

# Tom Clancy's Splinter Cell FAQ

by gameguy

Updated to v1.0 on Jun 24, 2004

**This walkthrough was originally written for Tom Clancy's Splinter Cell on the GC, but the walkthrough is still applicable to the Xbox version of the game.**

TOM CLANCY'S SPLINTER CELL. (VERSION 1.0)

NOTE: THIS FAQ IS FOR THE NINTENDO GAMECUBE CONSOLE ONLY.

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NOTE: THIS FAQ IS INCOMPLETE.

1. INTRODUCTION.

Ok this is my first time of coming up with a faq so please bear with me with any errors. Note this faq can be printed for personal use ONLY. Any unauthorized publishing of this faq will result in legal action and your site will be shut down immediately. You have been warned. This faq is incomplete and theres an upcoming one coming soon.

2. ABOUT THE GAME.

This game is violent game to play. It includes a lot of application of useful strategy and as I said it is violent that's why its rated TEENS. So please if you cannot withstand violent action, this game is certainly not for you.

3. WEAPONS AND GADGETS.

SC-20K M.A.W.S. (Modular Assault Weapon System) - The bullpup configuration of this assault rifle makes it light and compact without sacrificing firepower (5.56x45mm ss109). Its modular configuration allows it to be customized to fit any mission profile. Equipped with a flash/sound suppresser and combined with a multipurpose launcher, the SC-20K becomes the obvious choice of weaponry for Sam when infiltrating enemy territory.

The SC-20K supports both semi-automatic and automatic fire. To manual reload press the white button or you can just wait for it to auto-reload when the clip is empty. Another feature of the SC-20K is its sniper scope. By pressing Y after you've equipped the gun, you can use the scope to hit distant targets with great accuracy. The targeting reticule will shift while aiming, but you can hold Sam's breath by pressing in the left trigger to help steady it for a limited amount of time.

Also, you can use the SC-20K's Multipurpose Launcher by equipping the desired projectile and pulling the left trigger to shoot. You cannot use the sniper scope when use the launcher.

Ring Airfoil Projectile - A high-impact, zero penetration projectile designed to incapacitate rather than kill. Head shots are much more effective than body

shots. The best way to use these is to shoot an enemy with it, then quickly run up to them and knock them out while they are stunned. You can also stun enemies then grab them while they are stunned, in case you need to interrogate them.

Lock Pick - Standard set of picks, wrenches, and probes for bypassing standard cylinder locks. Some locks will require only two pins to be released, while others may have up to six. More pins usually means what's behind the door is more important.

Sticky Camera - A miniature camera with full pan and zoom functionality, plus night and thermal vision modes. The Sticky Camera feeds its images directly to Sam's OPSAT. Ideal for advance scouting and intelligence gathering. Sticky Cams are reusable.

These are good to use in areas where you cannot see what's going on without revealing yourself. Remember that when using a Sticky Cam, Sam cannot move, so be sure to be in a safe, dark place. Also, make sure you launch the Sticky Cam in a place where you can easily retrieve it.

Sticky Shocker - A high-voltage discharge device coated in adhesive resin. The Sticky Shocker will adhere to an enemy and give him an incapacitating shock. Also, because it delivers an electrical charge, the Sticky Shocker can be fired into a pool of water instead of directly at an enemy. A great way to take out multiple enemies.

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

Because the gas cloud is so large, use the Gas Grenade when there are a lot of enemies in an enclosed area, but make sure to keep your distance. Get too close and your health will start to drain. You can equip your thermal goggles to see through the gas cloud to make sure all the enemies are down. Also, remember that the grenade tends to bounce a little after it hits the ground, so try and compensate for it when aiming.

Distraction Camera - An adaptation of the Sticky Camera. The Distraction Camera has had its pan and zoom motors as well as its vision enhancement apparatus replaced with a noisemaker and a CO2 gas canister. The device can be triggered to attract enemies with sound and then dispense a cloud of incapacitating gas when they are nearby.

The Distraction Camera is best used when you must get past a guard. Shoot the camera at a vertical surface and use the noisemaker to lure the guard. Because its gas cloud is relatively small, it is best used against single enemies. Also, the closer the gas is to the enemies' face, the better it will work so aim the camera at heights close to the enemies' heads. You can reuse a Distraction Camera, but only its noisemaker function. The gas function only works once. If you do pick up a used one, it will be the first one launched. This comes in handy when you only need a noisemaker and want to save your gas-enabled cameras for later.

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

A great weapon for taking out lights and single enemies that you have targeted. A couple shots to the head usually does the trick. Because the fire rate is so slow, don't use this weapon in any sort of firefight.

Laser Microphone T.A.K. (Tactical Audio Kit) - A laser-operated microphone integrated in the SC Pistol that enables the user to read the vibration off certain surfaces (mainly glass windows). Used to listen in on conversations. Make sure Sam is in a safe place when using the Laser Microphone because while using it, he is vulnerable to attack.

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

Optic Cable - This flexible cable/camera can easily be slipped under doors to view the other side. Complete with night vision enhancement. It's always a good idea to check behind a closed door, especially if you hear activity behind it.

Disposable Pick - Unconventional lock picks, these microexplosive-shaped charges deliver a quick impact to any standard lock cylinder that will shatter the pins and unlock the door. These come in handy when you don't have time to use the normal lock pick, and must open a door in a hurry.

Night Vision Headset - Night Vision goggles amplify very low existing light, especially lights at the lower end of the infrared spectrum. Make sure to watch your stealth meter when using night vision because it can be difficult to tell what is dark and what is light.

Thermal Vision Headset - Similar to Night Vision, Thermal vision is an essential tool in low light situations. This technology differs from Night Vision in that it captures the upper level of the infrared light spectrum, which is emitted as heat rather than reflected as light. Best used to see through gas clouds, and also to see what numbers were pressed on a keypad.

#### Items

Some objects, like grenades, flares, or other miscellaneous objects in the world, can be thrown. To throw an object, equip it and press the X button. A series of reticules on screen will show your aiming trajectory. Use the Right Thumb stick to aim and the Left Trigger to flatten or arch the trajectory. Pull the Right Trigger to throw the object or the X button again to abort the throw.

Wall Mine - The Wall Mine is a motion-sensitive explosive device that can be attached to almost any surface. To deactivate and pick up a wall mine, wait for the green light before picking it up. Also, be careful to remember where you set the mines so you don't accidentally blow yourself up. It really doesn't feel that good.

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

Frag Grenade - The 14-oz M67 fragmentation grenade consists of a 2.5" steel sphere surrounding 6.5 ounces of high explosive. Upon detonation, the steel sphere shatters, emitting a burst of high-velocity shrapnel. Best used for groups of enemies. You can also bank the grenade off walls. Just make sure it goes around a wall and not back at you!

Medical Kit - Standard first-aid kit that will restore about 20% of your health.

Bullet Box - Find it to retrieve 30 rounds of ammo for either the SC Pistol, or

the SC-20K.

Coke Cans and Glass Bottles - You can find these all over the different levels. You'll mainly use them to distract/lure an enemy by throwing it and creating a noise. Be careful when using a glass bottle - The broken glass created after you throw it makes lots of noise when you walk on it.

#### 4. WALKTHROUGH

Ok we're ready to play the game so lets begin. First of all you start out at a training camp. Lambert will chime in to speak to you and check your implanted speaker. Then turn to the red light on your left. Then the one to your right, then the one on the ceiling and the one on the ground. Then he will tell you to climb to the ledge over the pool. Walk up to it and press Y to jump and grab it the with your control stick, move sideways till u come to the open area then go up to the other side.

After you hear the transmission from Lambert, climb up to the ladder. Just go on to it and he will hang by himself on it then climb till u get up. The moment you are up, read the clue and then stand under the zip line and press Y you will grab hold of it and slide down. Once you are on the other side, walk towards the pole and climb it like you are climbing a ladder. Run pass through those curtains or whatever they are and press X for Sam to crouch. When you get under the horizontal pole and press Y to grab it and then slide on it until you reach the hole. Read the clue and then press X for Sam to use his legs to hold on to the pole too. This way, he can pass through the small hole. Then continue down and then the next clue tells you how to put Sam's back to a wall. When you reach the narrow path, (its at the left side of that open area) press A for Sam to put his back to the wall, and then go to the other side.

There's another pole so climb it and then down the ladder. Now you will come to an area that is kind of dark. Find the place where the 2 walls meet and then u have to do a split jump. Press Y and while in the air hit Y button again to do the split jump. Now you should be over the gate. Colonel Lambert should chime in now and tell you that you will be going to Covert Ops. Just go on walking and then an option will come for you to save the game or not. Choose an option and then move on to Covert Ops training.

#### Covert Ops

Ok now we are moving to another stage of training. Read the clues and walk straight ahead until you come to the door that has to be lock picked. Select the lock pick option and with your control stick carefully move it around until it gets to the position where it clicks. Once the door is unlocked, read the clue and then sneak up behind the man and press A to grab him and force him to give you the code for the door. Once you have the code, use it and open the door and then read the next clue. The next door is retinal scanner locked and the officer behind the door is the person that can open it only. But he has been instructed not to so convince him otherwise. Sneak up behind him and then press A to grab him and then press A again to make him open the retinal scanner locked door with his eyes. Then press L to knock him out.

Now our gun comes into use. You will have to shoot out the lights so as to prevent the cameras from spotting you. Pull out your gun by pressing R and aim for the lights with your yellow C stick. Then shoot out the first light near you by pressing R. Then aim for the other light near the camera and shoot it out. Then put on your night vision by pressing Z (if you cant see) and walk up to the next room. Read the next clue and in this room, you will have to use the shadows on the floor to pass through. Note that you will have to time your movement to pass through the camera. Now when the camera isn't focused on you, go into the shadows and repeat this until you are at the other door. Open it and read the next clue. You will have to knock this guy out and hide his body before the

patrolling guard finds it. Sneak up behind him and press A to grab him and press L to knock him out. And then stand in front of his body and press A to carry his body. Then go to one of the empty dark spaces on the other end of the room, and wait till the guard finishes his search and come back.

Now go to the area where you knocked out that you were hiding from the patrolling guard and continue through that door. You will come to a room. Lambert will tell you that you have to pass through this room quietly. This took me a while before I could pass this one. First of all crouch and then go to the steaming area. Now this place is very hard and can seem almost impossible to pass. Approach the steaming area QUIETLY and walk slowly. Watch out for the chains because once you touch them, you have to restart that room again. The first chain is to the right. The second chain is to the left, and the third chain is to the right. So move the opposite way of the chains so as not to come in contact with them. Then still move quietly until you come the other side where the stairs is and then Lambert will come in and say: Have you started yet? Fisher Holy Christmas you're at the end. Phenomenal work. Lets move on. Save the game and move on. You're done with mission one so move on.

## PART 2

T'Bilisi Old Town, T'Bilisi, Georgia:  
October 16, 2004, 20:01 hours

### MISSION BRIEFING:

Locate CIA agents Blaustien and Madison. Agent Alison Madison covertly in the Georgian political arena for two years, securing a role in President Nikoladze's cabinet after his coup d'etat. Special agent Robert Blaustein was also in Georgia. They both vanished on October 11.

### MISSION OBJECTIVES:

1. Meet with local NSA informant Thomas Gurgendize for information on Blaustein's area of operation.
2. Find the black box hidden in Blaustein's apartment.
3. Find Gurgenidze's dead drop in Morevi Square to figure out how to get into the Police Precinct.
4. Locate Agent Blaustein in the Police Precinct.
5. Access the Police Precinct's security surveillance system.
6. Meet Jr. Wilkes in front of the Police Precinct for extraction.

Ok after the conversation with Lambert, move forward and up the stairs and then jump and climb the ladder. Then when you get up the roof, go to the trap door and open it and then go down. Then put on your night vision and then continue through the small pathway. Go to the end and then climb up the thick pole. Then when you come up, slide down the zip line and go to the burning building. Go to the door and on the hallway that is on fire, go through the other door to the left. Go left and head onto the staircase. Go down and on the first door you see to your right and then press Y to hang on to it and then go down the pole. When the female agent chimes in, listen to her very well and turn left, and go through the door on the right. In the room, put on your night vision goggles and then go through the other door at the end. Go through the open door, and then go up the stairs at the top. In the next hall, go through the door on the left, and then go to the left side of the room to meet the contact. Talk to him and then after you talk to him, go to the west side of the room, the wall opposite it, and go through the door. At the next room, shoot out the skylights to avoid suffocating from the smoke. Wait for the smoke to clear and then take the door to the right in the next room. Now you're onto the next part of the mission. When the save option comes in, save it and move on.

Now Lambert will chime in so listen, and then run to the edge of the walkway and press Y to climb the pole. Hit X to put Sam's legs on the pole. Stay in the

little dark area and listen to the Russian guy talking. Wait till he finishes and then shoot the guy in front of the house then run ahead and shoot the door. This will trigger the guy inside to come outside. Blast his brains out and move on into the house

Go through the curtains and into the bedroom. When in the bedroom, look for the painting and slide it open. Then use the computer. Lambert will chime in and give you some information. Listen and then go to the door and use the keypad. Type in your code and then open the door. In the balcony walkway, there will be a zip line so take it. You'll be inside another building. Go through the empty building, and then go down the pole at the end. Open the trap door. When you go down, the save option will come. Save the game and move on. Lambert will chime in now so listen. Now you are allowed to go into the Georgian streets if you must. Go to the brown door. Pick the lock with your lock picks. Then go down the hallway.

This is the end of this first version of this faq. An upcoming version is coming soon. So take care. Email me if you have any questions or comments at [Stormdevil234@yahoo.com](mailto:Stormdevil234@yahoo.com).

#### 5. CREDITS

I would to thank my mom for her support on this faq, my cousin Bill for his help and my brother Chris for his support.