

V. Appendices

- 5.1 - Weapons/Gadgets/Items
- 5.2 - Mission Briefings

VI. Frequently Asked Questions

VII. Closing

- 7.1 - Credits
- 7.2 - Legal Disclaimer
- 7.3 - Contact Information

 Section Jump

Here's how you can instantly get to any section you want to in this guide without scrolling.

1. Hightlight the section name in the table of contents (Look up).
2. Press Control-C.
3. Press Control-F.
4. Press Control-V.
5. Press Enter.

You should now be at the beginning of the appropriate section.

=====

i. What's New

=====

Version 0.10 (04/22/03): Made the format and everything. Did the walkthrough up to where CVX left off. This is after you tap into the second computer on the police station.

Version 0.20 (04/23/03): Did the controls, introduction, and 5 questions in the F.A.Q. sections. Also did the (from what I think) good ASCII art.

Version 0.30 (04/24/03): Forty-Five more questions for the FAQ section is up. Then I stopped and after I did five more to make it an even fifty.

Version 0.40 (04/26/03): Bought the game today. Also did 5 more questions and reformatted the question list. After, I played Splinter Cell a bit more.

=====

I. Introduction and Dedication

=====

When a man lies he murders
 Some part of the world
 These are the pale deaths which
 Men miscall their lives
 All this I cannot bear
 To witness any longer

Cannot the kingdom of salvation
Take me home
-- Metallica, "To Live is to Die"

Welcome welcome to my FAQ/Walkthrough on Splinter Cell. In this game, you will join Sam Fisher as he explores places unlike any other. He has been trained by the CIA and is ready for battle. The first objective is to find two agents that were captured by the enemy. It is said to believe that the enemy possess's great military strength. So, who is going to stop' em? You, Sam Fisher...

Writing this guide up to date has been very enjoyable. Playing the game for a couple hours and completing the mission. Then, redoing the mission and writing on it every step I take. And how better to do all of this in one day just after I rented the game. Yeah, I will buy it when I get around to it.

Another thing, to point out is my dedication for this guide. I have decided to dedicate this guide to Metallica and all of its spectacular songs. I have been listening to them for over 1 year! Wow, that's a long time, right, reader? Well, in my 13 years as a human being it is. But, back to the dedication. If you don't have Metallica pick it up. And if you like metal/rock then you should be slapping yourself on your head for not already having it...

Well, that about wraps up the introduction. Glad it was short. If I have not already implied it, Splinter Cell is the best stealth game for the 'cube. But that might not account for much hence it is the only stealth game for the 'cube. Enough babbling, I bring to you the walkthrough...

=====
II. Basics
=====

=====
2.1 - Story
=====

This story was taken from the instruction manual which is copyright of it.
I do not have the manual so I got this from TwistedSoul.

It is the year 2003.

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

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

March 10, 2004: The CIA contacted NSA officials regarding the loss of contact with Agent Alison Madison, a CIA operative monitoring widespread communication shortages plaguing the former Soviet Republic of Georgia. A second operative, Agent Blaustein, was inserted into the Georgian capital T'bilisi to locate Agent Madison, only to drop from contact seven days later. Fearing for the lives of American agents compromised at the hands of a suspected terrorist effort, Third Echelon has activated Splinter Cell operative Sam Fisher to locate the missing agents and evaluate the situation.

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

=====
2.2 - Characters
=====

This story was taken from the instruction manual which is copyright of it.
I do not have the manual so I got this from TwistedSoul.

Some modifications from the text in TwistedSoul's guide where made.

SAM FISHER

Fisher has been on the lines of espionage in several defining conflicts throughout the past decades. He has not only survived, but also excelled in the field of covert operations through hard work, insatiable curiosity, and brutal honesty. He has little time for polite niceties and even less for lies.

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

He is quiet, instinctive, and observant: somebody who watches from the outside. Combat, espionage, and constant training have defined his adult life; his tactical experience has become part of his instinct. Now, even outside of work he is most comfortable on the fringes of society, keenly observant, but still removed.

Fisher has acquired an admiral collection of scars and secured his place in Valhalla; he has little left to prove to the world. Now older and wiser, he has no interest in glory. If he fights, it is because he believes the cause is necessary and he is capable.

Third Echelon Team
=====

COLONEL IRVING LAMBERT

Position: Operations Coordinator
Born: 1961 Bat cave, NC
Height: 6' 2"

Weight: 270 lbs.

Lambert is the link between the field agent, (or agents) and Third Echelon's team of researches, hackers, strategists, and commanders. He represents Fisher's main source of information via communicator, debriefing Fisher on the objectives to be completed in each mission. While Fisher is in the field, he is in constant contact with Lambert via subdermal microchips and a cochlear implant.

VERNON WILKES, Jr.

Position: Field Runner
Born: 1967 Baltimore, MD
Height: 5' 10"
Weight: 145 lbs.

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

ANNA GRIMSDOTTIR

Position: Communications Lead
Born: 1974 Boston, MA
Height: 5' 8"
Weight: 128 lbs.

Grimsdottir heads a small team of programmers responsible for providing technological, cryptographic, and data support for the Field Operative. Grimsdóttir will assist Fisher in his interface with the high-tech components of his missions.

Terrorists
=====

KOMBAYN NIKOLADZE

Position: Georgian President

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

VYACHESLAV GRINKO

Position: Russian Mafia Lieutenant

Ex-Spetsnaz (Russian Special Forces), Grinko is now Nikoladze's "lieutenant" of

the Russian Mafia.

HAMLET

Position: Driver

Grinko's personal driver.

GEORGIAN COLONELS

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

PHILIP MASSE

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

CHINESE OFFICERS

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

=====

2.3 - Controls

=====

Button	Function	

A	Action	
B	Cancel	
X	Crouch	
Y	Jump	
L	Knock out	
R	Aim, Fire	
Z	Night V.	
C-Stick	Camera	
D-Pad^	Sec Weap.	
D-Pad<	Inventory	
D-Pad>	Fire Rate	
D-Pad<	Switch	
Joystick	Move	
Start	Menu	

=====
III. Strategies
=====

Obstacle Course ~~~~~

This is a training obstacle course that will show you all of the functions you can do in this game. This is the basics section, as you will.

Camera Controls ~~~~~

At the beginning of this training mission, you will get a call from your mission cooperative, Irving. He will start to talk to you via the speaker that was attached to your neck. After a short conversation, he will ask you to face the red light to your left. Right about now you might be asking, "How do I change the camera angle to face the red light?" Well, the yellow C-Stick looks like it will work. Move the C-Stick around to get used to controlling your camera view. This is one of the most frustrating tidbits in the game because of the fact that you have to change the camera angle by yourself. After about an hours of playing you will be used to the view. So, back to the object. You need to face your view to the left and therefore to the red light. Move the C-Stick to the left. You will see a red light on the wall. Move your face to it and the light will go off. Irving will then tell you to get the red light on the right. Move your angle to the right the same way you did the left by moving the C-Stick. After you get this light Irving will tell you to find a red light on the rafters above you. The red light is out in the open and on the second rafter. Get that and, finally, Irving will tell you to find a red light on the ground. Move your C-Stick down and get to that red light. The camera controls are complete!

Moving and Jumping ~~~~~

Now Irving wants you to run to the wall, jump it, and wait for further instructions. Sound simple? You bet! Run to the wall and jump. You will see that you cannot jump from that part of ground as you cannot jump that high. Walk back and you will see that there is a stone part around the part you where just at. This part of the ground is higher then the part you where at. You see where I am coming to, right? Well, if you don't, then go over to the stone around that part and up to the yellow arrow. Once you reach a wall stop and jump by pressing Y. With luck, Sam will be hanging off the ledge now. Don't think you are done yet, though. You need to hold in the direction to get to the center (where you tried to jump) because of the factor that it is open and the part you are at has a wall by it. Side-ledge over and hold up to jump up. Then Irving will call back up again.

Up the Ladder ~~~~~

Now it is time to move up the ladder. Walk down and up to the yellow arrows on the ground. This is where I ladder resides. Hold up while next to it and you will start climbing the ladder. Once you are up, it will be time to zip down to the next platform.

Zippering ~~~~~

Walk around the opening where you came up on the ladder. You will see a rope and a yellow arrow marked on the ground. Walk up to the arrow and press Y to jump. Sam will hold onto the rope and slide down to the next platform. See, that wasn't that hard, right?

Sliding down the Pole ~~~~~

Once you are down to the next platform, position yourself to the next yellow arrow. This time you will have to slide down the pole. Walk up to it and press A. Sam will get on the pole. From here, hold down to slide down the pole. No jokes, please.

Crouching ~~~~~

Now that you are down the pole we can get to some techniques you will use all the time. Walk through the chain curtains. You will come up to a wood plank. You cannot jump it so you will have to go under it. Press X and you will crouch. From here, walk past the plank and the bob-wire. After you past it and hit the wall, press X again to resume you regular position.

Double Jumping ~~~~~

Walk up to the yellow arrows on the ground to your left. The game will bring up double jumping. This is like in Mario where you can kick off a wall and go higher. Well, it is the same in this game will exceptions to it is a lot easier. Try it by jumping straight to a wall and pressing jump again once you reach the wall. You will see that you jump a lot higher.

Hand-over-Hand Climbing ~~~~~

Another technique you will use throughout this game. Walk around the wood wall and you will see a pole. Walk up to the pole and you will see a yellow arrow on one side. Position yourself so that you are directly on the arrow. Then jump and Sam will hold onto the pole above. From here, hand to hand climb the pole from the south to north side. Once you reach the end you will see that there is a small whole you have to go through by hand to handing. Press X and you will put your feet on the pole. This will enable you to go through the small hole in the wall. Do so. As you might of guessed, if you do hand to hand this way you will be less visible to the enemy! After you make it past the wall tunnel press Y and you will fall to the ground.

Scaling the fence ~~~~~

To scale the fence, walk up to it and hold up. Sam will jump onto the fence and start climbing up. You can easily stop by not holding up. To start again hold up. Once you reach the top Sam will swing around to the other side of the fence. From here, you can either press Y to jump down or press down and Sam will go down slower. Obvious choice for large walls would be to go down slowly. But for this wall you can just press Y to kick off the wall.

Stealth Sidestepping ~~~~~

Go around the corner to the left and you will see another yellow arrow. The computer will tell you what to do here. Walk up to the wall and press A. Sam will put his back to the wall. This is the same technique as in Metal Gear Solid. It will allow you to see around corners and whatnot. Go left and down the small area to sidestep. Once you reach the end, hold left again to have Sam look around the corner. This is one of the most stealth techniques in the game and it pretty fun to do against the enemy. That is to spy on them from a corner.

Pole Climbing ~~~~~

Once you sidestep through the area, hold down to press off the wall. Then walk directly down and to the next yellow arrow. Position yourself on the arrow. Then, press A and Sam will start to the climb the pole that is next to the arrow. Hold up until you reach the top. If you want, you can stop by merely not holding up. Even if you want, you can go back down by pressing down. Simple for you, see?

Down the Ladder ~~~~~

Once you are on the platform, go up to the ladder and press A to go down the ladder. If you hold down Sam will just slide down very quickly. Now that is a technique that you can use to your advantage. When an enemy is not around you can go down poles and ladders quick by doing this. Just remember that sliding is very loud. In fact, louder then climbing down. So if there is an enemy in the area just climb down. Get it, Got it, good!

Double Jumping ~~~~~

Irving will call up again and tell you you can get onto some real fun stuff (not his exact words but you know he wanted to say it) and that all you have to do is find a way over the fence. Well, you cannot climb it as there is a wall above it that is unclimbable. What about double jumping over it! That sounds like a plan! Walk up to the yellow arrow and jump on the arrow on the wall. Once you hit the wall press the jump button again to further you jump. With luck, you should reach the ledge that is over the fence. Run north and Sam will jump down. Good job! You just completed the basic obstacle course! But you are not quiet done yet. Walk up to the tin wall and it will open up revealing a walkway. Run past and midway the game will ask you to save. Do it then move on further.

Covert Ops ~~~~~

Oh, the covert ops training area. This will test you stealth abilities to the limit. Have fun!

Stealth Meter ~~~~~

Walk up and a door will open. Go inside and you will see Irving in the glass window to the side. He will tell you that there are live people in this training area and talk to you about your stealth meter. This meter, which is located on the south east side of the screen will show you how visible you are to the enemy. Simple as this, if you are in the light, the stealth meter will go up. This will show you that it is easy for the enemy to see you. While, on

the other hand, if you go from shadow to shadow it will be harder for the enemy to see you hence you are in the dark. Now that that is taken care of, let us move on further.

Opening Doors ~~~~~

Walk down the room until you reach the end. To your left is a door. Walk up to it and press A to open it. The door will now be open. This may seem like a piece of cake but I know a certain somebody *COUGH*Tarce Kackson*COUGH* that did not know how to open doors in Rainbow Six so he gave up. Looks like he did not read the instruction manual (^_^). Anywho, I know that you most likely knew how to open doors but I had to be perfect.

Picking a door ~~~~~

Haha, this makes it seem like you are just picking a door. But, actually, what I mean by "picking" is using you lockpick to "pick" the door. Go down the hall a little until you reach a wall. Turn left and you will see a door. Walk up to it and it will show the action to pick the door. Press A and you will start to do it. The object here is to open the locked door. What you need to do is move the joystick around in the outer rim until you feel a rumble. From here, move the joystick back and fourth until you pick a part of the door. Do it again and couple times and you will have successfully "picked" the door. From here, open the door like you did before.

Interrogate you enemy ~~~~~

Walk a little into this room and Irving will come on your speaker. He will say that the door is keypad locked and that the guard has the correct keypad entries. What you need to do is sneak up behind the guard going from left to right. Go slowly. Then, press A once you are close to him. Sam will grab onto his neck and start talking. Keep talking with the guard until he gives out the keypad numbers. Then, knock him out by pressing L. Afterwards, go up to the keypad and put in the numbers the guard said to you. If you do not know them because you forgot or knocked him out while in the middle of getting the numbers then look on the bottom of the screen to see the numbers the guard gave you. Go around the keypad, putting in numbers. With luck, access will be granted and the door will be open. The code is 28460, see, I can remember 5 numbers!

Eye scanning locks ~~~~~

Looks like the enemy is smart after all. They design locks that can only open if somebody who has the right eyes (usually a guard) puts there eyes in front of the lock. Lucky for you, though, that you can stealth over to the guard and press A to hold him. Then, interrogate him until he agrees to opening the door for you. After this, walk over to the lock to the left. Sam will have the guard still held tight. Press A at the lock and Sam will swing the guard around and throw his eyes up to the scanner. The scanner will scan and open the lock. After this, knock the guard out by pressing L. See, that was not that hard, right? Walk through the gate and go through the door to your left.

Lights and Camera ~~~~~

Once you are in the room Irving will explain what I explained to you at the

beginning of this course. He will talk about the stealth meter, mind you if you were sleeping. Anywho, you need to get past a video camera located above the door you need to go through. What you need to do is take out the two lights that make you visible. Press R and aim to the first light. Press R again and you will shoot it. It seems that the whole light went out. From here, go over to the right wall and walk over that wall until you can see the other light located just before the camera. Aim and shoot at that one and the lights will be out. Now it is time to put on your handy-dandy night vision goggles so you can see in the dark. Do do this press Z. After that, walk over to the door and open it. And it is that simple when it is dark, my friend. Just remember to go slowly to avoid fast movement. After that, go through the door and into the next room.

Shooting Cameras ~~~~~

Walk past the door and Irving will come up on speaker again. He will say that another good way to get past a camera is to shoot it. This only works for light built cameras, mind you. It won't work for the big ones. Anywho, walk over to the corner due left. Position yourself so that your body is about halfway in view and halfway out of view. The camera will not be able to see you. So, press R and take out your gun. Then aim at the camera and press R again. With one shot to the camera, a little fire will appear. This will show that the camera is disabled. Good work! Now, walk past the corridor that the camera was in and open the door.

Dodging Visibility ~~~~~

If shooting lights and shooting the camera are not optional, then you will have to stick to obstacles and darkness to get past a camera. In this exercise, you will crouch and go to the back of the crate when the camera turns to the other side. Then, wait for the camera to go back to position you and then back to the other side. As soon as you are out of view walk to the darkness in the center of the room. You will see if you are not visible when the stealth meter is down completely. After this, wait until the camera goes right and then walk over to the door. Open it to do your next task.

Knock and Move ~~~~~

Irving will come on and tell you to knock out the guard and hide its body so the patrolling guard (the guard that will come in after you hide it) does not find it. Walk over to the guard, remembering that he can hear you if you move too fast, and press A to hold him. No time to chat, press L to knock him out. Then, press A at his body and Sam will throw him on his back. From here, walk up to the glass window. Then turn right a little. After this, turn around and you will see a very dark place that is almost a cubby-hole. Go in it and turn around. Then press A again to put the guard on the ground. If you do not have enough time just stand there with the guard on your back. After this, the patrolling guard will walk out. Crouch down before he passes by. After the guard searches the room (which does not include your little area) he will go back inside the room he was in before and you will be done with this exercise. Irving will come on and say so himself. After, walk to the door that you knocked the guard out at. Open it and go to the next training exercise.

Sound Alarm ~~~~~

Once you are in the next room turn on your night vision to see. Then go up to

the door to the left and open it. Afterwards, Irving will tell you all about the sound alarm. How that if you make to much sound the alarm will go off. Irving will be the person that tries to listen to you himself. He will state that walking on things such as carpet will be better then hard floor. Also that glass and such will make a crunch sound (just like in real life) that will give you away. And, as always, if you walk to fast your steps will be louder. So, do not do all of that when we do this, m'kay?

Put off your night vision and press X to go into the crouch position. Then, slowly walk down the stairs and past the carpet. You will come up to an opening in the railing if you go straight. Slowly move up to it and Sam will jump down with only making little sound. Walk fourth some more slowly and you will come up to another little platform. Press Y to jump up to it. Go in the crouch position again and jump the platform to you right. Then, move north until you reach smoke. Remember not to touch the chain to the right when you are moving north. If you do, it will make a sound and Irving will have you try again. Go past the smoke hugging the left wall until you reach the corner. From here, follow the rail *slowly* to the left until you reach the corner. Then, walk past the glass *very slowly* to avoid being heard. Once you reach the partial end, you will see steps and a door. Walk slowly up and Irving will come on the speaker. He will ask if you have started yet. He will then be in amazement because he sees that you are already to the end. Now onto the next exercise. Walk up to the door and open it.

You will now be done with this training "mission." Hopefully you got through it even without my help. Good luck on the battefield!

=====
IV. Extras/Secrets
=====

Got anything to add to the guide? Email me at TestaALT@aol.com, and I will add it here!

=====
V. Appendices
=====

=====
5.1 - Weapons
=====

This story was taken from the instruction manual which is copyright of it. I do not have the manual so I got this from TwistedSoul.

SC-20K M.A.W.S.

The bull pup 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 5.56mm SC-20K AR becomes the obvious choice of weaponry for Sam when infiltrating enemy territory.

Note: Because of the more overt nature of the 5.56mm SC-20K AR, it will only be acquired after a few missions-when the situation requires it...

Ring Airfoil Projectile

A high-impact, zero penetration projectile designed to incapacitate rather than kill.

Sticky Camera

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

Sticky Shocker

A high voltage discharge device coated in adhesive resin. The Sticky Shocker will add here to an enemy and give him an incapacitating shock.

Hint: Fired into pools of water, the Sticky Shocker can neutralize multiple opponents.

Gas Grenade

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

Distraction Camera

An adaptation of the Stick 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 a sound and to dispense a cloud of incapacitating gas when they are nearby.

SC Pistol

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

Lock Pick

Standard set of picks, wrenches, and probes for bypassing standard cylinder

locks.

Laser Microphone: T.A.K.

A laser-operated microphone integrated in the SC-20K that enables the user to read the vibration off certain surfaces (mainly glass windows). Used to listen in on conversations.

Camera Jammer

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

Optic Cable

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

Disposable Pick

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

Night Vision Goggles

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

Thermal Vision Goggles

Similar to Night Vision, Thermal vision is an essential tool in low light situations. This technology differs from night vision in that it captures the upper level of the infrared light spectrum, which is emitted as heat rather than reflected as light.

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

Wall Mine

The Wall Mine is a motion-sensitive explosive device that can be attached to almost any surface. To deactivate and pick up a wall mine, wait for the green light.

Chemical Flare

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

Emergency Flare

Similar to the Chemical Flare, these standard road flares also emit a great deal of heat, making them useful for distracting heat sensors such as those found on automated turrets.

Frag Grenade

The 14-oz M67 fragmentation grenade consists of a 2.5" steel sphere surrounding 6.5 ounces of high explosive. Upon detonation, the steel sphere shatters, emitting a burst of high velocity shrapnel.

Medical Kit

Standard field first-aid kit.

Bullet Box

Find it to retrieve some ammo.

=====

5.2 - Mission Briefings

=====

Training

Prove that you are the right man for the job. As agent Sam Fisher, you have been recruited to Spearhead, the operational arm of the National Security Agency's Third Echelon initiative. Before being sent into the field, you must demonstrate that you possess the skills to undertake dangerous and covert solo missions.

Congratulations, Fisher, you have demonstrated that you are the right man to spearhead the NSA's third echelon initiative. The onus will be on you to prove the worth of deploying sold covert operatives by gathering intelligence in the field and taking deliberate action based on that intelligence... Welcome to the NSA.

Police Station

Agent Alison Madison worked covertly in the Georgian Political Arena for two years, securing a role in President Nikoladze's Cabinet after his coup d'etat.

She vanished on October 3rd. On October 7th, Special Agent Robert Blaustein was sent in to find her. He vanished on October 11th.

Defense Ministry

Discover President Nikoladze's secret. CIA agents Blaustein and Madison were killed for getting too close to information Georgian President Korbayn Nikoladze needed to protect. Vyacheslav Grinko, a Russian mercenary, is closely tied to Nikoladze's secret; They have arranged to meet at the Ministry of Defense.

CIA Headquarters

Track down the mole in the CIA. Hours after the attack on the oilrig, Georgian President Nikoladze launched a devastating wave of remote, technology based terrorist attack as retaliation against the U.S. The only lead to Nikoladze's whereabouts is a mole thought to be operating out of the Central Intelligence Agency.

Kalinatek

Recover the encryption key. Russian mercenaries have begun to destroy evidence of Georgian activities at Kalinatek. Before her detection in the network, Grimsdottir discovered that a technician named 'Ivan' is hiding in the building. Ivan possesses an encryption key that would help Third Echelon find Nikoladze.

Chinese Embassy

Find the Georgian & Chinese connection. Using intelligence gleaned from the Pickett Gap program, Third Echelon has traced communications between Nikoladze and the Chinese Embassy to Myanmar. Any suspected connection between Nikoladze and the People's Republic of China must be proven before any action can be taken.

Abatoir

Rescue the captured US troops. In a desperate act of defiance against the US, Nikoladze arranges the immediate, live web-cast executions of the captured US soldiers. Vyacheslav Grinko will direct the soldiers' deaths. The executions must be prevented to preserve any hope of stabilizing political relations with the Chinese.

Chinese Embassy Return

Discover President Nikoladze's secret. Following the rescue at the slaughterhouse, Feirong prepares to flee the Embassy with a near-complete nuclear device. The only hope to prevent war between the US and China over alleged Chinese support of Korbayn Nikoladze is for Third Echelon to find proof that Feirong is acting alone.

Find Kombayn Nikoladze and the Ark. Kombayn Nikoladze has returned to the Georgian Presidential Palace in order to retrieve a weapon known only as 'the Ark'. The great risk involved in Nikoladze's personal return to T'Bilisi suggests its enormous value. Any threat posed by Nikoladze or the Ark must be dealt with.

=====

VI. Frequently Asked Questions

=====

Question 01: What is the easiest way to find where I am in the walkthrough if I just came to it?

Answer 01: Simplest answer would be to look in the Table of Contents located at the top of the guide for the appropriate mission. Then, scroll down to that mission and look at the underlined text. This might say "How to find item A" and if you are looking for item A then you would read below that. From that point on, the guide will go through every obstacle you come up to.

Question 02: Can I print this guide out?

Answer 02: Yes, you may. But I am afraid that sometimes the text might come out weird. This is not like you cannot read it but it might come out like this:

Example Example Example Example Example Example
Example Example Example Example Example
Example Example Example Example Example Example Example Example

Note that "example" is to be replaced with anything in this document.

Question 03: Can I copy this guide to my hard drive?

Answer 03: Yes, just do not put it in public form.

Question 04: How do I find a certain item fast?

Answer 04: Press Control and F at the same time. This will bring up a find window. Type in the name of the item you want to find and press enter. This will search the file for the first of what you typed in. Then, press next and it will go onto the next word of that spelling.

Question 05: What do I do if I want to send you something about Splinter Cell?

Answer 05: Refer to the last section of the guide marked "Contact information" for more information.

Question 06: How many guns are in the game?

Answer 06: Two.

Question 07: Did Tom Clancy write the plot for this game?

Answer 07: Yes, that is why it is called "TOM CLANCY'S Splinter Cell."

Question 08: Who is Tom Clancy?

Answer 08: A very good writer who has written many astonishing books on stealth things.

Question 09: Is Splinter Cell a book?

Answer 09: No, the plot was made exclusively for the game.

Question 10: What is a Splinter Cell?

Answer 10: A Splinter Cell is an elite intelligence-gathering forces consisting of a lone field operative supported by a remote team. Like a sliver of glass, a Splinter Cell is small, sharp, and nearly invisible.

Question 11: From the looks of the beginning, it seems like Sam did something with the CIA before, any thoughts on that?

Answer 11: Yes, he did.

Question 12: Does Splinter Cell have any replayability?

Answer 12: If you like moving around stealthy, it does. And it has two levels, normal and hard.

Question 13: What are the differences in the difficulties of this game?

Answer 13: Normal is like playing the game with somewhat incoherent guards. They don't have very good accuracy and don't see one unless they are litten up like a dutch light (e.i. there stealth meter is damn high). Hard is different, the enemies are pretty coherent, they have pretty good accuracy, and can

see someone without them being in plain view. There is no difference in the levels of being at hard rather than normal.

Question 14: Do you get anything new at the end of the game if you beat it on hard?

Answer 14: I do not think so but I have yet to confirm it.

Question 15: Sam has green lights on his equipment, will this affect the enemy seeing him?

Answer 15: No.

Question 16: Comparing this game to Metal Gear Solid 2, which one is better?

Answer 16: Metal Gear Solid 2, it is a lot longer. Even though Splinter Cell has some better gadgets and a better storyline I would still go with MGS2 because the game was harder and longer. Also, Solid Snake was bad@\$\$\$. I cannot say this for Sam.

Question 17: Do you think there will be Splinter Cell 2?

Answer 17: Likely, this game has sold good and is fun to play.

Question 18: How many missions are in this game?

Answer 18: Ten, including the Training mission.

Question 19: Do you know the keypad codes for all of the locks?

Answer 19: No, I think Gamewinners has six of the missions' keypad codes.

Question 20: When was Splinter Cell released?

Answer 20: The date it was released for the Gamecube and Playstation 2 is 4/11/2003. For the X-Box version, 11/19/2002. And for the Computer version, 2/19/2003.

Question 21: How do I shoot?

Answer 21: Press R and aim for a target. Then press R again to fire. To put the weapon back press B.

Question 22: How long is one mission?

Answer 22: Average? About an hour.

Question 23: I do not have any ammo and it is practically impossible to get past <insert point here>, anything to help?

Answer 23: Be stealthy. Go up behind guards and knock them out. For cameras that you would usually shoot out, dodge from Shadow to Shadow to avoid being seen. Do the whole stealth thing, you know?

Question 24: How do I know when Irving pulls you from a mission?

Answer 24: This happens when you turn off many alarms. There is a little fraction on the bottom of the screen. The denominator is the number of times that you can get caught by an alarm.

Question 25: How do I know how many bullets I have left?

Answer 25: Look at the bottom right hand corner of the screen while playing.

Question 26: What happens after you die?

Answer 26: You start up again at your last save.

Question 27: Where is the stealth meter?

Answer 27: Bottom right hand corner of the screen. When it goes right (the bar) you are in a light area. When it is all the way to the left you are almost unseeable by the enemy.

Question 28: Can I walk in first person view?

Answer 28: Yes, while in shooting mode. But you walk very slow.

Question 29: The alarm went off and my mission stopped, I don't see a camera and I knocked everyone out!

Answer 29: You did not hide bodies well enough. When you hide bodies, make sure your stealth meter is as far to the left as possible. Hide bodies in out of the way areas, behind counters, behind desks, under stairs, in darkened elevator shafts, etc.

Question 30: I ran out of ammo. Where do I get more?

Answer 30: You are playing this game as a shooter. It's about stealth, only use your weapon as a last resort. Use bottles to knock people out. Sneak up behind them. Sneak around them. You start each mission with more than enough ammo to complete the mission.

Question 31: The elevator isn't powered! (or the colonel won't come out to use the retinal scanner)

Answer 31: You missed a mission objective. Check your opsat to see which one.

Question 32: When do I get thermal vision?

Answer 32: At the beginning of the 4th mission, CIA Headquarters

Question 33: How come I only have a pistol?

Answer 33: You pick up your rifle about halfway through the CIA mission.

Question 34: How do I get through the minefield on the Abbatoir?

Answer 34: Use your thermal vision.

Question 35: Where's the black box in mission 2 (Police Precinct)?

Answer 35: Lambert tells you that if the agent has followed standard agency procedure, his black box is hidden behind a fake wall panel or bookcase. Look for something similar to that.

Question 36: Where's the extraction point in the Chinese Embassy?

Answer 36: If you stay where you are when you mic the conversation in the car, look behind the guard shack to the left on the wall. There's a pipe.

Question 37: How do I change the rate of fire on my rifle?

Answer 37: When you have your rifle drawn, click down on the left thumbstick.

Question 38: How do I disable wall mines?

Answer 38: A data stick you recovered in Kalinetak will give a detailed explanation on how to disable them. When the light is green, hit the action button, a. If you hit it when it is red, it will beep fast, run away or you're dead.

Question 39: How come the guards can't see the three lights on Sam's head?

Answer 39: They don't really shine. They are there for design purposes, visible only to the player. Ubi Soft wants the lights to be the icon for Sam. You see those three lights, you know it's Sam Fisher. View some of the extras on the disc, they explain the concept.

Question 40: When is downloadable content going to be available?

Answer 40: Xbox Live Calendar

Question 41: Is it possible to finish the game without killing anyone?

Answer 41: No because you have to KILL Nikoladze.

Question 42: How do I use the thermal goggle trick on Chinese Embassy 2?

Answer 42: The first door that has a keycode, you don't need to use your goggles. If you shoot the lights out near the door, wait there and follow the 2 guards in and stay in the doorway, the door remains open. For the rest of the doors, remember that the last key touched will be the hottest (red or orange) and the first key will be coldest (a purple or dark blue color), with the others in between this scale. It may take some trial and error, but it does work.

Question 43: How do I use the Sticky Shocker, Sticky Camera and Ring Airfoil Projectile?

Answer 43: Equip one of these and press the Left Trigger use.

Question 44: How do you get inside the CIA HQ?

Answer 44: There is a fence on the left side of the van. Climb the fence and jump up to the let window and interact to slide it open, or find the pipe behind the van. Climb up to the roof/awning and find the open vent.

Question 45: How many missions are there?

Answer 45: There are 10 missions, not including the downloadable ones.

Question 46: How do I get past the cooks in the 3rd Mission, Defense Of Ministry?

Answer 46: Grab a bottle from the table and go inside the freezer and chuck it quickly hide somewhere in the freezer until they come in. One cook will go and the other in the freezer, grab the cook in the freezer and hit him, the other cook should be back making the food so hit him too. -OR- wait for the spitting guard to leave and follow him out the door while crouched.

Question 47: How do I do I do a quiet landing?

Answer 47: Press the B button while in the air.

Question 48: Where is the glass elevator?

Answer 48: In the courtyard with a fountain.

Question 49: What do I use to hear the conversation in the courtyard?

Answer 49: Use the laser microphone.

Question 50: Can I go throw vents in this game?

Answer 50: Yes, sometimes.

Question 51: How do I move around?

Answer 51: The joystick.

Question 52: How do I crouch and what does it do for me?

Answer 52: Press X to crouch and X again to resume your regular position. As for what it does, it less exposes you from the enemy & makes your footsteps lighter. It is somewhat bad, though, because you are slower when you crouch.

Question 52: How do I jump and what does it do for me?

Answer 52: Press Y and you will jump into the air. What it can do for you is get you into higher positions. You can jump and hang onto

ledges as well as double jump.

Question 53: How do I double jump, what would it do for me?

Answer 53: To double jump after jumping press Y again and you will do a double jump which makes you go even higher. This can help you get to positions that you would not ordinary be able to go to because of its height.

Question 54: How do I hang onto a pole?

Answer 54: Jump while under the pole and Sam will hang onto it.

Question 55: How do I kill somebody?

Answer 55: You can either shoot them or knock them out.

Question 56: How do I move a body?

Answer 56: While you are next to it press A and Sam will swing him over his arm. When you see a good spot drop him.

Question 57: What will moving a body do for me?

Answer 57: If the guards see a body they will call for backup and get you. Hiding the body will not give them that oppurtunity.

Question 58: I have the GBA game and the GC game, where are my 5 extra levels?

Answer 58: You get them in the GBA game so it is not this guide material.

Question 59: I cannot get past <insert point here>, any advice?

Answer 59: Read the guide.

Question 60: What are the differences from each version of the game?

Answer 60: See CVX's guide.

Question 61: I get a disc reading error when I put in Splinter Cell to my Playstation 2, how do I stop this?

Answer 61: Look at the disc reading error guide. It will tell you what to do.

Question 62: Splinter Cell looks good, should I buy it?

Answer 62: Yeah, it is great.

Question 63: When I get to <insert point here> I cannot go anywhere, what's up with that?

Answer 63: You most likely missed something on the way that will unlock the door. Like in the Polic Station if you miss where the contact was you can still go to the door at the end. But it will not open and the game will not save.

Question 64: How do I get past <insert camera here>?

Answer 64: Read the basics section, it reads all about that.

Question 65: I got to a point in the game that is different from what you state in the walkthrough, should I email you?

Answer 65: Well, first off, if you do not have the Gamecube version then THIS GUIDE WILL BE DIFFERENT! Second off, if you do have the Gamecube then email me about this. See: Contact Information section.

As you might know, I did not think of *all* these questions myself. Credits goes out to the GameFAQs and XBox boards for some questions.

=====
VII. Closing
=====

=====
7.1 - Credits
=====

CJayC - For making a wonderful site.
[?] - Your name could be here! In lights!

=====
7.2 - Legal Disclaimer

=====
This document is Copyright © 2003 Andrew "TestaALT" Testa. All Rights Reserved. This document may not be reproduced or retransmitted in any form and under any circumstances without the complete consent of the author. It may not be sold, altered, or published in any way without the advance permission of the author. All sources, which have contributed to this document, are cited and/or credited in some form. The only sources you can see this document at are GameFAQs (GameFAQs.com) & IGN (IGN.com). If you see this document at any other sources email me telling so as I will not allow this document to be published at any other sources. Please do not ask me, as it is very annoying. These terms have become binding once the recipient (or reader) opened this document. Violation of these terms is strictly prohibited and will result in a lawsuit. Please do not take these terms as threats and/or not read them as they are all very much true. I can sue you for an act of plagiarism and will not hesitate to do so. Thank you for reading this legal disclaimer and have a nice day!

"Don't Steal, just ask!" - Breath of Fire III

=====
7.3 - Contact Information
=====

This section will tell you how to contact the author regarding work that he has done. If you have a valid question my email address is TestaALT@aol.com. I will not respond to your email if the answer can be found in this file. If the version for this guide is marked "Final" then this means that the author thinks the game is covered completely. If you have a question that cannot be found in this file do not hesitate to email me. If it is of any use for the guide it will be added in the next update. I will try my best to respond to your question. Thank you for reading this information.

Did you like this guide? Rate my guide then see some of my other work at:

-> <http://gamefaqs.com/features/recognition/23249.html> <-

Thank you for reading this file and have a great day!

+-- End of File --+