Tom Clancy's
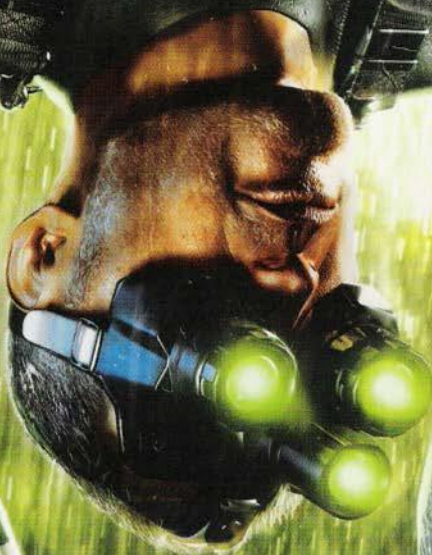# SPLINTER CELL
CHAOS THEORY

EmuMovies

UBISOFT

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

* This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
* Do not bend it, crush it or submerge it in liquids.
* Do not leave it in direct sunlight or near a radiator or other source of heat.
* Be sure to take an occasional rest break during extended play.
* Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

MEMORY CARD slot 2
MEMORY CARD slot 1

disc tray

RESET button

OPEN button

USB connector

controller port 1
controller port 2
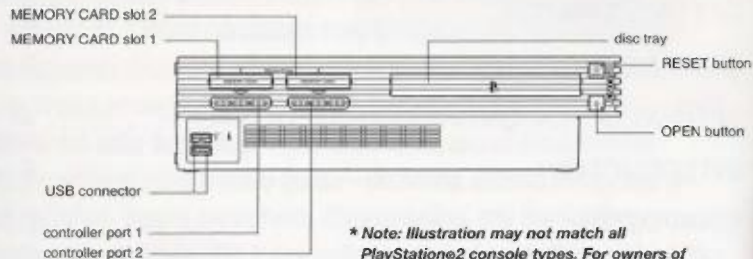
Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.
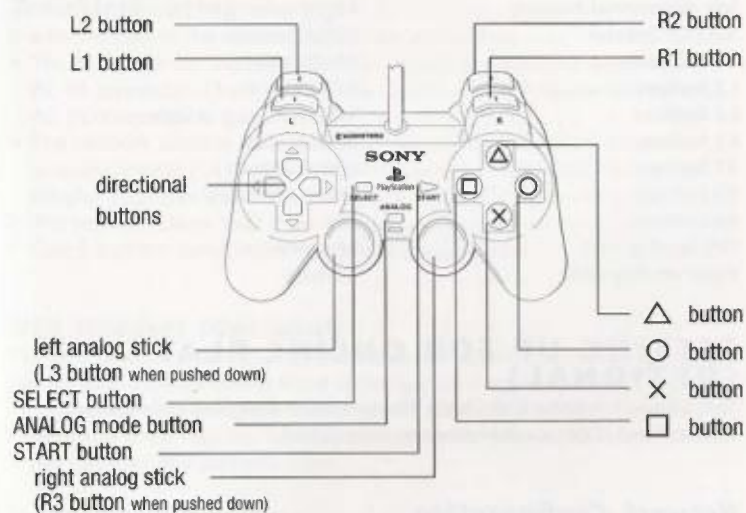
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the tray will open. Place the Tom Clancy's Splinter Cell Chaos Theory™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button

R2 button
R1 button

directional buttons

SONY

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

△ button
○ button
✕ button
□ button

Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the ✕ button to select a button, go to the next screen, or change the current option.
- Within the submenu, press the △ button to return to the previous screen.

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Gameplay Controls

□ button: . . . . Equip item
✕ button: . . . . Interact
△ button: . . . . Jump
○ button: . . . . Crouch/stand
up directional button: . . . . EMF
down directional button: . . . . Sticky Camera
right directional button: . . . . Thermal vision
left directional button: . . . . Night vision
SELECT button: . . . . OPSAT menu
START button: . . . . PAUSE menu
L1 button: . . . . KO attack
L2 button: . . . . Whistle/Co-op action
L3 button: . . . . Back to wall
R1 button: . . . . Lethal attack
R2 button: . . . . Quick inventory
R3 button: . . . . EEV
left analog stick: . . . . Movement
right analog stick: . . . . Camera

SETTING UP FOR ONLINE PLAY (OPTIONAL)

Tom Clancy's Splinter Cell Chaos Theory Online functions only through a broadband (DSL or cable modem) connection.

Network Configuration

A memory card (8MB)(for PlayStation®2) is required to play Tom Clancy's Splinter Cell Chaos Theory online. Before playing online, a valid network configuration file must be saved to the memory card (8MB) (for PlayStation®2) using the network adaptor Start-up Disc.

Network Adaptor (Ethernet/modem) (for PlayStation®2)

Install the network adaptor (Ethernet/modem)(for PlayStation®2) in your PlayStation®2 game console according to the instructions in its Instruction Manual.

Caution: Unplug the AC power cord on your PlayStation®2 console before adding any networking equipment to the system.
Ports 3658 and 10070 to 10080 are used (in UDP protocol) by the game.

Ports 40000 to 42999 and 6668 are used (in TCP protocol) for the connection to ubi.com™. Ports 41006, 4400, and numbers 45000 to 45001 are used (in UDP protocol) for the connection to ubi.com. So if you have a firewall, you must open these ports. If you use a router with a unique IP address and you want to create rooms and games (so you can host a server), you must route these ports to your PlayStation®2 console.

Troubleshooting

If a connection to the network cannot be established:
- The AC power for the PlayStation®2 console is not fully inserted into the AC IN connector. Check that the AC power cord is fully inserted into the AC IN connector.
- The network adaptor (Ethernet/modem)(for PlayStation®2) is not properly installed in the PlayStation®2 console. Check that the network adaptor (Ethernet/modem)(for PlayStation®2) is properly installed.
- The network is busy. Wait a few minutes and try to access the network again.
- Check that the network cable is properly connected.

USB Headset (Optional)

The USB headset allows you to chat with your teammates during gameplay, spy on your enemies (using some of the special in-game gadgets), and talk to all the players in the game session in the session lobby. This is an optional feature and is not required to enjoy the game, but you will be more efficient if you can play as a part of a team.

The USB headset connects to either of the USB (Universal Serial Bus) connectors located on the front of your PlayStation®2 computer entertainment system. With the USB symbol facing up, insert the cable into one of the USB connectors. Set up your PlayStation®2 system to connect over the Internet.

INTRODUCTION

Story

Japan's creation of an Information Self-Defense Force (I-SDF) – deemed a violation of international law and Japan's own constitution – ignites rising tensions between Japan, China, and North Korea. Facing North Korean and Chinese blockades of shipping across the Korea Strait, Japan requests U.S. assistance in accordance with American obligations under Article 9 of the Postwar Constitution.

Mounting evidence gathered by the I-SDF indicates that the devastation of the Japanese economy on the now infamous "Black Gold Day" may have been caused by information warfare attacks.

As nations begin to mobilize and the United States activates the USS Clarence E. Walsh – the world's premiere electronic and information warfare platform – and dispatches her to the region, Third Echelon gets wind of a small and seemingly unrelated incident that may end up having global repercussions...

Characters

Third Echelon Team

Sam Fisher – Field Operative
Born: 1957
Height: 5'10"
Weight: 170 lbs

Field operatives – Third Echelon's scalpels – use the latest high technology and espionage techniques to infiltrate sensitive locations, retrieve information, and execute operations the U.S. government cannot acknowledge.

Fisher has been on the front lines of espionage through several key decades of world history. He has not only survived, but excelled in the field of espionage through hard work, insatiable curiosity, and brutal honesty. He has little time for polite niceties and even less for lies. He is quiet, instinctive, and observant, somebody who watches from the outside.

Though fully aware of his skills, 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 covers his fears with a strange and slightly dark sense of humor.

Colonel Irving Lambert
Born: 1961, Batcave, South Carolina
Height: 6'2"
Weight: 270 lbs

Lambert is the Third Echelon director of operations, answering to the Third Echelon director. He is in charge of all Third Echelon field operations. Lambert became involved in intelligence as a young man and rose quickly in rank and responsibility. He was in the Persian Gulf for the months leading up to Desert Storm, coordinating SIGINT and running double agents. Once the war began, he was aiming lasers and arranging for television coverage of the good parts. He is a popular and well-connected man in Washington, D.C., although minimally trusted and never publicly acknowledged.

Anna Grímsdóttir
Born: 1974, Boston, Massachusetts
Height: 5'8"
Weight: 128 lbs

Anna Grímsdóttir is a civilian computer and signal intelligence technician. Her job is to provide technology and communications support to field operatives. She is calm, confident in her abilities, and capable of tackling the best computer security systems in the world. Grímsdóttir is a second-generation American; her mother came to the U.S. alone from Akureyri, in Northern Iceland. Grímsdóttir dropped out of St. John's College in the mid-nineties and worked as a programmer in different private communications firms contracted by the U.S. Navy. She was recruited into the NSA in the late nineties and rose quickly in rank as the Internet became more and more important to national security.

William Redding
Born: 1969, San Diego, California
Height: 5'11"
Weight: 180 lbs

Fisher's new field runner is a calm, bookwormy type. He is fanatical about his planning, preparation, and data, and is meticulously accurate in every facet of his job. He is a bit of a fetishist when it comes to weapons and vehicle specifications and could list from memory every item aboard an Osprey at any time, including its weight and location.

Will received a B.A. in political science with a dual major in history from the University of Chicago. He then joined the Marine Corps, where he trained as a communications specialist and rose quickly to the rank of captain. He left the Corps to work for the NSA as a signal intelligence analyst. He soon found that his experience as a Marine ended up getting him assigned to atypically dangerous locales – and bringing him a lot of recognition.

Other Characters

Douglas Shetland
Born: 1959, Boone, Iowa
Height: 6'0"
Weight: 201 lbs

Shetland is president and CEO of Displace International, a private military company. He has turned his distinguished military career and expert-level training into the solid backbone of a formidable and legitimate mercenary company. His connections within the U.S. military and, through his employees, to other national western militaries, have allowed Displace to fill an important gap in the modern defense industry.

Captain Arthur Partridge
Born: 1949, Tuskegee, Alabama
Height: 5'10"
Weight: 173 lbs

Arthur Partridge is captain of the USS Clarence E. Walsh and one of the Navy's top commanders, on a career track to becoming an admiral. A longtime friend of Fisher's, Partridge was the commanding officer for a short time when Sam was a Navy SEAL, and the two have maintained a good relationship over the years.

Admiral Toshiro Otomo
Born: 1955, Hiroshima, Hiroshima Prefecture, Japan
Height: 5'9"
Weight: 161 lbs

Admiral Otomo is the commander of the I-SDF, the newly formed information warfare arm of Japan's Self-Defense Force. Otomo is stoic, determined, and absolutely loyal. He is the Japanese equivalent of Third Echelon's Irving Lambert, and the two men share intelligence openly.

Abrahim Zherkezhi
Born: 1960, Warsaw, Poland
Height: 6'3"
Weight: 207 lbs

Abrahim Zherkezhi has a doctorate in cryptological number theory from Gottingen University, and was an advisor to the U.S. Homeland Protection Agency following the blackouts in 2003. He worked for the U.N. to help unlock the secrets of the Masse Kernels following the Georgian information crisis, and then abruptly disappeared from public life. He is rumored to have gone insane.

Dr. Bruce Morgenholt
Born: 1967, Wilmington, Delaware
Height: 5'9"
Weight: 128 lbs

Bruce Morgenholt is an ordinary guy who just happens to be one of the 12 or so most intelligent human beings on the planet. He worked alongside Abrahim Zherkezhi, studying the Masse Kernels following the Georgian information crisis, and currently works for Wright-Pritchard Technologies, a telecommunications company with development contracts throughout South and Central America.

Milan Nedich
Born: 1970, Place of Birth Unknown
Height: 5'11"
Weight: 189 lbs

Milan is the vice president of the VIP Protection Division of Displace International. Well dressed and deliberate in his movements and demeanor, Milan is an exceptionally mean drunk.

Hugo Lacerda
Born: 1972, El Salvador
Height: 5'9"
Weight: 128 lbs

Hugo Lacerda has been associated over the years with a number of separatist, guerrilla, and revolutionary groups in South and Central America. Recent intelligence indicates that he may have formed his own movement and has been advocating the use of information warfare techniques as the only feasible way for revolution to succeed in the modern world.

MAIN MENU

From the initial startup screen, you can select between two modes:
- Solo/Co-op.
- Multiplayer Online.

Solo/Co-op

From the initial startup screen, you can select one of these options:
- Solo.
- Cooperative.
- Credits.
- Back to the Game Mode.

Multiplayer Online
- Play on Ubi.com.
- Play LAN.
- Tutorials.
- Profiles Options.

SOLO GAME

Profile Screen

After selecting the mode, you will be brought to the Profile menu. Here you can either create a new profile or select the profile you wish to play with.

Solo Menu

Select this menu if you want to play in Solo mode. While in this menu, you will be able to choose from the following options:
- **New Game:** Allows a player who has created a profile to start a new game. When starting a new game, you can set your difficulty level to Normal, Hard, or Expert.
- **Load Game:** Allows the player to select and load a previously saved game. The only games displayed on the Load Game screen will be those for the selected profile.
- **Training Videos:** Watch a video teaching you how to play the game.

- **Options:** Adjust the sound, display, controller settings, and shadow calibration.
- **Quit:** Return to Main Menu.

Sam's Actions and Movements

Some of the moves in Sam's arsenal are described below. Depending on your play style, you'll find some very useful for different situations. Don't be surprised if Sam can do more than you expected!

Basic Moves

Crouching

Press the ○ button to crouch. Movement is slower, but quieter, and Sam is less visible while crouched.

Mantling

Press the △ button and push forward into low objects like crates or tables and Sam will crawl, or "mantle," onto them.

Climbing

To climb a pipe, ladder, vertical cable, or fence, simply walk into it. Press the △ button to jump off.

Close Attack

In Splinter Cell Chaos Theory, you can choose between lethal (R1 button) attacks and non-lethal (L1 button) attacks when you're close to the enemy.

Back to Wall

Press the L3 button when standing or crouched to put Sam's back to the wall. Sam is less visible with his back to a wall.

Shimmying

Jump by pressing the △ button to grab and hang from ledges above Sam's head. Sam can move left and right as well as pull himself up, if there is room. Press the ○ button to let go of a ledge.

Hand-over-Hand

Jump by pressing the △ button to grab and hold a horizontal pipe. Bring Sam's legs up to clear obstacles by pressing the △ button.

Inverted Neck Snap

When holding onto a horizontal pipe with legs up, move to a position above an NPC. Once the interaction window appears, press the R1 button for a lethal attack or press either the ⊗ button or L1 button for a non-lethal attack that will leave the NPC unconscious. Press the ◯ button once to return to a hanging position and press it a second time to let go of the pipe.

Water Kill

When in water, get close to an NPC. When the interaction window appears, press the ⊗ button to perform a lethal attack.

Zip Line

Jump by pressing the △ button to grab hold of a sloped wire or zip line. Sam will slide down automatically. Raise Sam's legs by pressing the △ button. Press the ◯ button to let go.

Advanced Moves

Advanced moves are just as critical as basic moves. Mastering these will allow Sam to move through his environment with much greater safety and precision. Many of these advanced moves are combinations that allow Sam to attack. For information on equipping and using weapons, refer to the Weapons, Gadgets, and Items Section.

Rolling

Press and hold the ◯ button while running to do a roll.

Split Jump

If Sam is in a corridor that is not too wide and is relatively high, he can perform a split jump by facing the wall and pressing the △ button to jump.

Drop Attack

If you can get above an enemy and drop down on him, you will knock him out.

Rappelling

To rappel, stand near the hook point indicated in the interaction window and select the Rappel interaction. Sam can move up and down the rope. Press the △ button to kick off the wall.

Rappel Shooting

Sam can equip and fire his weapon while rappelling. Press the ▢ button to equip the selected weapon. Only the pistol and SC-20K are usable while rappelling.

Hanging Shooting

Sam can equip and fire his weapon while hanging from a pipe, but only if his legs are not tucked. Press the ▢ button to equip the selected weapon.

Upside-Down Shooting

While Sam is hanging by his legs from a horizontal pipe, press the ▢ button to withdraw his weapon.

Split-Jump Shooting

Sam can equip and fire his weapon while in the split jump position. Press the ▢ button to equip the selected weapon.

Switch Shoulder

While in the Aiming mode, Press the L3 button to switch your weapon from one shoulder to another. That way you will be able to aim at any angle.

Bash Door

When you choose Bash Door in the Interaction menu, Sam will break through to another room by hitting the door with his feet. Note that this move will make some noise, but it can knock out a terrorist on the other side. Get your weapon out before bashing the door, if needed.

Open Door Stealth

If you want to make sure no one hears you, open the door in a stealthy way. You can make Sam open/close the door as fast as you want by playing with the left analog stick.

Lock Picking

Sam will need to pick the locks on some doors. Lock picking takes time, but is quiet and cannot be detected. To pick a lock, slowly rotate the left analog stick around the outer edge of its range until you see and hear the first pin begin to move. This means the left analog stick is in the correct quadrant. Then, keeping the left analog stick in the correct quadrant, gently move the left analog stick to release one of the pins. Repeat until all pins are released.

Break Lock

If Sam is in a hurry, he can simply break locked doors open using his knife. To do this, simply select the Break Lock interaction. Beware – this is noisy, and broken locks will cause guards to become curious.

Non-Player Character-Linked Moves

Sam has several special moves that can only be performed on NPCs (non-player characters). Being able to get close to an enemy without being detected is necessary to execute these moves.

Move Body

Sam will need to hide dead or unconscious bodies in order to prevent them from being discovered. Select the Body interaction to carry a body. Press the ⊗ button to put him down quietly, or simply press the △ button to drop the body in a hurry.

Grabbing

Grab an enemy by sneaking up close to him undetected and selecting the Grab Character interaction.

Human Shield

While holding an enemy, you can press the ☐ button to equip your sidearm and fire at other enemies while using the enemy you are holding as a human shield. Note that you can move around with Sam while in this mode.

Interrogation

Some NPCs can be interrogated for useful information. While holding an NPC, select the Interrogate interaction to make him talk. Interactions reveal all sorts of information that will help you on your missions. Be sure to interrogate as many opponents as possible!

Forced Cooperation

Some objects in the world can't be used by Sam, but there may be NPCs who can use the objects for him. To force an NPC to cooperate, grab him, drag him to the object you want him to use, and select the Force Cooperate interaction.

Other moves are not listed above. Experiment for some surprises...

In-Game Interface

1) **Communication box:** Appears at the top of your screen when you receive a communication.
2) **Interaction system:** This system appears when you can interact with an object or a person in the environment. To select an action, press and hold the ⊗ button then use the left analog stick to scroll through available actions. Release the ⊗ button to confirm.
3) **Life bar:** Sam's health/life.
4) **Objective bar:** Displays the next goal to reach in your mission.
5) **Objective icon:** Appears when a note is added and when objectives are updated.
6) **Stealth meter bar:** Shows how well Sam is hidden.
7) **Noise meter bar:** The meter indicates how much noise Sam is making; the small square indicates the level of ambient sound in the environment.
8) **Selected weapon, gadget, item, and ammo:** Displays the name of your current selection. Displays how much ammo you have in one magazine, as well as your total ammo.
9) **Timer:** Appears when a timer is triggered. When the timer reaches zero, it's a sign of bad news.
10) **Alarm indicator:** On the HUD above the visibility bar, it indicates the number of alarms that have been triggered during the mission. Each alarm sounded creates global repercussions, so be careful.

In-Game Pause Menu

During the game, press the START button to pause the game and access the Game menu.

- **Resume:** Continue playing. You can also resume by pressing the START button again.
- **Save:** Save your current game session.
- **Load Progress:** Load your previous save.
- **Restart Mission:** Restart the currently played level from the beginning.
- **Options:** Adjust the sound, display, controller settings, and shadow calibration.
- **Quit:** Quit your current game session to go back to the Main Menu.

Briefing Screen

This screen will inform you of the upcoming mission objectives. Listen carefully – valuable clues and hints may be given. From this screen you can access the Loadout menu.

Loadout Screen

From this menu page, you can decide what type of equipment Sam will have for the upcoming mission.

OPSAT (Operational Satellite Uplink)

The OPSAT is a compact, wrist-mounted version of a standard civilian PDA, designed for military use. It enables Sam to receive mission objectives and updates from Third Echelon headquarters. During the game, press the SELECT button to open your OPSAT.

- **Goals:** Display all the current goals for your mission.
- **Notes:** All the notes taken from e-mail and interrogations and other sources are stored here.
- **Data:** The data that you recovered in-game, including email, is displayed here.
- **Map:** In Solo mode, display a map of the current mission area.
- **Equipment:** See Sam's current equipment.

Weapons, Gadgets, and Items

SC-20K Rifle

The SC-20K is Sam's main weapon. The weapon can be equipped with one of four attachments.

SC-20K Ammunition

The ammunition for the SC-20K is standard NATO 5.56 x 45mm round. Each magazine contains 30 bullets.

SC-20K Attachments

The rifle can be equipped with four different types of attachments, each with a specific purpose. Attachments will be unlocked as you progress through the game. They can be chosen prior to a mission through the loadout selections and activated in-game by lightly tapping the R2 button after entering Combat mode (the □ button). Note that of the four available attachments, only the foregrip attachment cannot be switched in this fashion.

1) Foregrip Attachment:
This attachment allows Sam to use his SC-20K with greater precision.

2) Launcher Attachment:
This attachment allows Sam to launch different devices, each with its own characteristics.

The launcher can shoot four types of projectiles:

Sticky Shocker
- The Sticky Shocker releases an electrical surge when it hits its target.
- If you shoot a Sticky Shocker into a pool of water, the water and everything in contact with it will be affected by the electricity.

Sticky Camera
- The Sticky Camera is mostly used for surveillance operations.
- Once a camera is launched, the perspective will automatically switch to that of the camera.
- Once the camera reaches its designated target, you can control its point of view, allowing Sam to get a better view of the surroundings.
- The camera has zoom capabilities and thermal and night vision lenses.
- The camera can be triggered to make noises that will attract the attention of NPCs.
- The camera can release a poisonous gas. The gas will affect any NPC nearby and render them unconscious. Once the gas is used, the camera is destroyed.

Gas Grenade
The gas grenade produces harmful hydrochloric fumes that will rapidly knock out anyone in its radius who is not wearing proper protective gear.

Ring Airfoil
Use to knock out an NPC from a distance. Be aware that NPCs falling from great heights may be killed by the fall.

3) Sniper Attachment:
Equipped with a modified barrel, the sniper attachment fires a 20mm APDS anti-materiel round designed to penetrate hard targets and armored positions. You will be able to hit long-distance targets with high precision. The sniper is the only attachment that allows you to zoom in and hit a target from a distance. Although very powerful, it is quite loud and should be used with care.

4) Shotgun Attachment:
The shotgun's main purpose is for close-quarter offensive situations. It is a semi-automatic shotgun. It also generates a lot of noise and will attract attention to your location.

5-7 Pistol – OCP (Optically Channeled Potentiator)
The 5-7 SC Pistol comes with a single-action trigger and a 20-round magazine. It is equipped with a silencer/flash suppressor.

OCP: This device is connected to the 5-7. It can be used to disable certain electronic devices for a short period of time. Exposed light sources (with no coverings or meshing), cameras, and computers can all be affected. Give the OCP a try – it's Sam's new best friend. A light on the side of the 5-7 will indicate if the OCP is ready to be used. Use the L1 button to fire.

EEV (Electronically Enhanced Vision)
This new and experimental device allows Sam to scan an area and reveal different properties about the objects in that area. Interactive objects will stand out from the other objects while viewed in EEV. It can be activated with the R3 button.

Information displayed about objects in EEV includes:
- OCP affected.
- Hacking available.
- Explosive danger.
- Among others…

Other properties:
- EEV can also be used to scout at a distance with its zoom capability.
- While in EEV, you can move around, but at very slow speed.
- While in EEV, you can toggle the thermal, night vision, and EMF modes as you would normally.
- The EEV features an integrated microphone that can record conversations.
- The EEV can be used as a laser designator for specific missions.

Other Equipment
Wall Mines
The wall mine is a motion-sensitive explosive device that can be attached to almost any surface. To deactivate and pick up a wall mine, wait for the light to turn green and then press the ⊗ button.

Frag Grenade
The 14-ounce M67 fragmentation grenade consists of a 2.5" steel sphere surrounding 6.5 ounces of high explosives. Upon detonation, the steel sphere shatters, emitting a burst of high-velocity shrapnel.

Smoke Grenade
This grenade gives off a cloud of smoke when it explodes. The cloud enables you to move forward without being spotted.

Flash Grenade
This grenade temporarily blinds the mercenaries when it explodes in their field of vision.

Hacking Gameplay
Hacking is performed directly on objects that can be hacked, or from a distance using the EEV. Hacking allows you to access otherwise inaccessible information.
- To hack a computer, select Secure Access while in the Computer interface.
- When the Hacking interface is open, one of the port addresses on the left side is the correct one. When you know which one it is, highlight it with the left analog stick and press the ⊗ button.
- While hacking, you will see fragments of port addresses being randomly tested. Correct fragments will be highlighted.
- You can lock correct fragments by selecting them with the left analog stick and pressing the ▢ button.
- You can complete the hack by either selecting the correct port address from the left, or by locking all of the correct port address fragments. The more difficult the hack, the fewer port address fragments that can be locked.

- Failing or timing out of a hack will sound an alarm.
- Different security devices can be more or less difficult to hack.
- Distance hacking using your wireless EEV is more difficult than hacking the device directly.

Lock-Picking Gameplay

Sam will need to pick the locks on some doors. Lock picking takes time, but is quiet and cannot be detected. To pick a lock, slowly rotate the left analog stick around the outer edge of its range until you see and hear the first pin begin to move. This means the left analog stick is in the correct quadrant. Then, keeping the left analog stick in the correct quadrant, gently move the left analog stick to release one of the pins. Repeat until all pins are released.

Interactive Lights

Lights with protective coverings or unexposed light sources can neither be broken nor electronically turned off with the OCP.

End Mission Screen

Objective Review

At the end of each mission, you will be given feedback on the objectives of the completed mission. Each objective will be assigned one of three possible statuses: Canceled, Failed, or Completed.

Mission Statistics

Here you can check specific statistics from your mission, including the number of kills, civilians knocked out, alarms triggered, etc. Also, a success score will be displayed for the level you just finished. This score is based on your statistics. For example, if you kill a civilian, you'll lose many points; but if you simply knock one out, nothing will be subtracted. Stealth is always the way to go.

COOPERATIVE GAME

Game Mode

Campaign

Play the missions in order. Every mission has its own story and events. Agents will have to succeed each mission in order to advance to the next one.

Once a sub-mission is completed successfully, it becomes accessible from the mission list accessible from the Co-op Main Menu. So once all of the sub-missions are unlocked, players can undertake them in the order they like and play quick matches and try to beat high scores.

High scores are stored in the Hall of Fame. Players can access them from the Co-op Main Menu.

Co-op Profile Selection

After selecting the mode, you will be brought to the Profile menu. Here you can either create a new profile or select the profile you wish to play with.

Cooperative Menu

Select this menu if you want to play in two-player Cooperative mode. While in this menu, you will be able to choose from the following options:

- **Training:** A special mission to learn the basics of the Co-op mode.
- **Campaign:** A series of Co-op missions.
- **Option Menu:** Adjust the sound, video, and controller settings.
- **Hall of Fame:** Where the best scores are kept.
- **Quit:** Return to the Main Menu.

Co-op Game Screen

1) **Life bar:** Agents' health/life.
2) **Stealth meter bar:** Represents the amount of light in your area.
3) **Noise meter bar:** Indicates how much noise the spy is making and how noisy the environment around the spy is.
4) **Interaction system:** This system appears when you can interact with an object or a person in the environment.
5) **Selected weapon, gadget, or item:** Displays the name of your current selection.
6) **Communication box:** Appears on your screen when you receive a communication.
7) **Objective bar:** Displays the next goal to reach in your mission.
8) **Objective icon:** Informs the player of an updated objective.
9) **Ammo:** Displays how much ammo you have in one magazine and your total ammo.
10) **Co-op action button:** When your partner is ready for a Co-op Action Move or a Co-op interaction, an icon will appear.
11) **Timer:** Appears when a timer is triggered. When the timer reaches zero, it's bad news.
12) **Alarm indicator:** On the HUD above the visibility bar, it indicates the number of alarms that have been triggered during the mission. Each alarm sounded creates global repercussions, so be careful

Co-op Moves

Many moves can be done in the Co-op mode of Splinter Cell Chaos Theory. In fact, there are two types of moves – Generic Co-op Moves and Static Co-Op Moves. The generic moves can be completed anywhere in the level, while the static moves are available only in specific locations.

Generic Co-op Moves

The Generic Co-Op Moves can be done everywhere in the map.

Short Scale/Boost
The player initiating the move should crouch and press the Co-op Action button (L2 button). The move that will be initiated depends on the situation. In some situations, you can boost your teammate up on a ledge or a pipe; in others, you can jump over an object.

To complete the move, the other player has to get near his teammate and press the L2 button. The move will then be performed.

Tomoe Nage/Long Jump
The player initiating the move should stand facing opposite the direction in which he wants to throw his teammate. Once the player takes position, click on the Co-op Action button (L2 button) to initiate the move. At that moment, he can control the target at which he wants to throw his teammate. A red target means that the move cannot be completed.

To complete the move, the other player has to get near his teammate and press the L2 button. The move will then be performed.

If there's an NPC near the target position, he or she will be hit and knocked out.

Human Ladder
To form a human ladder, a player that is on a ledge or a pipe must initiate the action using the L2 button. To complete the action, the second player just has to stand under the first player and press the L2 button. The move will then be performed.

Static Co-op Moves

Static Co-Op Moves can only be performed in specific places within the level. Static moves are available when they appear in the player's HUD Interaction menu. One player must initiate the interaction (⊗ button), and the other one has to complete the action.

Co-op Dual Rappelling
The player holding the rope can move left and right using the L1 and R1 buttons. The player on the rope can move up and down using the left analog stick and can also use his weapons.

Hang over Teammate
The player controlling the rope uses the L1 and R1 buttons to lower or raise his partner. The other player can use his secondary weapon by selecting it, or perform the move by clicking the Action button. He can also get cover using the L1 button to get into an inverse crouch position.

Stand on Teammate's Shoulders
The player who initiates the move will take position; the other player will be allowed to use his secondary weapon while he is on his teammate's shoulders.

Share View
Anytime one player uses a camera, his teammate can select the action from the Interaction menu (⊗ button) to look through the camera.

Revive
While playing in Co-op mode in Splinter Cell Chaos Theory, you or your teammate may be knocked unconscious. Revive will allow you to wake each other up. Note that this can only be used twice per game and you only have about 30 seconds to reach your teammate, or else you fail the mission. So be careful!

Sharing Equipment
When you are close to your teammate you are able to share some equipment. Make sure you're equipped with what you want to share so that the menu will appear for both players. Note: You can cancel your share request at any time before the other player answers it. Only objects marked with a dot in the inventory can be shared.

Cooperative-Only Gadgets

OCP (Optically Channeled Potentiator)
The OCP can partially deactivate electronic objects for a short period of time. To use the OCP, or Jammer, select it as your secondary weapon and move the left analog stick to use it. To successfully use the Jammer, point at an object and hold the trigger. If you move while using the Jammer, it will stop working. The Jammer remains effective for a couple of seconds and cannot be used again until it is recharged.

Co-op End Mission Screen

Objective Review
At the end of each mission, you will be given feedback on the objectives of the completed mission. Each objective will be assigned one of two possible statuses: Failed or Completed.

Mission Statistics
Here each player can check specific statistics from their sub-mission, including the number of kills, civilians knocked out, alarms triggered, etc. Also, a success score will be displayed for the level you and your teammate just finished. This score is based on both players' statistics. For example, if one of you kills a civilian, you will lose points; but if you simply knock one out, nothing will be subtracted. Stealth is always the way to go.

Mission Overview Screen
This screen appears after you successfully complete an entire Co-op mission. It basically displays the results of both players for each sub-mission completed in the mission.

Final Game Review
This screen appears at the end of the campaign. It displays both players' results in all four missions.

Hall Of Fame
The Hall of Fame is where players can view their highest scores and then try to beat them. First, you must choose which mission high scores you want to view. Once you've selected the mission you can view the best sub-mission scores of the mission.

The High Score table indicates the team score, the time played, and whether the team obtained a Stealth Award.

MULTIPLAYER ONLINE

The Game Principle
The game is based on two opposing teams of two human players. The SHADOWNET spies must move forward without being spotted, analyze the environment, and fulfill the conditions for victory. The mercenaries' team (ARGUS PMC) must prevent the SHADOWNET spies from making progress by tracking them down, finding them, and eliminating them.

The Different Game Modes

Neutralization Mode

	SHADOWNET Spies	ARGUS PMC
GOAL	Find the viral containers (ND133s) and neutralize them.	Protect the containers and eradicate the intruders.
VICTORY	Neutralize the ND133s or eliminate all the mercenaries.	Eradicate all the intruders or protect the ND133s within the time limit.
RULES	To neutralize an ND133, position yourself in front of it and press the ⊗ button. Neutralization takes time, but you can break off whenever you want and take up again where you left off.	

Extraction Mode

	SHADOWNET Spies	ARGUS PMC
GOAL	Find the ND133s, take the tubes, and bring them to the extraction point.	Prevent the intruders from stealing the tubes and eradicate the threat they constitute.
VICTORY	Bring back enough tubes to the extraction point.	Eradicate all the intruders or protect the tubes within the time limit.
RULES	To take an ND133 tube, position yourself in front of it, and press the ⊗ button. Then take it back to an extraction point.	Protect the tubes on their supports. You can retrieve a tube stolen by an intruder by eliminating the intruder before he reaches the outer limit of sites and passing over the tube.

Sabotage Mode

	SHADOWNET Spies	ARGUS PMC
GOAL	Find the ND133s and neutralize them by placing a modem nearby.	Protect the containers from the intruders who try to neutralize them with their modems.
VICTORY	Neutralize the ND133s using your modems, or neutralize the mercenaries.	Eradicate the intruders or prevent them from neutralizing the ND133s.
RULES	Place a modem on a wall near an ND133, by pressing ⊗ button. The ND133 will be neutralized at the end of the countdown. If the modem is destroyed, placing a new modem will resume the countdown where it was stopped. Pick a new modem on ammo pack.	Protect the ND133s from the modems. When a countdown appears, look for the modem in question and neutralize it by removing it or shooting it.

Controls

This diagram shows the controls for a SHADOWNET spy:

⊗	Contextual action. Near an enemy: Strike him with the elbow when facing him or grab him from behind. Near a door or a computer: Use it.
⊙	Crouch/stand up. When held: Roll.
▣	Take out/put away your weapon.
▲	Jump.
SELECT button	Toggle the Enhanced Reality display mode (none, all).
R1 button	In third-person view: Use the emergency gadget by pressing the R1 button. With weapon in hand: Shoot with the Sticky Shocker.
L1 button	In third-person view: Use the emergency gadget linked to the L1 button. With weapon in hand: Use a gadget.
Left analog stick	Up, down, left, right: Move the character in relation to the camera.
Right analog stick	Up, down, left, right: Turn the camera.
R2 or L2 buttons	Open the inventory. Once open, press the ⊗, ⊙, ▣, or ▲ button or use the right analog stick to select a gadget.
R3 button	Shift into Binocular mode. Zoom in and out with up and down on the directional pad. Once in this mode, lock an objective with the ⊗ button when you are over it and its details are displayed.
L3 button	Facing a wall: Turn your back to the wall.
START button	Open the menu when a game is in progress.
Directional pad	Use alternative visions. Up: Activate or deactivate the weapon's laser (default on). Left: Use the night vision goggles. Right: Use the thermal vision headset. Down: Place a modem (in Sabotage mode only).

This diagram shows the controls for
an ARGUS PMC mercenary:

⊗	Contextual action. Near a computer: Use it. Near a moving enemy: Attack or charge.
◎	Crouch/stand up.
▣	Reload/change a weapon's rate of fire (press longer).
▲	Jump.
SELECT button	Toggle the Enhanced Reality display mode (none, all).
R1 button	Fire (for longer or shorter periods, depending on the fire mode and the length of time the button is kept pressed down).
L1 button	One short press: Use the current gadget. Long press: Adjust the strength of the jet and range. In Snipe mode: Hold your breath.
Left analog stick	Move the character • Up: Forward.　　　• Down: Back. • Left: One step left.　• Right: One step right.
Right analog stick	Change aim.
R2 or L2 button	Open the inventory. Once open, press the ⊗, ◎, ▣, or ▲ button or use the right analog stick to select a gadget.
R3 button	Shift into Snipe mode. Zoom in and out with up and down on the directional pad. Hold your breath by pressing the L1 button. Shoot by pressing the R1 button.
START button	Open the menu when a game is in progress.
Directional pad	Use the alternative visions: • Up: Laser sight.　　• Down: Flashlight. • Left: Motion-tracking device. • Right: Electromagnetic field tracking device.

Multiplayer Menu

From the Splinter Cell Chaos Theory general menu, select Versus to access
the general Versus menu. Then, choose a profile by selecting it and pressing
the ⊗ button.

Note: The profiles created in Single-Player mode and those created in
Multiplayer mode can be used in either type of game, but the options for
each will be different. If this is the first time you have clicked on Versus, you
will automatically be invited to create a profile by entering a name. When
your profile has been created, you will be automatically directed to two
tutorials. The first one trains you as a spy; the second one trains you as a
mercenary. You can quit these tutorials any time by pressing the START
button in-game and choosing Quit.

Then you will be taken to the following menu:
• **Play on Ubi.com:** Play on the Internet, using the ubi.com service.
• **Play LAN:** Create or join games on a local network.
• **Tutorials:** View tips and tools to help you master the game. You can
  also access tutorial maps.
• **Profile Options:** Modify the settings for the profile being used.

Menus

Navigation Method

To move about on the page, use the left analog stick or the directional pad.
To validate a choice, press the ⊗ button. To go back to the previous page,
press the ▲ button. On some pages, the other buttons (e.g., the ▣ button)
may have another function (see the caption at the foot of the page).

Menu Details

The Profile Options field of the Main Menu enables you to edit the settings
relating to your profile:

• **Equipment:** Edit the gadgets that each of your characters can use in the
game. Each profile contains details of spy and mercenary equipment. To see
what your other character possesses, press the ◎ button. Each character
has four locations, each of which can accommodate a gadget. To change
a gadget, position yourself on it and press the ⊗ button. You will then be
taken to a page showing you the six gadgets available for the member of
the team you are editing. Choose the gadget that you wish to take, then
validate your choice with the ⊗ button. The new gadget will appear in
your inventory.

Note: For the spy equipment, try allocating grenade-like gadgets to the ▢ button and the △ button slots; you can use them in an emergency with the L1 and R1 buttons.

- **Controller Settings:** Adjust the following game control settings:
  - **Vibration:** Activate or deactivate vibration in the game.
  - **Invert Y Axis:** Invert the vertical aiming axis.
  - **Invert X Axis for Spies:** Invert the camera's horizontal direction of rotation.
  - **Auto-Center:** Turn on or off the automatic return to horizontal when sentries aim.
  - **Unit System:** Display distances in meters or feet.
  - **Enhanced Reality:** Choose whether to display information about the position of the ND133.
  - **Snap Enemy (spy only):** Automatically aim at mercenaries.
- **Audio Settings:** Configure the game's sound settings:
  - **Music Volume:** Modify the volume of in-game music.
  - **Effects Volume:** Modify the volume of sound effects.
- **Video Settings:** Adjust the game's video settings for optimum performance on your TV.
- **Connection Settings:** Access the settings used for the online game.
- **Headset Settings:** Adjust the microphone volume, headphone volume, and other settings on the headset.
- **Save Profile Options:** Save the changes you made on your profile.

Play on ubi.com

Before accessing the general ubi.com menu, you must select a network selection. Validate your choice with the ✕ button. You will also have to choose an account. Once this has been done, choose one of the lobbies and press the ✕ button lo login. You will be taken to the following menu:

- **News:** News about the game and ubi.com.
- **Quick Join:** Find a game with an available place that you can join quickly.
- **Join Game:** Find games you can join that meet certain criteria.
- **Create Game:** Set up a ubi.com game session by specifying the game parameters. Choose the desired level for the game, the game mode, the type of game (Free or Ranking), and the Level Gap (the tolerated divergence of level between players). Once the settings have been made, go to the game waiting room by pressing the ✕ button. When all the players are ready (they appear white), and you are also ready, launch the game by positioning yourself on the Launch option and pressing the ✕ button.

- **Friends List:** Access your list of friends.
- **Rankings:** Consult the world rankings for ubi.com. When you play Ranking games, you receive points for each victory. These points allow you to make progress. After selecting certain search filters, press the ✕ button to display the ranking. From this general page, you can modify the ranking criteria to sort players in different ways. Each ranking criterion can be modified using one of the pad buttons (you are reminded of the action associated with each button on the interface).

Play LAN

Before accessing the general LAN menu, you must make a network selection. Validate your choice with the ✕ button. You will also have to choose an account. Once this has been done, choose one of the lobbies and press the ✕ button to login. You will be taken to the following menu:

- **Find Session:** Join an existing game. You are provided with a list of games, similar in architecture to the Quick Join list of games. Choose the game you want to join by pressing the ✕ button. You will be taken to the game waiting room. When you are ready, highlight the Ready option, and press the ✕ button. The game will begin when all users are ready or the host selects Launch.

- **Create Session:** Set up a game session. You must choose the level for the game, as well as the game mode. When the settings have been made, you can go to the game waiting room by pressing the ✕ button. When all the players are ready (they appear white), and you are also ready, launch the game by positioning yourself on the Launch option and pressing the ✕ button.

Tutorials Menu

The Tutorials heading includes the following subheadings:
- **View Controls:** Consult the command maps for each of the two teams. From one of the diagrams, press the ✕ button to display the other team's controls.
- **View HUD:** Consult explanations relating to the items displayed on the game screen. From one of the diagrams, press the ✕ button to display the other team's controls.
- **Tips:** Obtain tips or additional explanations concerning the abilities of characters in each team. From the Tips page for spies, click on the Switch Team button to display the tips for the other team. To view a tip, select it and click on the SELECT button.
- **SHADOWNET Spy Tutorial:** Play the spy's tutorial map.

- **ARGUS PMC Mercenary Tutorial:** Play the mercenary's tutorial.
- **Visit Map:** To visit the level of your choice (alone) within a chosen team. Select the level you want to visit, the team you want to join, and the game mode.

Game Screens

SHADOWNET Spy Screen

1. Tactical radar: This radar displays the position of your teammate and the locked enemies (only appears when something needs to be displayed).

2. ND133 counter: Displays the number of objectives left to win and the objectives already taken.

3. ND133 capture timer: Displays the time remaining for an ND133 to be neutralized by the SHADOWNET spies.

4. Time remaining in game: Displays the time remaining before the end of the mission.

5. Energy bar: This interface is displayed only when the player is in Weapon mode, when the energy bar is refilling. It is an indication of the remaining energy available for the spy electrical gun.

6. Status messages: Displays messages when your presence has been detected, or to inform you of a special device status (spy bullet or alarm snare).

7. Interaction menu: This interface displays the different interactions with an object.

8. Game info screen: This window is used to display all the in-game messages (objective taken, alarm triggered, player killed by player, etc.). The messages are displayed using horizontal scrolling.

9. Life bar: This interface displays the player's remaining life.

10. Current gadget: This interface displays the current gadget, its name, and the number of units of this gadget available (in the screenshot example, the player has three spy bullets).

11. Enhanced reality: This indicator displays information about the position of the ND133 and the distance between the player and this ND133.

ARGUS PMC Mercenary Screen

1. System info: Displays messages concerning your equipment status.

2. Status message: Displays intrusions and alarm messages, indicating the name and position of the alarms that have been triggered.

The statuses of objectives and special devices, such as spy traps, are also displayed here.

3. Game info screen: This window is used to display all the in-game messages (player killed by player, etc.). The messages are displayed using horizontal scrolling.

4. Life bar: This interface displays the player's remaining life.

5. Ammunition indicator: This interface displays the player's ammunition. The number on the left is the number of extra clips available. The number on the right represents the number of remaining bullets in the current clip.

6. Current gadget: This interface displays the current gadget, its name, and the number of units of this gadget available (in the screenshot example, the player has 20 tazer shots).

7. Tactical radar: This radar displays the position of the objectives, the player's teammate, the triggered alarms, the locked enemies, etc.

8. Time remaining in the game: This interface displays the time remaining for the spies to complete the mission.

9. ND133 counter: Displays the number of objectives left to win and the objectives already taken.

10. ND133 capture timer: Displays the remaining time for an ND133 to be neutralized by the SHADOWNET spies.

11. Interaction menu: This interface displays the possible interactions with an object (in the screenshot example, a switch).

12. Enhanced reality: This indicator gives information about the position of the ND133 or the triggered alarm, and the distance between the player and the ND133 or the alarm.

13. Reticle: Your aiming device.

Characters' Abilities

SHADOWNET Spies' Abilities

BASIC ACTIONS
Sneak, Walk, and Run
When you push the left analog stick forward slightly, your character will begin to walk slowly. Pushing the left analog stick all the way forward initiates the full run.

Crouch
The ○ button toggles crouching. Crouching is a good way to ensure slow, quiet movement.

Jump

Pressing the △ button will make your character jump straight up in the air. Pressing the △ button while running will make the character jump forward. If you press the ○ button when falling (i.e., when landing from a jump), you will make a silent landing, which is very useful to avoid being located. If you land on an opponent, you may knock him out.

Wall Jump

After a jump, it is also possible to push against a wall. To do this, just move towards the wall and press the ○ button. The resulting action will depend on how the place is configured:

• If it is possible to cling on a little higher up the wall, your character will push against the wall to gain altitude and be able to cling on.
• If it is not possible to cling on, your character will push against the wall to perform a flip.

Shoot

To take a weapon in hand, press the □ button. To aim, use the right analog stick. To shoot, use the R1 button. In this representation mode (second-person, weapon in hand), you cannot jump. However, you can interact with your environment by pressing the ✕ button. To come out of this weapon-in-hand mode, press the □ button or press the R3 button (click on the right analog stick).

Use a Gadget

To use one of your gadgets, you must have your weapon in hand. To use a gadget, press the L1 button. Some gadgets can be used quickly. The correct procedure is described in the Quick Inventory section.

Interact

You can interact with certain items in the universe by pushing the ✕ button. These actions include: turning on/off a light switch, using an elevator, picking up an object.

SPECIAL ABILITIES

The Ledge Hang

If you just miss a jump, fall off a platform, or jump up from below a platform, you can hang onto the ledge. Tap up or press the △ button to make your character pull himself up onto the ledge. Tap down or press the ○ button to release your character from the ledge. Pressing the left and right directional buttons while ledge-hanging will allow him to shimmy along the ledge.

Climbing Halfway up an Object

If you are confronted with an object that you cannot cling to, but on which you can climb, press the △ button for your character to start a jump and climb onto the box.

The Fence Climb

You can initiate climbing either by walking or jumping onto a surface (press the △ button while keeping the left analog stick pushed forward). Pressing the up or down directional button then makes the character climb up and down, while pressing the left and right directional buttons makes him climb from side to side. To release the character from the surface, press the ○ button. If you reach the top of a climbable wall, your character will automatically climb up off the wall if you continue to push forward. If you are climbing a fence, pressing up at the top will make your character climb to the other side of the fence.

The Hand-over-Hand Climb

Your character is able to hang from pipes and move under them by swinging hand-over-hand. All you have to do is position yourself under the pipe and press the △ button. Once you are hanging on, move along using the left analog stick. Press the △ button to make your character swing his legs up on to the pipe (and press the △ button again to make him swing his legs down). Pressing the ○ button will release the character from the pipe.

You can hang from one arm and shoot when you stop moving forward and press the □ button. If you are hanging with your feet above the pipe and you take your weapon into your hand, you will end up hanging by the feet with the weapon in hand. Press once on the □ button to go back to the initial position. However, if you press the ○ button while hanging by your feet, you will perform a somersault and fall back to the ground below the place where you were hanging on.

The Ladder Climb and Vertical Pipe Climb

Your character can climb up and down ladders and vertical pipes. Push into a ladder or a pipe (or jump onto it by pressing the △ button) to grab onto it. Pressing up and down on the left analog stick will make the character climb up and down. If you press the ✕ button while pressing down on the left analog stick, the character will quickly slide down the ladder or the pipe. If you stop pressing down on the left analog stick, the character will stop sliding. Press the ○ button to jump backwards off the ladder or the pipe.

The Zip Lines

You can hang onto, and slide along, a taut rope (zip line). To use this method of movement, position yourself under the zip line and press the △ button. You can accelerate by pushing the left analog stick up. Once a certain speed has been reached, the character will raise his feet. By pushing the left analog stick down, you can slow his descent. Let go of the rope by pressing the ○ button.

The Split Jump

You can hold on between two walls by doing a split. To do this, position yourself between the two walls, close to one of them, and press the △ button once. When you are in the air, press a second time on the △ button to support yourself against the wall. Your character will end up doing a split between the two walls. In this position, you can perform the following actions:
- Take out your weapon and shoot.
- Drop back down. To do this, press the ○ button.
- Use the available gadgets in your inventory by pressing the L1 button.

The Back to Wall

To stick close to a wall, position yourself facing the wall and press the L3 button (click the left analog stick). To move, use the left analog stick. Press the ○ button to crouch down. To move out of this position, you have two possibilities:
- Press the L3 button again.
- Take your weapon into your hand.

If you are moving up to the corner of a wall, and you keep pushing the left analog stick in the direction of the corner of the wall, your character will shift automatically into Sneak mode (he will poke his head around the side of the wall to see what is going on). From this position, you can manually target and take your gun by pressing the □ button. Shoot by pressing the R1 button and use a gadget with the L1 button. Press the □ button to put your weapon away.

The Roll

You can perform rolls. To do this, push the left analog stick as far as possible in a certain direction and press and hold the ○ button. The length of your roll will depend on your initial speed.

The Grab

You can slip up behind an enemy and grab hold of him. To do this, position yourself behind a mercenary and press the ⊗ button. From this position you can:

- Move towards him with the same controls.
- Break your victim's neck by pressing the ⊗ button.
- Knock your victim out with a blow from the elbow by pressing the R1 button. Your opponent will only be knocked out temporarily: he will get up again after a few moments.

Whatever the situation, you can only grab hold of a mercenary for a limited period of time. Beyond this time limit, the mercenary will suffocate and collapse.

The Elbow Shot

You can temporarily neutralize or disorient a mercenary by striking him with your elbow. To perform an elbow shot, make contact with the enemy and press the ⊗ button. If you are in front of your opponent or to one side of him, you will knock him back. If you are behind him, he will be knocked out.

ARGUS PMC Mercenaries' Abilities

BASIC ACTIONS
Sneak, Walk, and Run

When you push the left analog stick forward slightly, your character will begin to walk slowly. Pushing the left analog stick all the way forward initiates the full run.

Crouch

The ○ button toggles crouching.

Jump

Pressing the △ button will make your character jump straight up in the air. Pressing the △ button while running will make him jump forward.

Shoot and Reload

Aim by moving the on-screen reticle using the right analog stick. To shoot, press the R1 button. Reload your weapon manually by quickly pressing the □ button. Reloading is automatic when no more bullets are available in your current clip. Change shooting mode by pressing and holding the □ button:
- **Burst:** You shoot a burst of three bullets each time you press the R1 button.
- **Full-Auto:** You shoot a continuous burst of fire so long as you hold the R1 button down.

The current shooting mode is indicated by an icon on your weapon.

Use a Gadget

To use one of your gadgets, you must have your weapon in hand. To use a gadget, press the L1 button.

Interact

You can interact with certain items in the universe by pressing the ⊗ button. These actions include flipping a light switch, using an elevator, or picking up an object.

SPECIAL ABILITIES

Pupil Adaptation

This ability is a version of a natural phenomenon: when you go into a very dark room, it is virtually impossible to make out the slightest shape. After a few seconds, the pupil dilates, allowing more light to enter the eye, slightly improving your vision in the darkness. So, if the mercenary remains motionless, or if he moves very slowly through a dark room, the ambient light will gradually increase. This increase enables the mercenary to discern certain shapes – and a few spies, too.

Charge/Weapon Slam

You can swing your weapon at your opponent to push him back at close range by pressing the ⊗ button. When your character is moving, weapon slamming will cause him to dash forward to perform a charge in the specified direction. Please note that it will take a few seconds to recover your full speed after a charge.

Quick Inventory

You can change the gadget you are using by pressing and holding the L2 or R2 button. Your screen will look like this:

There are two different ways to select a gadget:

- While in this configuration, press the button corresponding to the gadget you want to pick (in this example, press the △ button to select the smoke grenade). Once your choice has been made by pressing the button, the inventory interface will disappear.
- While in this configuration, move the highlighted square onto the gadget you want to select using the right analog stick. Once your choice has been made, release the left analog stick. This will select the gadget on which the highlighted square was positioned and close the inventory.

Arsenal

Weapon

The spy is obliged to kill no one and to leave no traces. To meet this obligation, he only has one non-lethal weapon: the Sticky Shocker. This weapon emits electrical discharges that put the person they hit into temporary shock. The player can fire limited consecutive discharges before his weapon is completely discharged. It recharges automatically in the course of time. To shoot, you must hold the weapon in your hand. When you are holding it, press the R1 button to fire. Your weapon has a secondary function that enables it to fire smoke grenades and Sticky Cameras, among other things (the list of gadgets is provided in the SHADOWNET Spies' Gadgets section).

ARGUS PMC mercenaries have a special weapon. This weapon operates with high-velocity projectiles. It has two shooting modes: Burst and Full-Auto. You have five clips with 30 bullets. You can reload by pressing the ▢ button briefly. If you find yourself short of ammunition, you can reload in certain locations on the levels that are provided for this purpose: reloading zones. Your weapon has a secondary function that enables it to fire fragmentation grenades and flares, among other things.

The Gadgets

SHADOWNET SPIES' GADGETS

Enhanced Reality

This function is similar to military targeting systems. It enables you to locate an ND133, providing a 2D representation of its position, its state, and its distance from you. You can toggle Enhanced Reality on and off by using the SELECT button.

Night Vision Goggles

Night vision goggles amplify the ambient light, particularly emissions from the lower end of the infrared spectrum. To use night vision, press the left directional button.

Thermal Vision Headsets

Thermal vision headsets are similar to night vision goggles, except that they pick up the upper part of the infrared spectrum, namely heat emissions rather than light emissions. This vision mode displays heat sources in red on the screen. But remember that the range of these goggles is limited. To use the thermal vision headsets, press the right directional button.

Binoculars

This tool can be used at any time and provides a more detailed view of certain zones. You can zoom in and out using the up and down directional buttons. You can also use thermal vision or night vision, or lock an ND133 to locate it more easily. To use the binoculars, press the R3 button (click the right analog stick).

Note: When targeting someone using binoculars you can intercept his communication.

The following gadgets can all be operated in the same way: select a gadget from the inventory, then take your weapon in your hand, aim, and fire the gadget by pressing the L1 button.

Spy Bullets

These are double-purpose cartridges: they either temporarily mark an enemy hit by the bullet (he appears on your radar and on your teammate's radar) or, if the bullet hits a wall or another part of the environment, it transforms the zone around the point of impact into a radar (making it possible to locate any enemy entering this action zone). When an enemy is tagged you can hear his communications as well

Sticky Cameras

This miniature camera has many functions (zoom, night vision, thermal vision, gas jet).

Chaff Grenade

This grenade emits electromagnetic particles when it explodes. These particles disrupt and neutralize electronic devices (surveillance cameras, motion detectors, mines). When the particles have discharged their magnetic field, the neutralized devices operate normally again.

Alarm Snare

This accessory is also double-purpose. It emits a series of noises similar to those made by a spy (logical and realistic sequences of sounds). The aim is

to fool the mercenaries. When fired near a detection system (camera, presence detector, etc.), it can also trigger the detection system, again deceiving the mercenaries.

Flashbang Grenade

This grenade temporarily blinds the mercenaries when it explodes in their field of vision.

Smoke Grenade

This grenade gives off a cloud of smoke when it explodes. The cloud enables SHADOWNET spies to move forward without being spotted. The smoke also slows down, hampers, and neutralizes any ARGUS PMC mercenaries within the cloud.

ARGUS PMC MERCENARIES' GADGETS

Enhanced Reality

This function is similar to military targeting systems. It enables you to locate ND133s and alarms that have just been triggered, providing a 2D representation of their position, their state, and the distance between you and these items.

Flashlight

This flashlight can be used to peer into dark places, in search of intruders. To use it, press the down directional button.

Laser Sight

The laser sight is a laser beam projected from the weapon that makes it possible to identify a character, even if he is in shadow. To activate the laser sight, press the up directional button. The position of a spotted enemy will be transferred to your teammate's radar, as well.

EMF (Electromagnetic Field) Vision

With EMF vision, you can locate interference given off by electronic devices. If an object with functioning electronics – a computer screen, spy goggles when used for special vision, etc. – is within the field of vision, it is picked up by EMF vision and displayed in white. A spy going through a phosphorescent grenade will also appear in EMF vision. To activate this vision, press the right directional button.

Motion Vision

With motion vision, you can reveal air turbulence created by spies or objects in motion. Whenever a moving object is located, a frame appears around it, making it easier to distinguish the object in question. If the object disappears from the direct field of vision (without obstacles between the object and the player), or if the object's speed is too low, the frame gradually disappears. To activate motion vision, press the left directional button.

Binoculars in Snipe Mode

The mercenaries have special binoculars that enable them to zoom in (three possible zoom levels, with a magnification of 2, 4, or 6) and – above all – fire (only in Single Shot mode). To shift into this special view mode, press the R3 button (click the right analog stick). You can change the Zoom mode with the up and down directional buttons. To hold your breath for greater precision when aiming, keep the L1 button pressed down. You can only hold your breath as long as the breath gauge is not empty (this gauge is located to the left of your reticle in Zoom mode).

Note: When targeting someone using snipe binoculars, you can intercept his communication.

Mines

You possess a deadly mine capable of identity recognition (it only detects spies). It has a double activation system. You can choose the mode of activation when you lay the mine. If you choose Laser Mine, you lay a mine that is activated by a laser beam projected by the mine itself. Any spy who cuts through the beam sets off the mine. However, if you choose Proximity Mine, you lay a mine that is activated by a motion detector. Any spy who passes too quickly through the detector's range will set off the mine. To lay a mine, you must first select it from your inventory. Then position yourself in front of a wall and press the L1 button. If you give a short press, you will lay a proximity mine. However, if you keep the L1 button pressed down, a menu appears from which you can choose the mine you wish to lay (make your choice using the down directional button). Release the L1 button to lay the mine. You can remove a mine that has already been laid (provided your stock of mines is not at its maximum level) by going near it and pressing the $\otimes$ button.

Spy Trap

This device is a locating system. When in operation, it is activated if a spy cuts through the laser beam emitted by the trap, thereby marking him with a transmitter that makes him visible on the radars of all members of the ARGUS PMC. The device is placed against a wall, in the same way as a mine. Select it from the inventory, position yourself facing a wall, and press the L1 button.

You can listen to an enemy tagged by a spy trap. The position of a tagged enemy will be transferred to your teammate's radar as well.

Tazer

This defense system fires a strong electrical discharge at anyone nearby. The person who is hit is immobilized for a few seconds. To use the tazer, first select it from the inventory. To activate it, press the L1 button. If someone is near you, that person will receive an electric shock.

The following gadgets can all be operated in the same way: select one from the inventory, then take your weapon in your hand, aim, and fire the gadget by pressing the L1 button.

Flares

The flare produces dynamic light that is fairly short-lived. It lights up with a radius of a few meters.

Fragmentation Grenade

The fragmentation grenade is a deadly grenade that, on exploding, inflicts damage on anyone within the explosion zone.

Phosphorescent Grenade

This grenade diffuses a large cloud of phosphorescent particles, which will stick on any character going through it. These particles can be seen in EMF vision and will diffuse some light. In addition, the character will leave clearly visible footsteps as he's walking away. This gadget is very convenient for marking and tracking spies.

The Game Levels

There are many, varied game environments and they are – above all – interactive. They constitute an integral part of the game, affecting both teams.

Passive Defenses

Trigger mechanisms are located in the level (motion detectors, surveillance cameras, lasers, etc.). If an intruder sets off one of these mechanisms, he either activates an intruder alarm that gives his position or an alarm that sections off the zone in which he is located. In either case, the intruder's stealthy progress is jeopardized.

These mechanisms can be seen using thermal vision. They are indestructible, but it is possible to neutralize them temporarily using the Sticky Shocker or the chaff grenade. Any item neutralized by one or both of these means is encircled by electric arcs and gives off smoke.

Note: Disabling defenses with a Sticky Shocker or a chaff grenade will prevent giving the precise location of the intrusion, as a general warning message ("security failure") will be sent to mercenaries.

Surveillance Cameras

The surveillance cameras emit sound and light (green when they see nothing; red when the alarm is activated). A character is located when he enters the camera's cone of vision.

Motion Detectors

These detectors can locate any spy who penetrates their active zone. The indicator lights on the housing are green if the detector has located nothing and red if they have detected something.

Lasers

Whenever a spy cuts through the laser beam, he sets off the associated alarm. An alarm stops automatically after a few seconds if nothing appears to trigger the alarm again.

Note: A triggered laser alarm system can cause temporary isolation of certain areas.

The Gameplay Objects

Some objects in the environment are gameplay elements.

Destructible Lights

To destroy certain light sources, take out your weapon, aim, and fire.

Extinguishers

When you shoot at an extinguisher, a cloud of smoke appears at the bullet's point of impact, blinding mercenaries who are passing through the cloud.

Ammunition Reloads

These enable you to reload bullets for your weapon and stock up on grenades. Press the ⊗ button in front of the box to reload.

Health Reloads

These enable you to refill your life. Press the ⊗ button in front of the box to get back to full life.

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