Tom Clancy's

SPLINTER CELL

STEALTH ACTION REDEFINED

Ubi Soft

www.ubi.com

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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.
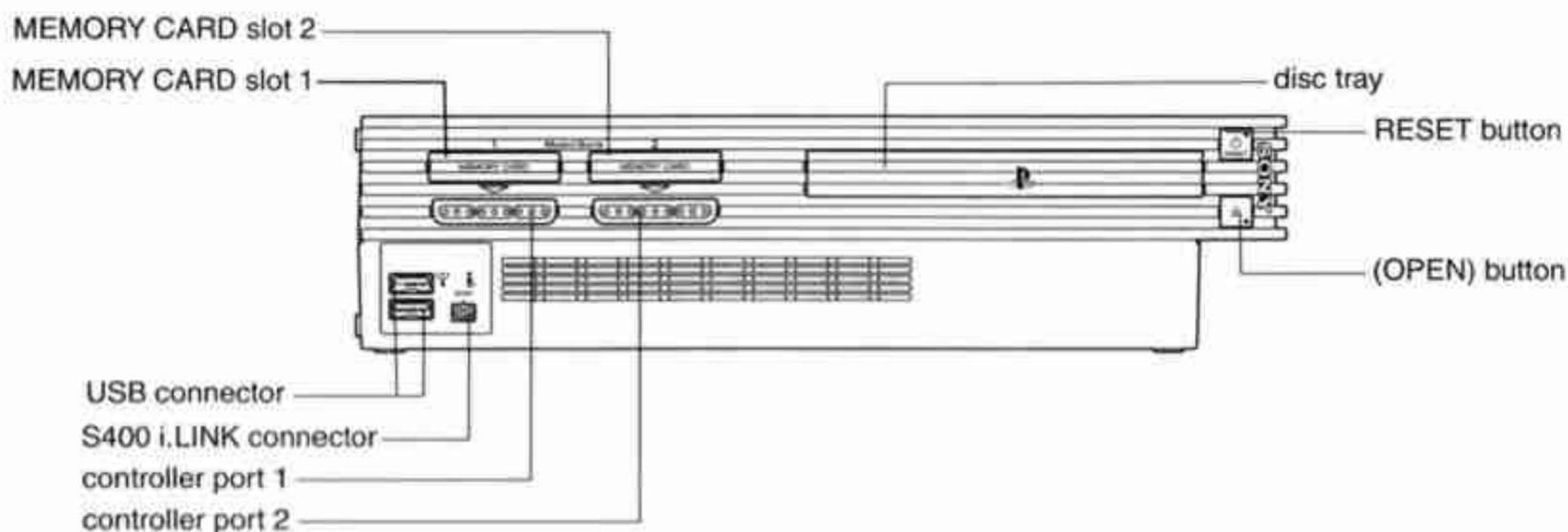
HANDLING YOUR PlayStation 2 FORMAT DISC:

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

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Getting Started

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
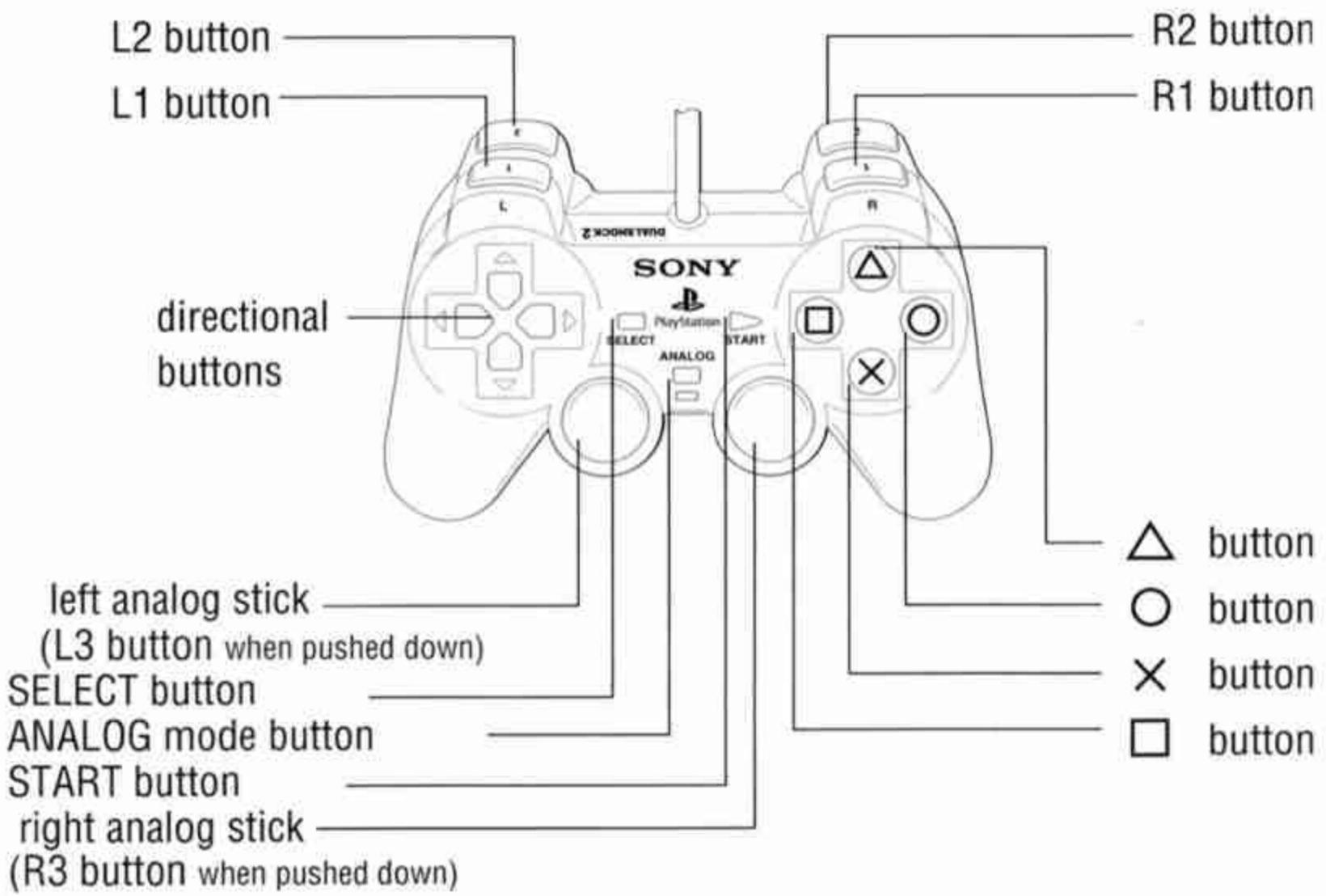(OPEN) button
USB connector
S400 i.LINK connector
controller port 1
controller port 2
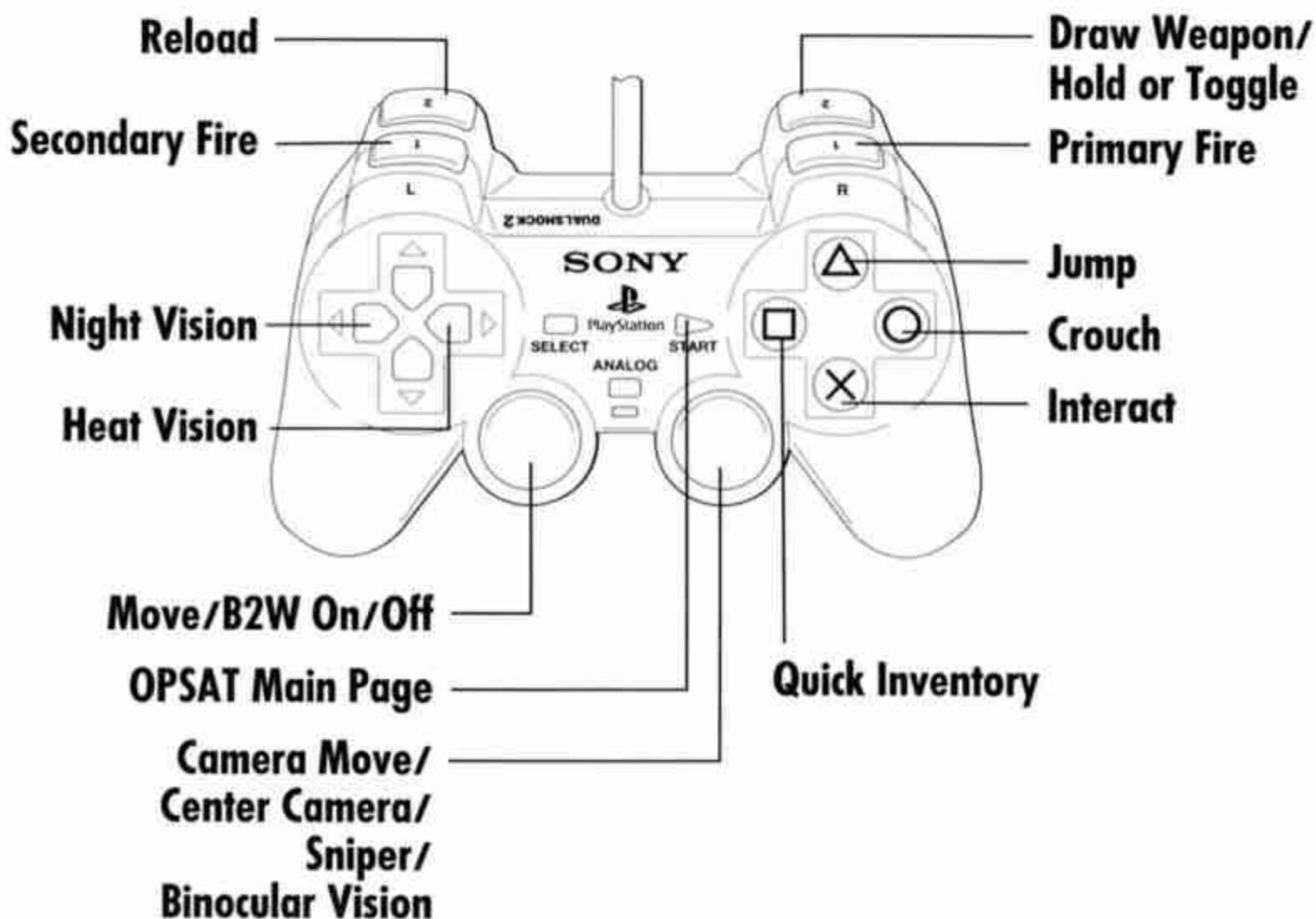
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.

2. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.

4. Place Tom Clancy's Splinter Cell™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

5. Attach game controllers and other peripherals, as appropriate.

6. Follow on-screen instructions and refer to this manual for information on using Tom Clancy's Splinter Cell.

DUALSHOCK®2 Analog Controller

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

SONY

DUALSHOCK 2

PlayStation

SELECT

ANALOG

START

Using the DUALSHOCK®2 Analog Controller

Reload

Secondary Fire

Night Vision

Heat Vision

Draw Weapon/ Hold or Toggle

Primary Fire

Jump

Crouch

Interact

Move/B2W On/Off

OPSAT Main Page

Camera Move/
Center Camera/
Sniper/
Binocular Vision

Quick Inventory

If you tap the R2 button, you'll activate the toggle between normal and shooting mode.

If you hold the R2 button for a while, you'll enter shooting mode. Then, when R2 is released, you go back to normal mode.

If you press down the L3 button again on the left analog stick when in B2W mode, you'll go back to normal mode.

The Operation

It is the year 2003.

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

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

March 10, 2004: The CIA contacted NSA officials regarding the loss of contact with Agents Alison Madison and Robert Blaustein, CIA operatives monitoring widespread communication shortages plaguing the former Soviet republic of Georgia. Fearing for the lives of American agents compromised at the hands of a suspected terrorist effort, Third Echelon has activated Splinter Cell operative Sam Fisher to locate the missing agents and evaluate the situation.

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

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 contribute to Sam's invisibility.

A Splinter Cell operative must not only defy 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. 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 also excelled in the field of covert operations through hard work, insatiable curiosity, and brutal honesty. He has little time for polite niceties and even less for lies.

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

He is quiet, instinctive, and 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

Third Echelon's specialists have been recruited from every branch of intelligence and the armed forces, some even culled from civilian life. They are the elite of America's strategists, hackers, and operatives. Each field operative works with a remote support team of roughly a dozen members.

Sam Fisher's Support Team is Headed by Three Primary Members:

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.

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

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

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

KOMBAYN NIKOLADZE

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

VYACHESLAV GRINKO

PROFILE: Ex-Spetsnaz (Russian Special Forces), Grinko is now Nikoladze's "lieutenant" of the Russian Mafia.

HAMLET

PROFILE: Grinko's personal driver.

GEORGIAN COLONELS

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

PHILIP MASSE

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

CHINESE OFFICERS

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

Main Menu

START GAME

Begin a new game or resume a previous game. This PlayStation®2 title allows 10 different save files.

EXTRA FEATURES

The Extra Features area is loaded with bonus content, such as in-depth "behind-the-scenes" videos, trailers, and other surprises.

CREDITS

Use this option to view the list of people who participated in this game's creation.

Player Settings Menu (Loading and Saving)

Create New Player

Allows you to create your player profile. After you've created a profile, start your new game.
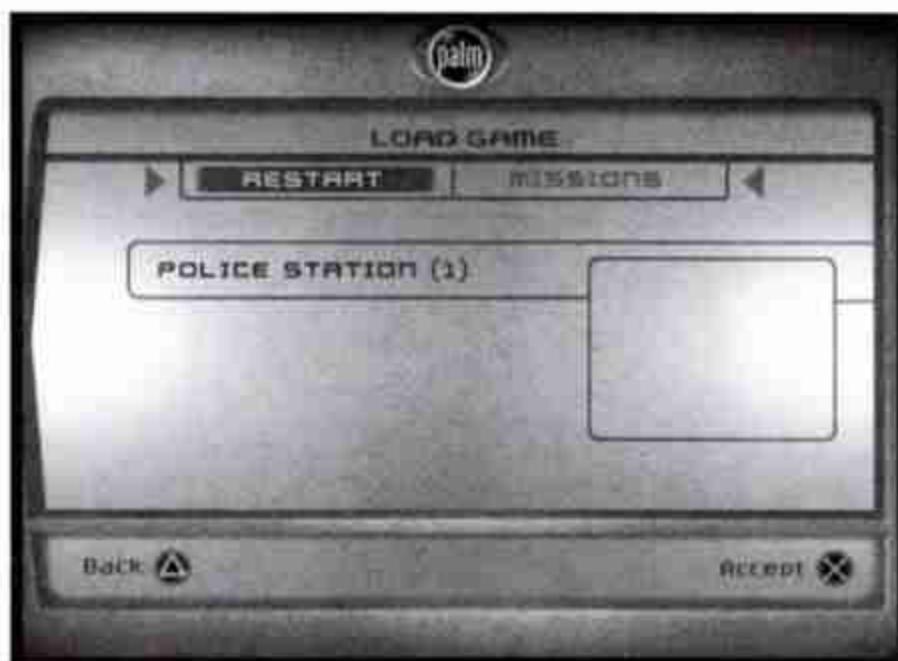
NAME: Choose your player name.
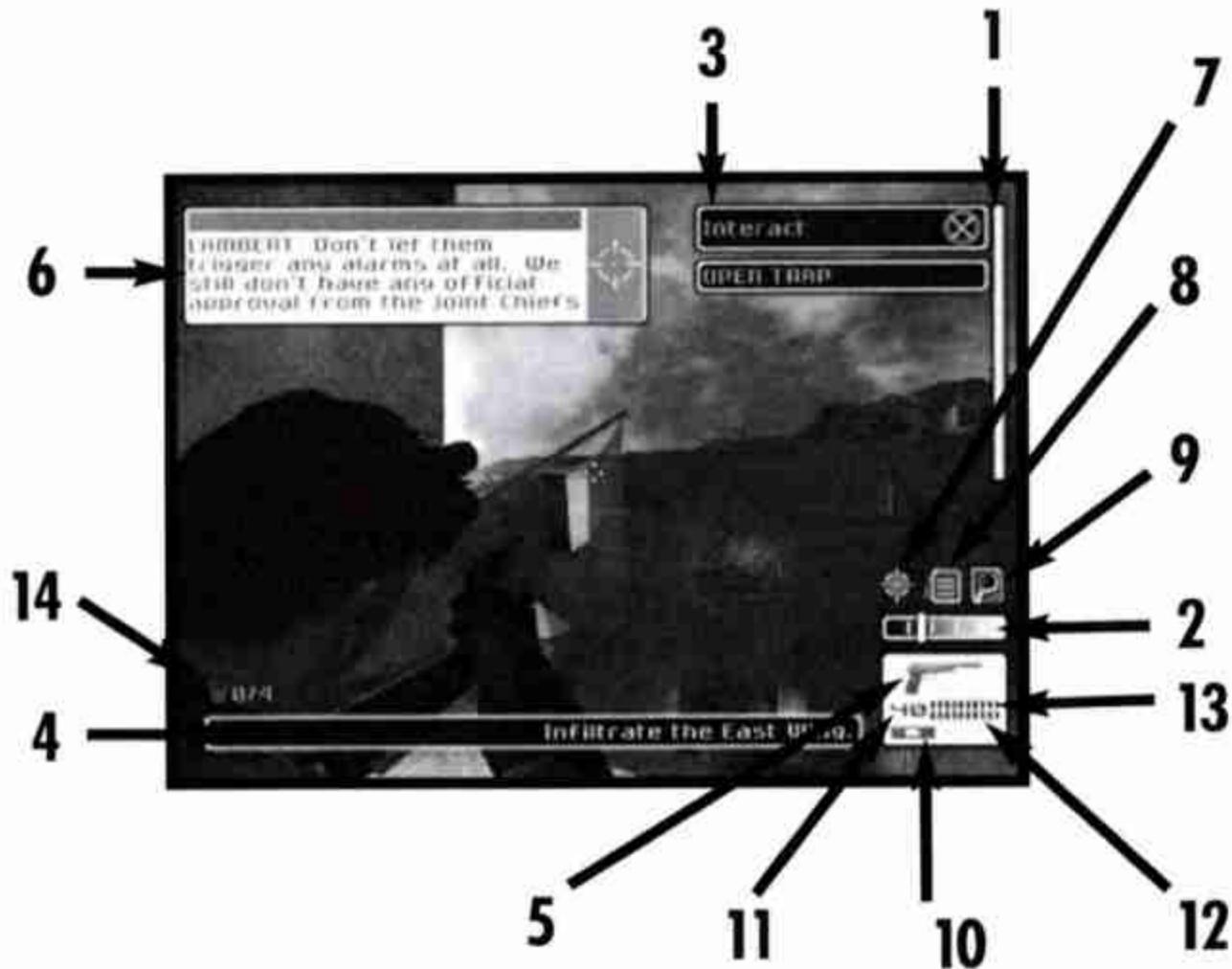DIFFICULTY: Select a difficulty level.
SETTINGS: Adjust options.
OK: Save your new player profile.

Load Game

To play an existing saved game, you must select a player and load an existing saved game.

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. Press and hold the ⊗ button to open the interaction system, and scroll with the ⬇ or ⬆ arrows on the D-pad to select an interaction. Release to activate your selection.

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 A New Goal to Read in Your OPSAT – Press the START button to read it.

8 A New Note to Read in Your OPSAT – Press the START button to read it.

9 A New Recon to Read in Your OPSAT – Press the START button to read it.

10 Rate of Fire

11 Total Ammo

12 Ammo in One Clip

13 Clips

14 Alarm Indicator

Sam's Movements

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.

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, press the R1 button when very close to an enemy to hit him with your elbow, pistol, or rifle butt.

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. Pull down or jump again to let go of a ledge.

Hand-over-Hand

Jump by pressing the △ button to grab hold of 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. Crouch by pressing the ⊙ button to raise Sam's legs. Jump by pressing the △ button again 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 16.

Rolling

Press and hold the ⊙ button while moving to do a roll.

Wall Jump

When standing near a wall, jump by pressing the △ button, then press the △ button again when near to the top of a jump to kick off a nearby wall and gain extra height.

Split Jump

While at the top of a wall jump, if Sam is in a corridor that is about as wide as he is tall, pressing the △ button a third time will allow him to enter the split jump position.

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.

Door Peek

To peek through a door before entering, select the Open Door interaction, then hold left on the left analog stick before releasing the ✕ button. Push forward on the left analog stick to go through the door or pull back to close it again.

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.

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.

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 Pick Up Body interaction to carry a body. Press ⊗ button to put him down quietly, or simply equip a weapon to drop the body in a hurry.

Conversations

Some friendly NPCs will talk to you. Simply walk up to them and select the Talk To interaction by pressing the ⊗ button.

Grabbing

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

Human Shield

While holding an enemy, you can equip your sidearm and fire at other enemies while using the enemy you are holding as a human shield. Press the R2 button.

Interrogation

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

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. Press the ❌ button.

Palm™ OPSAT: Operational Satellite Uplink

The Palm 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 realtime images from Sticky Cameras.

Press the START button to access your OPSAT.
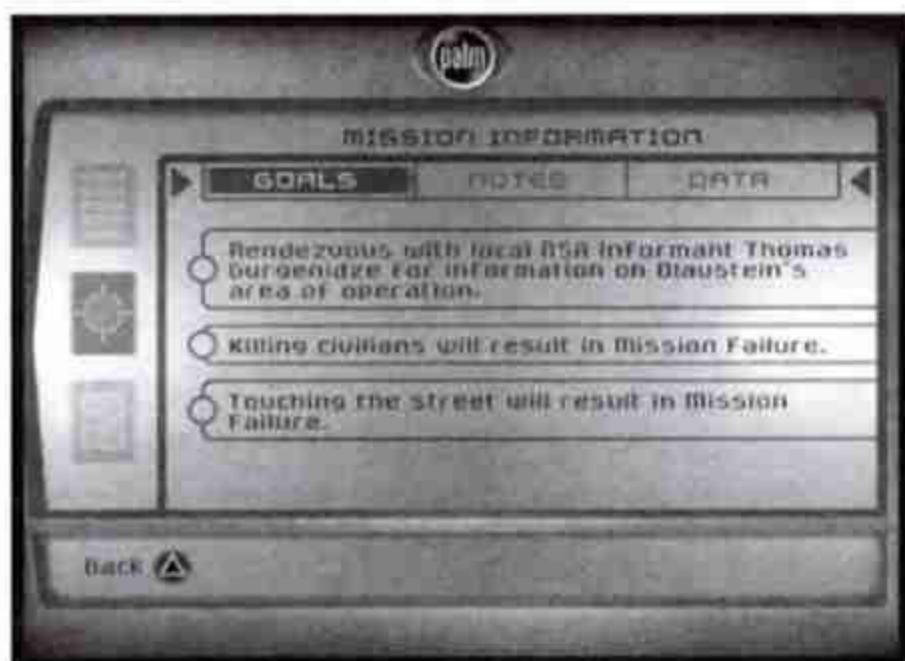
Inventory

The inventory section provides information about items and equipment you are carrying. A video demo and controls explanation of the weapons and gadgets is also accessible and updated at the beginning of every mission.

Mission Information

GOALS

This section gives the specific details of your mission objectives.

NOTES

This section provides 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.

Agent Information

This section details Sam's history and abilities.

Quick Menu

This section allows you to customize or configure game settings.

Quick Inventory, Weapons, & Gadgets

Hold the ● to access the quick inventory. Use the ← and → directional buttons to select a category then ↑ and ↓ to highlight your choice. Release the ● button to equip the selected item. Pressing the ● button will quickly switch Sam to his previously selected item.

Weapons

SC-20K M.A.W.S. (Modular Assault Weapon System)

The bullpup 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 infiltrating enemy territory.

Note: Because of the more overt nature of the SC-20K, it will only be acquired after a few missions – when the situation requires it...

Sniper Mode: Sniper mode is only available with the SC-20K.

- Equip SC-20K.
- Press the R3 button to enter Sniper mode.
- Press the L1 button to hold Sam's breath and steady his aim (for a limited time).
- Press the R1 button to fire.

Manual Reload

Pressing the L2 button with the SC-20K or selected pistol will reload the weapon. Sam will automatically reload when out of ammunition.

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. Ideal for advance scouting and intelligence gathering. 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.

Gas Grenade

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

Distraction Camera

An adaptation of the Sticky Camera. The Distraction Camera has had its pan and zoom motors as well as its vision-enhancement apparatus replaced with a noisemaker and a CO_2 gas canister. The device can be triggered to attract enemies with sound and then dispense a cloud of incapacitating gas when they are nearby.

Gadgets

To use a gadget: Select the gadget of your choice in the quick inventory and press the R2 button to use it.

SC Pistol

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

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.

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

Optic Cable

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

Disposable Pick

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

Goggles

Night Vision Headset

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

Binocular Vision Headset

Advance areas can be reconnoitered from a distance while using Binocular Vision. Press R3 to enter Binocular Vision and zoom in or out by pressing the up or down directional buttons.

Thermal Vision Headset

Similar to Night Vision, Thermal Vision 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.

Note: Thermal Vision is not available in the few first missions.

Items

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

Chemical Flare

Chemical Flares are lightweight plastic sticks filled with a binary chemical agent. When the inner containers are cracked, the chemical agents mix, causing the stick to glow. Useful for attracting and distracting enemies.

Emergency Flare

Similar to the Chemical 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-oz. 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.

Bullet Box

Find it to retrieve some ammo.

In-Game Elements

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 Third Echelon to abort a mission.
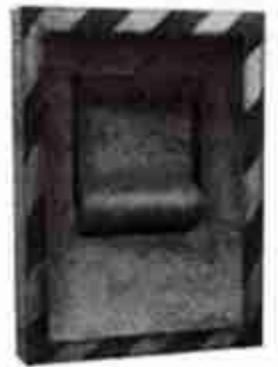
Automated Turret

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, it 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. Select the numbers with the left analog stick.

IMPORTANT: Once you find a keypad code, it will automatically appear in your inventory in the Notes section.

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.

Hints and Tips

- *You can change your SC-20K rate of fire by pressing the L3 button.*
- *When in Sniper mode, use the L1 button to hold your breath for a more precise shot.*
- *Head shots are a direct kill.*
- *Cameras detect you more quickly the faster you are moving.*
- *A rolling maneuver allows Sam to go through flames without damage.*
- *Shooting around corners with your back to the wall makes you harder to hit.*
- *Drop attacks are effective and silent.*
- *Frequently check your different vision modes; you might see something you couldn't see before.*
- *Barrels containing explosive or flammable liquids can be very useful...*
- *Think twice. Act once. Even a lone guard can be a serious threat once alerted to your presence.*
- *Rolling is an effective way to reduce your profile when moving from cover to cover.*
- *Saving equipment is pointless, as you are reequipped between missions. Use what you have.*
- *Engaging multiple enemies is extremely dangerous. Tilt the odds in your favor with traps, explosives, and other gadgets.*
- *Enemies can notice lights or cameras that have been broken and can see objects thrown through the air.*
- *Dogs can smell you. Shadows won't help against them. Use obstacles or water to delay or lose them.*
- *Thermal Vision can allow you to see through some thin or lightweight materials.*
- *Knocking out an enemy is always quieter than killing him... and nearby enemies will hear the dying gasps of comrades.*
- *If an enemy finds an unconscious comrade, he will revive him. So hide those bodies!*
- *Enemies might hesitate if you are holding one of their friends as a human shield and are not pointing your weapon at them.*
- *Not all NPCs can be forced to cooperate. Only Colonels can open retinal scanners and only Technicians can operate computers.*
- *You can break lights to create your own shadow paths to hide and move in.*
- *Frequently check Updates to Goals, Notes, and Data by pressing the START button on your OPSAT. Read those Data Sticks for clues and other useful info.*

Credits

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Co-Producer
Domitille Doat

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Shen Li

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Liu Yan Feng
Chen Qian
Zhang Yi
Liao Jun Hao
Huang Yi
Fang Hong Jun
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Liang Jie
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Lead Texture Creation
Christophe Messier
Yin Ming
Michele Agosteo

SFX Creation
Gregory "Greg Le Fort" Piche
Le Li Bin
Shou Jia An

CINEMATICS

Introduction

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Karen Vernimmen

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Story Board Artist
Dominique Carrara

Music Composition
Alexandre Desplat

Editing
Gregoire Chevalier-Naud

Special Effects
Alain Micaelli

Sound Design
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Sound Effects
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Alexis Nolent

In-Game Cinematics Art Director
Jean-Michel Tari

3D Animation Studio
Centro Hong Kong

Animation Manager
Lu Zhi Gang

Lead Animator
Yang Yi Fan

Animators
Xu Jie
Wang Wen
Huang Zhi Qing
Zhang Yi Min
Zhang Tian Yu

Character Textures
Wu Wei

Interface Designer
Véronique Guilbault

Lead Level Designers
Yu Hai Peng
Sebastien Galarneau

Game Design Consultants
Gunther Galipot
Hirofumi Motoyama

Level Designers
Chen Yu
Ding Dong
Li Yang
Li Zheng
Qian Yong (sAlAmAnd8r)
Chen Peng
Damien Galipot
Emmanuel Rougier

Dialogue Adaptation
Clint Hocking

Data Management and Test Manager
Zong Jin

Data Manager
Wang Yi Qing

Sound Game Design
Yang Jie

Original Sound Design
Fabien Noel

SOUND PRODUCTION

Music Composed By
Michael Richard Plowman

Music Artistic Director
Mathieu Vanasse

Sound Editor – Ambiences & SFX
André Chaput

**WEAPON SOUND DESIGN AND
EFFECTS BY DANETRACKS INC.**

Supervising Sound Designer
Richard Adrian

Sound Designer
Christopher Alba

Voice Director
Richard M. Dumont at ACME HARPOON
COMPANY

Voice Talent
Michael Ironside (Sam Fisher) and Adrian
Knight, Alain Goulem, Arthur Grosser,
Arthur Holden, Claudia Besso, Craig
Francis, Don Jordan, Eleanor Noble, Ellen
David, George Morris, Harry Standjofsky,
Ian Finlay, Jennifer Seguin, John Moore,
Marcel Jeannin, Mark Camacho, Matt
Holland, Maxim Opadtchi, Michael Rudder,
Oleg Belkin, Pierre Lenoir, Richard M
Dumont, Rick Jones, Russel Yuen, Sam
Stone, Simon Charles Pressey, Suzan
Glover, Teddy Lee Dillon, Terrence
Scammel, Tyron Benskin, Vitali Marakov,
Vlasta Vrana.

QUALITY ASSURANCE

Lead Testers
David Deschênes
Xu Hai Ling

Testers
Marc-André Proulx
Chen Li Yu
Sun Jie Feng
Fu Xiang
Qu Yu Ming
Cai Bei Lei
Yan Hui
Lu Qiong
Chai Ze Hua
He Lei
Li Jun Wei
Zhu Jia An
Liu Xiao Jun
Huang Nai Yuan
Zhou Tao
Xu Hui Bin
Zhou Su
Zheng Zheng Yu
Qin Shuo Lun
Shen Jun
Sun Yin
Zheng Hao
Francois Quidoz
Pascal Gauthier
Michel Morin
Marc-André Proulx
Daniel Sarrazin
Jean-François Dessureault

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Serge Hascoet
Christophe Derennes
Christine Burgess-Quemard
Nathalie Provost
Fabien Noel
Francois Queinneic
Simon Presley
Celine Tellier
Travis Getz

Splinter Cell Original Team
Thanks to the original Splinter Cell team

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Roxane Gosselin
Hugo Dallaire
Antoine Dodens
Francois C Pelland
Steve Dupont
Martin Caya
JT Petty
Fabien Noel
Marc Bouchard
David Deschenes
Clancy's Consultants
Mike Grasso
Tom Moser
Brian Chew

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Coordinator
Arnaud Carrette

Programming Studio Manager
Chen Shen Feng

3D ARTIST Studio Manager
Lu Zhi Gang

Sound Integration Manager
Yang Jie

Data Management and Test Manager
Zong Jin

Infodesign
Wu Jun

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President & CEO Ubi Soft
Yves Guillemot

International Production Director
Christine Burgess-Quemard

International Content Director
Serge Hascoet

INTERNATIONAL CONTENT TEAM

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Alexis Nolent

Game Design
Gunther Galipot

Music
Didier Lord

Play Tests
Lionel Raynaud

Editorial Coordination
Christophe Derennes, Travis Getz,
Sophie Pendariès, Michel Pierfitte,
Nicolas Schoener

MARKETING U.S.

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Tony Kee

U.S. Group Brand Manager
Helene Juguet

U.S. Brand Manager
Xavier Fouilleux

U.S. Marketing Coordinator
Derek Chan

TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, http://support.ubi.com. Here you will find the most recently updated information since the game's release.

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

Contact Us Over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. 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 Email

For fastest response via email, please visit our website at:
http://support.ubi.com/

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you have all of the necessary information listed above on hand. Be advised that our Technical Support Representatives are available to help you Monday—Friday from 9 am—9 pm (Eastern Standard Time). While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubi Soft Technical Support
3200 Gateway Centre Blvd
Suite 100
Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubi Soft Entertainment before contacting technical support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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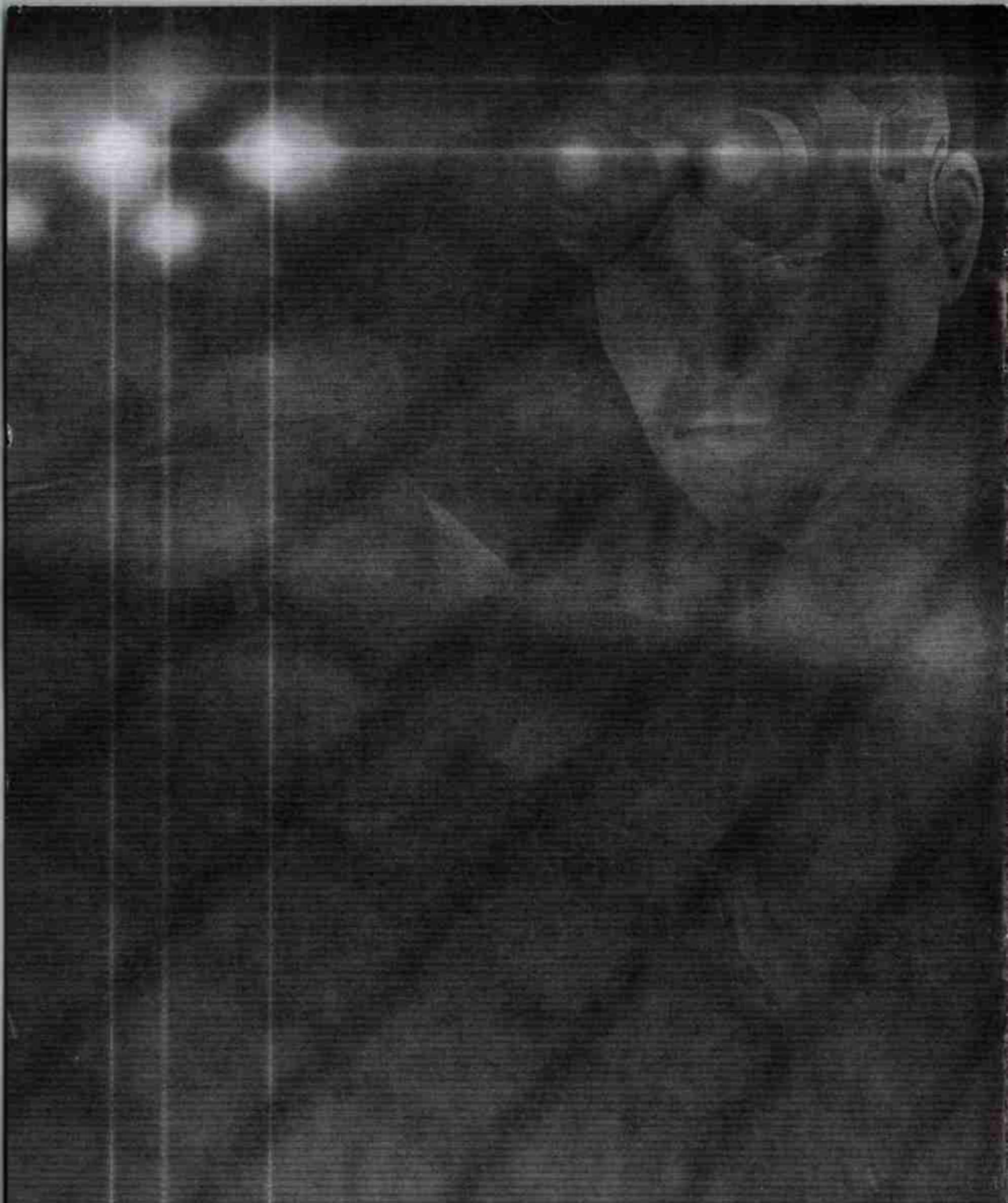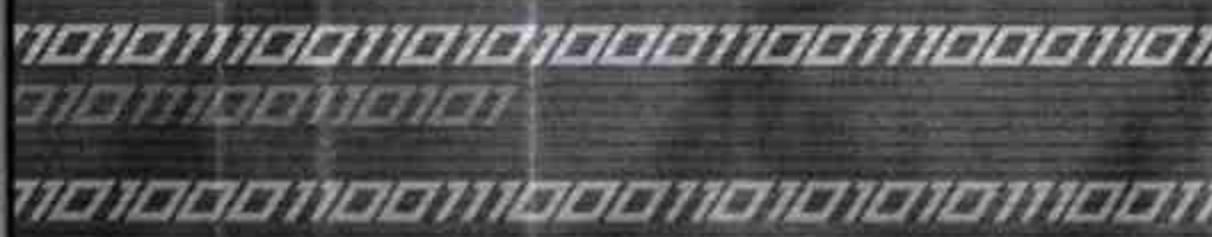
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Please contact a Ubi Soft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

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REPLACEMENT FEES

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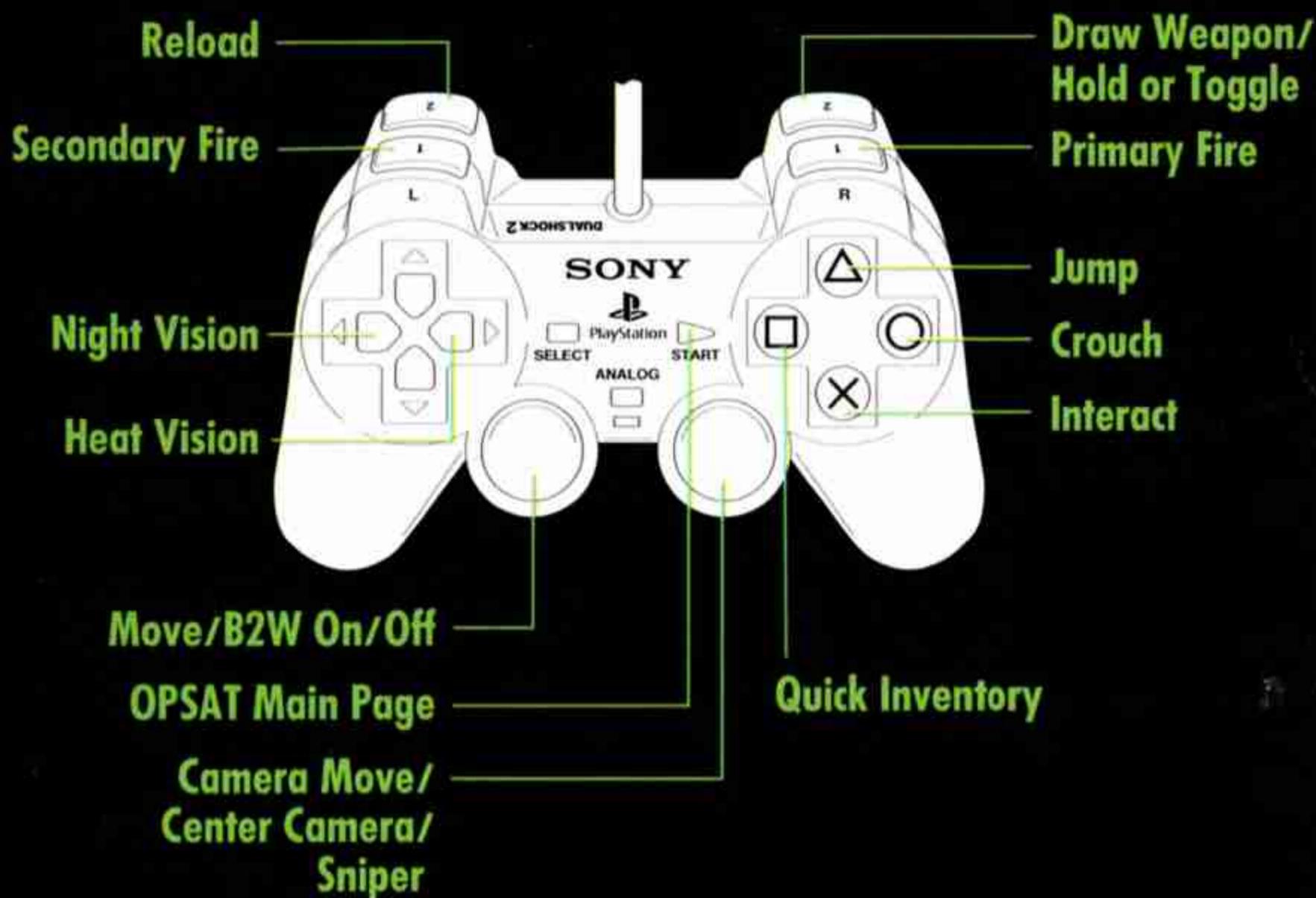
Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubi Soft Support
            3200 Gateway Centre Blvd.
            Suite 100
            Morrisville, NC 27560

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Using the DUALSHOCK®2 Analog Controller

Reload

Secondary Fire

Night Vision

Heat Vision

Draw Weapon/
Hold or Toggle

Primary Fire

Jump

Crouch

Interact

Move/B2W On/Off

OPSAT Main Page

Camera Move/
Center Camera/
Sniper

Quick Inventory

If you tap the R2 button, you'll activate the toggle between normal and shooting mode.

If you hold the R2 button for a while, you'll enter shooting mode. Then, when R2 is released, you go back to normal mode.

If you press down the L3 button again on the left analog stick when in B2W mode, you'll go back to normal mode.

Ubi Soft

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