

# Splinter Cell: Pandora Tomorrow FAQ/Walkthrough

by georgestone

Updated to v1.01 on May 18, 2004

This walkthrough was originally written for Tom Clancy's Splinter Cell: Pandora Tomorrow on the GBA, but the walkthrough is still applicable to the PS2 version of the game.

```
-----  
/ /                               Copyright 2004 J. Pena-Duran           | |  
: :                               GBA Guide Version 1.01                 : :  
: :                               Tom Clancy's Splinter Cell             : :  
|_| _____ P A N D O R A ____ T O M O R R O W _____ /_/
```

## Contents

---

### Short Introduction

- 1.0 Controls
  - 2.0 Stealth Abilities
    - a) Climbing
    - b) Crouching
    - c) Hand-over-Hand
    - d) Rappelling
    - e) Shimmying
    - f) Wall Sneak
    - g) Grab Enemy
    - h) Close Attack
    - i) Drag Body
- 

### 3.0 Weapons and Ammunition

- a) SC 20k
  - b) SC Pistol
  - c) Ammo Boxes
  - d) Grenade Boxes
- 

### 4.0 In-Game Elements

- a) Alarms
  - b) Locked Doors
  - c) Magnetic Doors
  - d) Computers
  - e) Safes
  - f) Surveillance Cameras
  - g) Turrets
  - h) Laser Rays
  - i) Mines
  - j) Lights
- 

### 5.0 Gadgets and Other Items

- a) Radar Sensor
- b) Risk Meter
- c) Sticky Camera
- d) Night Vision
- e) Thermal Vision
- f) Security Cards
- g) Health Kit

- 
- 6.0 Miscellaneous Tips
  - 7.0 Walkthrough
    - a) Mission 1: Embassy I
    - b) Mission 2: Embassy II
    - c) Mission 3: Subway
    - d) Mission 4: Saulnier Cryogenic
    - e) Mission 5: Jerusalem
    - f) Mission 6: Warehouse
    - g) Mission 7: Shipyard
    - h) Mission 8: Submarine
    - i) Mission 9: TV Station
  - 8.0 Version History
  - 9.0 Credit
- 

---

February 2006

U.S. troops become controversially embroiled in a conflict between East Timor and government-supported Indonesian guerrillas. Guerrilla militia leader Suhadi Sadono has made himself nearly invulnerable, planting scattered smallpox carriers around the world to be released if he dies. Fisher must defend and assist the U.S. military, both locally and from remote locations, until Suhadi's terror-driven "insurance policy" can be subverted and the guerrilla faction neutralized. ...You are Sam Fisher. You are a Splinter Cell.

[from manual]

---

## 1.0 Controls

---

- LEFT: Walk/Run left (double-tap to run)
  - RIGHT: Walk/Run right (double-tap to run)
  - UP: Put back against the wall
    - Interact with objects
    - Point gun upwards
    - Open door
    - Climb up
  - DOWN: Point pistol downwards
    - Hang from ledge
    - Climb down
    - Drop down
    - Crouch
    - Rappel
  - START: Inventory/Options
  - SELECT: Switch between bullets/grenades
  - L BUTTON: Sticky Camera
    - View objectives in inventory
  - R BUTTON: Draw weapon
  - A BUTTON: Jump
    - Cut wires
    - Make selection
  - B BUTTON: Fire weapon
    - Grab Enemy
    - Close attack
    - Drag body
-

## 2.0 Stealth Abilities

=====

### a) Climbing

Press control pad UP or DOWN to climb ladders and pipes. When climbing down a vertical pipe, double-tap control pad DOWN and hold to slide down quickly. You can also leap onto or jump off of ladders and pipes by pressing the A button.

### b) Crouching

Press DOWN to put Sam in a crouching position. Although your movement will be slower, you will also be more silent and harder to detect. Otherwise, some enemies will know you are near before you make an attack. To move more quickly while crouched, double tap LEFT or RIGHT to perform a roll. Press UP to stand.

### c) Hand-over-Hand

Press A to jump onto horizontal pipes. From here you can do one of several things. Pressing UP raises your legs to clear certain obstacles and hazards. You can shoot at lights, surveillance cams or even enemy guards by pressing DOWN when you hold the L button to fire. While hanging, you can drop attack one or more guards by pressing DOWN when they walk under.

### d) Rappelling

Press DOWN to rappel down from a chimney. Double-tap DOWN to rappel down a farther distance quickly. You'll want to do this when rappelling down near windows where enemies are patrolling inside the building.

### e) Shimmying

At times Sam needs pass a wall that blocks his path. Press DOWN while crouched to hang from a ledge, then press LEFT or RIGHT to shimmy across. Other times when jumping, a platform is almost out of reach and Sam can only grab onto the edge. You can sometimes shimmy around the corner by pressing LEFT or RIGHT. In these situations, you cannot drop from a ledge, only at the ends of the platforms. Press UP to lift yourself off a ledge.

### f) Wall Sneak

Press UP to put your back against a wall. Then press LEFT or RIGHT move across into shadows, or hide behind doors and other objects. Check your risk meter on the lower right side of the screen; if it's red or yellow you are still quite visible. Some objects block your path, and you may need to sneak past them this way. Press DOWN to come back out from a wall.

### g) Grab Enemy

Grabbing an enemy consists of sneaking up behind them and pressing the B button. Pressing B twice will have you knock them out, but sometimes the game requires you keep them alive so they can give you security codes. You might also have to force them to open doors. In these cases, drag them over to the wall panel and press UP.

### h) Close Attack

Press the B button while very close to the enemy. It will take several strikes to take down most enemies. Use this as a last resort when you are low on ammunition or if fatalities are restricted for the mission you're on.

### i) Drag Body

Stand over an unconscious body near their head or legs. Then press and hold B to drag the body in the opposite direction. Sometimes, at the end of a room, there is a dark area to hide bodies. However, you usually just need to drag them far enough away from the range of other enemies and surveillance cameras.

---

### 3.0 Weapons and Ammunition

---

#### a) SC 20k

The assault rifle is your default weapon. Press and hold down the R button to draw your gun for firing. As you hold down R, you can point the rifle upwards at an angle by pressing UP. To fire the weapon, press B. Also use the rifle to throw flashbang grenades. Select grenades by pressing SELECT.

#### b) SC Pistol

You can use your pistol while hanging down from overhead pipes. This is useful for taking out surveillance cameras. Press and hold down R to draw your pistol. You can also point the pistol downward at an angle by pressing and holding DOWN. Press B to shoot.

#### c) Ammo Box

Ammo boxes are white and contain three rounds. They are found mainly inside safes and off the bodies of unconscious enemies. You can also find them hidden behind objects and such. In these cases, use the wall sneak to obtain them.

#### d) Grenade Box

Grenade boxes are red. You can find them in all the places that you would find regular ammo boxes. They contain one flashbang grenade. Use one when two or more enemies are patrolling an area.

---

### 4.0 In-Game Elements

---

#### a) Alarms

When an alarm is set off, several heavily armed guards are dispatched into the area to hunt you down. You will have only a little bit of time to hide. Alarms are not allowed on some missions, and triggering one will terminate the mission. If they see you, enemies will often set off alarms themselves using the alarm panels found on walls. You cannot operate the alarm panels yourself.

#### b) Locked Doors

Press UP when in front of locked doors. Press LEFT or RIGHT to move the pick, and press UP or DOWN to push the pins. Keep pushing the highlighted pins first. There are slight variations later on in the game.

#### c) Magnetic Doors

These doors have a blinking light next to them. Find the color coded security cards to unlock magnetic doors. They only are found in safes or off an enemy guard. Once you have the correct card, unlock the door by pressing UP.

#### d) Computers

Operate the computers by pressing UP. Computers will unlock certain doors, deactivate surveillance, lasers, or transmit files. In this game, there are three kinds of computer puzzles:

##### i. BINARY CODES

1 = 0 0 0 1	In the game, you have to force certain enemies to give
2 = 0 0 1 0	you security codes. You will be given a short sequence
3 = 0 0 1 1	of 1 to 3 numbers. When you are at the computer, you
4 = 0 1 0 0	have to enter in the binary conversion of those numbers.
5 = 0 1 0 1	

6 = 0 1 1 0      If you are familiar with binary numbers, then you  
 7 = 0 1 1 1      already know the chart on the left. Each number has a  
 8 = 1 0 0 0      four digit binary value. This chart will also be on the  
 9 = 1 0 0 1      game screen for easy reference.

In the example below, the sequence is 7, 9:

```

. . . . -> . . . . -> . . . . -> . . . .
. . . .      . . . .      . . . .      . . . . 1
. . . .      . . . .      . . 1 .      . . . 1
. . . .      . 1 . .      . . 0 .      . . . .
0 . . .      . 0 . .      . . . .      . . . .
1 . . .      . . . .      . . . .      . . . .
[. . . .]    [0 . . .]    [0 1 . .]    [0 1 1 .]    [0 1 1 1] (7)
[. . . .]    [1 . . .]    [1 0 . .]    [1 0 0 .]    [1 0 0 1] (9)
. . . .      . . . .      . . . .      . . . .
. . . .      . . . .      . . . .      . . . .
. . . . -> . . . . -> . . . . -> . . . .

```

The computer has you set each place value one at a time. Wait for the correct combination to fall into the bracket, and press A to lock it in place. Do the same for all 4 place values. If you notice you've made a mistake, you can use the control pad LEFT/RIGHT to go back to the column you want. Then press A to deselect and try again. Press B to exit the computer without finishing.

ii. FILE LINK UP

Here you have to do 2 computer link-ups. You have a 3x10 grid of square sections made up of either line segments or corner pieces. Use the control pad to select a square section. Press A to rotate it. Do the same for the second hook up below it.

3 x 10 Grid:

Example Solution:

```

-[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]-      " " " [/][-][\] " " [/][-]->
-[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]-      ->[-][-][-][/] " [] " " [] "
-[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]-      " " " " " [\][-][-][/] "

```

'|' and '-' represent line segments (vertical and horizontal)  
 '/' represents either upper left or lower right corner sections  
 '\' represents either upper right or lower left corner sections

iii. FALLING SEQUENCES

This one is pretty straight forward. Just wait for the symbols to fall into view within the brackets. Then immediately push the corresponding button. Sequences are random, and they only consist of control pad directions and the A and B buttons. You can make only three mistakes.

e) Safes

Press UP in front of safes to unlock them. Here, you need to turn three gears using the R and L buttons. Then press A or use the control pad to push the pins inside. There are regular safes which sit on the floor, and there are wall safes found on wall panels. They both work in the same way.

f) Surveillance Cameras

Surveillance cams are mounted high on walls. Watch for their left to right

scanning movement. If you move into the camera's sight range, it will trigger an alarm. You are safe if you stand directly under them. Or, you can put them out of commission with your gun.

#### g) Turrets

Turrets can detect heat and motion. The first type of turret is the automated turret. Sneak past them in the shadows, or use an overhead pipe. To deactivate automated turrets, approach them from behind and press UP. The second type of turret is mounted up on a wall. These wall turrets move back and forth in the same way a surveillance camera does. You cannot deactivate or shoot at wall turrets.

When deactivating an automated turret, use the control pad LEFT or RIGHT to select the wire you want. Press A to cut the wire. Circumstances for cutting wires will vary in and between missions. Sometimes indicator lights will flash above the wires at random. It is only safe to cut a wire when the indicator is NOT flashing. As mentioned, sometimes these indicator lights will be there, and sometimes they won't. If at any time you cut the wrong wire, the turret will self destruct. You will take a considerable amount of damage from the explosion.

#### Rules for cutting wires:

- Cut GREEN wire first:       Appears primarily in missions 5, 6 and 7
- Cut RED wire last:         Appears primarily in missions 5, 6 and 7
- Cut YELLOW before BLUE:   Appears primarily in missions 6 and 7
- Cut WHITE wire third:     Appears primarily in mission 8

Below is a table of the possible wire cutting combinations within the game. The brackets '[''] indicate wires that can be cut in any order. If there are no brackets, then you must cut the wires in the order shown. Asterisks '\*' denote when flashing indicators are present.

Possible combinations:	Appears in:
* [WHITE]_[YELLOW]_[RED] .....	Mission 3, 9.
* [WHITE]_[YELLOW]_[RED]_[GREEN] .....	Mission 7
GREEN _ YELLOW _ RED .....	Mission 5
GREEN _ YELLOW _ BLUE _ RED .....	Mission 6, 7
* [GREEN]_[YELLOW]_ WHITE _[BLUE]_[RED] .....	Mission 8
GREEN _ YELLOW _ WHITE _ BLUE _ RED .....	Mission 7, 8, 9

#### h) Laser Rays

These can set off alarms. Jump over or crouch under most lasers. There are some places where laser rays rise from the floor forming a wall that blocks your path. You can often see the spots where lasers emit from. The thermal goggles will show you exactly where they are.

#### i) Mines

Beware of mines. They are often placed hidden on the ground and along walls. Using your thermal vision allows you to see where they are located.

#### j) Lights

At times you will want to take out certain light fixtures with your gun. This

gives you some cover allowing you to hide and sneak past enemies, surveillance cameras, and automated turrets.

---

## 5.0 Gadgets and Other Items

---

### a) Radar Sensor

At the top of the in-game screen is your radar. Enemies will register on your radar as red blips. Over and over again, you will see enemies make their approach, pause to scout the area, and retreat. So when you see the red dot move the other way again, that's when you will make your move.

### b) Risk Meter

The risk meter is on the lower right hand side of the screen. It's usually red, and enemies can very well see you. When the meter is all the way down to dark green, that's when you know that you are invisible to enemies, surveillance cameras, and turrets.

### c) Sticky Camera

The sticky camera is good for scouting the area allowing you to see what's ahead without putting yourself in harm's way. It also shows you the sight range of surveillance cameras. Press and hold the L button to use the sticky camera. Then press LEFT/RIGHT or UP/DOWN to move the camera's view across the room.

### d) Night Vision

Use your night vision goggles to see while in complete darkness. Select night vision in the inventory by pressing START. It is to the LEFT of normal vision.

### e) Thermal Vision

The thermal goggles allow you to see lasers, mines and hidden ammo boxes. Select thermal vision in the inventory by pressing START. It is to the RIGHT of normal vision.

### f) Security Cards

These allow you access through magnetic doors. They are found in safes and off of enemies you've taken down. Red cards open doors with a red light. The same thing goes for yellow and green cards.

### g) Health Kit

These are found on walls in certain rooms. To use a health kit, press and hold UP until your health is replenished.

---

## 6.0 Miscellaneous Tips

---

- After you jump down from somewhere, you usually will land in a crouched position. Some spots are a little too high up, and you'll take some damage when you hit the ground.
- Always have a running start when jumping over hazards. If you are jumping across a row of mines and you just catch the last one, you won't take any damage when it explodes.
- When aiming to shoot out lights and cameras, the angle is about 45 degrees. So you will always have to be a certain distance away from what you are

going to be shooting at.

- Some enemies can hear you better than others. If you're not sure, crouch while sneaking behind enemies and tuck in your legs while moving along overhead pipes.
- When there is more than one guard patrolling an area, their movement is almost never synchronized allowing you to deal with them one at a time. The same can be said for a situation with a guard and surveillance camera.
- When an enemy stops to scout an area, his sight range is limited. You can safely stand nearby at a screen length's distance. With an automated turret, you can stand even closer than that before it fires at you.
- While sneaking along walls you can still press UP to open doors or disable turrets without pressing DOWN first. Sometimes this is useful if coming out from the wall would risk being seen or taking fire from the turret.
- Be careful when hiding behind opened doors and other objects. Certain surveillance cameras will check those hiding spots as well.
- There is one trick you can do with the sticky camera. After you fire a bullet from your gun, quickly use the sticky camera to trace its path. That way you can hit targets that are farther off screen.

---

## 7.0 Walkthrough

[mission descriptions are from the game]

---

---

### a) Mission 1: Embassy I

---

\_Fisher must destroy sensitive data in the U.S. embassy in Dili before the occupying terrorists gain access. Once he has discovered that the data has already been compromised, he must identify that data and its thief.\_

- >Objective: Infiltrate the embassy.
  - >Objective: Locate and access Shetland's palmtop.
  - >Objective: Send information to Grimsdottir.
  - >Objective: Laser-mic Ingrid Karlthson's window.
  - >Objective: Find a way to the courtyard.
- 

### ->INFILTRATE THE EMBASSY

First note that you're not allowed to shoot enemies in this level. Setting off alarms will also terminate the mission. Go right. Run and jump over the crates and gaps. Sneak behind those tall cardboard boxes. When you get to the pole, climb up, move right, clear the spikes, then slide down. Continue going right. Grab and take out the guard. For now, the enemies are pretty dumb and you can run at them and grab without them hearing you first. Continue right and go in the door. Go right and sneak up behind the guard that's patrolling the area. After knocking him out, crouch and roll under the raised floor past the guard above. Go in the door to find a safe with a grenade box. Outside, go right and take out the guard. Go right to a new area. Go past the birds and knock out the guard patrolling by the lights. Climb the pole and you can



drop attack both guards below. Pick up the leftover flashbang and continue right. Get past the stack of crates boxes and throw a flashbang on the two guards. Go behind another stack of boxes and knock out two more guys. Climb on another box where you can leap onto the next two guards taking them out. Go right, and climb up the ladder.

->LOCATE AND ACCESS SHETLAND'S PALMTOPI

Slide down the pipe and go right. Run and take out the guard. Go sneak behind the bushes past the two conversing guards, or throw a flashbang at them. Go right sneaking behind those tall boards to get at the guard that's patrolling. Sneak behind or climb onto the lumber platform. There is a guard on the other side. Jump on the pipe. From here you can leap attack the guard, or you can continue up and along the pipes. This just leads to a dead end where a guard patrols the balcony. Back down below, continue to go right taking out all the guards as you go. When you get to the end of the courtyard, make your way up the platforms going left. Continue up and move along a horizontal pipe. Drop down on the balcony, but watch out for the guard. Go inside the building.

Once you're inside, Lambert tells you not to use lethal force, but then you already knew that. Proceed left. There are guys in white T-shirts patrolling the hallway. If they see you, don't let them run away and set off an alarm. You can hide behind curtains or coat racks. Knock out the first guy, and sneak behind the wooden pillar which is in your way. Continue going left and get past a couple surveillance cams. Since you're not going to shoot enemies, you might as well destroy most of the security cameras with the ammo you have. Use the elevator when you get to the end of the hall. You're on the floor below. Go right. Take out the guard, then get past a surveillance camera. Sneak behind the white pillar. Here are two more surveillance cams. Two guards patrol the area ahead of you. After you have dealt with them, continue right, go behind another pillar, and unlock the door.

You're in another hallway. First go left. Get on the overhead pipe and drop down on the guard. There's another guy ahead. Continue left past the plant and desk. Unlock the door and go in. Go left. Knock the guy out, and pick up the red security card. There's a box of ammo behind the tall sheet covered chest. Go back to the hallway and proceed the other direction. Pass the surveillance camera by the plants. Continue right past some more covered furniture and a surveillance camera. Beware of the guard ahead of you. Pass the flags. Open the magnetic door at the end with your card. Go left. Tap the B button to talk to Shetland. He'll give the routing code for the palmtop (3).

Go right. After you pass the surveillance cam, grab the guard. Don't knock him out yet; force him to operate the elevator panel. Use the elevator. Go left. After knocking out the guy, use the computer. The code is: [0 0 1 1]. After you're done, go left. Open the door. Go left and take Shetland's palmtop.

->SEND INFORMATION TO GRIMSDOTTIR

Go right. Sneak up on the guard, and take out the surveillance camera. You can go in the elevator, but if you keep going right, a door leads to another hallway at the end of which is a wall safe with ammo. Otherwise use the elevator. In here, once again you can proceed right; one of the guards has a grenade box, and there's another wall safe with ammo inside. Otherwise continue left. Knock out the guy. Go in the door. Go left past the desk. Knock out another guy, and use the computer:

1ST LINK UP:

2ND LINK UP:

```

" " " " [/][\] " [/>[-][-]->
->[-][-][\ /][/ \][\ [] " "
" " [\[/] " " [\[/] " "

```

```

" " [/>[-][-][\ " " [/>[-]->
" " [!] /)[-]/ " [/>[/] "
->[-][-]/] \)[-][-][-]/] " "

```

->LASER-MIC INGRID KARLTHSON'S WINDOW

To your left is a guard with his back to you. The hallway continues to your right. Keep going right, deal with the guards and security cameras. At the end, exit out the window. Now is where you must laser-mic the window. Turn on your thermal vision. Ingrid is in the top leftmost window of the building. Target her with your scope and press B. She will tell you that she is locked in a building that you must get to by crossing the courtyard.

->FIND A WAY TO THE COURTYARD

Go left. Shoot the surveillance camera, and knock the guard. Keep going left behind the pillar. Another guard is patrolling by some flags. Continue your way left. There's an elevator at the end of the hall. Shoot that surveillance camera before going in the elevator. Go right. This hallway has two doorways ahead. Go in the first one where you will find a wall safe. Open it and pick up the green security card. Out in the hallway, continue right being sure to take care of surveillance and guards. Go in the second doorway to find a health kit. The guard holds an ammo box. Proceed down the hallway. Open the door at the end with your security card. Go right. Exit out the window. Now go right. Rappel down from the chimney. Watch out for the guys walking around inside, and make your way towards the bottom.

-MISSION COMPLETE-

---

b) Mission 2: Embassy II

---

\_The second item Shetland gave Fisher is a memory stick he took off a guard he killed before he was knocked unconscious. The email on the stick is written in Timorise Mambae, an obscure dialect spoken by only a handful of Americans. One of them, Ingrid Karlthson, is a hostage in the embassy. Fisher must take the email to her.\_

- >Objective: Cross the courtyard without being detected.
  - >Objective: Get the key for Ingrid Karlthson's cell.
  - >Objective: Contact Ingrid Karlthson for email translation.
  - >Objective: Get out of the building.
  - >Objective: Rendezvous with Coen at the docks.
- 

->CROSS THE COURTYARD WITHOUT BEING DETECTED

Go right. To escape the first search light, put your back against the wall. Then hide behind the pillars. The spotlight will go right past you. Go right when it's safe. Now crouch and roll behind a series of bushes to dodge the next few lights. Keep going right and you will get to some boards leaning against the wall which you can hide behind. Another light is scouting the

area. Make your way up the platforms. Jump and move along the horizontal pipe. Jump down on the platform. There's a another search light moving around below. Crouch and drop down. Hide behind those bushes. When it's safe, continue right. Crouch and roll behind some more bushes. Get up onto the platform. Your goal here is to get onto the balcony up ahead. Another search light is in your way. When the spotlight moves under the platform, you will have just enough time to run and jump your way onto the balcony. Grab onto the ledge and quickly pull yourself up. There's a guard patrolling this balcony. Go inside the building the building through the open window.

->GET THE KEY FOR INGRID KARLTHSON'S CELL

Go left. Knock out both guards. Shoot the surveillance camera if you like. The first door is just a room with a guard. Knock him out to get a box of ammo. Now go in the second, bigger doorway at the end of the hall. Go left. Take out the surveillance camera, then knock out the guy. Continue left where another guy stands still by the elevator. Take him out as well and go in the elevator. Go right. One guy stands facing away from you while a second guy patrols the room. Sneak up on both of them, and go in the doorway. Go right, and sneak up on the guard. Take out the patrolling guard. You need a security card for this door so proceed right. Watch out for a couple surveillance cams. Go past some covered furniture. Go right to new area. Jump to grab the red security card from the cabinet. Now go back and open that doorway.

->CONTACT INGRID KARLTHSON FOR EMAIL TRANSLATION

You still have to find the cell key. You're in the weapon's room. Go left. You can drop attack the guard from the overhead pipe. You can shoot the surveillance camera from there as well. Guards are patrolling the floor above. Climb up one of the ladders, but watch out for the surveillance cameras and guards. There's nothing else to do here so go left to the next area. You can climb onto the overhead pipes that stretch across the room. Shoot the camera and drop down on the guard. Continue moving left past the jail cells. take out two more guards. At the end of the room, destroy the security camera. You need a key card to open the cell. Climb down the ladder. From there, you can jump onto the overhead pipe to shoot the security cam. Move right taking out the two guards. Go in the metallic door. Open the safe and pick up the yellow key card. You can knock out the guy if you want. Now go back and open the cell door. Walk over and talk to Ingrid.

->GET OUT OF THE BUILDING

Go right, but wait for the guard to turn and walk the other way. Then sneak up on him. Go past the smaller door; it's locked. You can come back to it later. There's a hidden ammo box to the right in that room. Continue right, and jump onto the overhead pipe. Move along the pipe over the two guards below. They are facing each other in front of a double door which is locked as well. They won't notice you at all so keep moving right because there's a guard patrolling the area ahead. Continue right after you knock him out. Climb over two tall sheet covered chests, and move along the pipe. Drop down and go into the next room. Go right and grab a hold of the guy. He will tell you the security code (5) for the computer. Use the computer: [0 1 0 1]. This unlocks the doors you past in the hallway. Inside the safe is a flashbang which you can use on the two guards if you didn't finish them off beforehand. Now go through double doors where those two guards were standing.

Go right. Sneak up on the guard, knock him out and go in the door. At the

left side of this room is a wall safe. Open it, and pick up a green security card. Go back to the hallway, and continue right. There are more surveillance cameras and guards up ahead. If you want, go in the next door to pick up another flashbang box. Continue to the end of the hallway. You've got the green key card so go through double door that's here.

->RENDEZVOUS WITH COEN AT THE DOCKS

You are outside the building. Go right. Destroy the security camera and climb up the pipe. When you're up to the balcony, move left along the horizontal pipe. Tuck your legs to clear the security camera. Drop down and jump off the balcony onto another platform. From here, get up on the ledge. Drop down onto the lumber below. You are allowed to shoot enemies now. Continue going left and shoot anybody that comes your way. Go up the pipe at the end of the courtyard. Now you're outside the courtyard wall. Go left. Pick up the ammo box. Keep going left over the boxes. Neutralize some guys and pick some more ammo. Continue left. You should have plenty of ammo, but there's a fence here if you want to drop attack guards. At the end of the fence, sneak behind the boxes for more ammo. Shoot a couple more guards. Continue left to the next area. Sneak behind the junk that's in your way. Pick up the ammo if you need it. Now run and jump over the gap. Grab onto the boxes, and pull yourself up. Run and shoot your way through the rest of this mission. Coen is waiting for you at the end.

-MISSION COMPLETE-

---

c) Mission 3: Subway

-----  
\_Infiltrate Saulnier Cryogenics via the abandoned subway tracks that run alongside the lab. The mercenaries Fisher is following used the same route and left traps and guards in their wake.\_

->Objective: Cross the subway tunnels to reach the station.

->Objective: Infiltrate Saulnier Cryogenics.

-----

->CROSS THE SUBWAY TUNNELS TO REACH THE STATION

Go right. Climb up onto the overhead pipe to clear the brick wall in front of you. A couple of armed guards in blue-green camouflage are on the other side. Shoot them both. If they off an alarm, heavily armed guerillas will be released to hunt you down. You can hide in the tunnel archways or behind the cafe signs. Continue right and neutralize two more guards. One of them has some ammo for you to pick up. Get onto another overhead pipe to clear the wall. Drop down on the other side and take care of two more guards. There is a hidden ammo box in the second hiding spot. You can't go any farther right so go through the door. Go right. You will need your thermal vision to see the mines in this area. Take out a guard and a surveillance camera. Sneak behind the boxes to pick up more ammo. Continue right. Shoot out the light fixture. Put your back against the wall while avoiding the mine. Sneak past the automated turret. Hop on the boxes and jump onto a horizontal pipe. Move along the pipe over the mines below. Drop down and get past two more surveillance cams. Disarm the turret. Grab some another ammo box behind the boxes to the right, then go through the door.

To your left is a hidden grenade box. Go right. There's a fixed security camera here. Run and jump onto the pipe and climb up. Tuck in your legs to avoid the camera. Jump onto the next pipe and continue with your legs tucked. Drop down behind the turret. Take care of the guard. There's even more ammo behind both piles of boxes. Continue going right. Sneak past the surveillance camera while going behind a big pile of boxes. If you need more ammo, there is some behind the junk. Go through the door.

Go left, and take out the guard. Crouch under the small open space in the wall. Turn on your thermal vision again. Jump over the boxes avoiding the mines. Run and jump off the boxes onto an overhead pipe. Tuck your legs to avoid the turret's fire. When your clear of the turret, untuck your legs and shoot out the light. Drop down and put your back to the wall. Now you can sneak past the camera. Continue left jumping over the mines. Climb over the tall stack of boxes. Shoot a couple more guards. Next is another overhead pipe for you to move along. Jump onto some boxes, then leap over some more mines. Shoot out the light, and wall sneak past the turret. Continue left. You're back in a well lit area. Keep going left while shooting some two guards. Go through the door at the end. Take out the guard that's on the left. Go right. Disarm the turret. Keep thermal vision on as you go back into the dark area. Continue right. You can unlock the door to find a first aid kit if you are low on health. Watch out for the surveillance cams. Continue through the abandoned subway. Jump over some more mines. Shoot the light, and get past another surveillance camera. Keep jumping over the boxes and mines. When you get near the ladder, jump on it, and move along the pipe. Drop down. Continue right avoiding the mines until you get back up to another lighted area of the subway. Shoot another guard. Go in through the opening in the wall.

->INFILTRATE SAULNIER CRYOGENICS

Go right, and take out the guard. Go through the doors at the end of the hall. Go right. Hide in the large closet area, and wait for a guard to walk by before you attack. Get past the security camera. Go into the shadows again to sneak past the automated turret. Go right. Watch out for the surveillance camera. Unlock the door that's numbered 1. Shoot the surveillance camera. There is a guard in here. Shoot him, and pick up the red key card. You can hide behind the hospital curtains to find more ammo boxes. A health kit is at the end of the room. Continue down the hospital corridor going past the pop machines. Shoot a couple more guards. Watch out for the camera. Unlock door number 2 with your card. Go left. Climb up onto the overhead pipe. Destroy the security camera with your pistol. Then take care of the guard. Continue left. Climb up onto another overhead pipe. Go past the turret down below and shoot the security camera. Drop down and open the wall safe. Pick up the yellow key card. Disable the turret if haven't already, and make your way back to the main corridor.

Continue right. Climb up onto another pipe. There's no way to disable the turret or the security camera without taking hits or triggering an alarm. However, one thing you can do is to drop down, disarm the turret, quickly find a hiding spot (there's one to the left), and wait for the alarm to stop. Then you can go back and get past security easily as you move along the pipe. Drop down, and open the door with your yellow key card. Go right. Hide in the shadows, and wait until the coast is clear. Then you can come out and destroy the surveillance cams. Then take out the guard. Go through the door to finish this mission.

-MISSION COMPLETE-

d) Mission 4: Saulnier Cryogenic

---

\_Fisher must infiltrate the Saulnier Cryogenics lab to discover the identity of Sadono's chief mercenary, and identify what he has taken from the lab.\_

- >Objective: Access the "limited storage" facility.
  - >Objective: Find a way to the body processing room.
  - >Objective: Find Francis Coldebeuf and take his cell phone.
  - >Objective: Get out of Saulnier Cryogenics.
- 

->ACCESS THE "LIMITED STORAGE" FACILITY

Several overhead pipes can be found throughout this level; use them to drop attack guards if you are low on ammo. Go left. Take out the surveillance camera and the guard patrolling ahead. Continue forward past a stack of supply boxes. If you go through the door marked B 3, you will find a room full of ammo. Be sure to destroy the fixed camera first though. Continue down the corridor past the shelves and lockers. Take out a couple more guards. Shoot another surveillance camera, and walk past the elevator. You'll come back to it later. Take out another guard. Continue left climbing over the wall. Shoot the guard on the other side. If you continue left, there are ammo boxes behind both sets of lockers. Now unlock the door that's under the surveillance camera. In this room, quickly take out the security camera and the guard. Pick up the red key card. Make your way back to the first floor elevator. Go up to the second floor.

This next section isn't necessary to complete the mission. You're on the second floor. Climb over the wall divider and go left. Take out the surveillance cameras and a couple of guards. Hide behind the lockers if you need to. Don't kill the last guard; you're going to have to sneak up on him. There's an overhead pipe for you hide on. Force him to operate the door panel. Then knock him out. Open the door. Inside, immediately shoot the guard before he sees you. There's a health kit on the wall, and at the end of the room is a safe with a box of ammo inside. Go back to the elevators.

There is a second elevator to the right, but you have to find a computer first. Go right. Take out the guard, and climb over another wall. Another guard in blue-green camouflage patrols the other side. After you've dealt with the guard, use the computer to unlock the door next to the shelves. You still need to find another computer to open the elevator. There's nothing at the end of this hall except a surveillance camera and a pop machine. Go in through the door. In here, go right. Avoid the camera, and use the computer to shut down security. The camera should be disabled now. Now make your way back to the elevators. Use the elevator on the right to go to the third floor.

Go left. There are two guards in this area. Shoot the first one, and sneak up on the second one. You may want to destroy the surveillance camera above the door first. Grab a hold of the guard, and force him to operate the door panel. Knock him out, and go through the door. When your inside, wait for the surveillance camera to look the other way. Move left, and hide behind the hospital curtain with your back to the wall. Don't let the guard see you. Sneak up and grab a hold of him. He will tell you the security code. Knock him out, and use the computer.

This is another section you can skip unless you want to explore the rest of the this floor. Go past the elevators again. Continue right where you will encounter another guard and a security camera. Go through the door marked C 4. Go right. There is a guy guarding a safe at the end of this room. The safe just holds a box of ammo. Take it if you need it. If you want even more ammo continue down the hall, climb over the divider and take down the guard that's there. Then pick up the leftover ammo box. There is nothing else important beyond this point. Go back to the elevators.

Go up to the next floor via the elevator on the left. You're on the fourth floor now. Go left first. Shoot the guard. Go in through the door by the snack machines. In here, watch out for the security camera above you. Go left and take out the guard. Use the computer at the end of the room. The camera should be disabled now. Go out the door back into main hallway. Proceed right. Climb over the wall divider. The cameras along this stretch of hallway should be out of order as well. There's nothing to stop you here so run past some shelves until you get to another divider. Climb over it, and take out the guard. Continue right and open the magnetic door with your key card. Go right. You need to find a yellow key card to open this door. Wait for the guards to go away, then shoot out the camera. Now would be a good time to use a flashbang on the two guards. There's an elevator nearby which you can use now. However you may want to continue exploring this floor. If not, skip the next section as it is not necessary to finish the mission.

On the other side of the wall is a surveillance camera above a door. Wait for it to turn the other way, and climb over. Watch out for the guard that's walking nearby. You will find a first aid kit next to the supply cabinet. Use it if your health is low. If you go in the door, there's a small room with a safe. You have to first destroy the fixed camera to get to it. You'll find a box of ammo inside. There's nothing else here, so go back to where you were by the elevator.

Before you go down the elevator, use your sticky cam to see the floor down below. You will see a surveillance camera and a guard close by. If you go down at the wrong time, the guard may see you and trigger an alarm. A good time to go down is when the camera is turning to the left and the guard is walking away. Go down the elevator. Take out the guard and surveillance camera. Now proceed left to the darkened area. Watch out, there are lasers in your way here. Even without your thermal vision turned on, you can see the metallic posts where the lasers are situated. Crouch down and move under. The camera won't see you if stay in the shadows. Now go in through the door. Wait until the camera is out the way, and then run and grab the guard. He will tell you what the security code is for the computer. Use the computer.

COMPUTER: [0 1 1 0] (6)  
          [1 0 0 0] (8)

Go back out. Remember to crouch under the lasers. You are still looking for the yellow security card. Continue right. Up next is a door. All that's in that room though is a security camera and a guard. The guard is holding some ammo that you can pick up after he's down. Continue down the corridor climbing over a stack of supply boxes. Take down a couple more guards. Go in through the door at the end. Go left in here. Destroy the surveillance camera. Open up the safe, and pick up the yellow key card. Now make your way back to the elevator. Go back up the elevator, and go left. Go through the door using your card. Proceed right. Turn on your thermal vision. You can that there are vertical laser beams blocking your path. You need to shut them off. First unlock the door and go in. In here is a guard facing right. Wait for the

camera to turn away and grab a hold of the guard. He'll give you the computer security code. Be sure to shoot the camera afterwards. Get onto the overhead pipe. Move along the pipe past the lasers down below. Drop down. Behind the guard. You can force him to give the security code if you didn't with the other guy. Use the computer.

COMPUTER: [0 1 0 1] (5)  
          [0 0 1 1] (3)

All the lasers should be disabled now. Continue down the hallway now that it's safe. Climb onto the overhead pipe. You can see that there's a panel by the door. That means you'll have to force one of the guards to operate one again. This is tricky because there are two guards and surveillance camera. One thing you try is the following. Wait until both guards come down the hallway at the same time. Then drop down taking out one of the guards. You should land behind the second guard which can then quickly grab a hold of. You don't have to worry too much about the camera since it happens to have a very short viewing range. Still, wait for the camera to turn the other way, and then force the guard to open the door. Go through the door. Go left. Take down the guard. Use the computer. Then you'll communicate with Coen.

->FIND A WAY TO THE BODY PROCESSING ROOM

Go left. Continue down this stretch of hallway past the frozen bodies and tanks. Several men in green camouflage patrol the area. There are two overhead pipes for you to wait on before you make your move. When you get to the end, climb over the wall. After you deal with the guard, unlock the door and go in. Shoot the guard on the right. Pick up a green security card. On the left side of the room is a computer guarded by a surveillance camera. Use the computer and this will shut down a couple of security cameras in the hallway. Continue left down the corridor into the darkened area. Because you hacked the computer, the security cameras should be disabled. Take out the guard and pick up the leftover ammo box. Continue left. There are three laser traps here, a short one and two taller ones. Climb onto the pipe to get past the first one. Drop down and roll under the other two lasers. Climb over wall divider. Leap down and take out the first guard. In this area there are curtains beside the hospital beds which you'll want to hide behind. Put your back to the wall or the guards will still see you. There are still three more guards you have to deal with. For the next guy, whether you sneak up on him or shoot him with your rifle, do it when the other two guards aren't looking. When he's down, drag him away so the other two don't suspect anything. Then continue and take out the other two guards. Continue going left, and open the door with your green key card.

->FIND FRANCIS COLDEBEUF AND TAKE HIS CELL PHONE

There is a surveillance camera above you. Go left. Keep going down the entire hospital corridor taking down all the guards. Some of them will hide behind the hospital beds. This should be pretty easy since there aren't any cameras to stop you. Go down the elevator at the end. Use your thermal goggles to see the laser traps in this area. Wait for the guard to walk away, and proceed right rolling under the laser beams by the doorway. Shoot the guard. There are more lasers ahead, so climb the pipe to avoid them. Tuck your legs to clear the surveillance camera. Drop down and continue right over another one of those wall dividers. Go past some curtains and a desk. Shoot down another guard. Continue right. Climb over and take down another guard. Hide in the shadows; you're going to sneak up on the next guard. Grab a hold of the guard, and force him to operate the door panel. Go in through the door after you



knock him out. Go right past the tanks and frozen bodies. Take down a few more guards. Watch out for the surveillance camera at the end. Climb over the room divider, and jump onto the overhead pipe. Continue right moving along the overhead pipes. Coldebeuf is in here. Shoot out the security camera first if you like, then drop down behind him. Grab Coldebeuf from behind. He'll turn around, then you can talk him into giving you the cell phone.

->GET OUT OF SAULNIER CRYOGENICS

Destroy the fixed surveillance camera, and go right. Two laser ray traps are ahead. Climb up onto the overhead pipes to clear them. Climb over, and take down the guard that's behind the curtain. Continue right taking down two more guards as you go. Pick some leftover ammo. You will come to another wall. Be careful, the surveillance camera on the other side can see over the wall. Climb over when it's safe. Run and gun your way through the rest of this hallway. Watch out for surveillance cameras. When you get to the end, you'll be reunited with Coen.

-MISSION COMPLETE-

---

e) Mission 5: Jerusalem

-----  
\_Fisher must find out what biological agent Soth has purchased from the Syrians before it's released on the town of Trapper, Texas.\_

->Objective: Walk across the market without being detected.

->Objective: Find Dahlia's house.

->Objective: Take pictures of Dahlia Tal with mercenaries.

-----

->WALK ACROSS THE MARKET WITHOUT BEING DETECTED

Go right and grab the guy. You'll ask him about disarming the turrets. He'll tell you that you have cut green wires first and red wires last. Continue right. You can sneak behind the signs if you need to. A guy in a blue uniform patrols the area ahead. It takes at least two good shots of your rifle to take down these guys in blue. So it's best to sneak up behind or drop attack them. Pick up some leftover ammo after he's down. There are red taxis parked along the streets here. You can either jump on top of them, or you can sneak behind them if you need to hide. Continue right and take down another rebel. If you climb up the pipe, there's turret waiting for you so tuck your legs in to dodge it. From here, you can shimmy over to the other side of the balcony. Watch out for the guy. If you are low on health, go through the door to find a first aid kit. Down below is a dark alley entrance. You could go down the alley if you want to explore the rest of the market streets. But it's not necessary at all, and you are only rewarded with more ammunition and a much needed health kit. Of course, you'd still face more rebels, turrets and security cameras.

Continue walking. Another guy in a crimson shirt is walking behind the taxi cab. Once you've taken care of him, pick up the red grenade box. There's some more ammo hiding behind the cheap door entrance. There are two turrets up ahead. Climb up the pipe. Move along the horizontal pipe. Jump onto the platform over the garage door. Wait for the guy in blue to walk between the turrets. Jump down taking the guy out as you land between the turrets. Obviously, you only need to disable one of the turrets to proceed right.

Continue walking. You're at the entrance to another alley way. This is the one you want to go through. If you want some more ammo, shoot the surveillance camera and you'll find a box behind the taxi. Press UP to go down the alley. This completes the objective.

->FIND DAHLIA'S HOUSE

In this part of the mission, you are not allowed to have any fatalities. Run right. Jump onto the pipe. Climb all the way up, and jump onto the platform. If you miss and only grab onto the ledge, the turret can kill you quickly. The turret will also kill the rebel if he's in the way, and you don't want that. Jump across the platforms. Disarm the turret on the last platform. From here, you can jump down and take out the guy. As mentioned before in this walkthrough, these guys in blue are tough to deal with head on. This is even harder right now since you're not allowed to shoot at them. Don't walk up behind them or else they will hear you. Either crouch or run at them from behind. Continue right down the street.

There's another red taxi cab right here. This next part is tricky. There are two guys in blue uniforms that walk back and forth in opposite directions. When they meet, they'll talk for a little bit and then go back their separate ways. Let's say you hide and take out one of those guys. What will happen then is the second guy will come back and wonder the other guy is. But because you knocked that other guy out, he will stay there waiting forever. Since there's a surveillance camera right there, it's almost impossible to get past the guy. What you want to do is first hide behind some boards while they are talking. Then when they retreat, come out from you're hiding spot. Keep your back to the wall though, or he may still hear you. Now, climb up onto the small platform above the door. You can hide up here, and wait until they come back for their little chat. When the camera is looking away, jump down taking out both of them. Quickly destroy the camera before it sees what you've done. Continue right. Climb up onto the overhead pipe to drop attack another guy in blue. Make sure you land behind the turret. Disarm the turret. Keep walking until you get to another exit. Go in through there.

Go right. There's a grenade box if you sneak behind the taxi. You're getting close to Dahlia's house. You can continue down the streets, but there no point this time. You'll just be confronted with several more men in blue uniforms that are tough to deal with. Get on top of the taxi car, and grab onto the balcony ledge. Pull yourself up. Before you proceed, destroy the surveillance camera. This is Dahlia's house. Go in through the door.

->TAKE PICTURES OF DAHLIA TAL WITH MERCENARIES

You are outside again. It's best to continue moving over the street below by jumping along the various platforms ahead. Go right and jump onto the pipe. Climb up and jump onto the small awning. The small balcony below is guarded by a surveillance camera. Jump down onto it when it's safe. There's no room to shoot at the camera, so wait for it to turn the other way before jumping onto the next platform. Jump onto the pipe. There is turret on the next platform. You have a choice here. You can drop back down to the street and continue on from there, or you could try getting past the turret. It's still easier and faster to get past the turret. Tuck in your legs and move along to end of the pipe. You will probably want to do this going head first so that when you lower your legs to jump, you won't take too many hits. Now that you've gotten past the turret, shimmy along the ledge to the other side of the balcony. Jump onto another platform. There's still a guy patrolling down below. Wait until he's gone, and then jump down making a run for the end of the street. Go in

through the gate.

Now you are ready to take some pictures. Move your camera with the control pad. Press and hold down A to move things along faster. Press the R button the zoom in for a shot. Then press B to take a picture. You need four pictures of Dahlia conspiring with the terrorists inside four different buildings. Within each building, the mercenary will approach from the right, and Dahlia will approach from the left. They have to both be visible in the frame, facing each other, and conversing. After each shot, you should hear the positive confirmation sound. Hearing the other sound means you didn't get the shot.

-MISSION COMPLETE-

---

f) Mission 6: Warehouse

-----  
\_Dahlia will help Fisher get inside the warehouse where the Syrians are holding the ND133. Fisher must recover the Syrian ND133 to discover the biological agent it contains.\_

->Objective: Rendezvous with Dahlia Tal at Shoshana Storage.  
->Objective: Cross the warehouse and protect Dahlia.  
->Objective: Retrieve the ND133 from the Syrians.  
->Objective: Follow Dahlia and leave with the ND133.  
->Objective: Kill Dahlia.  
->Objective: Escape through the mined backyard.

-----

->RENDEZVOUS WITH DAHLIA TAL AT SHOSHANA STORAGE

Just like in the last mission, you can't have any alarms set off or use lethal force. Proceed right. Shoot out the surveillance camera. Another guy in a crimson shirt is coming this way. Hide behind the wooden fence section that's leaning up against the wall. Come back out, and sneak up on this guy from behind. Watch out for a second surveillance camera close by. Grab a hold of him, and you'll ask for information about disarming turrets. He'll tell you to cut yellow wires before the blue wires. When you're done with him, continue walking forward. Hop onto the box, and jump on the overhead pipe. Move along the pipe with your legs raised so that the two rebels don't see you. The two guys will meet at the turret. Drop down from the pipe knocking them both unconscious. Continue right. Shoot another surveillance camera, and continue right to finish this objective.

->CROSS THE WAREHOUSE AND PROTECT DAHLIA

After you talk to Dahlia, begin following her. Go right past some birds. Take out a couple of surveillance cameras. You will come to some electrical posts. Hide in the shadows, and continue following Dahlia. She will stop to talk to some rebels. Wait until they are gone, and continue on past the dumpster. Sneak behind some more wooden fencing to get past the fixed security camera. Continue forward. Dahlia will stop here because there's turret ahead. Climb up the electrical post onto the overhead pipe. Shoot another security camera. Drop down behind the turret, and disarm it. Then she will continue walking. Get past another camera, and then follow Dahlia behind two more dumpsters. Watch out for another surveillance camera. When it's safe, meet up with Dahlia

at the wooden gate.

->RETRIEVE THE ND133 FROM THE SYRIANS

You're inside the warehouse building. Proceed right. You can shoot the light fixtures in darkly lit areas such as this one. Watch out for the mine on the floor here. Use your thermal goggles to see where it is. Shoot the surveillance cameras if you want, and remember that you can't set off any alarms. Jump onto the box. You're unable to shoot the camera from here, so get past it via the overhead pipe above. Remember to tuck in your legs. Drop down on the guy. Go in through the door. In here, go right and sneak up behind the first guy you see. Continue down this wing of the warehouse. Climb up onto the overhead pipe. Move along the pipe with your legs tucked in. Drop attack the next guy. Shoot any surveillance cameras to make life easier. There is one more guy ahead so climb back up onto the pipe or hide behind the doorway. After you've finished with him continue to the end, and open the safe to retrieve a red security card. There is ammo behind the wooden fence piece on the right. Go back to where you came in from.

Proceed right. Walk past the automatic doorway. It looks like an elevator. To use it, you will need to find a computer first. There's a turret guarding the magnetic door, so climb onto the overhead pipe to get past it. You may want to sneak up on guy patrolling the area ahead before you deactivate the turret. When you're done go through door using your key card. Go right past all the surveillance cameras. Use the computer at the end. When you're done, go back outside the magnetic door by the turret.

1ST LINK UP:

2ND LINK UP:

```
->[-][\] " [/][\] " " " " " " " " " " [/] [-] [-] [-] [\ [/] [-] [-] ->
" [\] [-] [/] [[]] " " [/] [-] [-] -> " [/] [/] " [/] [-] [/] [[]] " "
" " " " [\] [-] [-] [/] " " ->[-] [/] " " \] [-] [-] [/] " "
```

You could back to use the automatic door now, or you can continue right to look for some health. Otherwise skip this the rest of this paragraph. Go right. in this dark area, there are two fixed surveillance cameras. You can shoot the first one. the camera on the right is still in your way, so shoot out the light fixture instead. Now you can sneak past with your back to the wall. There is also a mine on center of the floor. Now go in through the door. Proceed right. Pick up the ammo box hiding in the shadows, and shoot the camera. There's another guy approaching, so hide behind the opened door before you sneak up on him. Be careful, the next surveillance camera is fixed. Shoot out the light fixture to sneak past it. There's more hidden ammo on the floor. Continue to end and you will find the health kit.

Make your way back to the automatic door you past before. Go through the door. First go right. Get past two surveillance cameras. Use your thermal goggles. Crouch under the first set of lasers. Run and jump over the next two laser traps. Unlock the door at the end and go in. Go right. Ahead are both surveillance cameras and laser beams. Shoot the cameras to make life easier. Crouch under the lasers. Continue right, and disable the turret. The safe contains a yellow security card. Unlock the safe and pick up the card. Now make your way to where you came in. Be careful of the lasers again.

Now proceed left. A turret awaits you in the darkness. Shoot out two light fixtures. Put your back to the wall, and sneak behind the turret. Continue left. The two guys pace back and forth while stopping to talk for little bit. This is another instance in which if one guy is taken out of the picture, the other will stand waiting forever. Hide behind the wooden fence sections. Come

back out when they retreat. Now would be a good time to quickly destroy the surveillance camera if have ammo. Sneak up behind one of the guys and grab a hold. Knock him out after he gives you the security code you asked for. Try to hide before the second guy comes back, or else you'll have to fist fight him. Continue left, and open the magnetic door with your green key card.

There's a hidden ammo box to the right behind the stack of canisters. Proceed left. You can see the lasers here with your thermal goggles. Go under the lasers. Watch for the surveillance camera on the other side. Beneath the camera is a wall safe. Open it to retrieve another ammo box. Now use the computer.

COMPUTER: [0 0 1 1] (3)  
          [0 0 1 1] (3)

Go in through the door on the left. Proceed left. Hide in the shadows, and wait for the guy to come your way. Knock him out from behind. Continue to the next area, and take out another guy in a crimson shirt. Shoot the surveillance camera before sneaking up on him. You can hide behind the wood fence sections if you need to. Continue left past another security camera. Go in through the automatic door at the end. Go right. Take down another rebel. Sneak behind the fence section on the right to pick up some more ammo. Go past the door. It's locked. You'll be coming back here, but first find a computer. Continue forward, and climb up onto the overhead pipe. You can shoot the surveillance camera from here. Drop down between the two turrets. Disable both of them, as you will be coming back this way later. Continue forward. Take down another guy. A second door is here as well. It also is locked. Continue right to another darkly lit section. A fixed surveillance camera is close by. Destroy the right light fixture, and sneak past with your back to the wall. Then turn around, and destroy the camera. Unlock the door. Go in.

Turn on your thermal vision again; there are more laser rays ahead. Get onto the pipe to clear the lasers. Remember to raise your legs. Drop down, and destroy the fixed surveillance camera. There is a wall of lasers blocking your way. Use the computer to shut them off. It won't, however, turn off the high horizontal lasers behind you.

1ST LINK UP:

2ND LINK UP:

```
" " [/] [-] [-] [\] " " " "          [/] [\] " " [/] [-] [\] " " "  
->[-] [-] [/] " " [ ] [/] [-] [\] "      [ ] [\] [\ /] [/] " [ ] " [/] [-]->  
" " " " " [\] [/] " [\] [-]->          -> [/] " [\] [/] " " [\] [-] [/] "
```

Open the wall safe, and pick up the green security card. Now retrace your steps, and return to those two doors you went by. They were unlocked by the computer. This second door you past isn't essential. However, you will find some health and two hidden boxes of ammo in there. Just be careful of lasers and mines. Continue going left back to the first door. Go in.

Once again, use your thermal goggles. Go left. Run and jump over the first two laser traps. The third set of lasers is up higher. Crouch and go under it when the surveillance camera isn't looking. Destroy the surveillance camera if you need to. There are some more vertical lasers forming a wall up ahead, so use the computer to turn them off. Proceed left, and go through the door with the exit sign above it. This next room is an obstacle course of lasers and mines, so be sure to have on your thermal vision. It's not too difficult, but just be sure to shoot out any surveillance cameras as you go. Go in through the exit door at the end.

->FOLLOW DAHLIA AND LEAVE WITH THE ND133

You are outside the warehouse several floors. Enemies may see you even if you are crouched. Go past the windows only when it's safe with nobody there to see you. Proceed right. Drop down and shimmy across the ledge until you get to the turret. There's a surveillance camera here too, so wait until it's safe, and then pull yourself up behind the turret. Jump onto the next ledge. Go right, and rappel down from the chimney. Watch out for another surveillance camera. Drop down, but don't move because there are mines all across the walkway. Use thermal vision to see them. From here you can shimmy across the ledge again. Keep shimmying left past another turret and some more mines. Pull yourself up when you get to another chimney, and then rappel down again. Watch out for another surveillance camera and any enemies that are inside the building. Continue right when it's safe. Keep your thermal vision on; there are more mines along this way. Jump over the mines. Beware of the surveillance camera. Continue all the way right, and meet up with Dahlia.

Now you have to follow behind her again. Sneak behind some wooden fencing getting past the fixed cameras. She will stop to talk to one the enemies. Wait until he's gone, and continue on. Go behind the dumpsters. Keep your back to wall as you get past another surveillance camera. She'll stop again. Wait until the guy leaves, and then continue again. Up next is another camera. Keep going forward to complete the objective.

->KILL DAHLIA

First, just do more of the same. Keep following her, and sneak past more surveillance cameras. At one point, she will talk to one last guy. Then Lambert will contact you. You didn't want it to come to this, but you'll have to eliminate Dahlia now. Run after her. There's one last surveillance camera in your way. Shoot it, and climb over. Keep running after her. Then quickly take her down with your rifle.

->ESCAPE THROUGH THE MINED BACKYARD

Turn on your thermal vision to see the mines. Go right. Shoot a surveillance camera, and climb up. Move along the pipe over the mines below. Jump down at the end. There's a surveillance camera there too. Jump over some more mines, and crouch under the lasers. Roll under some lasers. Shoot the camera on the other side. Go in through the door and you're done.

-MISSION COMPLETE-

---

g) Mission 7: Shipyard

-----  
\_A corporate digital security firm, Baldanders, lost a team of consultants in Indonesia several weeks before fighting began. It appears that all but one of them, Peter Singh, were killed. Singh is being held captive in the submarine dock, Fisher needs to talk to him and find out why.\_

->Objective: Meet Shetland to get the FDF frequency identifier.

->Objective: Trail Sadono until his call.

->Objective: Infiltrate the shipyard without being detected.

->Objective: Find a way to open the freezer to rescue Singh.

-----

->MEET SHETLAND TO GET THE FDF FREQUENCY IDENTIFIER

You can kill enemies in this mission. Go right. Get past a surveillance camera. You will encounter enemy guards in green camouflage. Don't get too close to them; they are armed with flame throwers. For this mission, try to conserve your ammo. You will need it later on. Continue right. Climb onto the overhead pipe. There is wall turret here. Tuck in your legs. Drop down on the guy below. Keep going right past some more assorted crates. Take out the enemies and any surveillance cameras as you go. You'll come to a door with surveillance camera above. Inside there is a safe containing ammo. It is guarded by an enemy guard and a camera. Continue right when you are done in there. Disarm the turret that's in your way. Continue to the end, and climb up the pipe to the next floor.

Jump off, and go left. Shoot another guard, and get onto an overhead pipe. You will not be able to destroy the fixed surveillance camera from here. Instead, turn around and tuck your legs in so you are moving along the pipe head first. You can lower your legs again at the end of the pipe. Drop down safely on the other side. Continue left past another surveillance camera. You will have to deal with three enemy guards next. You hide in the shadows or up on the pipe. After you're through with them, you'll have to get onto the overhead pipes to take out the security camera. If you go in through the door, there is a health kit for you. Continue to go left. Sneak behind a long crate to retrieve a flashbang. Now get past two wall turret. Go under them while they switch directions. Hide in the shadows to sneak behind this next enemy guard if you are low on ammo. Climb up onto another overhead pipe. You cannot shoot the surveillance camera from here. Move along the pipe, and jump onto the next pipe just as the camera is changing directions. Don't fall, as it's a long way down. There is a turret down below next to the bicycle. Drop down behind it, and go in through the door.

Destroy the surveillance camera. Climb up, and move along the overhead pipes over two automated turrets below. You will get to another shadowy area. Drop attack the guard. Destroy another fixed surveillance camera, climb up the ladder. You are underneath a wall turret. Wait until it is safe, and then proceed right. Take out the guard, and pick up the leftover ammo box. The camera won't see you while you remain in the dark. Get onto the overhead pipe to destroy the surveillance camera. Continue right past a couple more crates. A wall turret is mounted above the door. Go in through the door.

Go right into the dark spot. Shoot the fixed surveillance camera from here. Take out another guard. Go up the ladder. The ceiling is very low here, and you can't put your back against the wall to hide. You are, however, less visible in dark spots. You can also shimmy along the ledge if you want. Wait for a guard to come your way, and take him out. Proceed left. Sneak up behind the next guard. Grab him, and force him to operate the panel. Go in through the door. Once inside, go left. Use the computer. Then talk to Shetland. He'll give you the F.D.F. frequency. Go in through the door on the other side of the room.

1ST LINK UP:

2ND LINK UP:

->[ ] [ \ ] " [ / ] [ \ ] " " " " " " " " [ / ] [ - ] [ - ] [ - ] [ \ ] [ / ] [ - ] [ - ] ->  
" [ \ ] [ - ] [ / ] [ [ ] ] " " [ / ] [ - ] [ - ] -> " [ / ] [ / ] " [ / ] [ - ] [ / ] [ [ ] ] " "  
" " " " [ \ ] [ - ] [ - ] [ / ] " " ->[ - ] [ / ] " " \ ] [ - ] [ - ] [ / ] " "

->TRAIL SADONO UNTIL HIS CALL

You don't have to proceed right at this point. Skip this paragraph unless you want to find more ammo. Go right. Get on the pipe. Climb only a short distance so that when you jump to the overhead pipe, you won't detonate the mines on the walkway above. You want to destroy the security camera, but it's impossible to get past the turret without taking a few hits. Use the sticky cam trick (see section 6.0) to shoot the camera. Drop down, and walk past evading the turret. An enemy guard is standing in the shadows. You don't have to worry about him seeing you. Just put your back to the wall and sneak past him. Knock him out from behind, and unlock the door. Knock out the first guard that's in here. Go left and hide behind the fence section. Wait for an opportune time to sneak attack the guard. Now you can pick up the leftover ammo. There's another ammo box hidden in the shadows to the left.

Proceed left past some crates. Take down a couple guards and a surveillance camera. Continue left to another dark area. From this shadowy area you can destroy the fixed camera. Take out the guard as well. Go up the ladder. There's a wall mounted turret up there so wait until it turns away before climbing onto the walkway. Quickly take down the guard. Grab some hidden ammo on the left. Hang down from the ledge, and shimmy past the turret. (You can actually shimmy past the ladder) When you get to other side of the air duct, climb back up and continue right. Take down the next two guards. Continue right. Be careful, there are mines on the right side of the door. Go in and you will find a health kit on the wall. A guard is in there as well.

Turn on thermal vision to see the mines. Drop down again and shimmy past the next air duct. One guard patrols this walkway. Because of the low ceiling, you aren't able to jump over the mines so keep moving along the ledge. Between two pairs of mines, you will find a grenade box. Pull yourself up to grab it, and then climb back down. Keep going left, and then go in through the door. In here, quickly shoot the surveillance camera. Grab the ammo behind the crate if you need some. Another enemy guard is approaching. Shoot him, and continue right. There is another hidden ammo box behind the next crate. If you are still using the thermal vision, you'll see even more hidden in this room. Keep going right as you get past two more surveillance cameras. Go in through the door at the end of the room.

Go right. There are two guards and a surveillance camera ahead. After you've dealt with them, continue forward. Run and jump onto the pipe to avoid the turret. Jump onto the overhead pipe. This next part is tricky, because it's next to impossible to continue without the fixed camera seeing you. You could just drop down on the guard, shoot the camera and hide during the alarm. But if you really want to get past without any alarms, do the following. First get as close as possible to the camera without it seeing you. Your boots will probably dangle within view, but that's ok. Then turn around and tuck in your legs so you will can clear the camera head first. Move to end of the pipe and lower your legs. Turn around facing forward again, and move along the last bit of pipe to the very end. Drop down when it's safe. You will have to be aware of both the guard and the wall mounted turret on the right. Quickly disarm the automated turret, destroy the camera, and then shoot the guard.

Continue right as you evade the wall mounted turret. Go past another dark area. Take out one last guard here. When you get to the door press UP to spy on Sadono and get the information that Third Echelon needs.

->INFILTRATE THE SHIPYARD WITHOUT BEING DETECTED

Jump and climb over several large cargo containers. Jump onto the pipe and shoot the surveillance camera. Move along the pipe clearing the fence. Drop



down on the other side. You will be coming back here much later once you find the yellow key card to unlock the door. Continue right. There is a hidden ammo box if you sneak behind the stack of cargo. Take out the guard, and pick up the leftover grenade box. Get onto the overhead pipe above and clear another fence. You can leap attack another guard from the end of the pipe. Grab some more leftover ammo. Continue right and climb up the lamp post. Jump off and grab onto the ledge. Don't pull yourself up; there's a turret up here. Shimmy around the corner and along the ledge to get past the turret. Pull yourself up, and jump onto the next platform. Shoot the guard if he comes near. Drop down and shimmy across the ledge again to get past the fixed surveillance camera. Pull yourself up again, and go inside the building.

In this area you will find hidden ammo behind almost every metal scrap. Go left past a surveillance camera. There are several wall turrets along this way. If you are low on ammo, use the overhead pipes to drop attack guards. Raise your legs when you're on the pipes to dodge the turrets. Take out three guards along the way. The last guy at the end has a red key card for you to pick up after you knock him out. When you are done here, go back out the door you came in. Go left and jump off the edge. You should land safely hanging from that first overhead pipe you used to clear the fence. Now make your way back to the lamp post and proceed right.

Shoot the surveillance camera, and climb up onto the cargo stack. There's another guard patrolling this area, but you won't have to worry about him unless he sees you. Jump onto the pipe, and climb all the way up. Move along an overhead pipe and drop down onto another platform. Shoot the enemy guard that's here. Go inside the building and you will find some health guarded by two surveillance cameras. Back outside, continue right. Jump onto another platform, and evade the wall mounted turret. Move on to the next platform via another overhead pipe. A fixed surveillance camera is guarding the door so shimmy past it along the ledge. Pull yourself up, and open the door with the red security card. You are still looking for the yellow card.

Go left. Be sure to take out any enemies you encounter along the way. Shoot the surveillance camera and sneak behind the pieces of metal siding. Get up onto the stacks of cargo. Move along the pipe to get past another turret. There is nothing important in the safe except a grenade box. Drop attack the guard. Shoot another surveillance camera at the end and go through the door. In here, drop down and shimmy along the ledge to the other side of the walkway. Pull yourself up, and shoot the guard when he comes near. Climb up onto another pipe. Shoot the fixed surveillance camera that's blocking your way, then drop down. Jump onto the ladder and climb down. There are two guards down here. Wait for the first one to approach. Take him out. A wall mounted turret is fixed in your direction. Climb up and move along the overhead pipe to clear it. Jump onto the next pipe and drop attack the guard below. Disarm the automated turret, and open the safe to obtain the yellow key card. Watch out for the wall turret above. Make your way back outside the building.

Down below, you will see a door requiring a green key card. You will return to this platform once you find the card. But first, since you've got the yellow key card, retrace your steps all the way back to that first magnetic door you encountered at the start. Make your way left back across the platforms. Be sure to dodge any previous turrets you encountered. Slide back down the long pipe. Keep in mind that you'll be coming back this way later. Continue going left and climb back up the lamp post. Remember to shimmy around the corner to evade the turret. Keep going across the platforms. Jump off the edge and land hanging from the pipe like you did before. Drop down, and open the door to begin your search for the green key card.

Once inside, proceed left. Take out any guards you encounter while being sure

to dodge the wall turrets. Near the end, you will find a ladder. Before going up, you can shoot the guard on the left and grab the ammo box that's hidden behind the scrap metal. Climb up the ladder. There are a couple turrets you must get past. Jump left off the ladder, and shimmy along the ledge. Then you can onto the overhead pipe to clear both turrets. Climb down from the pipe it's safe. Continue right. Shimmy along the ledge to get on other side of the wall, then pull yourself back up. Take out the next enemy guard you see. Keep going left until you get to the fixed turret that's in your way. Move along the ledge again to get past it. Now get up onto the next overhead pipe. Tuck your legs in to clear the next turret. Drop attack the guard below. Open up the safe to obtain the green key card. Climb down the ladder, and go back out the door.

Once again, retrace your steps back to the very last platform you were on above the door. You should know the way by now. Once you're there, go right and jump onto the pipe. Slide all the way down. Shoot the guard that's there, and grab the leftover ammo box. To the left you can see the wall mounted turret that prevented you from approaching the area from below. Unlock the door with your card and go in. You're going to do some sniping next.

This stage works the same way as when you had to take pictures of Dahlia. Press the R button to target an enemy, and press B to fire. Remember that you can speed things up by holding down A. Snipe all the armed guards that patrol outside the buildings, and snipe all the mercenaries inside the buildings. For the mercenaries, it's best to shoot them while they are standing still. As for the armed guards, you must aim for the head. If you hit a guard below the shoulders he will quickly move and open fire at you. Then you'll have to eliminate him first before moving on. You'll have exactly two minutes to eliminate all guards and mercenaries.

->FIND A WAY TO OPEN THE FREEZER TO RESCUE SINGH

Go right while getting past a couple surveillance cameras and an enemy guard. Climb over the stack of cargo as you pick up the box of ammo. Continue right past an opened door. Take down the next guard. There are two wall turrets here. Walk under the first one, and wait for both turrets to turn to the right. Then run past. Go up the small cargo stack and wait for an enemy guard to approach. When he sees you, shoot him. There's a hidden ammo box behind the cargo. Now get up onto the overhead pipe. Down below is the freezer door. Move along the pipe past the automated turret, and drop down behind the guard. Grab him from behind. He'll tell you to cut white wires third. This does not apply to the turret you are standing next to at the moment. Disable the turret as usual. The freezer doorway is locked. You're looking for a computer. Proceed right to the end of the room. Get past the wall turret and climb up the ladder.

Jump off the ladder, and shimmy along the ledge of the walkway to the other side. Pull yourself up. Shoot the next surveillance camera and take out the guard. The door underneath the camera is locked as well. It won't be necessary to go in there though. Continue left as you pass another wall mounted turret. Jump straight up onto the overhead pipe. Shoot the security camera on the other side, and drop down. Unlock the door at the end.

Go right. Get past the two turrets and take down another guard. Continue right into the next room. Don't let the guard see you. Run and jump onto the pipe. Raise your legs and move along the pipe until you are between the two fixed surveillance cameras. Wait for the guard to pass by below you, and then drop attack him. From here you can shoot both surveillance cams. Disarm the turret. This particular turret is one of two in the entire game in which you

have to use every rule including cutting the white wire third. Now use the computer. Go back out the door you came in, and then make your way back to the freezer door. While you're still up on the walkway, feel free to go in that other door that was locked. You will find a health kit in there. Just be sure to avoid the turrets. Now you can go back down and open the freezer door.

Go right and talk to Singh. After talking to him, he will give you a keypad access sequence. Then you'll continue right to the next area. Proceed right. Shoot another surveillance camera and continue forward. Evade a few more turrets. If you are going to sneak behind the metal scraps, be careful of the mines placed along the wall. Use the thermal goggles to see them. Continue going right and use the computer. This will shut down the surveillance camera. When you are done, go through the door on the right.

COMPUTER: [0 0 0 1] (1)  
          [0 0 1 0] (2)  
          [0 1 1 1] (7)

-MISSION COMPLETE-

---

h) Mission 8: Submarine

---

\_Singh tells Fisher that Sadono is routing his telephone calls through the secure satellite communication system (SISSIXS) on a docked submarine. That submarine is submerged, and Fisher must force the supervising technician to raise it in order to access the SISSIXS.\_

->Objective: Access the SISSIXS in the sub's command center.

->Objective: Get out of the submarine.

---

->ACCESS THE SISSIXS IN THE SUB'S COMMAND CENTER

Go right. Jump over to the ladder and climb down into the submarine. First go left by jumping onto one of the steam pipes. Drop attack the guy standing by one of the submarine doors. It takes two hits to take down these guys in blue shirts so find ways to knock them unconscious to conserve ammo. Run into the next room. Take out the light. Knock the guy out from behind, then use the computer to shut down security. This will turn off some laser beams that block access to the lower levels of the sub. Go back to where you were and proceed right.

Get onto one of the overhead pipes. Take out the surveillance camera from here. Stay where you are on the pipe; there are three more guys in blue shirts ahead. Two of them will approach and stop near the end of the lockers. The third man will walk past the lockers and stop closer to where you are. Drop attack this guy and then get back on the pipe. Move along the pipe over to the lockers where you can take out the last two men with another drop attack. Then shoot out the surveillance camera before it sees anything. Go up the ladder and get onto the next overhead pipe. Move close to the camera, and you should be able to drop attack the next two guys as well. Quickly destroy the camera. Pick up the ammo box and continue going right to the next area.

Climb up the ladder and get onto the overhead pipe. You can shoot the surveillance camera by pointing the pistol downwards. Then drop down and take out the guy. Get back onto the overhead pipe again. The next surveillance

camera is fixed. Do more of the same here. Shoot the camera, and drop down on the guy below. Put your back to the wall to hide, and wait for the second guy to approach. Knock him out from behind. Grab the leftover ammo box and continue past the lockers. Get past another surveillance camera. Continue going right as you dodge a wall mounted turret. On the floor, you can see the spots where the laser beams emitted before you shut off security. Before going down the ladder, check out the room to the right. There are some ammo boxes in there including a grenade box. Go back out and climb down the ladder to the lower levels of the submarine.

As you can see here, you going to force the guy to operate the panel that's on the wall. First you have to deal with the guy off screen to the left. Climb down the ladder just a bit. Jump down and run left to get at the guy. If you have the flash grenade, use it so you can take him down easily. Now sneak up on the other guy so you can force him to operate the panel. There's a health kit if you continue right to the next room. If you don't need it now, you may want to come back here to use it later. Climb down the ladder.

Turn on your thermal vision. You can see the lasers have been deactivated. Put your back against the wall to sneak past the turret. Remember when disabling any turrets in this mission you only need to cut the white wires third. Continue left crouching under the next set of lasers. Jump over a couple of mines. Walk past the pair of mines on the wall and then put your back to the wall. Sneak along the wall and come out between the two turrets. Of course, you only need to disarm the left one for now. Continue and go under another set of lasers. Sneak along the wall to get past the next two mines. At the end, you'll come to a ladder. Two more enemies are on the floor above.

It's not necessary to deal with the two guys patrolling up there. You could just go up when both of them are out of the way, and then head left to the next room. However if you do confront them, you are rewarded with some ammo boxes including a flash grenade which you probably will need at the end of this mission. So, while you are still on the ladder, wait for both of them to retreat before climbing all the way up. Then immediately run after the first guy and take him out from behind. Continue running and grab a hold of the second guy near the computer. You will force him to give you a security code. Knock him out after you've got the code. The lasers on the right block access to both the ammo and grenade boxes. Use the computer, and the lasers will shut off allowing you to retrieve the goods.

```
COMPUTER: [0 1 0 0] (4)
           [1 0 0 1] (9)
           [0 1 1 1] (7)
```

Proceed left going into the next room. After coming in through the doorway, you will see another ladder going back down to the sub's lower deck. Obviously, the scenario is nearly the same as before; you will need to shut off those lasers down there first. Climb up onto the short overhead pipe above. Wait for the guy up ahead to approach and walk underneath you. Drop attack him and continue forward. Shoot out the surveillance camera. Climb up again onto another pipe to clear the lasers. Drop down and put your back to the wall. Sneak behind the huge reactors.

On the other side, there's a computer for you to operate. Use the computer, and then destroy the nearby surveillance camera. If you have your thermal vision on, you can see the laser beams to the left that divide the corridor. The computer won't shut off those lasers though you will soon be on the side. Before you make your way back to where you were, take the time to take down the guy that's over on the other side of the lasers. Quickly shoot him down when he walks up to the laser beams. This will make things easier later

on when get to the other side of those laser beams. Now head back left to where you came in this area above the ladder. You won't have to worry about getting back onto the pipe since the lasers there were turned off.

You're back near the doorway. Climb down the ladder. Turn on your thermal vision. The lasers here should be off now. Continue left through this last section of the lower deck and do more of the same. Get past the mines, lasers and turrets. Sneak along the wall if you can. There's a ladder at the end.

As you can see, going up the ladder will take you to the other side of the aforementioned lasers. You can also see that there was a second man up there. Wait for when he's not coming your way, and then climb up. Now you can easily take him and the surveillance camera out with your rifle. Pick up the ammo he left behind and continue left to the small command center room. In here, all you have to do is knock the guy out from behind. Then use the computer.

1ST LINK UP

2ND LINK UP

```
" " " " [/][\] " [/>[-][-]->          " " [/>[-][-][\] " " [/>[-]->
->[-][-][\ /][/ \][\][|] " "          " " [|] /)[-]/ " [/>[/] "
" " [\]/] " " [\]/] " "          ->[-][-][/] \)[-][-][-]/] " "
```

->GET OUT OF THE SUBMARINE

The only way out of here is up. Get past the security camera and go up the ladder. There are four guys in blue shirts that you are going to have to deal with. When you get up to top, they will almost always see you right away. Leap onto the pipes so you drop attack one of them quickly. If you've got a flash grenade, use it. Though it's not recommended usually, you can shoot them down quickly by rapidly firing your rifle. They will leave behind a couple ammo boxes for you to grab. Once your finished with those guys, proceed up the ladder at the end of the room. You're back outside the sub. Jump on over to the dock and you're done here.

-MISSION COMPLETE-

---

i) Mission 9: TV Station

-----

\_Ingrid, now known as a CIA operative sent to either recover or kill Soth, is still being held hostage by Sadono. Serving as translator and diplomat, she has gained some trust of Sadono who has hidden himself since his plan was revealed. Karlthson will be able to get Fisher into the building with Sadono. Ingrid has arranged with the CIA for the extraction by helicopter of Suhadi Sadono.\_

- >Objective: Infiltrate the TV station.
  - >Objective: Rendezvous with Ingrid Karlthson.
  - >Objective: Escort Ingrid, trail her to Sadono's stronghold.
  - >Objective: Destroy the TV station's power generator.
  - >Objective: Take Sadono alive but unconscious.
  - >Objective: Take Sadono to agent Karlthson for extraction.
- 

->INFILTRATE THE TV STATION

You are underneath the studio complex. Go right. Shoot the surveillance camera. Hop over a couple of boxes. From there, jump onto the overhead pipe to clear the two wall mounted turrets. The next thing is to get past two more surveillance cams. The first one is fixed. Untuck your legs at the end of the pipe and drop down. Go under the wall turret where you'll shoot the first camera. You're safe while underneath the turret. Even the other turret behind you won't fire at you from here. Move on and take out the second camera when it's safe. Go past the yellow TV station sign as you evade another turret. Continue to the next area.

Use your thermal goggles now. You can see the mines that are placed all along this way. This stretch of the station basement is very straight forward. Just move along the pipes while shooting each surveillance camera you encounter with your pistol. At one point, you can drop down to pick up a single ammo box. Leap off the pipe when you get to the end. Continue past another yellow TV station sign, and proceed to the next area.

This area is relatively simple too. You just have to evade several wall mounted turrets. The mines placed on the walls won't pose any problem. Towards the end though, there are a few mines you'll have to jump over. Climb up the tall pipe when you get to the end. Jump off onto the floor above. You are in a shadowy spot. The guards won't see you here. These guards have black and green uniforms, and they are quite similar to the heavily armed guards that are dispatched when an alarm is set off. There are just too many guards and surveillance cameras to take head on. The trick is to sneak behind the lockers. Don't let any guard or camera see you. Remember that both the guards and surveillance cameras movements are not in synch. Wait for an 'opening' before moving behind the next set of lockers. After the last set of lockers, keep sneaking along the wall until you get to the door. Go in through the door to complete the objective.

->RENDEZVOUS WITH INGRID KARLTHSON

Go left. Take down the two blue shirt guys standing next to the elevator. You can grab the first one from behind, but you will have to take the second guy out with your gun. Pick up the leftover ammo box. Before you go up the elevator, check the floor above using your sticky camera. Make sure it's clear on the left side, then use the elevator. On this floor proceed right. Hop over the two boxes as you evade the surveillance camera. Go in through the door. Use the computer on the right. This will shut off the hallway lights.

1ST LINK UP:

2ND LINK UP:

" " [/][-][-][\] " " " "	[/][\] " " [/][-][\] " " "
->[-][-][/] " " [][/][-][\] "	[][\][\][/][/] " [][ ] " [/][-]->
" " " " " [\][/] " [\][-]->	->[/] " [\][/] " " [\][-][/] "

Go back out the door. You may want to use your night vision, but thermal vision works just as well. Strangely, enemies can see you in the darkness. The computer effectively only disabled the surveillance cameras. However, you are invisible if you put your back to the wall. Continue left down the hallway and take down the two guys the patrol the area. Go past the elevator. It requires a computer to activate. There's one last guy standing over here. Grab him from behind and force him to give you the security code if you haven't done so with one of the other guys. Knock him out and go in through the door at the end. A health kit is on the left. Operate the computer.

COMPUTER: [0 0 1 1] (3)  
          [0 0 1 0] (2)

Now you can head back to the elevator you past by earlier. If you look down at the floor below, you can see that one of the enemies is standing right there by the elevator door. Be ready to shoot down him quickly when you get down there. Make your way down to the floor below using the elevator. Proceed left after you're finished with that first guy. You can easily knock out the second guy from behind. Go in through the door. Ingrid is waiting for you in there.

->ESCORT INGRID, TRAIL HER TO SADONO'S STRONGHOLD

Ingrid will follow you now. You will be facing quite a few enemies in the next scenario. One thing you can do is let Ingrid do the work when your health gets really low. When an enemy is near, get behind Ingrid and she will take them down easily. She's even effective against the heavily armed guards should an alarm be set off. Continue left and shoot a couple of surveillance cams. There's really nothing to be gained by entering Studio 3; there's just a bunch of enemy guards in there. If you want to go in there anyway, use the door on the left. It's a little easier to get at guards if you start on that side of the studio. Otherwise continue down the main hallway. Take out two more guys at the end. Go through the door into Studio 4.

Go left once you're inside. Don't shoot the first guy that's standing here. Grab a hold of him, and he will give you the security code you need to get out of the studio. This doesn't apply to the computer you see in the back. Instead, use that computer to shut down several fixed surveillance cameras throughout the studio. It won't shut off all the cameras, just the ones that block your path and are impossible to shoot at. Continue through the rest of the studio. Take down all the guards, or let Ingrid shoot them. Also be sure to take out any extra surveillance cameras along the way. Ammunition shouldn't be a problem as there will be plenty of ammo boxes left behind by the guards. Be careful towards the end. They will bring out more guards behind you. The last two guys are guarding a computer at the end of the studio. Shoot the surveillance camera above before taking them out. Use the computer. This is the one where you enter the access code. The door should be open now.

COMPUTER: [0 1 0 0] (4)  
          [0 1 1 0] (6)  
          [1 0 0 1] (9)

->DESTROY THE TV STATION'S POWER GENERATOR

Ingrid will leave once you're outside the studio. Go right. Shoot out the surveillance camera. Be careful of the wall mounted turret. There are two guys guarding this place. Run up behind the first guy and drag him over so you are under the turret. Knock him out, and then quickly shoot down the other guy. Go in through the door before moving on. Open the wall safe on the right. Time runs out faster on this particular safe so be sure to turn the gears the shortest distance possible each time. Take the flash grenade box. You may want to use it later. Continue right. Slide down the pipe, but don't slide all the way down. There's an automated turret at the bottom. Get close enough so that you can safely leap off the pipe avoiding the turret.

Three more guys are patrolling the area ahead. You're going to have to force one of them to give you a security code. Go left and take out the surveillance camera. On the right side of the camera, put your back to the wall and move over left so you are hugging the edge of the concrete. Wait for the first guy to approach. As soon as he turns the other direction, come back out from the

wall and grab a hold of him from behind. He will give you the security code. Before you knock him out, move backwards using the guy as a human shield. This way, you won't have to worry about dealing with the surveillance camera up ahead. Move back several steps. The second guy should be following you by now. Knock out the first guy, and then quickly take down the second guy. Use your flash grenade if you have it. Continue forward. Now you can easily take down the third guy. Just watch out for the surveillance camera. Continue left to the next area. Turn on your thermal vision for this area. Above the door on the other side of the lasers is a surveillance camera. Crouch and go under the lasers when it's safe. Go in through the door. Use the computer on the left, but watch out for another surveillance camera above the door.

COMPUTER: [0 0 1 0] (2)  
          [0 1 1 0] (6)  
          [0 1 1 0] (6)

Only the tall laser beams that blocked your path have been shut off. Go back out the door. To the left you can see a second surveillance camera. Run and jump over the lasers as soon as both cameras begin to turn left again. Get under the surveillance camera and wait for it to turn right. Run and jump over onto the box. Then get up on the overhead pipe. Tuck in your legs while moving along the pipe or else you will trigger the alarm. Drop down. Roll under another laser obstacle and proceed to the next area.

There's more lasers for you to get past in here. On the other side of the last laser obstacle, you'll see an enemy standing there along with another security camera above. Keep yourself in a crouched position or he may notice you. It's a small space between the two laser obstacles, but you should be able run and jump over just fine. Jump over when it's safe. Grab a hold of the guy and he will give you another security code. Knock him down and quickly destroy the camera. Pick up the leftover ammo box if you need it. If you look to the left, you will see some more tall laser beams blocking access to the generator room. Go in through the door first. Use the computer to shut off those laser beams. As usual, evade the surveillance camera above the door.

COMPUTER: [1 0 0 0] (8)  
          [0 1 0 0] (4)  
          [0 0 0 1] (1)

Go back out and continue left jumping over one last laser obstacle. Dodge the wall mounted turret. Go in through the door at end. You are now in the power generator room. Press UP on both towers on the generator. You will make your escape as the alarm is set off. A bunch of armed guards will run in, but they'll burn up in the explosion.

->TAKE SADONO ALIVE BUT UNCONSCIOUS

Turn on your thermal goggles one last time. Run and jump over the mines, then climb up the pipe. There's a turret for you to disarm at the top. Be sure to use all the rules for cutting wires on this one. Continue left and go in through the door. Sadono is on the other side. He will run to set off an alarm as soon as he sees you. There is nothing you can do to stop this so you'll have to deal with the heavily armed guerillas. Keep shooting down the guards and grab each ammo box as you go. Go in through the door at the end. Now is your chance to get at Sadono. Immediately run after him. Quickly grab him and knock him out before he sets off another alarm.

->TAKE SADONO TO AGENT KARLTHSON FOR EXTRACTION



There are several more enemies you will have to take care of before you start dragging Sadono's unconscious body. Go right. Take out all the enemies with whatever means you have. This time, only one of them has an ammo box for you to pick up. You will have to be aware of the turrets through all this. What you can do is stand under the turret while you take down as many enemies as you can one by one. Then run forward grabbing the ammo box, and finish them off. When you are done, go back and start dragging Sadono's body. Again, be watchful of the turrets. Stop for a moment under the first turret and proceed when it's clear. Stop and pause again halfway before the next turret. Drag him all the way over to the rooftop. Both Ingrid and Coen await you.

-CONGRATULATIONS-

~~~~~

---

## 8.0 Version History

---

4-27-04

Version 0.70) - First version of guide. Partial walkthrough completed.

4-30-04

Version 0.80) - Second version. Added seventh mission.

5-02-04

Version 0.81) - Third version. Fixed section four.

5-05-04

Version 1.00) - First complete version.

5-17-04

Version 1.01) - Added short intro story and another tip. Newer format.

---

## 9.0 Credit

---

GBA guide written by J. Pena-Duran (georgestone)

Thanks to Ubisoft Entertainment for publishing the game

Thanks to Ubisoft Montreal for developing the game for the GBA

Tom Clancy's Splinter Cell Pandora Tomorrow is Copyright(C) Ubisoft

Thanks for reading

japcduario@univision.com

This document is copyright georgestone and hosted by VGM with permission.