to him. After you talk to him, he will keel over. Now's time to escape the building. Go to the right and into the hall. You will see a cloud of black smoke. Go half-way through the door, then shoot out the skylights above you. After this, go right and open the door. You will enter a save point.

#### OBJECTIVE 2

In the next objective, you must find Blaustein's blackbox. Let's begin. As you start, open the door. Then walk to the right, and then left at the corner. Now, at the end, jump onto the pipe and shimmy across. When you get to the ledge, press X to move Sam's legs up. When he gets over the fence, jump down. Go straight ahead. At this point, you will have to walk slow. At the other side of the fence is a guard at the log cabin house. Go around the fence slowly and quietly. Make your way to the guard, then grab him. Knock him out with L and be prepared to shot another guard. Run back a bit, near the fence. A guard will come out. Shoot him in the head. Put both bodies in the shadows, then enter the house.

As you enter you will find a widescreen TV. Go into the next hallway, and then keep walking through the hallways. At the end you will find a messed up bedroom. Go to the painting and slide it open to find the black box. Now go to the keypad and enter the code to leave the house. Once you get to the balcony, go left and jump onto the zip line. Once you get across, go through the doorway and left. Go right and jump on the rope. Slide down and open the trap into the elevator to save.

#### OBJECTIVE 3

As you exit the elevator, go forward and left. Lock Pick the door until it opens. Next, you will be on a sort of balcony. You will see two guards below you, further away. Jump down from the balcony, but quickly hide in the shadows. When the guard comes, he will eventually look near the trash can. When he begins to leave, grab him and knock him out in the shadows. The same to the other guard. When both are done, go forward and left in the pathway. Go up the stairs and keep following the paths until you make your way to the fountain. See that red light? Go over there. Crouch and enter the small tunnel.

Inside is a computer, medical kit and ammo. Use all of it, then crouch back to the fountain area. But wait! Now, there is a guard there. Wait until he turns his back to lunge at him and knock him out. After that, go past the now unlocked gates. Go right and down the alley. You will see a guard here, so let him chase you, then go back to your spot at the alley entrance. When he turns his back, nab him, and knock him out. If you go further, you will find another guard and a civilian--let this guard chase you into the shadows, then when he turns, knock him out. The civilian can run, he is harmless anyway.

Go left at the glass doors and jump on the trash bin. Do a wall-kick onto the ledge and jump down for another save point.

#### OBJECTIVE 4

This is where you have to test out your split-jumping skills. Anyway, go forward and jump down the platform. Open the door. You will see a guard. When he gets near the end, quickly shoot a light. Then, do a split-jump. While between the walls, shoot the guard in the head to KO him. Then, go forward and enter the left door. Use the computer. Go out the door and into the next one. There will be a guard patrolling about the hall here, so be ready to shoot him again.

Once the guard is gone, go down the hallway and into the room to the left. Grab the guy and interrogate him. After he talks, knock him out. In this room is a computer; use it. Now, Go into the next room. Shoot the camera that's above the cabinet. You will find Agents Madison and Blaustein there, dead. After you see them, grab the medical kit and go out. Go through the now opened door to a save.

#### OBJECTIVE 5

This is the final objective for the Police Station! And tricky, might I add. Anyway, go up the metal staircase and open the door at the top. There will be a security guard there in his office, and a client talking to him on the other side. Run past them and to the next staircase, the entrance is across from you. You will pass a checkpoint. Now quietly go up the staircase and to the dark room. Slowly, while crouched, sneak up behind the guard on a chair. Grab him, and knock him out in the staircase. Do the same to the other guard.

Now use the computers in this room, and end the door behind you. Use the computer there. Now go back up and enter the door in the corner. Quietly and slowly, go around the curtains. Sneak up behind the man and knock him out. Use the computer there and go back down the steps. Back in the lobby here, will be the security guard again. When he is looking for you, shoot him in the head to KO him, and knock out the civilian. Go inside the security guards office and use the computer and get the medical kit. Go through the double-doors in the lobby to finish the mission! Congrats! Thanks for reading this FAQ, hopefully it was of some help.

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