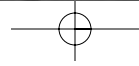
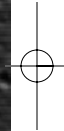
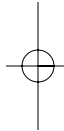




TABLE OF CONTENTS

★ Tom Clancy's
**SPLINTER
CELL**
CHAOS THEORY

Getting Started	2
Introduction	3
Main Menu	6
Solo Game	8
Multiplayer Game	19
Warranty	inside front cover
Technical Support	inside back cover



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) (PC solution containing Dolby® Digital Live required for Dolby Digital audio)

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 now walks 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 is installed on your hard drive. The game automatically asks you if you want to install DirectX 9.0c. You cannot play Splinter Cell Chaos Theory without DirectX 9.0c or higher on your computer. If you already have DirectX 9.0c 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 starts 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:

- 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.

INTRODUCTION

Story

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

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

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

Characters

Third Echelon Team



Sam Fisher – Field Operative

Born: 1957

Height: 5'11"

Weight: 170 lbs

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

Fisher has been on the front lines of espionage through several key decades of world history. He has not only survived, but excelled in the field of espionage through hard work, insatiable curiosity, and brutal honesty. He has little time for polite niceties

and even less for lies. He is quiet, instinctive, and observant, somebody who watches from the outside.

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



Colonel Irving Lambert

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

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



Anna Grímsdóttir

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

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

into the NSA in the late nineties and rose quickly in rank as the Internet became more and more important to national security.



William Redding

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

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

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

Other Characters

Douglas Shetland

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

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

Captain Arthur Partridge

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

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

Admiral Toshiro Otomo

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

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

Abraham Zherkezhi

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

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



Dr. Bruce Morgenholt

Born: 1967, Wilmington, Delaware
Height: 5'9"
Weight: 128 lbs

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

Milan Nedich

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

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

Hugo Lacerda

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

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

MAIN MENU

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

- Solo
- Cooperative
- 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 save game and resumes the game (this option may be grayed out if no saved game is 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 grayed out if no saved game is 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 to Normal, Hard, or Expert.

- **Training Videos:** Contains a list of training videos. Watch these videos carefully to learn the game basics and the 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 for finished levels, read Tobin's biography, or watch the Splinter Cell movie teaser.

Cooperative Menu

Connect and play the Cooperative mode of Splinter Cell Chaos Theory. For more details, see page 19.

Versus Menu

Connect to the internet or via LAN and play the Versus mode. For more details, see page 25.

Profiles



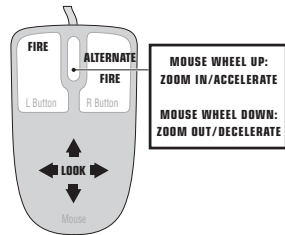
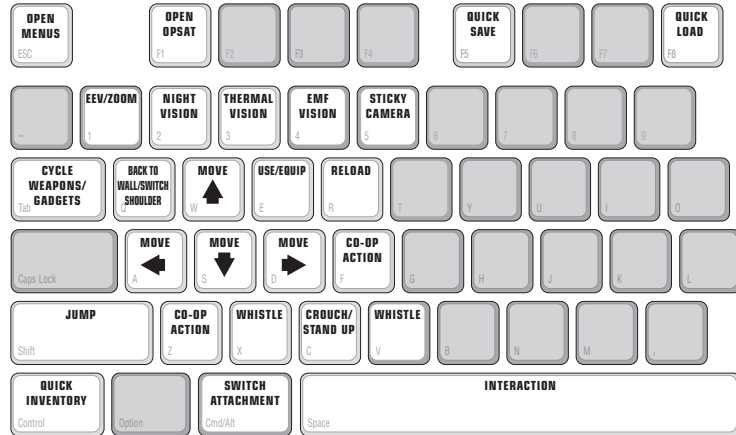
Profiles enable you to share the game with other people, like family members or friends. Different profiles store the game controls configuration and saved games relative to that profile. The current profile selected will be remembered from the last played session. It is located in the upper right side of the Main Menus of the Solo and Co-op play modes. The default profile is needed by the game and cannot be deleted.

SOLO GAME

Game Controls

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

These are the default controls for Splinter Cell Chaos Theory:



Sam's Actions and Movements

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

Basic Moves



Crouching

Movement is slower, but quieter, and Sam is less visible while crouched.



Mantling

Press the Jump key and push forward into low objects like crates or tables and Sam will crawl, or "mante," onto them.



Climbing

To climb a pipe, ladder, vertical cable, or fence, simply walk into it. Press the Crouch key to let go.



Close Attack

In Splinter Cell Chaos Theory, you can choose between lethal (Fire key) attacks and non-lethal (Alternate Fire key) attacks when you're close to the 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 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 reticle appears in the middle of the screen. Aim the reticle 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 environment with much greater safety and precision. Many of these advanced moves are combinations that allow Sam to attack. For information on equipping and using weapons, refer to the Weapons, Gadgets, and Items section.

Rolling

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



Split Jump

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



Drop Attack

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



Rappelling

To rappel, stand near the hook point indicated in the Interaction window and select the Rappel interaction. Sam can move up and down the rope. Press the 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. That way you will be able to aim at any angle.

Bash Door

When you choose Bash Door in the Interaction menu, Sam will break through to another room by hitting the door with his feet. Note that this move will make some noise, but it can knock out 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 a lock, 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 locked doors open using his knife. To do this, simply select the Break Lock interaction. Beware – this is noisy and broken locks will cause guards to become curious.

Non-Player Character-Linked Moves

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



Move Body

Sam will need to hide dead or unconscious bodies in order to prevent them from being discovered. Select the Body interaction to carry a body. Press the Interact key to put the body down quietly, or press 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 while using the enemy you are holding as a human shield. Note that you can move around with Sam while in this mode.



Interrogation [034_MOV_Interr]

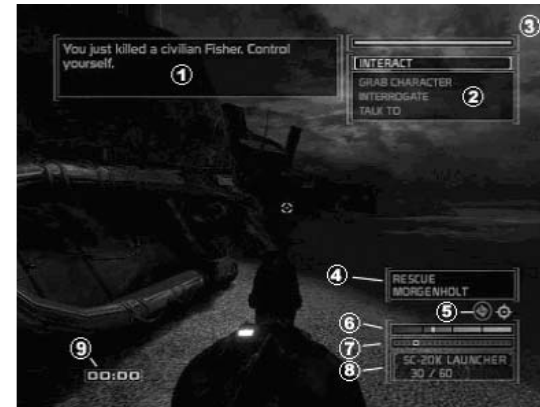
Some NPCs can be interrogated for useful information. While holding an NPC, select the Interrogate interaction to make him talk. Interactions reveal all sorts of information that will help you on your missions. Be sure to interrogate as many opponents as possible!



Forced Cooperation [035_MOV_FCoop]

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.

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 how perceptible Sam is.
- 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.

In-Game Pause Menu



During the game, press the Esc key to pause the game and access the Pause menu.

- **Left arrow:** Continue playing. You can also resume by pressing the Esc key again.
- **Save Game:** Save your current game session and decide what save slot you want to use.
- **Load Game:** Load a previously saved game. You can also load your quick saves using the Load Game option.
- **Restart Mission:** Restart the currently played level from the beginning.
- **Settings:** Adjust the sound, video, and controller settings.
- **Quit to Main Menu:** Quit your current game session to go back to the Main Menu. You will be asked to confirm this choice.

Briefing Screen

In this screen you will be informed about upcoming mission objectives. Listen carefully – valuable clues and hints may be given. You can access the Equipment Selection menu by selecting the Loadout tab.

Loadout Screen

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

OPSAT (Operational Satellite Uplink)

The OPSAT is a compact, wrist-mounted version of a standard civilian PDA, designed for military use. It enables Sam to receive mission objectives and updates from Third Echelon headquarters. The OPSAT also displays real-time images from Sticky Cameras. During the game, press the F1 key 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:** All notes taken from e-mail, interrogations, and other sources will be stored in this section.
- **Data:** The data that you 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. The weapon can be equipped with one of four attachments.



SC-20K Ammunition

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

SC-20K Attachments

The rifle can be equipped with four different types of attachments, each with a specific purpose. Attachments will be unlocked as you progress through the game. 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 NPCs nearby and render them unconscious. Once the gas is used, the camera is destroyed.



Gas Grenade

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



Ring Airfoil

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



3) Sniper Attachment:

Equipped with a modified barrel, the sniper attachment fires a 20mm APDS anti-materiel round designed to penetrate hard targets and armored positions. You will be able to hit long-distance targets with high precision. Although very powerful, it is quite loud and should be used with care.



4) Shotgun Attachment:

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

5-7 Pistol – OCP (Optically Channeled Potentiator)

The 5-7 SC Pistol comes with a single-action trigger and a 20-round magazine. It is equipped with a silencer/flash suppressor.

OCP: This device is connected to the 5-7. It can be used to disable 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 hit a proper target. A green light indicates a successful hit while 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.
- 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-inch steel sphere surrounding 6.5 ounces of high explosives. Upon detonation, the steel sphere shatters, emitting a burst of high-velocity shrapnel.



Smoke Grenade

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



Flash Grenade

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

Hacking Gameplay

Hacking is performed directly on objects that can be hacked, or from a distance using the EEV. Hacking allows you to access otherwise inaccessible information.

- To hack a computer, select Secure Access while in the Computer interface.
- When the Hacking interface is open, one of the port addresses on the left side is the correct one. When you know which one it is, highlight it with the 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.

End Mission Screen

Objective Review

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

Mission Statistics

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



MULTIPLAYER GAME

Connection Options

LAN Play

Play the game with your friends via a 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 thousands of players online.

Cooperative Play

Game Modes

Mission Mode

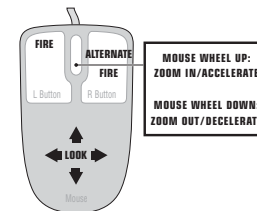
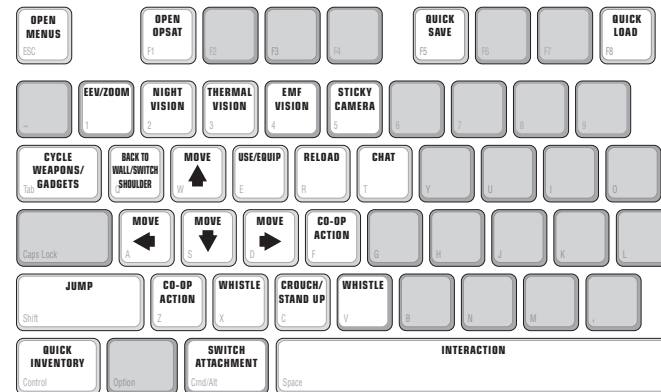
You can play all the missions in no specific order.

Elite Mode

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

Game Controls

These are the default controls for Cooperative play.



Cooperative 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 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 this if you wish to be able to join a game created with an updated version.

Briefing Screen

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

Game Screen

- Life bar:** Agents' health/life.
- Stealth meter bar:** Represents the amount of light in your area.
- Noise meter bar:** Indicates how much noise the spy is making and how noisy the environment around the spy is.
- Interaction system:** This system appears when you can interact with an object or person in the environment.
- Selected weapon, gadget, or item:** Displays the name of your current selection.
- Communication box:** Appears at the top of your screen when you receive a communication.
- Objective icon:** Informs the player of an updated objective.
- Ammo:** Displays how much ammo you have in one magazine and your total ammo.
- Teammate status:** Displays your teammate's health/life.
- Co-op Action key:** When your partner is ready for a Co-op Action move or a Co-op interaction, an icon will appear.
- 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.
- Chat box:** Used to communicate with Co-op partner in text format.



Co-op Moves

Many moves can be done 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 done in many places on the map. Sometimes, there is not enough space to complete the move or the move does not make sense in that area. If that is the case, the agent will shake his head no.



Short Scale/Boost

The player initiating the move should take a crouch 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 teammate up on a ledge or a pipe; in others, you can use this move to jump over an object.

To complete the move, get near your teammate 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 teammate. 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 teammate. A red target means that the move cannot be completed.

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

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



Human Ladder

To form a human ladder, a player that is on a ledge or a pipe must initiate the action using the Co-op Action key (F key). To complete the action, the other player has to stand under the first 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 the interaction appears in the HUD Interaction menu. One player must initiate the interaction (Space Bar) and the other one has to complete the action.



Co-op Dual Rappelling

The player controlling the rope can move left or right using the left and right mouse buttons. The player on the rope can use his weapons.



Hang Over Teammate

The player controlling the rope uses the left and right mouse buttons to move up or down the rope. 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 Teammate's Shoulders

The player who initiates the move takes position. The other player has to get close and complete the move. That player will also be allowed to use his weapons while on his teammate'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 teammate's camera feed.

Heal Teammate

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

Sharing Equipment

When you are close to your teammate, you 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.

Cooperative-Only Gadgets

Jammer

The Jammer can partially deactivate electronic objects for a short period of time. To use the Jammer, select it as your secondary weapon and click on the right mouse button to use it. Then, point it at an object and hold the right mouse button. If you move while using the Jammer, it will stop working. The Jammer remains effective for a couple of seconds and cannot be used again until it is recharged.

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

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 while in the chat box to send your message; this will close the chat box.

Voice Chat

When playing in Cooperative mode with other players on a LAN or online, you can use the DirectPlay® voice chat capability of Splinter Cell Chaos Theory to discuss strategy and other matters.

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

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

You can calibrate the voice environment sensibility factor to your liking (Sound Settings menu page). This option will configure how well other non-playable characters (e.g., enemy combatants) can hear you when you talk into the headset. At 0, your voice will not be heard by other game characters. The higher the number, 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 teammate.

Automatic Voice Communication

Co-op Action

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

Synchronized 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). Synchronization will occur automatically.

Co-op Move (Hang Over/Dual Rappelling)

If one player can't move in the direction he would like, he must hold the Q key and then press the key that would move him in that direction. A "stop" message will 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 rope)

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

Synchronized Action

For synchronized 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 synchronization 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.

Crane Gameplay

To give directions to your teammate while 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 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 inbound-outbound
- [UDP] 9103 inbound-outbound
- [UDP] 41006 outbound
- [UDP] 44000 outbound
- [UDP] 45000-45001 inbound-outbound

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, analyze their environment, and fulfill the conditions for victory. The mercenaries' team (ARGUS PMC) must prevent the Shadownet spies from making progress by tracking them down, finding them, and eliminating them.

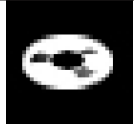





Game Modes

STORY MODE

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

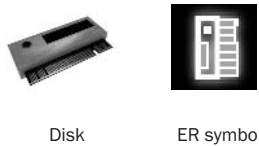
	SHADOWNET SPIES	ARGUS PMC
GOAL	Find and complete the mission objectives.	Protect the mission objectives and eradicate the intruder's threat.
VICTORY	Complete the mission objectives within the time limit or eliminate all the mercenaries.	Eradicate all the intruders or protect the mission objectives within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

There are three objectives:

	EXTRACTION	NEUTRALIZATION	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 neutralize 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 neutralized at the end of the countdown. If the bomb is destroyed, the process is stopped.
MERCENARY RULES	Protect the hard drives on their servers. 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 neutralize 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.



	SHADOWNET SPIES	ARGUS PMC
GOAL	Steal and keep the discs.	Protect the discs and eradicate the intruders' 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 intruders' 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
<ul style="list-style-type: none"> Only one gadget: the flashbang. 	<ul style="list-style-type: none"> 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 the 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

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	Shows the controls and the key link to each action.	Z
SPEED MODE	Shows the HUD explanations.	Middle Mouse Button

GADGET	EXPLANATION	DEFAULT KEY CONFIGURATION
LASER	Toggle your laser's weapon 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

ACTION	EXPLANATION	DEFAULT KEY CONFIGURATION
FORWARD (MOVE)	Move character forward.	W
BACKWARD (MOVE)	Move character backward.	S
LEFT (MOVE)	Move character to the left.	A
RIGHT (MOVE)	Move character to the right.	D
USE	Interact with your environment and also: <ul style="list-style-type: none"> • 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: <ul style="list-style-type: none"> • Spy: Perform a roll. • Mercenary: Toggle your laser sight on/off. 	Q
SPECIAL ACTION 2	Perform the second special action of your team: <ul style="list-style-type: none"> • Spy: Take out/put away your weapon. 	E
PRIMARY FIRE	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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 Cooperative move (spies only).	T

ACTION	EXPLANATION	DEFAULT KEY CONFIGURATION
HACK COMM	Listen to your 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 : <ul style="list-style-type: none"> • Spy: Night vision. • Mercenary: Movement vision. 	F1
VISION 2	Use your second special vision : <ul style="list-style-type: none"> • Mercenary: Use your weapon in Snipe mode. • Spy: Use your binoculars. 	F2
NEXT GADGET	Select the next gadget in the inventory.	5
PREVIOUS GADGET	Select the previous gadget in the inventory.	6
BINOCULARS / SNIPE	<ul style="list-style-type: none"> • 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



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, Cooperative 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's not necessary, but we strongly recommend you to 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:

- **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 meters or feet.
- **Audio:** Configure the game's sound settings. You can adjust:
 - **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 notice if this option is enabled or disabled on your system.
- **Video:** To 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're 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 this 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 some filters at the bottom of the screen to sort the existing sessions. To join a session, select it 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 if you want to create an Alternate mode session. Once the settings have been made (at the bottom of the screen), go to the game waiting room by pressing the Create button. When all the players are ready (they appear 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 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 if it's an Alternate mode session. When you create an Alternate mode session, you can specify what is and isn't authorized 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 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.



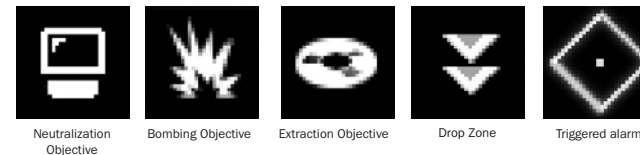
- **Tutorial Maps:** Practice your skills in some tutorial maps.
- **Visit Map:** Visit the level of your choice (alone) within a chosen team. Select the level you want to visit, the team you want to join, and the game mode.

Game Screens

SHADOWNET SPY SCREEN

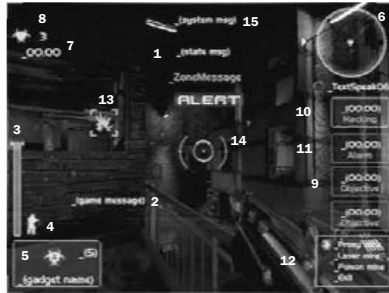


1. **Tactical radar:** Displays the positions of your teammate and the locked enemies. It's also a tool for detecting if your teammate is marked.
2. **Objective counter:** Displays the number of objectives left to win.
3. **Objective capture timer:** Displays the remaining time for an objective to be neutralized.
4. **Hacking timer:** Displays the remaining time for a hacking to be completed.
5. **Alarm timer:** Displays the remaining time before the triggered alarm stops.
6. **Time remaining in the game:** Displays the time before the end of the mission.
7. **Energy bar:** 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. **Status messages:** Displays messages when your presence has been detected, or informs you of special device statuses (spy bullet or alarm snare).
9. **Interaction menu:** Displays the different interactions with an object.
10. **Game info screen:** Displays all the in-game messages (objective taken, alarm triggered, player killed by player, etc.).
11. **Life bar:** Displays the player's remaining life.
12. **Current gadget:** Displays the current gadget, its name, and the number of units of this gadget available.
13. **Cooperation indicator:** Displays the places where you can initiate or complete a cooperative move.
14. **Enhanced reality:** 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:



Neutralization Objective Bombing Objective Extraction Objective Drop Zone Triggered alarm

ARGUS PMC MERCENARY SCREEN



- 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 teammate, 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 neutralized.
- 10. Hacking timer:** Displays the remaining time for a hacking to be completed.
- 11. Alarm timer:** Displays the remaining time before the triggered alarm stops.
- 12. Interaction menu:** Displays the different 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. Reticle:** Your aiming device. Little symbols inside it give you the location of surrounding sounds relative to your position. Small arrows outside the reticle (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 place 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 be able to 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 he's 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 you're 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 reticle 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 in the universe by pressing the Use key. These actions include turning on/off a light switch, using an elevator, 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, in the course of time. To shoot, you must hold the weapon in your hand. While 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 from 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 ammunition 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



It's the perfect weapon for short-range fights, but it's useless for long-distance shots. You have 50 bullets.

Submachine Gun



This all-situation gun has a high fire rate, allowing you to "sprinkle" 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 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 reticle 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, its state, and its distance from you.

Night Vision Goggles

Night vision goggles amplify the ambient light, particularly emissions from the lower end of the infrared spectrum. To use night vision, press the 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 on 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, and then take your weapon in your hand, aim, and fire the gadget by pressing the Secondary Fire key.



Spy Bullets

These are double-purpose bullets: they mark an enemy they hit (making him appear on the radar); or, if the bullet hits a wall, it changes 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 in the map. Press the Use key while in Camera view to release a gas.



Chaff Grenade

This grenade emits electromagnetic particles when it explodes. These particles temporarily disrupt and neutralize 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 neutralizes 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 won't be possible to use this gadget in certain situations, such as in the rain, while moving fast, or while 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 MERCENARIES' 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 positions, their states, 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 teammate's radar as well.

EMF (Electromagnetic Field) Vision

With EMF vision, you can locate interference given off by electronic devices. If an object with functioning electronics (the spy using his goggles or his 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 teammate 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 can choose the activation mode. If you choose 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 defense system fires a strong electrical discharge at anyone nearby. The person who is hit is immobilized for a few seconds. To use the Tazer, first select it from the inventory. To activate it, press the 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: while 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 this 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 teammate. To reload from your backpack, select it and press the Secondary Fire key. To reload from your teammate's backpack, face him and choose Refill from your Interaction menu.

Game Levels

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

Trigger mechanisms are located in the level (motion detectors, surveillance cameras, lasers, etc.). If an intruder sets off one of these mechanisms, he activates an intruder 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 jeopardized. These mechanisms can be seen using thermal vision. They are indestructible, but it is possible to neutralize them temporarily using the Sticky Shocker or the chaff grenade. Any item neutralized by one or both of these means is encircled by electric arcs and gives off smoke.

Please note: Disabling defenses 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 located when he enters the camera's cone of vision.

Motion Detectors

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

Lasers

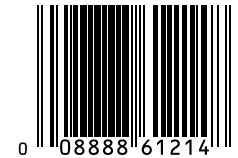
Whenever a spy cuts through the laser beam, he sets off the associated alarm. An alarm stops automatically after a few seconds if nothing appears to trigger the alarm once again. Please note: a triggered laser alarm system can cause temporary isolation of certain areas.

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.

Tom Clancy's Splinter Cell Chaos Theory™



© 2005 Ubisoft Entertainment. All Rights Reserved. Sam Fisher, Splinter Cell, Splinter Cell Chaos Theory, the Soldier Icon, Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Uses Bink Video. ©1997-2005 by RAD Game Tools, Inc. Havok™: © Copyright 1999-2004 Havok.com Inc. (and its Licensors). All Rights Reserved. This product contains copyrighted material owned or distributed under authority by Quazal Technologies, Inc. Copyright 1998-2004, Quazal Technologies, Inc. All Rights Reserved. This software uses and is powered by HumanIKMiddleware, property of Kaydara Inc.

It's Not Just a Game Anymore.

Tom Clancy's *SPLINTER CELL*[®]

Read the explosive
new book series based on
the video game *Splinter Cell*[®]



*He is sharp,
nearly invisible,
and deadly.
He has the right to
spy, steal, destroy,
and assassinate
to protect
American freedoms.
His name is Sam Fisher.
He is a Splinter Cell[®].
Sam Fisher works alone.
But fights for us all.*

WRITTEN BY DAVID MICHAELS

Available wherever books are sold and on www.penguin.com