Tom Clancy's

# SPLINTER CELL®

## PANDORA TOMORROW™

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.
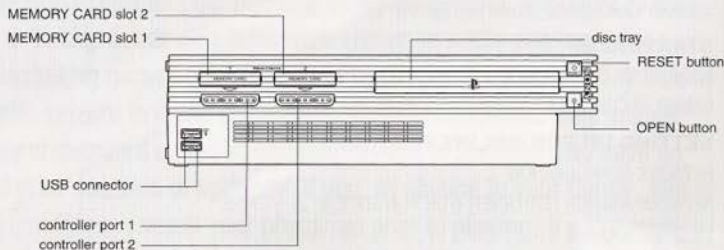
## USE OF UNAUTHORIZED PRODUCT:

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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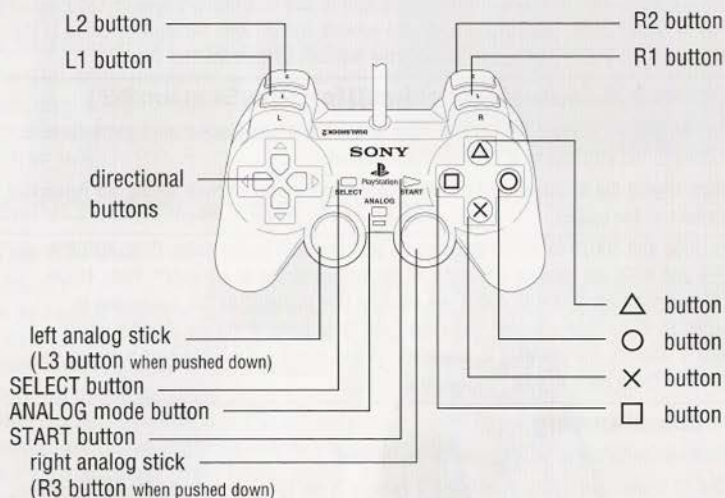controller port 1
controller port 2

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 display will open. Place the Tom Clancy's Splinter Cell® Pandora Tomorrow™ 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
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.

## Gameplay Controls

These are the basic commands for the default controller configuration (controller setting 1).

| | | | |
|---|---|---|---|
| ⊗ button: | Interact | START button: | Game menu |
| ○ button: | Crouch | L1 button: | Alternate fire |
| □ button: | Quick inventory | L2 button: | Whistle |
| △ button: | Jump | L3 button: | Back to wall |
| directional button UP: | Next item | R1 button: | Fire/use |
| directional button DOWN: | Last item | R2 button: | Draw/ Holster weapon |
| directional button RIGHT: | Thermal vision | | |
| directional button LEFT: | Night vision | R3 button: | Binocular/zoom |
| SELECT button: | OPSAT menu | right analog stick: | Move camera |
| | | left analog stick: | Move Sam |

# SETTING UP FOR ONLINE PLAY (OPTIONAL)

Tom Clancy's Splinter Cell Pandora Tomorrow 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 Pandora Tomorrow 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)(for PlayStation®2)

Install the Network Adaptor (Ethernet)(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 cord 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)(for PlayStation®2) is not properly installed in the PlayStation 2 console. Check that the Network Adaptor (Ethernet)(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.

# MAIN MENU

1. **Single-Player:** Play as Sam Fisher in single-player mode.
2. **Multiplayer:** Play as a spy or mercenary in multiplayer mode.
3. **Extra Features:** Watch some exclusive videos.

The single-player and multiplayer games are completely different. Please refer to the appropriate section of this game manual for information on each.
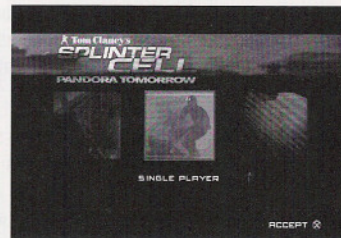
# SINGLE-PLAYER MODE

## The Threat

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. Its existence denied 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.

2006: The U.S. installs a temporary military base on East Timor to train the developing defense force of the "world's youngest democracy." Resistance to the U.S. military presence in Southeast Asia is widespread and passionate, but the threat Indonesian militias pose to Timorese democracy is deemed sufficient justification. At the same time, the U.S. doesn't mind having an excuse to install active military personnel within easy reach of both North Korea and the largest Muslim population in Asia.

Anti-U.S. resentment comes to a head under the leadership of guerrilla militia leader Suhadi Sadono, acting with the unofficial support of major corrupt factions of the Indonesian government. Suhadi's men attack and occupy the U.S. Embassy in Jakarta, taking dozens of civilian and military personnel hostage.

You are Sam Fisher. You're sent in, not to rescue the hostages, but to destroy top-secret documentation held in the embassy before Suhadi's men access it.

## About Stealth Action

Sam's ability to operate covertly is his most valuable asset against overwhelming enemy forces. The visibility meter on Sam's OPSAT is an important indicator of stealth. If it is completely to the left, Sam is invisible to enemy surveillance. If it is completely to the right, Sam is in critical danger of being detected and/or intercepted. Remaining under the cover of shadows is an

important stealth technique, but crouching, moving slowly, and keeping your back to the wall also contribute to Sam's invisibility.

A Splinter Cell operative must defy not only enemy eyes, but also enemy ears. Consider that while running and jumping are sometimes necessary movements, they also generate sound – a golden invitation for an enemy patrol to investigate your position. Moving slowly while crouched is much more likely to avoid enemy investigation.

## Alarms

Note that if an enemy detects Sam, or even suspects the presence of an intruder, he has been specifically trained to alert nearby comrades or trigger an alarm rather than engage Sam by himself. Enemies will be more prepared and armed each time a new alarm level is reached, and because of the extremely covert nature of Splinter Cell operations, indiscretion with alarms can lead Third Echelon to abort a mission.

## Sam Fisher Profile

Fisher has been on the front lines of espionage in several defining conflicts throughout the past decades. He has not only survived, but 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 of and confident in 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 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.

## Third Echelon Team

### Colonel Irving Lambert
**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 a cochlear implant.

### Dermot P. Brunton
**Born:** 1963
**Height:** 5'5"
**Weight:** 136 lbs.
SHADOWNET Operations Coordinator

Dermot is the "Irving Lambert" of the SHADOWNET initiative. As his operations specifically prohibit live satellite contact between coordinator and operatives, Dermot's function is more bureaucratic and managerial.

### Anna Grímsdóttir
**Born:** 1974 in Boston, MA
**Height:** 5'8"
**Weight:** 128 lbs.
THIRD ECHELON Communications Lead

Grímsdóttir heads a small team of programmers responsible for providing technological, cryptographic, and data support for the field operative. Grímsdóttir will assist Fisher in his interface with the high-tech components of his missions.

## Terrorists

### Suhadi Sadono
Indonesian Guerrilla Leader of the DARAH DAN DOA

Suhadi has been fighting for Indonesian sovereignty since he was 15 years old. He worked his way quickly through the ranks and by his 21st birthday was the leader of the Darah Dan Doa (Blood and Prayer), at that time a gang of a few dozen. By the mid-90s, funded (covertly) by the Kopassus (Indonesian Special Forces) and operation REDBEARD, the Darah Dan Doa had grown into a militia of thousands. Despite the withdrawal of U.S. and CIA support in 1999, the DDD continues to thrive.

### Norman Soth
Mercenary

Soth is a CIA-trained mercenary and former freedom fighter operating in Southeast Asia, most notably Indonesia. In 1992 he was part of CIA operation REDBEARD, after which he spent nearly a decade arming and training the Kopassus to stamp down Timorese uprisings.

### Dahlia Tal
Shin Bet Agent

Shin Bet, the Israeli Secret Police, handles the country's less savory intelligence-related tasks, such as interrogations, public relations, and psy ops.

## Single-Player Menu

- **Start Game:** Begin a new game or resume a previous game. When you select this option, you will be taken to the Player Profile screen, where you can create a profile, load an existing profile, or even delete an old one. You can create up to 10 different profiles with up to three different saves for each. Once you are ready, select your profile to start a new game. To play an existing saved game, you must select a player profile and then select a saved game to load.

- **Options:** Select Options to adjust sound and video settings, such as brightness and contrast.

- **Back to Main Menu:** Select this option to go back to the Main Menu of the game.
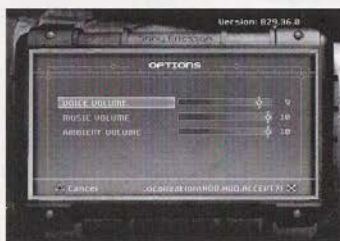
## Game Menu

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

- **Load Game:** Load an existing checkpoint or a previously saved game.

- **Options:** Adjust the sound and video settings.

- **Back to Single-Player Menu:** Go back to the Single-Player menu.
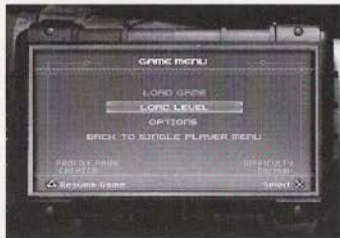
## OPSAT (Operational Satellite Uplink)

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. The OPSAT also displays real-time images from Sticky Cameras. During the game, press the SELECT button to open your OPSAT.

- **Goals:** View the specific details of your mission objectives.

- **Notes:** Read additional hints and clues that may have been gathered during the mission.

- **Data:** Recon data provides intelligence about enemies, locations, or other key elements pertinent to the operation. Pay special attention to the data sticks, as they contain key information.

- **Inventory:** The inventory section provides information about the items and equipment you are carrying.

## Game Screen
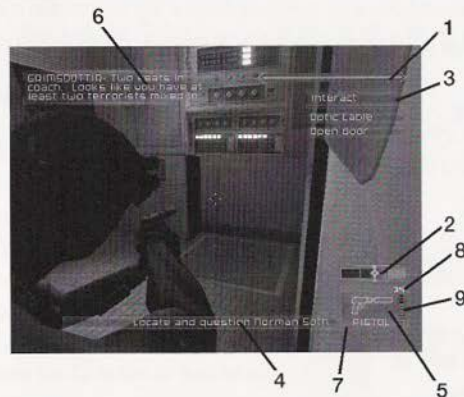
1. **Life Bar:** This represents the status of Sam's health/life.
2. **Stealth Meter:** The meter moves left and right to represent the amount of light in Sam's area.
3. **Interaction System:** This system appears when you can interact with an object or person in the environment.
4. **Objective:** Displays the next goal to reach in your mission.
5. **Selected Weapon, Gadget, or Item:** Displays the current selection.
6. **Communication Box:** Appears at the top of the screen when you receive a communication.
7. **OPSAT:** When your OPSAT is flashing, a new goal or a new note is available. Press the SELECT button to open your OPSAT and read it.
8. **Total Ammo.**
9. **Ammo in One Magazine.**

## Characters' Abilities

### Sam's Actions and Movements

Each time Sam can perform a special action, an Interaction System window will open. Press the ⊗ button and hold it, and then use the left analog stick or the directional buttons to select the action you want to perform. Release the ⊗ button to validate your choice.

## Analog Movement

Many of Sam's moves are analog in nature. Simply put, this means that if you push hard on a stick or button, Sam will perform the move more quickly or forcefully. When walking, for example, moving the left analog stick all the way forward will make Sam run at top speed. Pushing gently forward will move him more slowly. Since moving slowly allows greater stealth than moving quickly, it is important to remember to exercise control. An enemy who hears you behind him can almost always spin around and shoot faster than you can cross an open area. While it may seem unnerving to move slowly through a well-lit space with an enemy nearby, it's often lethal to try to dash across the space.

## Basic Moves

Sam has a wide range of moves. Knowing how to get around — and how to do it undetected — is critical.

**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**

With your weapon holstered, push the R1 button when very close to an enemy to hit him with your elbow.

**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 by pressing the △ button. 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.

**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 crucial 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 page 12.

**Rolling**

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

**Split Jump**

If Sam is in a corridor that is about as wide as he is tall, jump by pressing the △ button, then press the △ button a second time to allow him to enter the Split Jump position.

**Half Split Jump**

If Sam is in a smaller corridor, he will be able to do a Half Split Jump. Press the △ button to jump, then press the △ button a second time to allow him to enter the Half Split Jump position.

**Half Split Jump and Jump**

From a Half Split Jump, Sam can reach a higher spot. Make Sam face the higher position by moving the left analog stick. Then press the △ button to reach it.

**Drop Attack**

If you can get above an enemy and drop directly down on him, you will knock him out. Press the ○ button to Drop Attack.

**Quiet Landing**

When falling, quickly press the ○ button to do a Quiet Landing.

**Rappelling**

To rappel from a small chimney, stand near it 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 R2 button to equip the selected weapon.

**Hanging Shooting**

Sam can equip and fire his weapon while hanging from a pipe, but only if his legs are not tucked. Press the R2 button to equip the selected weapon.

**Upside-Down Shooting**

While Sam is hanging by his legs from a horizontal pipe, press the R2 button to draw his weapon.

**Split Jump Shooting**

Sam can equip and fire his weapon while in the Split Jump position. Press the R2 button to equip the selected weapon.

### Back-to-Wall Shooting

When Sam approaches a corner with his back to the wall, he will automatically peek around the corner. Press the R2 button while peeking to equip the selected weapon, and he can shoot around the corner.

### Back-to-Wall Throwing

While peeking, press the up and down directional buttons to select an object you can throw. Press the R2 button to equip it. While equipped, you can adjust throwing length by pressing the L1 button. Press the R1 button to throw it.

### SWAT Turn

While Sam is peeking at an open door or a small corridor, press the ⊗ button to perform a SWAT Turn. The SWAT Turn is a highly trained special forces movement that makes you almost invisible.

## 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 R2 button to equip a weapon and 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 R2 button to equip your sidearm and fire at other enemies while using the enemy you are holding as a human shield.

### Interrogation

Some NPCs can be interrogated for useful information. While holding an NPC, select the Interrogate interaction to make him talk.

### 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.

## Weapons, Gadgets, Items, and In-Game Elements

During the game, press and hold the ⊡ button to access the quick inventory. Use the directional buttons to select an item. To use the item, press the R1 button.

### SC-20K

The bull-pup configuration of this assault rifle makes it light and compact without sacrificing firepower (5.56x45mm ss109). 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 he is infiltrating enemy territory.

When you're equipped with the SC-20K rifle, click the R3 button to go into Sniper mode.

### SC-20K's Multipurpose Launcher

Press the L1 button to fire with the launcher. The launcher cannot be fired in Sniper mode.

### Ring Airfoil Projectile

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

**Note:** The Ring Airfoil is much more effective if it hits the head.

### Sticky Camera

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. Sticky Cams are reusable.

### Sticky Shocker

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

**Hint:** Fired into pools of water, the Sticky Shocker can neutralize multiple opponents.

### Distraction Camera

This camera can be triggered to attract enemies with sound and then dispense a cloud of incapacitating gas when they are nearby.

### Gas Grenade

This standard gas canister grenade can incapacitate groups of enemies. Prolonged exposure causes unconsciousness.

### Flashbang

Grenade with powerful lightning effect that can blind you at medium range.

### Chaff Grenade

When exploded, it releases a cloud of magnetic particles, which will disable electronic devices in its radius. This also affects Sam's gears.

### Laser Aiming

The pistol is equipped with Laser Aiming to allow better accuracy. But be careful — the red spot can be detected by enemies.

### Lock Pick

Standard set of picks, wrenches, and probes for bypassing standard cylinder locks. 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. Keeping the left analog stick in the correct quadrant, wiggle the left analog stick very gently to release one of the pins in the lock. Repeat until all pins are released.

### Disposable Pick

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

### Laser Microphone: T.A.K. (Tactical Audio Kit)

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.

### Camera Jammer

The Camera Jammer emits microwave pulses that disrupt the surveillance cameras. The battery has to be recharged after a short time.

### Optic Cable

This flexible cable/camera can easily be slipped under doors to view the other side. Complete with night and thermal vision enhancement.

### Booby Trap

This basic grenade links to a small cable.

### Motion Detector

When Sam is moving too quickly near a motion detector, it releases a powerful lightning effect that can blind at medium range.

### Goggles

Night vision goggles amplify very low existing light, especially lights at the lower end of the infrared spectrum.

The thermal vision headset is an essential tool in low-light situations. This technology differs from night vision in that it captures the upper level of the infrared light spectrum, which is emitted as heat rather than reflected as light.

## Items

Some objects, like grenades, flares, or other miscellaneous objects in the world, can be thrown. To throw an object, equip it. A series of reticles on-screen will show your aiming trajectory. Use the right analog stick to aim and the L1 button to flatten or arch the trajectory. Press the R1 button to throw the object or press the R2 button again to abort the throw.

### Wall Mine

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 green light.

### Emergency Flare

These standard road flares also emit a great deal of heat, making them useful for distracting heat sensors such as those found on automated turrets.

### Frag Grenade

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

### Medical Kit

Standard field first-aid kit.

### Binoculars

This is a pretty useful device. Spy from a long range without being noticed. Press the R3 button when you are not holding a weapon to use your binoculars. Zoom in or zoom out by moving the right analog stick up or down.

### Whistle

Attract your enemies by using this old trick. If you press the L2 button, Sam will whistle, and the noise might draw someone closer.

## The Game Levels

Enemy static defenses present a wide range of potential obstacles to overcome – from simple keypads that control doors to automated turrets that detect heat and movement and fire on intruders.

### Alarm Panel

Standard alarm switches that can be triggered by enemies to alert nearby comrades. Because of the extremely covert nature of Sam's operations, indiscretion with alarms can lead to Third Echelon aborting a mission.

### Automated Turret

Heat- and motion-sensing turrets with an Independent Friendly Fire (IFF) recognition system. Turrets can be hacked from their attached control computer. Either deactivate a turret entirely, or disable its IFF system. With IFF disabled, the turret will still attack Sam, but it will also attack enemies. Use the directional buttons to navigate in the attached control computer.

### Surveillance Camera

Standard, off-the-shelf surveillance cameras that detect movement and have the ability to directly trigger alarms. This type of camera is fragile and can be destroyed.

### Armored Camera

Except for the bulletproof casing, these cameras are identical to the standard surveillance camera.

### Keypad Lock

Standard push-button security pads linked to electromagnetic locking systems in a door. Only the correct code will allow a keypad-locked door to be opened. Multiple failed attempts to enter a code will sound an alarm.

### Retinal Scanner

A locking device that reads the unique imprint of a person's retina before unlocking a door. No one without access can open a retinal scanner–locked door, but those with the correct retinas can sometimes be "convinced" to open them for you. An incorrect retinal scan automatically triggers an alarm.

## The Game Principle

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

## The Different Game Modes

### Neutralization Mode

#### SHADOWNET Team

**GOAL:** Find the viral containers (ND133s) and neutralize them.

**VICTORY:** Neutralize the ND133s or eliminate all the mercenaries.

**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.

#### ARGUS Corporation

**GOAL:** Protect the containers and eradicate the intruders.

**VICTORY:** Eradicate all the intruders or protect the ND133s within the time limit.

### Extraction Mode

#### SHADOWNET Team

**GOAL:** Find the ND133s, take the tubes, and bring them to the extraction point.

**VICTORY:** Bring back enough tubes to the extraction point.

**RULES:** To take an ND133 tube, position yourself in front of it, and press the ⊗ button. Then take it back to an extraction point.

#### ARGUS Corporation

**GOAL:** Prevent the intruders from stealing the tubes and eradicate the threat they constitute.

**VICTORY:** Eradicate all the intruders or protect the tubes within the time limit.

**RULES:** Protect the tubes on their supports. You can retrieve a tube stolen by an intruder by eliminating the intruder before he reaches the outer limits of the site. Pass over the tube to retrieve it.

### Sabotage Mode

#### SHADOWNET Team

**GOAL:** Find the ND133s and neutralize them by placing a modem nearby.

**VICTORY:** Neutralize the ND133s using your modems, or neutralize the mercenaries.

**RULES:** Place a modem on a wall near an ND133 by pressing the Down directional 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 from where it stopped. Pick a new modem from your ammo pack.

#### ARGUS Corporation

**GOAL:** Protect the containers from the intruders who try to neutralize them with their modems.

**VICTORY:** Eradicate the intruders or prevent them from neutralizing the ND133s.

**RULES:** 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 team spy:



SPY CONTROLS

Quick use gadget — Quick use gadget
Inventory — Inventory
Enhanced Reality — Menu
Thermal Vision — Weapon Mode
Laser Light — Jump
Night Vision — Crouch /Roll
Place Modem (Sabotage mode) — Action
Move — Camera (Binoculars(click) Select Gadget

BACK ⊗     WEAPON MODE △     VIEW MERCENARY ⊗

⊗ **button:** Contextual action.

Near an enemy: Strike him with your elbow when facing him or grab him from behind.

Near a door or a computer: Use it.

○ **button:** Crouch down/stand up.

When held: Roll.

▢ **button:** Take out/put away your weapon.

△ **button:** Jump.

**R1 button:** In third-person view: Use the emergency gadget by pressing the ▢ button.

With weapon in hand: Shoot with the Sticky Shocker.

**L1 button:** In third-person view: Use the emergency gadget linked to the △ 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 ⊗ button, the ○ button, the ▢ button, the △ button, or the right analog stick to select a gadget.

**R3 button:** Shift into Binocular mode. Zoom in and out with the up and down directional buttons. Once in this mode, lock an objective with the ⊗ button when 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 buttons:** Use alternative visions.

Directional button UP: Activate or deactivate the weapon's laser (default on).

Directional button LEFT: Use the night vision goggles.

Directional button RIGHT: Use the thermal vision headset.

Directional button DOWN: Place a modem (in Sabotage mode only).

This diagram shows the controls for an ARGUS Corporation mercenary:



MERCENARY CONTROLS

Use gadget — Fire
Inventory — Inventory
Enhanced Reality — Menu
ECM Tracking — Reload/FireRate
Laser Light — Jump
Motion Tracking — Crouch
Torch Light — Action/Attack
Move — Camera Snipe Mode(click) Select Gadget

BACK ⊗     VIEW SPY ⊗

⊗ **button:** Contextual action.

Near a computer: Use it.

Near a moving enemy: Attack or charge.

○ **button:** Crouch down/stand up.

▢ **button:** Reload/change a weapon's rate of fire (press longer).

△ **button:** Jump.

**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 Sniper 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.

**R3 button:** Shift into Sniper mode. Zoom in and out with the up and down directional buttons. 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 buttons:** Use the alternative visions.

Directional button UP: Laser sight.

Directional button DOWN: Flashlight.

Directional button LEFT: Motion-tracking device.

Directional button RIGHT: Electromagnetic field tracking device.

## Multiplayer Menu

From the Splinter Cell Pandora Tomorrow general menu, select Multiplayer to access the general Multiplayer menu. 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 Multiplayer, 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 It 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 buttons. 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 other functions (see the caption at the foot of the page).

### Profile Options

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 all the gadgets available for the member of the team you are editing. There are six gadgets. 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 △ button slots; you can use them in an emergency with the L1 and R1 buttons.

- **Game:** 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 automatic return to the horizontal when sentries aim.
  - Unit System: Display distances in meters or feet.
- **Audio:** Configure the game's sound settings.
  - Music Volume: Modify the volume of in-game music.
  - Effects Volume: Modify the volume of sound effects.
- **Video:** Adjust the game's video settings for optimum performance on your TV.

- **Online:** Access the settings used for the online game.
- **Save Settings:** Save the changes you made on your profile.

### Play It on ubi.com

Before accessing the general ubi.com menu, you must select a network connection. 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 log in. 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 directional buttons (you will be reminded of the action associated with each button on the interface).

### Play LAN

Before accessing the general LAN menu, you must select a network connection. 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 log in. 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 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.
- **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 menu includes the following options:

- **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 the 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 Mercenary Tutorial:** Play the mercenary's tutorial.
- **Visit Map:** 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 Team Member 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 team.
4. **Time remaining in the 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 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.
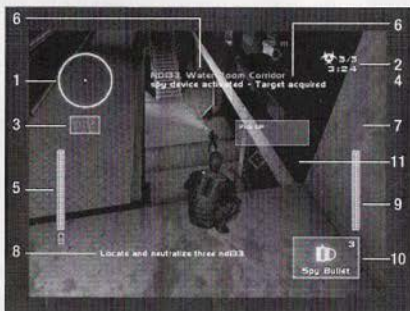
### ARGUS Corporation Member Screen

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. Objectives status and special device status 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 team.
11. **Interaction menu:** This interface displays the different 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.
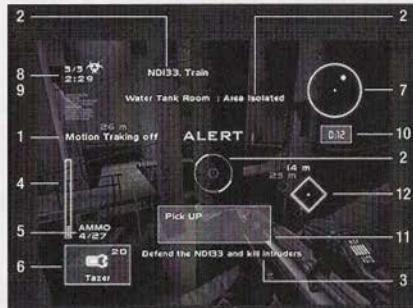
## Characters' Abilities

### SHADOWNET Team Members' 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 shoot, press the R1 button. In this representation mode (over-the-shoulder view, 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.

**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 left and right 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 either initiate climbing by walking or jumping onto these surfaces (press the △ button while keeping the left analog stick pushed forward). Pressing up or down then makes the character climb up and down, while left and right make 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 onto the pipe (and 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 swing your legs over the pipe and draw your weapon, you can hang by your feet with your 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 controller upwards. 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, near one of them, and press once on the △ button. 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.
- With your weapon drawn: 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 (push down on 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 different possibilities:

- Press the L3 button again.
- Draw your weapon.

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 draw your gun by pressing the □ button. Shoot by pressing the R1 button; 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 your 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 Corporation Members' 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 pressing briefly on 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 keep the R1 button pressed 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 moving, weapon slamming will cause your character to dash forward to perform a charge in the specified direction. Please note that it'll take 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 buttons. 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 trace. To meet this obligation, he only has one nonlethal 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 Team Members' Gadgets section).

ARGUS members 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 TEAM MEMBERS' 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.

#### 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 directional button or the down directional button. You can also use thermal vision or night vision, or lock an ND133 to locate it more easily. To use the binoculars, press and hold the R3 button.

**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 dual-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 dual-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 team members to move forward without being spotted. The smoke also slows down, hampers, and neutralizes any ARGUS members within the cloud.

## ARGUS MEMBERS' 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 down 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. You can change zoom mode with the up directional button or the down directional button. To hold your breath for greater precision when aiming, keep the L1 button pressed down. You can only hold your breath so long as the breath gauge is not empty (this gauge is located to the left of your reticle in zoomed vision 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 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 ⊗ 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 ARGUS. 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 it 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 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 to any character going through it. These particles can be seen in EMF vision and will diffuse some light. Also, the character will leave clearly visible footsteps as he's walking away. This gadget is very convenient to mark and track 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 both cases, 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 will be sent to mercenaries ("security failure").

### 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.

Proof of Purchase

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Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

• Full product title

• Game console you are using

## Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com.**

## Contact Us by Webmail

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From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

## Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

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## Contact Us by Standard Mail

If all else fails you can write to us at:

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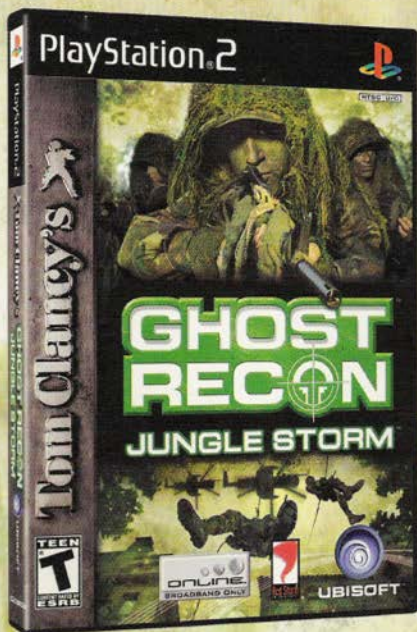
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