TOM CLANCY'S

SPLINTER CELL
CHAOS THEORY

UBISOFT

WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic fits when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic fit in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior fits or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your doctor prior to playing.

If you experience any of the following symptoms while playing a video or computer game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your doctor before resuming play.
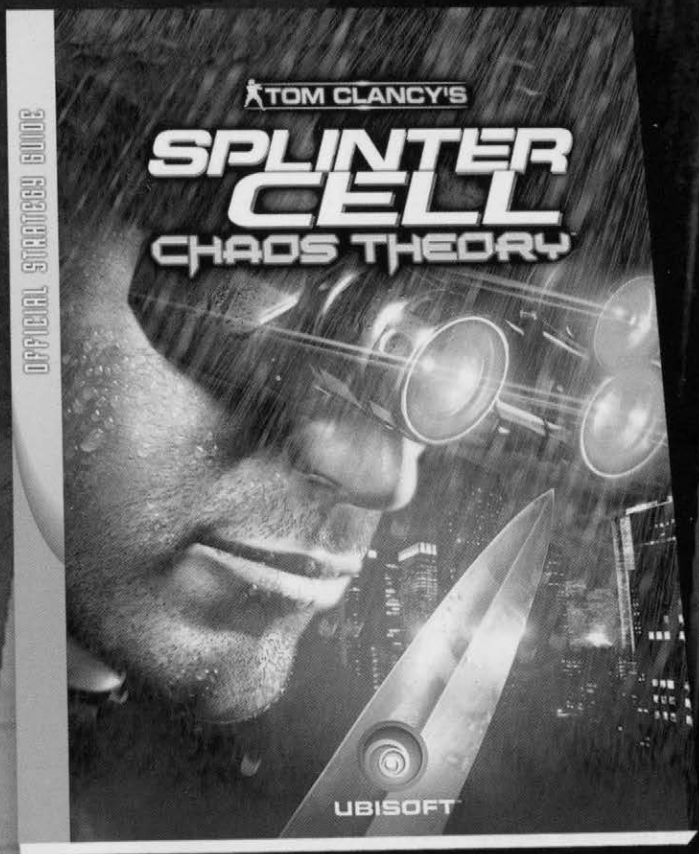
SPLINTER CELL CD-KEY:

Take Tom Clancy's Splinter Cell Chaos Theory™ to the next level!

Join the growing Tom Clancy's Splinter Cell Chaos Theory™ community and get access to:

- Exclusive content and information
- Great competitions and prizes
- Privileged offers: collectors items, limited editions...
- Exclusive hints and tips
- Meet new friends on the forums and get all the help you need!

Join us now at www.splintercell.com!

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GETTING STARTED

SYSTEM REQUIREMENTS

- **Supported OS:** Windows® 2000/XP (only)
- **Processor:** AMD Athlon™ or Intel® Pentium® III 1.4 GHz (Athlon or Pentium IV 2.2 GHz recommended)
- **RAM:** 256 MB (512 MB recommended)
- **Video Card:** 64 MB DirectX® 9.0c-compliant graphics card (128 MB recommended) (see supported list*)
- **Sound Card:** DirectX 9.0c-compliant sound card (EAX 2.0 or higher recommended)
- **DirectX Version:** DirectX 9.0c (included on disc)
- **DVD-ROM:** 4x or better
- **Hard Drive Space:** 4 GB
- **Peripherals:** Windows-compatible mouse and keyboard only
- **Multiplay:** 64 Kbps broadband (128 Kbps recommended)

*Supported Video Cards at Time of Release
ATI® RADEON® 8500/9000/X families
NVIDIA® GeForce™ 3/4/FX/6 families (GeForce 4 MX not supported)

Laptop versions of these chipsets may work but are not supported. These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: http://support.ubi.com.

NOTICE: This game contains technology intended to prevent copying that may conflict with some CD-RW, DVD-RW, and virtual drives.

INSTALLATION

• Installing Splinter Cell Chaos Theory

To install Tom Clancy's Splinter Cell Chaos Theory™, follow these simple steps:

1. Insert the Splinter Cell Chaos Theory DVD into your DVD-ROM drive. The Autorun menu should appear.
Note: If the Autorun menu does not automatically appear, double-click on the My Computer icon located on your desktop and then double-click on the icon that corresponds to your computer's DVD-ROM drive. The Autorun menu should now appear.

2. Click on Install Splinter Cell Chaos Theory. The installation wizard will take you through each step of the setup and installation process of the game. Once you have created a directory for Splinter Cell Chaos Theory, the game will be installed on your hard drive. The game automatically asks you if you want to install DirectX v9.0c. You cannot play Splinter Cell without DirectX v9.0c or higher on your computer. If you already have DirectX v9.0c or higher, simply check the No button, and DirectX will not be installed. If you are not sure, click Yes, and the DirectX installer will perform its own verification.

3. After installing the game, select Ubisoft/ Tom Clancy's Splinter Cell Chaos Theory / Play Splinter Cell from your computer's Start menu, or double-click the Play Splinter Cell Chaos Theory shortcut on your desktop. Doing either will start the game.
Note: The Splinter Cell Chaos Theory DVD must be in your DVD-ROM drive to start the game.

• Uninstalling Splinter Cell Chaos Theory

To uninstall Tom Clancy's Splinter Cell Chaos Theory, follow these simple steps:

1. Select Ubisoft/ Tom Clancy's Splinter Cell Chaos Theory / Uninstall Splinter Cell from your computer's Start menu.

If you uninstall Tom Clancy's Splinter Cell Chaos Theory, all previously saved games remain on your hard drive, unless you answer Yes to the "Delete all configuration and saved game files" question. You can also uninstall Tom Clancy's Splinter Cell Chaos Theory by using the Add/Remove Programs control panel in Windows.

MAIN MENU

From the initial startup screen, you can select one of three modes and view the game credits:

- Solo
- Co-operative
- Versus
- Credits

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 :

- Continue: Automatically loads your last saved game and resumes the game (this option may be greyed out if no saved games are present on disk).
- 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 current profile (this option may be greyed out if no saved games are present on disk).
- New Game: Allows a player to start a new game with the current profile. When starting a new game, you can set your difficulty level at Normal, Hard, or Expert.
- Training Videos: Contains a list of training videos. Watch these videos carefully to learn the game basics and advanced skills required to be the ultimate stealth agent.
- Settings: Adjust the sound, video, and control settings.
- Profile Management: Create, delete or select a current profile from this menu. A default profile is created for you when you first start a new game. The currently selected profile is shown on the upper right side of the main solo and co-op menus.
- Extras: Play Amon Tobin soundtracks of finished levels, read his biography or watch the Splinter Cell movie teaser.

CO-OPERATIVE MENU

Connect and play the Co-operative mode of Splinter Cell Chaos Theory. For more details, see page 11.

VERSUS MENU

Connect to the internet or via LAN and play the Versus mode. For more details, see page 15.

PROFILES

Profiles provide you with the possibility to share the game with other people, such as family members or friends. Different profiles store the game controls configuration and saved games relative to that profile. The current profile selected will be remembered from the last session played. It is indicated at the upper right side of the main menus of the solo and co-op play modes. The Default profile is required by the game and cannot be deleted.

SINGLE-PLAYER GAME

GAME CONTROLS

Use the controls tab in the settings menu to configure the different game controls to your liking.

Default controls

Move Forward	W
Move Backward	S
Move Left	A
Move Right	D
Crouch/Stand	C
Accelerate/Decelerate	Mouse Wheel
Fire	Left Mouse
Alternate Fire	Right Mouse
Jump	Shift
Interaction	Spacebar
Use/Equip	E
Reload	R
Whistle	V
Quick Inventory	CTRL
Switch Attachment	ALT
EEV/Zoom	1
Night Vision	2
Thermal Vision	3
EMF Vision	4
Sticky Camera	5
Co-op action	Z
OPSAT	F1
Quick Save	F5
Quick Load	F8

SAM'S ACTIONS AND MOVEMENTS

Some of the moves in Sam's arsenal are described below. Depending on your playing 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
Movement is slower, but quieter, and Sam is less visible while crouched.

Mantling
Press the Jump key and push forward into low objects such as 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 Jump key to let go.

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Close Attack

In Splinter Cell Chaos Theory, you can choose between lethal (Fire key) attacks and non-lethal (Alternate Fire key) attacks when close to an enemy.

Back to Wall

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

Shimmying

Jump 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 Crouch key to let go of a ledge.

Hand-over-Hand

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

Inverted Neck Snap

Perform this move when holding onto a horizontal pipe with legs up. To attack a non-player character (NPC) press the Fire key for a lethal attack and the alternate Fire key for a non-lethal knockout attack. Press the Crouch key twice to return Sam to his feet below the pipe.

Zip Line

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

Throwing

Once Sam has an item in hand, press the Use/Equip key to get ready to throw. A reticule appears in the middle of the screen. Aim the reticule at the spot where you want to throw the object. Pressing the Fire key will throw the object. Sam can throw grenades or objects he picks up in the environment.

• Advanced Moves

Advanced moves are just as critical as basic moves. Mastering these will allow Sam to move through his surroundings 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 next section; Weapons, Gadgets, and In-Game Elements.

Rolling

Press and hold the Crouch key while running to do a roll.

Split Jump

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

Half Split Jump

If Sam is in a smaller corridor, he will be able to do a half split jump. Pressing the Jump key will make Sam enter the half split jump mode.

Drop Attack

If you get above an enemy and drop down on him, you will be able to 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 Jump key to kick off the wall.

Rappel Shooting

Sam can equip and fire his weapon while rappelling. Press the Use/Equip key 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. With his legs down, he will shoot forward; with his legs up, he will hang upside down and shoot backward. Press the Use/Equip key to ready the pistol while hanging from a pipe.

Split-Jump Shooting

Sam can equip and fire his weapon while in the split jump position. Press the Use/Equip key to equip the selected weapon.

Switch Shoulder

While in the aiming mode, press the Back to Wall key to switch your weapon from one shoulder to another. This will enable you to aim at any angle.

Bash Door

By choosing 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 an enemy 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 Move Forward and Move Backward keys.

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 the lock of a door, press the directional keys until you see or hear the pins within the lock being pushed upwards. Once the lock pin is moving, keep the same directional key pressed for a few seconds and a pin of the lock will be lifted.

Once all the pins of a lock have been lifted, the lock picking will be over and you will be kicked out of the gameplay interface. Repeat until all pins are released.

Break Lock

If Sam is in a hurry, he can simply break open locked doors 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 Interact key to put it down quietly, or the Jump key 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 Use/Equip key to equip your sidearm and fire at other enemies, using the enemy you are holding as a human shield. Note that you can move around with Sam whilst 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 Co-operation

Some objects you will come across cannot be used by Sam, but there may be NPCs who can use the objects for him. To force an NPC to co-operate, grab him, drag him to the object you want him to use and select the Force Co-operate interaction.

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.

3) **Life Bar:** Sam's health/life.

4) **Objective Bar:** Displays the next goal to reach in your mission

5) **Objective Icon:** Appears when notes and objectives are updated.

6) **Stealth Meter Bar:** Represents the amount of light in Sam's area.

7) **Noise Meter Bar:** Indicates how much noise Sam is making and how noisy the environment around Sam is.

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:** The Alarm Indicator is on the HUD above the visibility bar and indicates the number of alarms that have been triggered during the mission. Each alarm sounded creates global repercussions, so be careful.

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BRIEFING SCREEN

In this screen you will be informed of the upcoming mission objectives. Listen carefully as valuable clues and hints may be given. From this screen you can access the equipment selection menu by selecting the Load Out tab.

LOADOUT SCREEN

From this menu page, you can decide what type of equipment Sam will be equipped with 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. The OPSAT also displays real-time images from Sticky Cameras. During the game, press F1 to open your OPSAT. (Note that the game won't pause during your OPSAT viewing session, so be careful and try to open your OPSAT only when you're safe.)

- **Goals:** Display all the current goals for your mission. Use the A and D keys to view different objective types.
- **Notes Display:** All notes taken from e-mail, interrogations, and other sources will be stored in this section.
- **Data:** The data that you have recovered in-game is displayed here in various menus:
    - Image
    - Email
    - Sound File
- **Map:** 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. It can be equipped with one of four attachments.

SC-20K Ammunition
The ammunition for the SC-20K is standard NATO 5.56 x 45 mm round.
Each magazine contains 30 bullets. Use the Fire key to use SC-20K standard ammo.

SC-20K Attachments

The rifle can be equipped with four different types of attachment, each with a specific purpose. Attachments will be unlocked as you progress through the game. Tap the Alt key with the SC-20K equipped to switch attachments.

1. Fore-grip attachment:

A very useful attachment allowing 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 modified barrel, the sniper attachment fires a 20mm APDS anti-materiel round designed to penetrate hard targets and armoured positions. You will be able to hit long-distance targets with high precision. 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 Channelled 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 attached onto the 5-7. It can be used to disable electronic devices for a short period of time. Lights, 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 whether the OCP has hit a proper target. A green light indicates a successful hit whilst a red one indicates that the OCP has no effect on the targeted object. Press the Alternate Fire key to use the OCP.

• 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. Information displayed about objects in EEV includes:

 • OCP affected

0110 1010 1001 • Hacking available

• Explosive danger

• Laser Designation

• Remote Accessible

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.

• **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 green light.

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 when 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 directional keys and press the Interact key.
• 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 directional keys and pressing the Use/Equip key. Locking a correct fragment will automatically remove IP addresses that are not using the correct fragments.
• 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.
• Failing or timing out of a hack will sound an alarm.
• Different security devices can be more or less difficult to hack.
• You can abort a hacking attempt at any time by pressing the Escape or Crouch key.
• Failing a hack attempt or aborting when the time is in the red zone will sound an alarm.
• Distance hacking using your wireless EEV is more difficult than hacking the device directly.

• 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: Cancelled, 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.

MULTIPLAYER GAME

CONNECTION OPTIONS

• LAN Play

Play the game with your friends via LAN network.

• Play Online Using Ubi.com

Play an online game using the ubi.com network. You can create or use an existing account to meet thousand of players online.

CO-OPERATIVE PLAY

• Game Modes

Mission Mode
Allows you to play all the missions in no specific order.

Elite Mode
Elite mode is the same as Mission mode, with the exception that both agents are only equipped with non-lethal weapons.

• Co-operative Main Menu

- **LAN:** Play the game on a LAN.
- **Online:** Play the game online via ubi.com.
- **Settings:** Set the controls, graphics and sound options, as in the solo mode.

• Ubi.com Menu

- **Play Now:** Quickly find a game that meets certain criteria.
- **Create Game:** Create a co-op game.
- **Games List:** Go to the lobby, where you can join a game and chat with friends and other players.
- **Friends:** Manage your friends list.
- **Patch:** Launch the update process. Use if you wish to be able to join a game created with an updated version.

This screen will inform you of upcoming mission objectives. Listen carefully – valuable clues and hints may be given.

- **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 person in the environment.

5) **Selected Weapon, Gadget, or Item:** Displays the name of your current selection.

6) **Communication Box:** Appears at the top of your screen when you receive a communication.

7) **Objective Icon:** Informs the player of an updated objective.

8) **Ammo:** Displays how much ammo you have in one magazine and your total ammo.

9) **Team-mate Status:** Displays your team-mate's health/life.

10) **CO-OP Action Key:** When your partner is ready for a Co-op Action move or a Co-op interaction, an icon will appear.

11) **Alarm Indicator:** The Alarm Indicator is on the HUD above the visibility bar and indicates the number of alarms that have been triggered during the mission. Each alarm sounded creates global repercussions, so be careful.

12) **Chat Box:** Used to communicate with co-op partner in text format.

- **Co-op Moves**

Many moves can be made in the Co-op mode of Splinter Cell Chaos Theory. They fall under two classifications: Co-op moves and Contextual Co-op moves. Co-op moves can be completed anywhere in the level, while Contextual Co-op moves are available only in specific locations.

Co-op moves can be made anywhere on the map, unless there is not enough space to complete the move. If that is the case, the agent will shake his head and the controller will vibrate.

Short Scale/Boost

The player initiating the move should take a crouching position and click on the Co-op Action key (F key). The move that will be initiated depends on the situation. In some situations, it will boost your team-mate up onto a ledge or a pipe; in others, the move can be used to jump over an object.

To complete the move, get near your team-mate and press the Co-op Action key (F key). 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 team-mate. Once the player takes position, press the Co-op Action key (F key) to initiate the move. At that moment, he can choose the target at which he wants to throw his team-mate. A red target means that the move cannot be completed.

To complete the move, the other player has to get near his team-mate and press the Co-op Action key (F key). The move will then be performed.

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

Human Ladder

To form a human ladder, one player must be on a ledge or a pipe and initiate the action using the Co-op Action key (F key). To complete the action, the other player just has to stand under the player and press the Co-op Action key (F key). The move will then be performed.

• Contextual Co-op Moves

Contextual Co-op moves can only be performed in specific places within the level. Contextual moves are available when interaction appears in the HUD Interaction menu. One player must initiate the interaction (Space Bar) and the other has to complete the action.

Co-op Dual Rappelling

The player controlling the rope can move Left or Right using the A and D keys. The player on the rope can use his weapons.

Hang Over Team-mate

The player controlling the rope uses the W and S keys to move the rope up or down. The other player can use his secondary weapon by selecting it, or perform the inverted neck snap move by clicking the Action key (Space Bar). He can also get cover using the Right mouse button to get into an inverse crouch position.

Stand on Team-mate's Shoulders

The player that initiates the move takes position. The other player just has to get close and complete the move. That player will also be allowed to use his weapons whilst on his team-mate's shoulders.

• Share View

Each time one of the players uses a camera gadget, the other agent can select Accept View Sharing from the Interaction menu and press the Action key (Space Bar) to look through his team-mate's camera feed.

• Heal Team-Mate

While playing in Co-op mode, you or your team-mate may be knocked unconscious. Healing will allow you to wake each other up. Note that this can only be used twice time per game and you only have about 30 seconds to reach your team-mate, or else you fail the mission, so be careful!

• Sharing Equipment

When you are close to your team-mate, you can give him gadgets. Make sure you're equipped with what you want to share so that the interaction will appear. Then, select the interaction and press the Action key (Space Bar). All objects marked with a dot in the inventory can be shared.

• Co-operative-Only Gadgets

Jammer

The Jammer can partially deactivate electronic objects for a short period of time. Select it as your secondary weapon, point it at an object, and click on the right mouse button to use it. If you move whilst 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.

When you use the Jammer, a red light appears on it. If you target an object that can be jammed, the light will turn to green. The light stays green until the Jammer is out of energy or you stop holding the trigger.

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• Communication System

Chat

You can communicate in the game by using the Chat key (T key by default) to open the chat box. Press Enter when in the chat box to send your message. This will close the chat box.

Voice Chat

When playing in co-operative mode with other players on a LAN or Online, you can use the DirectPlay(c) voice chat capability of Splinter Cell: Chaos Theory to discuss strategy and other matters with your team-mate.

First, you need to have your PC properly configured and calibrated for voice chat. Use the "Voice setup" button on the Splinter Cell: Chaos Theory Configuration utility.

Secondly, you need to set up the voice chat system in the game by entering the "Sound Settings" menu page and enabling the voice chat system.

Optionally, you can calibrate the voice environment sensibility factor to your liking ("Sound Settings" menu page). This option will configure how much other non-playable characters (e.g. enemy combatants) will hear you when you talk in the headset. At 0, your voice will not be heard by other game characters. The more this value is high, the more likely the enemy will be able to hear you when you talk.

IMPORTANT NOTE: The voice environment sensibility factor will not affect the quality or volume of the voice communication between you and your team-mate.

Automatic Voice Communication

Co-op Action

When an agent initiates a Co-op move or Co-op interaction, a voice will automatically inform the other player that his team-mate is waiting for him. A communication will also be sent when the move is completed.

Synchronised Action

The first player must select the appropriate action and press the Action key (Space Bar). The other player completes the action by also selecting the appropriate action and pressing the Action key (Space Bar). Synchronisation will occur automatically.

Co-op Move (Hang Over/Dual Rappelling)

If one player can't move in the direction he would like, he must press the key that would move him in that direction. A "stop" message will automatically be sent as soon as the player releases the key.

Hang Over (Player on Rope)

- **Press W key (up):** "Up."
- **Press S key (down):** "Down."
- **Release key:** "Stop."

Dual rappelling (Player on the rope)

- **Press A key (left):** "Left."
- **Press D key (down):** "Right."
- **Release key:** "Stop."

Synchronised Action

For synchronised action without using the headset, the first player has to select the appropriate action and press the Action key (Space Bar); the other player will complete the action by selecting the appropriate action and pressing the action key (Space Bar). The synchronisation between the actions will happen automatically and that part of the puzzle will be completed.

Dual Retinal Scanner

To use the retinal scanner when one player doesn't have a headset, follow the steps described above.

<u>Crane Gameplay</u>

To give directions to your team-mate when he is using the crane, click on the interaction that appears in the upper part of the HUD. Then, move in the appropriate direction to send the pre recorded voice messages:

- **Press and hold W key (up):** "Back."
- **Press and hold S key (down):** "Forward."
- **Press and hold A key (left):** "Left."
- **Press and hold D key (right):** "Right."
- **Click and hold left mouse button:** "Lower."
- **Click and hold right mouse button:** "Raise."
- **Release any key:** "Stop."

• **Save Game**

This allows you to save your progress in a mission. Save Game is available in the different game modes and will only be valid for the current session.

END MISSION SCREEN

• **Objective Review**

At the end of each mission, you will be given feedback on the objectives of the mission. Each objective will be assigned one of two possible statuses: 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. A success score also will be displayed for the level you and your team have 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.

• **Ports to open for co-op mode**
TCP: 6668, 40000-42999
UDP: 9102[in/out], 9103[in/out], 41006[out], 44000[out], 45000-45001[in/out]

VERSUS MODE

• **Game Principles**

The game is based on two opposing teams of two human players. The Shadownet spies must move forward without being spotted, analyse their environment, and fulfil 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.

• **Game Modes**

Story Mode

In this mode, you can take part in a small adventure within each game level.

	SHADOWNET SPIES	ARGUS PMC
GOAL	Find and complete the mission objectives.	Protect the mission objectives and eradicate the intruder threat.
VICTORY	Complete the mission objectives within the time limit or eliminate all the mercenaries.	Eradicate all the intruders or protect the mission objectives within the time limit.

There are three objectives:

	EXTRACTION	NEUTRALISATION	BOMBING
ENHANCED REALITY SYMBOL			
OBJECTIVES			
SPY RULES	To achieve this objective, you'll have to pick up the hard drive from the server (press the Use key while in front of it) and secure it in a transfer briefcase (press the Use key while in front of it to secure the data). If you run with the disk, you will be marked on the mercenaries' radar.	To neutralise this objective, position yourself in front of it and press the Use key. The process takes time, but you can break off whenever you want and take up again where you left off.	To achieve this objective, place a bomb on one of the triggers by pressing the Use key. The objective will be neutralised at the end of the countdown. If the bomb is destroyed, the process is stopped.
MERCENARY RULES	Protect the servers' hard drives. You can retrieve a stolen hard drive by eliminating the intruder before he reaches the drop zone (briefcase) and hands over the hard drive.	Protect the terminals from the intruders.	Protect the objectives from the bombs. When a countdown appears, look for the bomb in question and neutralise it by removing it or shooting it.

Disc Hunt Mode

This game mode is based on the pursuit of data discs in the game levels.

Disk   ER symbol

	SHADOWNET SPIES	ARGUS PMC
GOAL	Steal and keep the discs.	Protect the discs and eradicate the intruder threat.
VICTORY	Get the required discs and keep them in your hands. If you are killed, you'll drop the discs and have to start over.	Prevent the intruders from stealing your discs. Eliminate intruders to stop their progress.

Deathmatch Mode

This alternative game mode is based on the elimination of the opposing team.

	SHADOWNET SPIES	ARGUS PMC
GOAL	Eradicate the ARGUS PMC members.	Eradicate the intruder threat.
VICTORY	Eliminate all the mercenaries.	Eliminate all the spies.

Note: In this game mode, your skills will be limited:

SHADOWNET SPIES RESTRICTIONS	ARGUS PMC RESTRICTIONS
• Only one gadget: the flashbang.	• Only one gadget: the flare.
	• No EMF vision, no movement vision.
	• No laser sight.
	• Berserk move not allowed.

• Game Controls

The controls are divided into four groups: Settings (everything concerning configuration), General Controls, Spy Controls and Mercenary Controls.

Settings

ACTION	EXPLANATION	DEFAULT KEY CONFIGURATION
VIEW DEFAULT CONTROLS	Shows the controls and the key link to each action.	F3
VIEW HUD	Shows the HUD explanations.	F4
SAY	Enables you to write a message.	F5
TEAM SAY	Enables you to write a message for your team.	F6
VIEW STRATEGIC MAP	Shows the strategic map of the current game level.	F7
VIEW SESSION STATUS	Shows the status of the session.	F8
SHOW CONNECTED PLAYERS	Shows the status of the players in the current game session.	F10

General Controls

ACTION	EXPLANATION	DEFAULT KEY CONFIGURATION
FORWARD (MOVE)	Move character forwards.	W
BACKWARD (MOVE)	Move character backwards.	S
LEFT (MOVE)	Move character to the left.	A
RIGHT (MOVE)	Move character to the right.	D
USE	Interact with your environment and also: • **Spy:** Interact with an objective; release a suffocating gas cloud while in the sticky camera view. • **Mercenary:** While keeping an arrow key pressed, perform a charge; while standing, execute a Berserk move.	Shift
SPECIAL ACTION 1	Perform the special action of your team: • **Spy:** Perform a roll. • **Mercenary:** Toggle your laser sight on/off.	Q
SPECIAL ACTION 2	Perform the second special action of your team: • **Spy:** Take out/put away your weapon. • **Mercenary:** Switch your torchlight on/off.	E
PRIMARY FIRE	• Use your weapon (spy in Weapon mode only). • Spy can also throw the gadget assigned to gadget slot 1 at his feet while in third-person view.	Left-Click
SECONDARY FIRE	• Fire a gadget (spy in Weapon mode only). • Spy can also throw the gadget assigned to gadget slot 2 at his feet while in third-person view. • Mercenary can focus (in Snipe mode).	Right-Click
JUMP	Make your character jump.	Space Bar
CROUCH	Make your character crouch or stand up.	C

CO-OP	Start or complete a Co-operative move (spies only).	T
HACK COMM	Listen to the enemy's communication (when a spy bullet or a spy trap is triggered and active).	H
SWITCH VISION	Switch between your different special visions.	TAB
GADGET 1	Select gadget 1 from your inventory.	1
GADGET 2	Select gadget 2 from your inventory.	2
GADGET 3	Select gadget 3 from your inventory.	3
GADGET 4	Select gadget 4 from your inventory.	4
ENHANCED REALITY	Change the Enhanced Reality display mode (off/on).	F9
VISION 1	Use your first special vision: • **Spy:** Night vision. • **Mercenary:** Movement vision.	F1
VISION 2	Use your second special vision: • **Spy:** Thermal vision. • **Mercenary:** EMF vision.	F2
NEXT GADGET	Select the next gadget in the inventory.	5
PREVIOUS GADGET	Select the previous gadget in the inventory.	6
BINOCULARS / SNIPE	• **Spy:** Use your binoculars. • **Mercenary:** Use your weapon in Sniper mode.	B
ZOOM IN	Allows you to zoom in.	Page Up
ZOOM OUT	Allows you to zoom out.	Page Down

Here is the list of the default controls and actions available for a Shadownet spy:

Spy controls

ACTION	EXPLANATION	DEFAULT KEY CONFIGURATION
BACK TO WALL	When facing a wall, perform a Back-to-Wall move.	Z
SPEED MODE	Change your speed mode.	Middle mouse button
GADGET		
LASER	Toggle your weapon's laser aiming device on or off.	L
CAMERA	Allows you to consult a previous Sticky Camera.	V

Here is the list of the default controls and actions available for an ARGUS mercenary:

Mercenary Controls

ACTION	EXPLANATION	DEFAULT KEY CONFIGURATION
FIRE RATE	Change your weapon's fire rate.	F
RELOAD	Reload your weapon.	R

• Quick Start-Up

From the Splinter Cell Chaos Theory Main Menu, select Versus to access the general Versus mode menu. Choose a profile by selecting it and click Select to play using this profile. Choose Delete to delete a profile and New Profile to create a new one.

Please note: The profiles created in Single-Player mode, Co-operative mode, and Versus mode are independent of one another.

If this is the first time you have entered Versus mode, you will be invited to create a profile by entering a name. When your profile has been created, you will have two choices: Tutorials or Exam. You *must* complete the Exam map to access the rest of the game.

It is not essential, but we strongly recommend that you complete the tutorials first in order to learn the important rules of the game (each tutorial can be completed separately, whenever you want, from the Tutorials section of the Main Menu). You can quit these tutorials any time by pressing the Esc key in-game and choosing Quit. After completing the Exam map, you can also complete your training with the Mercenaries' tutorials.

Once you complete the Exam map, you will be taken to the following menu choices:

• **Play on ubi.com:** Play on the Internet, using the ubi.com service.

• **Play on LAN:** Create or join games on a local network.

• **Tutorials:** A bunch of tips and tools to help you master the game. You can also access tutorial maps.

• **Options:** Modify the settings for the profile being used.

• **Menus**

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 Switch Player key. Every character has four locations, each of which can accommodate a gadget. To select a new gadget, click on it. There are eight gadgets in total. Choose the gadget that you wish to take by clicking on it. The new gadget will appear in your inventory.

Please note: When equipping spies, it is recommended that you allocate grenade-like gadgets to slots 1 and 2, as these can be used in emergencies with primary fire and secondary fire.

Game: Adjust the game control settings:

- **Invert Y Axis:** Invert the vertical aiming axis.

- **Invert X Axis for Spies:** Invert the camera's horizontal direction of rotation.

- **Mouse Sensitivity.**

- **Use Metric System:** Display distances in metres or feet.

Audio: Configure the game's sound settings:

- **Effects volume:** Set the volume of sound effects in the game.

- **Music Volume:** Set the volume of music in the game.

- **Voice Volume:** Set the volume of voice chat in the game.

- **Allow Voice Chat:** Activate voice chat and set the quality; the EAX option will recognise whether this option is enabled or disabled on your system.

Video: Configure the game's graphic settings:

- **Screen Resolution:** Change the game resolution.

- **Shadows Quality:** Choose between Normal and High to adjust the shadow quality.

- **Post Render Quality:** Choose between Normal and High to adjust the post render quality.

- You can also set the brightness options.

Keyboard Configuration: Configure which key is linked to which game action. To change the key assigned to an action, click on the key next to the action and press the key you want to assign.

Play on ubi.com Menu

Important Note: You may have some trouble connecting to ubi.com if you are using a firewall on your computer. Here are the ports you'll have to open to play on ubi.com (consult your firewall documentation):

```
[TCP] 40000 - 43000 included
[UDP] 44000 inbound-outbound
[UDP] 45000 inbound-outbound
[UDP] 45001 inbound-outbound
[UDP] 7776 inbound-outbound
[UDP] 8888 inbound-outbound
[UDP] 8878 inbound-outbound
```

These last two ports can be configured via the default.ini file. Please note that if port 8878 is not available, the next 10 ports will automatically be tested.

After reading and accepting the User agreement, enter your ubi.com account name and password. Click the Save Password option if you want the game to remember your password. Choose the Auto Login option to automatically log into the game using this ubi.com account. Use the New Account and Account Management options to create a new account or to change your account parameters.

Once logged in, you will be taken to the following interface:

Quick Match: Find a game with an available place that you can join quickly.

Server List: This is where you can search for and join existing game sessions. First, choose a lobby. The game sessions available for this lobby will appear on the left. You can set filters at the bottom of the screen to sort the existing sessions. To join a session, select and double-click on it; you will be taken to the game waiting room. When all the players are ready and you are also ready, launch the game by clicking on the Launch button.

Create Match: Set up a 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 difference in level between players). You can also specify that your session is a tutor session (where you can talk and explain things to anyone) and whether you want to create an Alternate mode session. Once the settings have been made (at the bottom at the screen), go to the game waiting room by pressing the Create button. When all the players are ready (they appear in white) and you are also ready, launch the game by clicking on the Launch button.

Friends: This screen allows you to manage your friends list, your blacklist, and invitations from other players.

Ladder: This is where you can check rankings.

Menu Play on LAN

Find Session: Join an existing game. Choose the game you want to join by clicking on the Choose button. Once you've selected a game session, you will be taken to the game waiting room. When all the players are ready (they appear in white) and you are also ready, launch the game by clicking on the Launch button.

Create Session: Set up a game session. You must choose the map for the session as well as the game mode. You can also specify whether it is an Alternate mode session. When you create an Alternate mode session, you can specify what is and isn't authorised in your session. It's up to you to create the game rules you want.

When the settings have been made (at the bottom at the screen), you can go to the game waiting room by clicking on the Create button. When all the players are ready (they appear in white) and you are also ready, launch the game by clicking on the Launch button.

• Tutorials Menu
The Tutorials menu contains the following options:
- **View Controls:** See which controls are assigned to which actions for each team.
- **View HUD:** Consult explanations of the items displayed on the game screen.
- **Tips:** Get tips on or additional explanations of the abilities of characters in each team.
- **Gadget Details:** Obtain additional details on the gadgets.
- **Tutorial Maps:** Practice your skills on some tutorial maps.
- **Visit Map:** Visit the level of your choice (alone) within a chosen team. Select the level you wish to visit, the team you want to join, and the game mode.

• **Game Screens**
Shadownet Spy Screen

1. <u>Tactical Radar:</u> Displays position of your team-mate and the locked enemies. It's also a tool for detecting if your team-mate is marked.

2. <u>Objective Counter:</u> Displays the number of objectives left to win.

3. <u>Objective Capture Timer:</u> Displays the remaining time for an objective to be neutralised.

4. <u>Hacking Timer:</u> Displays the remaining time allowed for hacking to be completed.

5. <u>Alarm Timer:</u> Displays the remaining time before the triggered alarm stops.

6. <u>Time Remaining in the Game:</u> Displays the time before the end of the mission.

7. <u>Energy Bar:</u> Indicates the energy available for the spy electrical gun or the camouflage suit (only displayed when the player is in Weapon mode or when the energy bar is refilling).

8. <u>Status Messages:</u> Displays messages when your presence has been detected, or informs you of special device statuses (spy bullet or alarm snare).

9. <u>Interaction Menu:</u> Displays the different possible interactions with an object.

10. <u>Game Info Screen:</u> Displays all the in-game messages (objective taken, alarm triggered, player killed by player, etc.).

11. <u>Life Bar:</u> Displays the player's remaining life.

12. <u>Current Gadget:</u> Displays the current gadget, its name, and the number of units of this gadget available.

13. <u>Co-operation Indicator:</u> Displays the places where you can initiate or complete a co-operative move.

14. <u>Enhanced Reality:</u> Displays information about the position of the objective, the distance between the player and this objective, and its current status. Here are the different symbols:

| Neutralisation Objective | Bombing Objective | Extraction Objective | Drop Zone | Triggered alarm |

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

2. Game Info Screen: Displays all the in-game messages (player killed by player, etc.). The messages are displayed using horizontal scrolling.

3. Life Bar: Displays the player's remaining life.

4. Ammunition Indicator: Displays your ammunition. The number on the left is the number of bullets in your current clip. The number on the right is the number of remaining bullets.

5. Current Gadget: Displays the current gadget, its name, and the number of units of this gadget available.

6. Tactical Radar: Displays the position of the player's team-mate, the triggered alarms, the locked enemies, etc.

7. Time Remaining in the Game: Displays the time remaining for the spies to complete the mission.

8. Objective Counter: Displays the number of objectives left (you lose if it reaches 0).

9. Objective Capture Timer: Displays the remaining time for an objective to be neutralised.

10. Hacking Timer: Displays the remaining time allowed for hacking to be completed.

11. Alarm Timer: Displays the remaining time before the triggered alarm stops.

12. Interaction Menu: Displays the different possible interactions with an object.

13. Enhanced Reality: Displays information about the position of the objectives or the triggered alarm, and the distance between the player and the objective or the alarm.

14. Reticule: Your aiming device. Small symbols inside the reticule indicate the location of surrounding sounds relative to your position. Small arrows outside the reticule (up or down) indicate the altitude of detected sounds.

15. System Info: Displays messages concerning your equipment status.

• Characters' Abilities

> Shadownet Spies' Abilities
Most of the spies' moves are similar to Sam Fisher's abilities. Here are the special abilities of the Shadownet spies (only available in Versus game mode):

Sneak, Walk, and Run
You can change your character speed by pressing the Speed key.

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 Jump key. The resulting action will depend on how the space is configured:

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

Use a Gadget

To use one of your gadgets, you must have your weapon in hand. To use a gadget, press the Secondary Fire key. Grenade-like gadgets can be used quickly by pressing the Primary Fire key and the Secondary Fire key in third-person view. The gadgets linked to these keys (Secondary Fire for the gadget linked to slot 1 and Primary Fire for the gadget linked to slot 2) will be thrown at your feet.

Back to Wall

To stick close to a wall, position yourself facing the wall and press the Back to Wall key. Press the Crouch key to crouch down. To move out of this position you have different options: press the Back to Wall key again or take your weapon into your hand.

If you are moving up to the corner of a wall and you keep moving in the direction of that corner, your character will shift automatically into Sneak mode. From this position, you can manually target and take your gun by pressing the Special Action 2 key. Shoot by pressing the Primary Fire key. Use a gadget with the Secondary Fire key. Press the Special Action 2 key to put your weapon away.

Elbow Shot

To perform an elbow shot, make contact with the enemy and press the Use key. If you are in front of your opponent or to one side of him, you will knock him back.

Grab

A spy can grab his opponent by pressing the Use key when close behind the enemy. You can also talk to him (press the Hack key). Press the Use key again to break his neck or the Primary Fire key to knock him down. If you don't do anything, the mercenary will lose consciousness after some time.

Ledge Grab

A spy on a ledge can grab a mercenary and throw him down. Press the Use key to initiate the action when close to a mercenary. The spy can talk to the mercenary while doing this by pressing the Hack key.

Drop Tech

You can jump on a mercenary to knock him down.

> Argus PMC Mercenary's Abilities

Crouch

The Crouch key toggles crouching.

Jump

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

Shoot and Reload

Aim by moving the on-screen reticule using the mouse. To shoot, press the Primary Fire key. Manually reload your weapon by pressing the Reload key. Reloading is automatic when your current clip is empty.

Use a Gadget

To use a gadget, press the Secondary Fire key.

Interact

You can interact with certain items you come across by pressing the Use key. These actions include turning on/off a light switch, using a lift, or picking up an object.

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 – why not? – a few spies too!

Charge/Weapon Slam (Berserk Mode)

You can swing your weapon around you to knock your opponent down by pressing the Use key. When your character is moving, weapon slamming will make him dash forward to perform a charge in the specified direction. Please note that it will take few seconds to recover your full speed after a charge.

Finish Move

Once a spy is on the ground you can finish him: get close to his head and press the Use key. Your character will jump on him. Press the Use key another time to eliminate him. Don't forget that you can talk to him while in this position (press the Hack key)!

• Arsenal

The spy is obliged to kill no one and to leave no trace. 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, over the course of time. To shoot, you must be holding the weapon in your hand. Once you are holding it, press the Primary Fire key. 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' Equipment section).

ARGUS PMC mercenaries can choose between three different weapons. For each weapon, shoot by pressing the Primary Fire key and reload by pressing the Reload key. If you find yourself short of ammunition, you can reload near the ammunitions pack that you will find in each level. Your weapon also has a secondary function that enables it to fire fragmentation grenades and flares, among other things. Here are some details about each weapon:

Shotgun

The perfect weapon for short-range fights, but useless for long-distance shots. You have 50 bullets.

Submachine Gun

This all-situation gun has a high fire rate, allowing you to "spray" a zone with bullets. You have six clips of 60 bullets. It has two shooting modes: three bullets each time you press the Primary Fire key (burst), or continuous shooting (full auto). Press the Fire Rate key to change the fire rate.

Assault Gun

 This weapon operates with high-velocity projectiles. It has two shooting modes: three bullets each time you press the Primary Fire key (burst), or shoot continuously (full auto). Press the Fire Rate key to change the fire rate. You have four clips with 25 bullets. The assault gun is the only weapon with Snipe mode. To shift into this special view mode, press the Binoculars key. You can change the Zoom mode (three possible zoom levels: 2, 4, or 6) using the Zoom In and Zoom Out keys. To focus your attention for greater precision when aiming, keep the Secondary Fire key pressed down. You can only focus your attention as long as the Focus Gauge is not empty (this gauge is located to the left of your reticule in Zoom mode).

Please note: When targeting someone using snipe binoculars you can intercept his communications.

• Equipment

> Shadownet Spies' Equipment

Enhanced Reality

This function is similar to military targeting systems. It enables you to locate an objective, providing a 2D symbol of its position, status and 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 Vision 1 key.

Thermal Vision Goggles

Thermal vision goggles amplify the upper part of the infrared spectrum, namely heat. This vision mode displays heat sources in red on the screen. To use the thermal vision goggles, press the Vision 2 key.

Binoculars

To use the binoculars, press the Binoculars key. Zoom in and out using the Zoom In and Zoom Out keys. You can also use your vision modes or lock onto an objective to locate it more easily. When targeting someone, you can intercept his communications.

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

Spy Bullets

These are double-purpose bullets: they mark the enemy they hit (making him appear on the radar) or, if the bullet hits a wall, change into a radar device (locating any enemy entering the area around the bullet). When an enemy is tagged you can hear his communications (press the Hack key).

Sticky Cameras

This miniature camera has many functions (zoom, night vision, thermal vision, gas jet). Press the Camera key to consult the most recent Sticky Camera placed on the map. Press the Use key when in Camera view to release poison gas.

Chaff Grenade

This grenade emits electromagnetic particles when it explodes. These particles temporarily disrupt and neutralise electronic devices (surveillance cameras, motion detectors and laser mines, as well as mercenaries' vision).

Alarm Snare

When fired near a detection system (camera, presence detector, laser), it triggers an element that deceives the mercenaries. This accessory can also emit a series of noises similar to those made by a spy (realistic sequences of sounds), fooling 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 neutralises any ARGUS PMC mercenaries within the cloud.

Thermoptic Camouflage Suit

This gadget uses RPT (Retro-reflective Projection Technology). It makes the spy invisible for some time. Note that it is not possible to use this gadget in certain situations such as in the rain, whilst moving fast or when using your weapon. Since it uses some energy, duration is limited.

Heartbeat Sensor

The heartbeat sensor allows you to detect heartbeats in the zone where you're aiming your gun. If someone is detected, a symbol will be displayed on the radar.

> Argus PMC Mercenary's Equipment

Enhanced Reality

This function is similar to military targeting systems. It enables you to locate the objectives and alarms that have just been triggered, providing a 2D symbol of their position, status 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 Flashlight key.

Laser Sight

The laser sight is a laser beam that makes it possible to identify a character, even if he is in shadow. To activate the laser sight, press the Laser key. The position of a spotted enemy will be shown on your team-mate'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 spy using his goggles or gun, for example) is within the field of vision, it is picked up by EMF vision and displayed in white.

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. If the object disappears from the direct field of vision (without obstacles between the object and the player), the frame gradually disappears.

The following gadgets can all be operated in the same way. Select one from the inventory, aim and fire, or place the gadget by pressing the Secondary Fire key.

Flares

The flare produces dynamic light that is fairly short-lived.

Fragmentation Grenade

The fragmentation grenade is a deadly grenade that, on exploding, inflicts damage on anyone within the explosion zone. To throw a fragmentation grenade, first select it from the inventory. Aim and throw the grenade by pressing the Secondary Fire key.

Mines (Laser/Proximity/Poison)

You possess a deadly mine capable of identity recognition (it only detects spies). It has a triple-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. If you choose Poison Mine, you lay a mine that is activated by a laser beam projected by the mine itself. This mine doesn't blow up, but poisons the spy who triggers it. He can counteract the poison by healing himself with a health box or by asking his team-mate to heal him.

To lay a mine, position yourself in front of a wall and press the Secondary Fire key. A short press will lay a Proximity Mine. If you hold the Secondary Fire key down, a menu appears from which you can choose the mine you wish to lay. Release the Secondary Fire key to lay the mine. You can remove a mine that has already been laid by going near it and pressing the Use key.

Spy Finder

This device is a double-activation system. You choose the activation mode. By choosing Spy Trap, you lay a device that is activated if a spy cuts through the laser beam emitted by the trap, thereby marking him and making him visible on the radars of both mercenaries. If you choose Presence Detector, you lay a device that will detect any spy moving close to it. Each device is placed against a wall, in the same way a mine is placed (the activation system choice is also similar to that of the mine). You can listen to an enemy tagged by a spy trap (press the Hack key).

Tazer

This defence system fires a strong electrical discharge at anyone nearby. The person hit is immobilised for a few seconds. To use the Tazer, first select it from the inventory. To activate it, press the Secondary Fire key. If someone is near you, that person will receive an electric shock.

Camera Network Browsing Device (CNBD)

This gadget enables a mercenary to link up to the surveillance camera network in the level where he is located. Each of these cameras has mercenary detection tools (vision modes, torch, lasers). Be careful: whilst consulting a camera, you are a perfect target.

Gas Mask

This gadget enables the mercenary to protect himself from toxic gas effects. However, the filters on the mask have a limited lifespan, so the gadget should be used intelligently.

Backpack

The backpack is a portable source of gadgets for you and your team-mate. To reload from your backpack, select it and press the Secondary Fire key. To reload from your team-mate's backpack, face him and choose Refill from your Interaction menu.

• Game Levels

There are many varied game environments, all of which are – above all – interactive. They constitute an integral part of the game, affecting both teams. Each action can have an effect on the game level. For example, if one of your grenades explodes near a ventilation access trap, it will blow it up, creating a new access point for the spies.

• Passive Defences

Trigger mechanisms are located in the level (motion detectors, surveillance cameras, lasers, etc.). By setting off one of these mechanisms, the intruder activates an alarm that gives away his position. The alarm may also section off the zone in which the spy is located and lock most of the objectives. In both cases, the intruder's stealthy progress is jeopardised. These mechanisms can be seen using thermal vision. They are indestructible, but it is possible to neutralise them temporarily using the Sticky Shocker or the chaff grenade. Any item neutralised by one or both of these means is encircled by electric arcs and gives off smoke.

Please note: Disabling defences with your gun or a chaff grenade will prevent the precise location of the intrusion from being divulged; however, 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 localised when he enters the camera's cone of vision.

Motion Detectors

These detectors can locate any spies who penetrate 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 it once again. Please 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 Use key in front of the box to reload.
- **Health reloads:** These enable you to refill your life. Press the Use key in front of the box to get back to full life.

UBISOFT CONTACTS AT YOUR DISPOSAL

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If for any reason you do not find the answer to your question, you can click on the Ask a question link in the **FAQ** to send us an email, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, our support representatives can assist you from 9:00 am until 7:00pm, Monday – Friday (excluding Bank Holidays) on **Telephone:** 0905-482-0109 calls cost 30p per minute. Please be at your system when calling UBISOFT for support.

<div align="center">

Australian technical support
Technical Support Info Hotline
1902 262 102
(calls are charged at $2.48 per minute including GST. Higher from public and mobile phones).

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HINTS & TIPS

Looking for cheats to go up to the next level? Call us for Hints and Tips Telephone Number: 0906 643 0200, available hours 9.00 am until 7.00 pm Monday – Friday (excluding Bank Holidays) to speak to one of our representatives. Calls cost £1.50 per minute, please ask permission from the person who pays the phone bill.

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- The brand and speed of the processor
- How much RAM you have
- The version number of windows you are using [if you aren't sure, right-click on the my computer icon on your desktop and select 'properties']
- The manufacturer name and model number of your video card, modem, and sound card.

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