XBOX

LIVE ONLINE ENABLED

# Tom Clancy's
# SPLINTER CELL
## CHAOS THEORY

MATURE 17+

**M**

CONTENT RATED BY
ESRB

UBISOFT

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# Xbox *Live*™

## Take Tom Clancy's Splinter Cell Chaos Theory™ Beyond the Box

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a friends list with other players, see when they're online, and receive invitations to play games. For games with Multiplayer mode, invite your friends to play, and talk to them in real-time while you play. For games with downloadable content, download items such as new levels, missions, weapons, vehicles, and more to your Xbox console.

## Downloadable Tom Clancy's Splinter Cell Chaos Theory Content

If you are an Xbox *Live* subscriber, you can download the very latest content (such as new levels) to your Xbox console.

## Connecting

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, go to www.xbox.com/connect.

# 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:** | 5'10" |
| **Weight:** | 170 lbs |

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

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

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

**Colonel Irving Lambert**

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

Lambert is the Third Echelon director of operations, answering to the Third Echelon director. He is in charge of all Third Echelon field operations. Lambert became involved in intelligence as a young man and rose quickly in rank and responsibility. He was in the Persian Gulf for the months leading up to Desert Storm, coordinating SIGINT and running double agents. Once the war began, he was aiming lasers and arranging for television coverage of the good parts. He is a popular and well-connected man in Washington, D.C., 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 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 long-time 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 I-SDF, the newly formed information warfare arm of Japan's Self-Defense Force. Otomo is stoic, determined, and absolutely loyal. He is the Japanese equivalent of Third Echelon's Irving Lambert, and the two men share intelligence openly.

### Abrahim Zherkezhi

**Born:** 1960, Warsaw, Poland

**Height:** 6'3"

**Weight:** 207 lbs

Abrahim Zherkezhi has a doctorate in cryptological number theory from Gottingen University, and was an advisor to the U.S. Homeland Protection Agency following the blackouts in 2003. He worked for the 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 Abrahim Zherkezhi studying the Masse Kernels following the Georgian information crisis, and currently works for Wright-Pritchard Technologies, a telecommunications company with development contracts throughout South and Central America.

### Milan Nedich

**Born:** 1970, Place of Birth Unknown

**Height:** 5'11"

**Weight:** 189 lbs

Milan is 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:



- **New Game:** Allows a player who has selected or created a profile to start a new game. When starting a new game, you can set your difficulty level at Normal, Hard, or Expert.

- **Load Game:** Allows the player to select and load a previously saved game. The only games displayed on the Load Game screen will be those for the selected profile.

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

- **Xbox *Live*:** Access the Xbox *Live* game options.
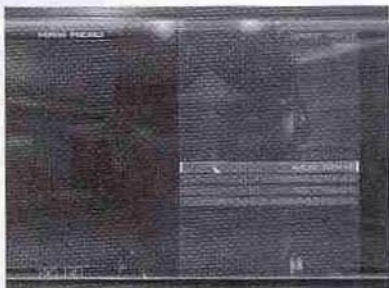
   **Training Videos:** Watch these videos carefully to learn the game

basics and advanced skills required to become the ultimate stealth agent.
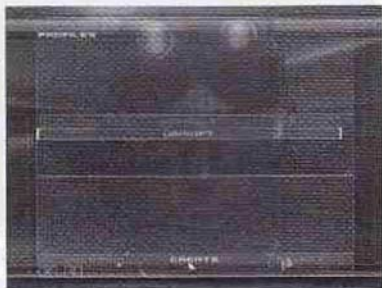
## Cooperative Menu

Connect to Xbox *Live* and play the Cooperative mode of Splinter Cell Chaos Theory. For more details, see page 20.

## Versus Menu

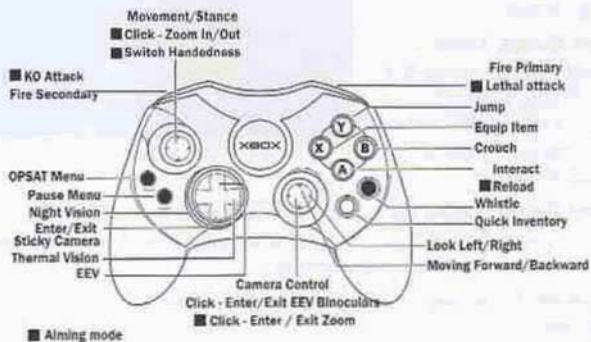Connect to Xbox *Live* and play the Adversarial mode. For more details, see page 28.

## Profile Screen

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

# SOLO GAME

## Game Controls



Movement/Stance
■ Click - Zoom In/Out
■ Switch Handedness

■ KO Attack
Fire Secondary

Fire Primary
■ Lethal attack
Jump
Equip Item
Crouch

OPSAT Menu
Pause Menu
Night Vision
Enter/Exit
Sticky Camera
Thermal Vision
EEV

Interact
■ Reload
Whistle
Quick Inventory

Look Left/Right
Moving Forward/Backward

Camera Control
Click - Enter/Exit EEV Binoculars
■ Click - Enter / Exit Zoom

■ Aiming mode

These are the default controls for play in Solo mode.

## Sam's Actions and Movements

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

### Basic Moves

**Crouching**

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

**Mantling**

Press the ❾ 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 ❸ button to jump off.

**Close Attack**

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

**Back to Wall**

Click the left thumbstick 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 ❾ button to grab and hang from ledges above Sam's head. Sam can move left and right as well as pull himself up if there is room. Press the ❸ button to let go of a ledge.

**Hand-over-Hand**

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

**Inverted Neck Snap**

Perform this move when holding onto a horizontal pipe with legs up. To attack a non-player character (NPC), press the

right trigger for a lethal attack and the left trigger for a non-lethal knockout attack. Press the ❸ button twice to return Sam to his feet below the pipe.

### Zip Line

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

### Throwing

Once Sam has an item in hand, press the ❽ button 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 right trigger 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 ❸ button while running to do a roll.

### Split Jump

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

### Drop Attack

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

### Rappelling

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

### Rappel Shooting

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

### Hanging Shooting

Sam can equip and fire his weapon while hanging from a pipe. With his legs down, he will shoot forward; with his legs up, he will hang upside down and shoot backward. Press the ⓧ button to equip 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 ⓧ button to equip the selected weapon.

## Switch Shoulder

While in the Aiming mode, click the left thumbstick 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 left thumbstick.

## Lock Picking

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

## Break Lock

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

## Non-Player Character-Linked Moves

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

### Move Body

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

### Grabbing

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

### Human Shield

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

### Interrogation

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

### Forced Cooperation

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



## 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 a note is added and when 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 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 START button to pause the game and access the Pause menu.

- **Resume:** Continue playing. You can also resume by pressing the START button again.

- **Quick Save:** Quickly save your current progress and be back in the game in a matter of seconds.

- **Save:** Save your current game session and decide what save slot you want to use.

- **Load:** Load a previously saved game. You can also load your quick saves using the Load Game option.

- **Restart:** Restart the currently played level from the beginning.

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

- **Xbox *Live*:** Create or sign in to your Xbox *Live* account.

- **Quit:** Quit your current game session to go back to the Main Menu. You will be asked to confirm this choice.

## Briefing Screen

This screen will inform you about your upcoming mission objectives. Pay close attention – valuable clues and hints may be given. From this screen, you can access the Equipment Selection menu by selecting the Loadout tab.

## Loadout Screen

From this screen, you can decide what type of equipment Sam will use 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 BACK button 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 D-pad and to view different objective types.

- **Notes Display:** All notes taken from email, 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 standard NATO 5.56 x 45 mm round. Each magazine contains 30 bullets.

### SC-20K Attachments

The rifle can be equipped with four different types of attachments, each with a specific purpose. Attachments will be unlocked as you progress through the game.

**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 onto the 5-7. It can be used to disable electronic devices for a short period of time. Lights, cameras, and computers can all be affected. Give the OCP a try – it's Sam's new best friend. A light on the side of the 5-7 will indicate whether the OCP hit a proper target. A green light indicates a successful hit while a red one indicates that the OCP had no effect on the targeted object.

## 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.
- At the second zoom level, the EEV can record conversations.

## 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 in Expert level. At Hard and Normal difficulty, you don't have to 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 explosive. Upon detonation, the steel sphere shatters, emitting a burst of high-velocity shrapnel.

### Smoke Grenade

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

### Flash Grenade

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

## Hacking Gameplay

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

- To hack a computer, select Secure Access while in the Computer interface.

- When the hacking interface is open, one of the port addresses on the left side is the correct one. When you know which one it is, highlight it with the left thumbstick and press the Ⓐ button.

- While hacking, you will see fragments of port addresses being randomly tested. Correct fragments will be highlighted.

- You can lock correct fragments by selecting them with the left thumbstick and pressing the Ⓧ button.

- You can complete the hack by either selecting the correct port address from the left, or by locking all of the correct port address fragments.

- 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 Ⓑ button.

- 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.

## Lock-Picking Gameplay

Sam will need to pick the locks on some doors. Lock picking takes time, but is quiet and cannot be detected. Interacting with a door that has the Lock Pick interaction will activate the lock picking. Once the interaction is activated, the lock picking will begin.

To pick a door lock, rotate the left thumbstick until the controller rumbles. Once the rumble has reached its pinnacle, keep the thumbstick steady 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.

## 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

## Connection Options
### System Link Play

System Link allows play between two Xbox consoles linked via network cables. This method of play is ideal if you have two Xbox consoles under the same roof.

### Xbox *Live* Play

If you have an Xbox *Live* account, you can play Splinter Cell Chaos Theory over the Internet, where there are always plenty of teammates and opponents. Xbox *Live* also allows you to download new game content and keep track of friends or players. If you don't have an Xbox *Live* account, you can open one by purchasing an Xbox *Live* Starter Kit.

### Split-Screen

This mode allows you to play with other players on the same screen using different controllers. You can play different Co-op modes using split-screen.

# Cooperative Play

## *Game Modes*

### Story Mode

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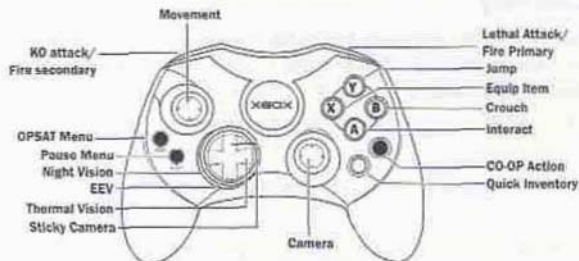
### Mission Mode

Play all the missions from Story mode without any specific order.

## *Elite Mode*

Elite mode is the same as Mission mode, except that in Elite mode, you have access to the knife, which you can use to kill enemies. Also, in Elite mode, you do
not have any ammo for your firearms. Elite mode is only available if Story mode has been successfully completed.

## *Game Controls*



These are the default controls for Cooperative play.

## Cooperative Main Menu



- **Xbox Live:** Play online using your Xbox Live account.
- **Split-Screen:** Play with two players on your Xbox console.
- **System Link:** Play using two connected consoles.
- **Options:** Set the controller, sound, and display options, as well as some Xbox Live parameters.

## Profile Selection

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



## Xbox Live Main Menu

- **Quick Match:** Find a game you can join quickly.
- **OptiMatch:** Find games that meet certain criteria.
- **Create Mission:** Set up an Xbox Live game session by specifying the game parameters (mission, mode, difficulty, language, etc.). Once the settings have been selected, go to the game waiting room by selecting Continue and then pressing the **Ⓐ** button. When all the players are ready, launch the game by positioning yourself on the Launch option and pressing the **Ⓐ** button.
- **Friends:** Access your Friends List. To carry out an action on a friend, select him or her and press the **Ⓐ** button. Then select the action and press the **Ⓐ** button to implement it.
- **Players:** Access your recent players list. To carry out an action on a

recent player, select him or her and press the Ⓐ button. Then select the action and press the Ⓐ button to implement it.

- **Messaging:** Send and receive messages from other players or/and friends. It basically works as your personal mailbox for text-based or voice-based messages.
- **Download:** Access the Download page, where you get new content for the game.

## Create Mission

This screen allows you to modify the server settings before launching the server. You can also continue a mission in Story mode.

### Loading Screen

This screen will inform you of the upcoming mission objectives. Pay close attention – valuable clues and hints may be given.

## Xbox Live Option

This menu shows the options that you can modify for online play.

### General

- **Appear Offline:** Allows you to be invisible on Xbox Live.
- **Quick Match Mode:** Allows you to restrict your Quick Match search to one game mode.
- **Quick Match Mode Only:** Allows you to restrict your Quick Match search to games that are using the Xbox Communicator headset.

### Sound

- **Voice Through Speaker:** Hear the voice of your teammate through your TV speakers.
- **Voice Masking:** Disguise your voice over your voice communication.
- **Voice Detection:** Activate or deactivate the voice detection feature in the game. Refer to the Communication System/Headset section for more details.
- **Voice Detection Sensitivity:** Increase or reduce the zone within which your voice can be heard. A zone of 50 is about 2 meters within in the game.

## Game Screen



1) **Life bar:** Agents' health/life.

2) **Stealth meter bar:** Represents the amount of light in your area.

3) **Noise meter bar:** Indicates how much noise the spy is making and how noisy the environment around the spy is.

4) **Interaction system:** This system appears when you can interact with an object or person in the environment.

5) **Selected weapon, gadget, or item:** Displays the name of your current selection.

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

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

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

9) **Teammate status:** Displays your teammate's health/life.

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

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

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

## Co-op Moves

Many moves can be 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 everywhere in the map, unless there is not enough space to complete the move. If that is the case, the agent will shake his head no and he controller will vibrate.

## Short Scale/Boost

To perform this move, take a crouching position and click on the Co-op Action button (Black button). 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 button (Black button). The move will then be performed.

## Tomoe Nage/Long Jump

To initiate this move, stand facing opposite the direction in which you want to throw your teammate. Once you take position, click the Co-op Action button (Black button) to initiate the move. At that moment, you can choose the target at which you want to throw your 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 button (Black button). The move will then be performed. If an NPC is near the target position, he or she will be hit and knocked out.

## Human Ladder

To form a human ladder, one player must initiate the action using the Co-op Action button (Black button) while on a ledge. To complete the action, the other player has to stand under the first player and press the Co-op Action button (Black button). 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 Interaction menu. One player must initiate the interaction (Ⓐ button) and the other one has to complete the action.

### Co-op Dual Rappelling

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

### Hang Over Teammate

The player controlling the rope uses the left and right triggers 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 button (**Ⓐ** button). He can also get cover using the left trigger to get into an inverse crouch position.

### Stand on Teammate's Shoulders

The player initiating the move will take position. Then the other player has to get close and complete the move. That player can also use his weapons while is 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 in the Interaction menu and click that action button (**Ⓐ** button) to view his teammate's camera feed. This move is not available in split-screen games, since you can just look at your teammate's part of the screen.

## 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. An Interaction menu will appear over your teammate. Select the interaction and click the action button (**Ⓐ** button). 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 click the Action button (**Ⓐ** button). 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, point it at an electronic object, and pull and hold the left

trigger. If you move while using the Jammer, it will stop working. The Jammer remains effective as long as you jam the light.

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 release the trigger.

## Communication System

### Xbox Communicator Headset

Use the Xbox Communicator headset for the best experience playing the Co-op mode online. Communication with your teammate is the key to succeeding in your missions.

You can use the headset to attract or distract guards. But be cautious, because speaking too loudly can also reveal your position to the guards, who can then hear your communication.

This feature can be deactivated in the Options menu under Xbox Live. Voice detection sensitivity can also be adjusted here. This will allow you to modify the radius within which a normal voice can be detected. The default setting (50) is around 2 meters (in-game) for a normal speaking voice.

### Alternative Voice Communication

If an agent doesn't use the headset to communicate, an alternative communication system will automatically be activated. That system will work in specific situations where the agents can communicate with each other.

## 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 simply selects the appropriate action and clicks the Action button (the Ⓐ button); the second player does the same. Synchronization of the actions occurs automatically.

### Co-op move (Hang Over/Dual Rappelling)

If one player can't move in the direction he would like, he must click and hold the left thumbstick and move it in the desired direction. This will send the appropriate voice message. A "stop" message will automatically be sent as soon as the player releases the left thumbstick.

## Hang Over (Player on the Rope)

- **Click and hold left thumbstick + move up:** "Up."
- **Click and hold left thumbstick + move down:** "Down."
- **Release left thumbstick:** "Stop."
- **Dual Rappelling**
- **Click and hold left thumbstick + move left:** "Left."
- **Click and hold left thumbstick + move right:** "Right."
- **Release left thumbstick:** "Stop."

## Puzzle Action

For synchronized action without using the headset, the first player has to select the appropriate action and click the Action button (the ❹ button); the other player will complete the action by selecting the appropriate action and clicking the Action button (the ❹ button). 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 same steps described above.

## Crane Gameplay

To give directions to your teammate while he is using the crane, click on the Crane Communication interaction that appears in the upper part of the HUD. Then, click and move the left thumbstick in the desired direction to send the appropriate voice message.

- **Click and hold left thumbstick + move up:** "Back."
- **Click and hold left thumbstick + move down:** "Forward."
- **Click and hold left thumbstick + move left:** "Left."
- **Click and hold left thumbstick + move right:** "Right."
- **Click and hold left thumbstick + left trigger:** "Lower."
- **Click and hold left thumbstick + right trigger:** "Raise."
- **Release left thumbstick:** "Stop."

## *Saving*
### Save Game

This allows you to save your progress while you play Story mode. You can then continue the same game with the same partner in another game session. If you launch a server using that type of save game, an

automatic invitation will be sent to you partner. If your partner is online, he will just have to accept the invitation to automatically join your server.

**Note:** The save game needs to be identical on both consoles to be a valid save game.

## Quick Save

Quick Save allows you to save your progress during a mission. The quick save is only available for the current session and is automatically destroyed at the end of the session. To restart the mission to your last quick save, simply click Retry. The save 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 mission objectives. 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. Also, a success score 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.

# Versus Mode

## *Game Principles*

The game is based on two opposing teams of two players each. The Shadownet spies must move 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. There are three types of objectives:

|  | EXTRACTION | NEUTRALIZATION | BOMBING |
|---|---|---|---|
| Enhanced Reality Symbol |  |  |  |
| Objectives |  |  |  |
| Spy Rules | To complete this objective, you'll have to pick up the hard drive from the server (press the ● button while in front of it) and secure it in a transfer briefcase (press the ● button while in front of it to secure the data). | To complete this objective, position yourself in front of a terminal and press the ● button. The process takes time, but you can break off whenever you want and take up again where you left off. | To complete this objective, place a bomb on one of the triggers by pressing the ● button. The objective will be completed 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 being bombed. When a countdown appears, look for the bomb in question and neutralize it by removing it (press the ● button) or shooting it. |

## Disk Hunt Mode

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



Disk



ER symbol

|  | SHADOWNET SPIES | ARGUS PMC |
|---|---|---|
| GOAL | Steal and keep the disks. | Protect the disks and eliminate the Shadownet spies. |
| VICTORY | Get the required disks 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 disks. Eliminate the Shadownet spies to stop their progress. |

## Deathmatch Mode

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

|  | 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. |

**Note:** In this game mode, your skills will be limited in the following ways:

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

## Game Controls

This chart shows the controls for a Shadownet spy:

| ACTION | EXPLANATION |
|---|---|
| Ⓐ button | Environment interaction (contextual menu). Heal partner (contextual menu). Give/accept gadget (contextual menu). Grab/release an object on floor (contextual menu). Grab an enemy from behind. Elbow hit. Back to wall. |
| Ⓑ button | Crouch/uncrouch. Hold down: Roll (while running). |
| Ⓧ button | Switch to Weapon mode. |
| Ⓨ button | Jump. |
| White button | Start/finish a Co-op move. |
| Black button | Talk/listen to an enemy. |
| Right trigger | Second-person view: Primary shooting option Third-person view: Quick Use gadget 2 (selected in Quick Use slot in Equipment Selection screen). |
| Left trigger | Second-person view: Secondary shooting option (use a gadget). Third-person view: Quick Use gadget 1 (selected in Quick Use slot in Equipment Selection screen). |
| START button | Open the Game State menu. Many options can be checked from this menu (controls, HUD explanation, etc.) |
| BACK button | Strategic map access |
| Left thumbstick | Move character. |
| Left thumbstick (held down) | Open inventory While the inventory window is open, choose gadget with the right thumbstick, Ⓐ button, Ⓑ button, Ⓧ button, or Ⓨ button. |
| Right thumbstick | Move camera |
| Right thumbstick (held down) | Double-click to use binoculars. • D-pad up: Zoom in. • D-pad down: Zoom out. • A button: Lock/unlock on an objective. |
| D-pad | D-pad up: Consult Sticky Camera. D-pad left: Activate/deactivate night vision. D-Pad right: Activate/deactivate thermal vision. D-Pad down: Activate/deactivate your gun aiming device (laser). |

This diagram shows the controls for an ARGUS PMC mercenary:

| ACTION | EXPLANATION |
|---|---|
| A button | • Environment interaction (contextual menu).<br>• Heal partner (contextual menu).<br>• Give gadget (contextual menu).<br>• Charge / Weapon Slam. |
| B button | Crouch/uncrouch. |
| X button | Reload/Change rate of fire (button pressure). |
| Y button | Jump. |
| Black button | Talk/listen to an enemy. |
| Right trigger | • Main fire.<br>• Fire in Sniper mode. |
| Left trigger | Secondary fire. |
| START button | Open the Game State menu. Many options can be checked from this menu (controls, HUD explanation, etc.). |
| BACK button | Strategic map access. |
| Left thumbstick | Move character. |
| Left thumbstick (held down) | Open inventory.<br>While the inventory window is open, choose gadget with the right thumbstick, A button, B button, X button, or Y button. |
| Right thumbstick | Change aim. |
| Right thumbstick (held down) | Double-click: Enter Sniper mode. Then, while in this mode:<br>• D-pad up: Zoom in.<br>• D-pad down: Zoom out.<br>• Left trigger: Focus. |
| D-pad | • D-pad up: Activate/deactivate flashlight.<br>• D-pad left: Activate/deactivate movement vision.<br>• D-Pad right: Activate/deactivate EMF vision.<br>• D-Pad down: Activate/deactivate laser sight. |

## 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 pressing the Ⓐ button. You can delete a profile by selecting it and pressing the Ⓧ button. Create a new profile by pressing the Ⓨ button.

**Please note:** The profiles created in Solo, Cooperative, and Versus game modes 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. Once you have created a profile, select Tutorials or Exam to get started. You must complete the Exam map to access the rest of the game. Even if it's not necessary, we strongly recommend that you complete the tutorials first in order to learn the important rules of the game (each tutorial can be completed separately, whenever you want, from the Tutorials section of the Main Menu). You can quit a tutorial at any time by pressing the START button and choosing Quit. Once you have finished the Exam map, you can complete your training with the Mercenaries' tutorials.

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

- **Xbox *Live*:** Play on the Internet, using the Xbox *Live* service.
- **System Link:** Create or join games on a local network.
- **Tutorials:** Tips and tools to master the game. You can also access tutorial maps.
- **Options:** Modify the settings for the profile being used.

## *Menus*
### Navigation Method

To navigate on the screen, use the left thumbstick or the D-pad. To confirm a choice, press the Ⓐ button. To go back to the previous page, press the Ⓑ button. On some pages, the other buttons may have another function (see the caption at the base of the screen).

### Menu Details

The Options field of the Main Menu enables you to edit your profile's settings:

- **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 another character possesses, press the ⓨ button. Every character has four item slots, each of which can accommodate a gadget, and there are eight gadgets to choose from. To select a new gadget, position yourself over it and press the ⓐ button. Choose the gadget that you wish to take, and then confirm your choice with the ⓐ button. The new gadget will appear in your inventory.

**Please note:** When equipping spies, it is recommended that you allocate grenade-like gadgets to the X and Y slots, as these can be used in emergencies with the left and right triggers.

• **Game:** Adjust the game control settings:

- **Vibration:** Activate or deactivate vibration.

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

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

- **Auto-Center:** Turn on or off the automatic return to center when mercenaries move forward.

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

• **Audio:** Configure volume of the game's music, sound effects, and voices.

• **Video:** Adjust the brightness of your TV screen.

• **System Link/Xbox Live:** Access the settings used for the online game on Xbox Live:

• **Appear Offline:** Appear offline even when playing on Xbox Live.

• **Voice on Speaker:** Hear the voices of the other players, using the Voice Communicator via your TV's loudspeakers.

• **Voice Mask:** Apply a filter to your voice.

## Xbox *Live* Menu

Before accessing the general Xbox Live menu, select an Xbox Live account. Validate your choice with the ⓐ button. Enter the password if necessary. Use the New Account option to access your Xbox account creation menu. When you have entered your password, you will be taken to the following menu:

• **Quick Match:** Find a game you can join quickly.

• **OptiMatch:** Find games that meet certain criteria.

- **Create Match:** Set up an Xbox *Live* game session by specifying the game parameters (free or ranking game, solo or squad configuration, game map, and game mode, language of the session). You can access advanced settings by pressing the ❺ button, which allows you to set session parameters (game length, respawn time, number of games in a row, etc.) and modify the game experience by changing some rules or restrictions (for example, the number of gadgets and the gadgets and moves allowed in the session). You can also set up Tutor sessions, in which you can talk to everyone and share your knowledge of the game). The Tutor session is active only after three hours of gameplay. Once the settings have been chosen, press the ❹ button to go to the game waiting room. When all the players are ready, launch the game by positioning yourself on the Launch option and pressing the ❹ button.

### Community

- **Friends:** Access your Friends List. To carry out an action on a friend, select the friend and press the ❹ button. Then select the action and press the ❹ button to implement it.

- **Recent Players:** Access your recent players list. To carry out an action on a recent player, select the player and press the ❹ button. Then select the action and press the ❹ button to implement it.

- **Squads:** Create or access your squad details.

- **Download Content:** Access the Download page, where you can get new content for the Versus game mode.

- **Statistics:** Consult the world rankings for Xbox *Live*. When you play Ranking games, you receive points for each victory. These points allow you to increase your ranking. From this general page, you can modify the ranking criteria to sort players in different ways using the White button (set timeframe), the Black button (switch between friends, squads, or all), the ❽ button (find your ranking), or the ❺ button (go to top rank). You will be reminded of the action associated with each button on the interface.

**Remember:** When creating or joining a squad session, you will be asked to choose a squadmate. You will not be able to continue until your squadmate accepts your invitation, so be sure to invite someone who is online. Once the invitation has been accepted, you can access the Lobby and start the game.

## System Link Menu

With Splinter Cell Chaos Theory, you can link several Xbox consoles (a maximum of four in Versus mode and two in Co-op mode), either directly or through a local area network (LAN).

- **Find Session:** Join an existing game. Choose the game you want from the provided list by pressing the Ⓐ button. You will be taken to the game waiting room. When all the players are ready, the game session will start.

- **Create Session:** Set up a game session. You must choose the map as well as the game mode (you can access the advanced options by pressing the Ⓨ button from the Create Session page). When the settings have been chosen, you can go to the game waiting room by pressing the Ⓐ button. When all the players are ready, launch the game by positioning yourself on the Launch option and pressing the Ⓐ 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 relating to the items displayed on the game screen.

- **Tips:** Get tips or additional explanations concerning 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.

## Game Screens
### Shadownet Spy Screen
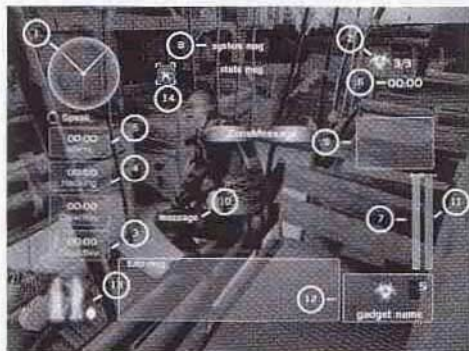


1. **Tactical Radar:** Displays the position of your teammate and locked enemies.
2. **Objective Counter:** Displays the number of objectives left to win.
3. **Objective Capture Timer:** Displays the remaining time for an objective to be neutralized.
4. **Hacking Timer:** Displays the remaining time for a hacking to be completed.
5. **Alarm Timer:** Displays the remaining time before a 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:
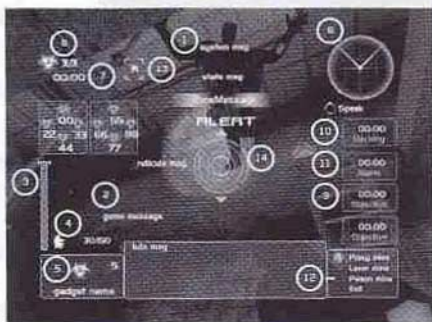


Neutralization Objective · Bombing Objective · Extraction Objective · Drop Zone · Triggered alarm



## 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) also indicate the altitudes 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 the Versus game mode):

### Wall Jump

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

- If it is possible to 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 to climb, you 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, pull the left trigger. Grenade-like gadgets can be used quickly by pulling the left trigger or the right trigger in third-person view. The gadgets linked to these triggers (left trigger for the gadget linked to the ✪ button and right trigger for the gadget linked to the ✪ button) will be thrown at your feet.

## Back to Wall

To stick close to a wall, position yourself facing the wall and press the ✪ button. To move, use the left thumbstick. Press the ✪ button to crouch down. To move out of this position, you have different options: Press the ✪ button again or take your weapon into your hand.

If you are moving up to the corner of a wall and you keep pushing the left thumbstick in the direction of the corner of the wall, your character will shift automatically into Sneak mode. From this position, you can manually target and take your gun by pressing the ✪ button. Shoot by pressing the right trigger; use a gadget with the left trigger. Press the ✪ button to put your weapon away.

## Elbow Shot

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

## Grab

A spy can grab his opponent by pressing the ✪ button when he's close behind the enemy. You can also talk to him (Black button). Press the ✪ button again to break his neck or the right trigger 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 ✪ button to initiate the action when you're close to a mercenary. The spy can talk to the mercenary while doing this by pressing the Black button.

## ARGUS PMC Mercenary's Abilities

### Sneak, Walk, and Run

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

## Crouch

The ⓑ button toggles crouching.

## Jump

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

## Shoot and Reload

Aim by moving the on-screen reticle using the right thumbstick. To shoot, pull the right trigger. Manually reload your weapon by quickly pressing the ⓧ button. Reloading is automatic when your current clip is empty.

## Use a Gadget

To use a gadget, pull the left trigger.

## Interact

You can interact with certain items in the universe by pressing the ⓐ button. 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 ⓐ button. When moving, weapon slamming will make your character dash forward to perform a charge in the specified direction. Please note that it'll take few seconds to recover your full speed after a charge.

## Finish Move

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

## Quick Inventory

You can change the gadget you are using by pressing and holding the left thumbstick.

There are two ways to select a gadget:



- While the inventory is open, press the button corresponding to the gadget you want to pick (in this example, press the **B** button to select the Sticky Camera). Once your choice has been made, the Inventory interface will disappear.

- While the inventory is open, move the highlighted square over the gadget you want to select using the right thumbstick. Once your choice has been made, release the left thumbstick. This will select the gadget on which the highlighted square was positioned and close the inventory.

## Arsenal
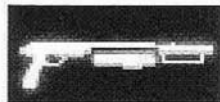


The spy is obliged to kill no one and to leave no trace. To meet this obligation, he only has one non-lethal weapon: the Sticky Shocker. This weapon emits electrical discharges that put the person they hit into temporary shock. The player can fire limited consecutive discharges before his weapon is completely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

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

### Shotgun

This is 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 each.



### Assault Gun

This weapon operates with high-velocity projectiles. It has two shooting modes: it will fire three bullets each time you pull the right trigger (burst); or shoot continuously (full-auto).

Press and hold the ✪ button to change the fire rate. You have five clips with 25 bullets each. The assault gun is the only weapon with Sniper mode. To shift into this special view mode, press the right thumbstick twice. You can change the Zoom mode (there are three possible zoom levels, with a magnification of 2, 4, or 6) using up and down on the directional pad. To focus your attention for greater precision when aiming, keep the left trigger pulled. You can only hold your breath as long as the breath gauge is not empty (this gauge is located to the left of your reticle in Zoom mode).

**Please note:** When targeting someone using sniper 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 left on the directional pad.

#### 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 right on the directional pad.

## Binoculars

To use the binoculars, press the right thumbstick twice. Zoom in and out using up and down on the directional pad. 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, then take your weapon in your hand, aim and fire the gadget by pulling the left trigger.

### Spy Bullets

These are double-purpose bullets: mark an enemy hit by a bullet (he appears on the radar); or, if the bullet hits a wall, change it 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 Black button).

### Sticky Cameras

This miniature camera has many functions (zoom. night vision, thermal vision, gas jet). Press up on the D-pad whenever you want to get a view from the last Sticky Cameras you placed.

### 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 the mercenaries' vision).

### Alarm Snare

When fired near a detection system (camera, presence detector, laser), it can deceive the mercenaries. This accessory can also emits 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 the RPT (retro-reflective projection technology). It renders the spy invisible for some time. Note that it won't be possible to use this gadget in some specific 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 position, their state, and the distance between you and these items.

### Flashlight

This flashlight can be used to peer into dark places, in search of intruders. To use it, press up on the D-pad.

### 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 down on the D-pad. The position of a spotted enemy will be transferred 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 disap-

pears 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 pulling the left trigger.

### Flares

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

### Fragmentation Grenade

The fragmentation grenade is a deadly grenade that, when exploding, inflicts damage on anyone within the blast radius. To throw a fragmentation grenade, first select it from the inventory. Aim and throw the grenade by pulling the left trigger.

### 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 (this mine doesn't blow up, but poisons the spy who triggers it), you lay a mine that is activated by a laser beam projected by the mine itself.

To lay a mine, position yourself in front of a wall and pull the left trigger. If you give a short pull, you will lay a proximity mine. If you keep the left trigger pulled, a menu appears from which you can choose the mine you wish to lay (make your choice using the down button on the directional pad). Release the left trigger to lay the mine. You can remove a mine that has already been laid by going near it and pressing the ○ button.

### 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 similar to that of the mine). You can listen to an enemy tagged by a spy trap (press the Black button).

### 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, pull the left trigger. 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 pull the left trigger. To reload from your teammate's backpack, face him and choose Refill in 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. Every action can affect the game level. For example, if one of your grenades explodes near a ventilation access trap, it will blow it, creating a new access for the spies.

## Passive Defenses

Trigger mechanisms (motion detectors, surveillance cameras, lasers, etc.) are located within the level. If an intruder sets off one of these mechanisms, he activates an intruder alarm that gives 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 giving the precise location of the intrusion; a general warning message will be sent to mercenaries ("security failure").

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

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

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