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=====  
VERSION HISTORY  
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April 18, 2003

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Entire FAQ begun and the walkthrough is incomplete, currently up to the Dead Drop zone.

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2. Tom Clancy's Splinter Cell  
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Tom Clancy's Splinter Cell (known only as Splinter Cell from here on out) is a stealth game available on Xbox, PC, PlayStation 2, GameCube and even the GameBoy Advance. It is drastically different between all 4 home platforms (excluding GameBoy Advance). This FAQ is specifically for the GameCube version (because it's the only version I have).

I'm enjoying this game right now, and I'm writing a walkthrough as I go. So, this guide is incomplete as we speak, but hopefully as I play this wonderful game, I can eventually complete it. I might be picking up a FAQ Partner sometime as I originally intended this to be a partner project, but who knows.

Anyway, the differences for each version are as follows:

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Feature	Xbox	PC	GameCube	PlayStation 2	
Download Content (Level)	Yes	No	No	No	
GBA Connectivity	No	No	Yes	No	
Story FMV Extras	No	No	Yes	Yes	
Sticky Bomb	No	No	Yes	No	
GBA Radar	No	No	Yes	No	
Extra Non-Download Level	No	No	No	Yes	
Misc. Extras (*=Limited)	Yes	No	Yes*	Yes*	

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There you have it, pretty much all the differences between versions. Graphics, it really depends on the preference of the person. In my opinion, they all look fine, but some look finer than others.

(PC > Xbox >> GameCube >> PlayStation 2)

So with the differences in mind, you won't be finding a walkthrough for the Xbox Live or PlayStation 2 exclusive level. However, you will (eventually) find information about the GBA Extras.

So, onward to the FAQ.

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3. Controls  
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(Functions and controls courtesy of the Splinter Cell (GC) Instruction Booklet.)

L Button - Knock Out  
- Secondary Fire  
- Hold Breath

R Button - Aim  
- Primary Fire

Z Button - Night Vision  
- Thermal Vision

Y Button - Jump  
- Reload

X Button - Crouch

A Button - Interact  
- Back to the Wall

B Button - Cancel Aim  
- Cancel Action

C-Stick - Camera  
- Binoculars

D-Pad - Quick Inventory (Left)  
- Secondary Weapon (Up)  
- Quick Switch (Right)  
- Rate of Fire (Right)

Start - OPSAT

- Tap/Hold the R Button to activate Aiming mode.
- Press the B Button to go back to normal mode.
- Quickly back-tap the C-Stick to use your binoculars.

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4. Characters  
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(Descriptions and names courtesy of the Splinter Cell (GC) Instruction Booklet.)

=====  
SAM FISHER  
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Fisher has been on the front lines of espionage in several defining conflicts throughout the past decades. He has not only survived, but also excelled in the field of covert operations through hard work, insatiable curiosity, and brutal honesty. He has little time for polite niceties and even less for lies.

Though fully aware and confident of his abilities, Fisher understands that his survival has often been a gift of chance. He knows he is human and fallible, and he does not want to die. He has a strange and slightly dark sense of humor.

He is quiet, instinctive, and quite observant: somebody who watches from the outside. Combat, espionage, and constant training have defined his adult life; his tactical experience has become part of his instinct. Now, even outside of work he is most comfortable on the fringes of society, keenly observant but still removed.

Fisher has acquired an admirable collection of scars and secured his place in Valhalla; he has little left to prove to the world. Now older and wiser, he has no interest in glory. If he fights, it is because he believes the cause is necessary and he is capable.

--- T H I R D E C H E L O N T E A M ---

=====  
COLONEL IRVING LAMBERT  
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Born: 1961 in Batcave, NC  
Height: 6' 2"  
Weight: 270 lbs.

THIRD ECHELON Operations Coordinator

Lambert is the link between the field agent (or agents) and Third Echelon's team of researchers, hackers, strategists, and commanders. While Fisher is in the field, he is in constant contact with Lambert via subdermal microchips and cochlear implant.

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VERNON WILKES, Jr.  
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Born: 1967 in Baltimore, MD  
Height: 5' 10"  
Weight: 145 lbs.

THIRD ECHELON Field Runner

Field Runners are mainly responsible for coordinating the transportation and equipment for field agents. Transportation is usually procured (stolen) from an area of operation and abandoned afterwards. Wilkes will debrief Fisher on any new equipment or weaponry as it becomes available.

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ANNA GRIMSDOTTIR  
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Born: 1974 in Boston, MA  
Height: 5' 8"  
Weight: 128 lbs.

THIRD ECHELON Communications Lead

Grimsdottir heads a small team of programmers responsible for providing technological, cryptographic, and data support for the Field Operative. Grimsdottir will assist Fisher un his interface with the high-tech components of his missions.

--- T E R R O R I S T S ---

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KOMBAYN NIKOLADZE  
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PROFILE: Using his political, technological, and financial influence, Nikoladze has becomee the newly elected president of Georgia. His ambition is matched only by his industriousness.

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VYACHESLAV GRINKO  
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PROFILE: Ex-Spetsnaz (Russian Special Forces), Grinko is now Nokoladze's "lieutenant" of the Russian mafia.

=====  
HAMLET  
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PROFILE: Grinko's personal driver.

=====  
GEORGIAN COLONELS  
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PROFILE: The leadership for Nikoladze's worldwide military/mercenary forces. Several colonels can be found in each cell of the Georgian mercenary army. They also have security clearance to certain areas that normal soldiers don't have.

=====  
PHILIP MASSE  
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PROFILE: Hired for his vast computer knowledge, Philip Masse is the man directly responsible for the Georgian information crisis.

=====  
CHINESE OFFICERS  
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PROFILE: The leadership behind the People's Liberation Army of China. These officers sometimes hold key information that Fisher can use to accomplish his missions. Elimination might not be the best option when first encountering them.

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5. Gadgets  
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(Once again, the gadget descriptions are courtesy of the Splinter Cell GC Instruction Booklet. They're the best descriptions for the gadgets.)

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SC-20K M.A.W.S.

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The bullpup configuration of this assault rifle makes it light and compact without sacrificing firepower. Its modular configuration allows it to be customized to fit any mission profile. Equipped with a flash/sound suppressor and combined with a multipurpose launcher, the SC-20K becomes the obvious choice of weaponry for Sam when infiltrating enemy territory.

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RING AIRFOIL PROJECTILE

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A high-impact, zero-penetration projectile designed to incapacitate rather than kill.

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STICKY CAMERA

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A miniature camera with full pan and zoom functionality, plus Night and Thermal Vision modes. The Sticky Camera feeds its image directly to Sam's OPSAT. Ideal for advance scouting and intelligence gathering.

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STICKY SHOCKER

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A high-voltage discharge device coated in adhesive resin. The Sticky Shocker will adhere to an enemy and give him an incapacitating shock.

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GAS GRENADE

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Standard CS (0-chlorobenzalmalononitrile) gas canister grenade can incapacitate groups of enemies. Exposure to CS gas causes violent respiratory seizure. Prolonged exposure causes unconsciousness.

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DISTRACTION CAMERA

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An adaptation of the Sticky Camera. The Distraction Camera has had its pan and zoom motors as well as its vision enhancement apparatus replaced with a noisemaker and a CO2 gas canister. The device can be triggered to attract enemies with sound and then dispense a cloud of incapacitating gas when they are nearby.

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STICKY BOMB (GC EXCLUSIVE)

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The Sticky Bomb is a non-lethal, low-frequency sound bullet remotely controlled by your GameBoy Advance system. It can stick to any surface, even to people. If plugged in, your GameBoy Advance system will receive the information on the surrounding environments of the fired bomb. You can choose to trigger it from a distance at any time to knock out your opponents by using the B Button on your GameBoy Advance system.

(CVXFREAK adds: You can use the GameBoy Advance SP with this, or, if you have another GameCube hooked with a GameBoy Player, you can use that, too, with another TV.)

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SC PISTOL

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The SC Pistol tactical model with single-action trigger and a 20-round magazine comes equipped with a silencer/flash suppressor. Its 5.72x28mm rounds offer good penetration against the modern body armor, while keeping the weapon's weight, dimensions, and recoil at reasonable levels.

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LOCK PICK

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Standard set of picks, wrenches, and probes for bypassing standard cylinder locks. Slowly rotate the Control Stick around the outer edge of its range until you see and hear the first pin begin to move. This means the Control Stick is in the correct quadrant. Keeping the Control Stick in the correct quadrant, wiggle the Control Stick very gently to release one of the pins in the lock. Repeat until all pins are released.

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LASER MICROPHONE

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A laser-operated microphone integrated in the SC Pistol that enables the user to read the vibration off certain surfaces (mainly glass windows). Used to listen in on conversations.

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CAMERA JAMMER

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The Camera Jammer emits microwave pulses that disrupt the characteristic signals used in the microcircuitry of surveillance cameras. The Camera Jammer operates off of a capacitor that must be allowed to recharge from its battery after a short time.

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OPTIC CABLE

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This flexible cable/camera can easily be slipped under doors to view the other side. Complete with Night Vision enhancement.

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DISPOSABLE PICK

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Unconventional lock picks, these microexplosive-shaped charges deliver a quick impact to any standard lock cylinder that will shatter the pins and unlock the door.

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## 6. Operations and Tactics

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These are coming to text form in the next update, however, you can refer to the Instruction Booklet for the game if you like, since they'll more or less be similar.

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## 7. Walkthrough

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Select NEW GAME, and begin. Hopefully you will have learned the controls by now.

=====  
PART ONE: TRAINING  
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Section One  
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Read the loading screen, and then get into gameplay mode. Turn to the red light on the left. Then the one on the right. Then on the ceiling, and then on the floor. To do all that, rotate Sam's vision with the C-Stick. After that, run up to a ledge with the yellow arrow, and press Y to hang from it. Hang and head left or right, depending on which arrow you used and wait until you're in the space where you can climb to the other side. Press A when you're there, jump down, hear a transmission from the colonel and then climb up the ladder in the distance. Press A to get on the ladder and move the control stick up to climb it.

Once up the ladder, read the clue and then get under the zip line. You can rotate the camera to get the appropriate view. Press Y and Sam will slide down the zip line. Once on the other side, walk toward the pole, read the clue and then slide down the pole, like using the ladder, sort of. Run passed those grated curtains, and press X for Sam to crouch. He can now get under that wire. Continue down the path, and read the next clue.

Now, using the two walls, have Sam press Y and when he is in midair, press and then hold Y. He'll be supporting himself in the air between two walls, which is what the last clue was for. So, continue through the open area of the wall. Get under the horizontal pole after reading the next clue, and have Sam pull himself across. When you get to the small hole, press X after reading the clue for Sam to get to the other side.

Once on the other side, press Y to get off the horizontal pole, and you'll see a wire fence. So, like a ladder or pole, approach it, and then start climbing. It looks like a dead end, but examine the left wall near the clue panel, and you'll see a small space. Like what the clue tells you, press A to put Sam's back to the wall. Afterwards, walk Sam to the other side of the narrow space.

You'll see another pole, so climb it. Run across, and go down the ladder on the other side. Now this is the tricky part. You'll have to use the double jump method to get over the wall/fence through the small space above. Get into a place where two walls meet and press Y, and then Y again in midair. If you're lucky, you'll be on the other side, but repeat if you fail.

Once you're on the other side, wait for the shutters to open and then you'll get the chance to save the game. Save, or not, and then move on. If you thought that was easy, it gets harder, but you should be able to handle it.

Section Two  
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Watch the loading screen and wait for the scene to end. You'll get a clue which teaches you about the OPSAT. The START Button activates it. Walk to the door ahead, and then open it. You'll get a clue about peaking, but it's really not necessary. Through the door, is a hall with a door that needs to be lockpicked (go Resident Evil!).



Now, approach the door, select the lockpick option and then rotate the control stick until you're in a position where it clicks. Hold that position on the control stick until the needle stops clicking, and move onto the next one. Once the door is unlocked, go through the door.

Now, we get to hurt people. Now, quietly sneak behind the guy over there, and press A. Keep pressing A to initiate the conversation. Press B to knock the guy out, and approach the keypad. The code appears at the bottom of the screen, so enter it. Once unlocked, go through the door.

Now, listen to the colonel and then sneak up behind the officer. Press A, and use the control stick to drag the guard to the eye scanner to unlock the door. Once you're granted access, knock him out and go through the door. Now, this is where the gun comes to use. Listen to the colonel closely. So, arm the gun by pressing R, use the C-Stick to aim and shoot the first light out by pressing R again. Now, without getting caught, shoot the second light. Now, run for the door. Listen to the colonel again, and all you have to do is shoot the next camera, so travel down the hallway. Shoot the camera, and go on.

Now, in the next room, you'll have to use the shadows on the floor to hide yourself from the next camera. This may seem difficult, but it isn't. When the camera isn't looking, enter the shadows, and repeat until you're at the door at the end. In the next room, listen to the colonel yet again and then knock the guard out. Drag him into one of the spaces on the other end of the room. After you drop the body in one of the empty spaces, hide in the back, in the dark, in one of the empty spaces. Wait until the guard finishes his search.

When the guard finishes his search, proceed through the door the guard you knocked out was partoling, and then through the next hall into a tricky room. Listen to the clues, and then you have to cross the room quietly. So, using the Control Stick, QUIETLY wander through the room. When you have to jump down, crouch and then jump down. Jump up two platforms quietly, and then when you reach the steaming area, look closely. There are chains, so try not to touch them. The first chain in the steam is to the right, so cross that but do not go further. The next chain is to the left, so move Sam to the right of that chain and move forward. The third chain is to the right, so move Sam left to avoid it. Keep being quiet. Rotate the C-Stick to an overhead view to get a better definition of the explanation above. Cross to the door at the end, and then move on.

You're finished with PART ONE! Watch the cut-scene, and then move onto the next mission.

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PART TWO: GEORGIA  
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#### Section One

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After the conversation with the colonel, move to the right and up the stairs. Jump and then climb the ladder. On the roof of the small area is a trap door, so open it with the A Button. Climb down, and then crouch with the X Button. Then press the Z Button to turn on the nightvision, which will aid in visibility in dark areas. At the end is a thick pole, so climb it. At the top is a zip line, so press Y under it and slide to the burning building.

In the library part of the burning building, go through the door into a hallway which is on fire. To the left is another door, so go through. Head left onto the staircase and go down. Turn right into the hall at the first doorway you see, and press Y to hang from the pole to cross the burning hole on the floor.

Listen to the female agent, and turn left, and go through the door on the right. In the room, equip your night vision goggles and then go through the other door at the end. Go through the open doorway, and up the stairs to the top. In the next hall, go through the door on the left, and head to the left side of the room to meet the contact. Talk to the contact.

Afterwards, head to the west side of the room, the opposite wall, and go through the door. At the next doorway, aim for the skylights of the next room and shoot them out to avoid suffocating from the smoke. Wait for the smoke to clear and then take the door to the right in the next room. When it asks you to save the game, save. You're onto the next section, so pay attention.

#### Section Two

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Listen to the colonel, and then run to the edge of the walkway and press Y to climb the pole. Press X to put Sam's legs on it. Hide in the little nook and listen to the conversation. Walk down the nook until you're in the yard of a house. Now, in the shadows, shoot the guard guarding the porch. Run to the door, open it, and then use the wall as a barrier to shoot the man in the house.

Now, be very quiet as you approach the rest of the house. In the living room area (not the one you entered the house in), go through the curtains into the smaller hallway. In the bedroom at the end, look for the painting and slide it open, fiddle with the computer and then listen to the colonel. Then, you'll get a code, so go to the other door and then use the code (on the bottom of the screen, like in training).

In the balcony walkway, you'll see a zip line so take it. You'll be in a completely new building. Run through the empty building, and down the pole at the end. Open the trap door at the end. When go down, you'll get the option to save the game, so save.

#### Section Three

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Listen to the colonel, and you can now enter the Georgian streets if you must. So, approach the brown door. Pick the lock with the lockpicks like the one you did during training. Remember to rotate the control stick and hold it when the needles click. Get out, and walk down the stairs. Before hitting the bottom, shoot the two officers.

Then, run down, turn left and follow the alleyway. Now, in the courtyard, I had to refer to Dead Heroes' Xbox Splinter Cell guide for the solution to this part, so he deserves a lot of credit here. Go into the corner where there is a red light, and you'll see a small passage. Go through it. In there is a computer, so fiddle with it. Then, grab the Medical Kit.

MORE COMING SOON!

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## 8. Story

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Once again, the story blurb is from the instruction booklet.

### T h e O p e r a t i o n

It is the year 2003.

In response to the growing use of sophisticated digital encryption to conceal potential threats to the national security of the United States, the NSA (National Security Agency) has ushered forth a new dawn of intelligence-gathering techniques. This top-secret initiative, dubbed Third Echelon, marks a return to classical methods of espionage, enhanced with leading-edge surveillance and combat technology for the aggressive collection of stored data in hostile territories. When intelligence deemed critical to national security cannot be obtained by traditional means, Third Echelon is granted clearance to conduct physical operations.

Denied to exist by the U.S. government, Third Echelon deploys units known as Splinter Cells: elite intelligence-gathering forces consisting of a lone field operative supported by a remote team. Like a sliver of glass, a Splinter Cell is small, sharp, and nearly invisible.

March 10, 2004: The CIA contacted NSA officials regarding the loss of contact with Agent Alison Madison, a CIA operative monitoring widespread communication shortages plaguing the former Soviet republic of Georgia. A second operative, Agent Blaustein, was inserted into the Georgian capital T'bilisi to locate Agent Madison, only to drop from contact seven days later. Fearing the lives of American agents compromised at the hands of the suspected terrorist effort, Third Echelon has activated Splinter Cell operative Sam Fisher to locate the missing agents and evaluate the situation.

You are Sam Fisher. You must leave no trace on the physical or political map. Remember: Although killing may compromise secrecy, the choice between leaving a witness or corpse is no choice at all. You do not exist. You are a Splinter Cell.

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## 9. Other Stuff

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When I get around to trying the GBA game, I'll include most of the stuff in this section, but in the next update, I shall include the DVD features and a big run down of them. Thanks for being patient!

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## 10. Conclusion

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Well, this FAQ is currently incomplete, however, I am working on the guide as we both speak (literally).

Thanks to:

- Ubi Soft for creating this fabulous game
- CJayC for posting this on GameFAQs
- Stephen Ng at IGN for posting this on IGN

- Mom, for buying this game due to good grades ^\_^

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