GAME BOY ADVANCE

AGB-A04E-USA

Tom Clancy's

# SPLINTER CELL™

## STEALTH ACTION REDEFINED

INSTRUCTION BOOKLET

Ubi Soft ENTERTAINMENT®

www.ubi.com

***WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.***

## IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

## ⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| | | |
|---|---|---|
| **Convulsions** | **Eye or muscle twitching** | **Loss of awareness** |
| **Altered vision** | **Involuntary movements** | **Disorientation** |

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## ⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## ⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.




**TEEN**
Blood and Gore
Violence

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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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# Introduction

**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 Robert 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.

## About Stealth Action



Stealth is of the highest priority in Splinter Cell operations. Sam's ability to operate covertly is his most valuable asset against overwhelming enemy forces, since there are many opportunities for enemies to detect him. Remaining under the cover of shadows is an important stealth technique, but crouching, moving slowly, and keeping your back to the wall also contribute to Sam's invisibility. Practicing all these techniques whenever possible will greatly increase your chances of remaining undetected.

A Splinter Cell operative must not only defy enemy eyes, but also enemy ears. Consider that, while running and jumping are sometimes necessary movements, they also generate sound – a golden invitation for an enemy patrol to investigate your position. Moving slowly while crouched is much more likely to avoid enemy investigation.

## ALARMS

**Note that if enemies detect Sam, or even suspect the presence of an intruder, they have been specifically trained to alert nearby comrades by triggering an alarm, rather than engaging Sam by themselves. When an alarm is triggered, Sam will have to quickly find a control panel to deactivate the alarm. Due to the extremely covert nature of Splinter Cell operations, indiscretion with alarms can lead Third Echelon to abort a mission.**

# Starting the Game

**Place the Splinter Cell™ Game Pak in the Game Boy® Advance system and set the POWER switch to ON.**

## MAIN MENU

- **Use the Control Pad to move through the menus.**
- **Press the A Button to select an option.**



## SELECT A GAME

- Use Control Pad Up and Control Pad Down to move through the choices and press the A Button to choose a saved game slot.
- If you want to start a new game, enter a name for your game.



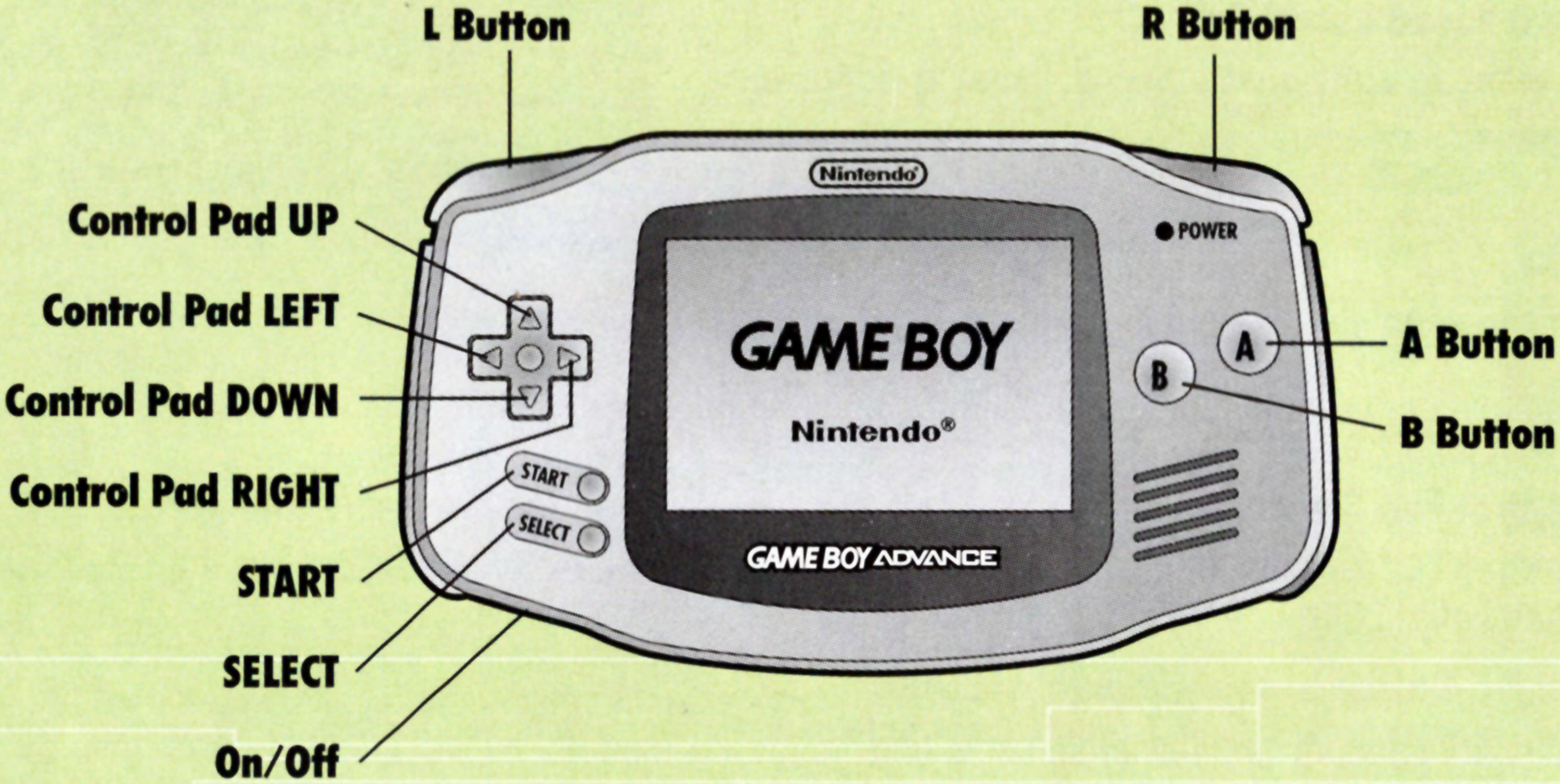

## OPTIONS

Here you can alter the setup of your game (Sound FX and Music).

## SELECT MISSION

- Use Control Pad Right and Control Pad Left to move through the available missions.
- Use Control Pad Up and Control Pad Down to switch between Mission Maps and Bonus Maps when available.
- Press the R Button to see the highest score.
- Press the L Button to see the high score tables.
- Press the B Button to go back to the previous menu.
- Press the A Button to start a mission.

# The Controls



**Control Pad Up**

- Interact with objects (med kit, safe, computer)
- Stand
- Open door
- Climb up
- Raise Sam's leg (while holding a horizontal pipe)

**Control Pad Down**

- Crouch
- Climb down

**Control Pad Left/Control Pad Right**

- Move Sam
- Run (double-tap)

**A Button**

- Jump

**B Button**

- Strike/use weapon

**START**

- Pause the game/inventory and objectives

**SELECT**

- Fast switch between weapons

**R Button**

- Sticky Camera
  Hold the R Button to activate the Sticky Camera mode. This mode allows you to explore the environment around Sam and see the field of detection of the surveillance camera. When using the free camera, Sam is vulnerable, so be sure to place him in a safe area before using it.

**L Button**

- Draw pistol
- Select grenade-throwing distance

# Game Screen

1. **Life Gauge:** How much damage Sam can take before he is incapacitated.
2. **Weapons:** The weapons currently equipped and the number of rounds of ammunition.
3. **Risk Meter:** The meter moves left and right to represent the level of risk Sam's facing in this area.






## MISSION STATISTICS

**At the end of the level, you can look at your performance.**



## SAM FISHER

Fisher has been on the front 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 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 admirable 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.



## IRVING LAMBERT

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.

# In-Game Elements



### Alarm Panel

Standard alarm switches that can be triggered by enemies to alert nearby comrades. When an alarm is triggered, Sam will have to quickly find a control panel to deactivate the alarm. Stand in front of the panel and press Control Pad Up to deactivate it.



### Automated Turret

Heat- and motion-sensing turrets with an Independent Friendly Fire (IFF) recognition system. To disarm the turret:

- Stand in front of the turret and press Control Pad Up.
- Tap the A Button as fast as possible to deactivate it.



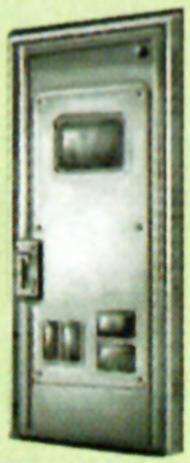
### Surveillance Camera

Standard off-the-shelf surveillance cameras that detect movement and have the ability to directly trigger alarms.



## Computer

The computer provides intelligence about enemies, locations, or other key elements pertinent to the operation. Pay special attention to the computer, as it contains key information.



## Locked Door

To unlock a door, use your lock pick.



## Magnetic Door

To open a magnetic door, find the appropriate security level card that will give you access and open the door.



### Laser Ray

The laser rays are linked to a detonator. Be vigilant; they are practically invisible. Detect them with your thermal goggles.



### Mine

The mines are hidden on the ground. Use your thermal goggles to locate them.





### Safe

To unlock a safe, align the three wheels with the pins.

- Turn a wheel with the R Button or the L Button.
- Press Control Pad Right to enter a pin.

Tips: Try to unlock all the safes in the game to get Secret Files.

# Weapons and Gadgets

## WEAPONS

**To use a weapon:**

- **Press the L Button to draw your weapon.**
- **Press the B Button to shoot.**



### SC Pistol

**The SC pistol is a gun used in close-quarters battle. With its tranquilizer rounds, the SC pistol becomes the obvious choice of weaponry for Sam when infiltrating enemy territory.**

### SC-20K

**This sniper rifle is known for its accuracy and light weight. Use it at long and very long ranges.**



# GADGETS



## Goggles

- Select your vision in your inventory.

## Night Vision

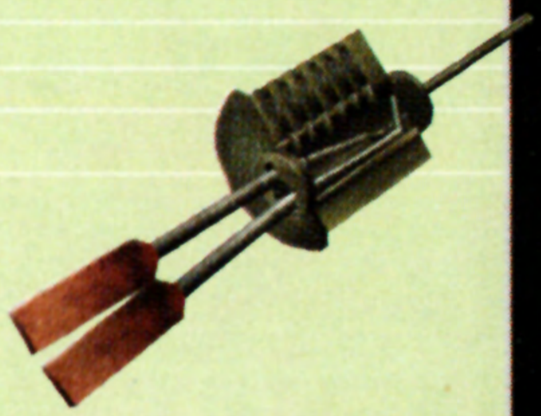
Night vision goggles amplify very low existing light, especially lights at the lower end of the infrared spectrum.

## Thermal Vision

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.

## Lock Pick

Standard set of picks, wrenches, and probes for bypassing standard cylinder locks. You will have to push the 5 pins in the correct order to unlock the door.



- Press Control Pad Left or Control Pad Right to move between the locks.
- Press Control Pad Up or Control Pad Down to unlock the pins.

**Sticky Camera**
The sticky camera is ideal for advance scouting and intelligence gathering.



## Collectibles

**First-Aid Kit**
Standard field first-aid kit.

Stand in front of it and press Control Pad Up to use it.





**Security Card**
Use the security card to open a magnetic door.

There are 3 types of security cards:

- Low-security clearance (red)
- Medium-security clearance (yellow)
- Total-access high-level security clearance (green)



## Bullet Box

Find it to retrieve some ammo.



## Gas Grenade

Gas canister grenade can incapacitate groups of enemies. Exposure to CS gas causes violent respiratory seizure. Prolonged exposure causes unconsciousness.

# Sam's Movement



## Crouching

Press Control Pad Down to crouch. Movement is quieter and Sam is less visible when crouched.



## Close Attack

With your weapon holstered, press the B Button when very close to an enemy to hit him with your elbow.



## Climbing

To climb a pipe, ladder, vertical cable, or fence, simply walk into it and press Control Pad Up or Control Pad Down. Press the A Button again to jump off.

Hint: Double-tap Control Pad Down to speed up your descent.

## Shimmying



- Jump by pressing the A Button to grab and hang from ledges above Sam's head. Press Control Pad Down to let go of a ledge or Control Pad Up to pull up.
- Sam can hang onto a ledge. When possible, crouch near it and press Control Pad Down. Then, hit Control Pad Right or Control Pad Left to shimmy along the ledge. Press Control Pad Up to pull up, if there is room.

## Hand-over-Hand



Jump by pressing the A Button to grab hold of a horizontal pipe. Bring Sam's legs up to clear obstacles by pressing Control Pad Up.

## Zip Line



Jump by pressing the A Button to grab hold of a sloped wire, or zip line. Sam will slide down automatically.



## Hanging Shooting

Sam can equip and fire his weapon while hanging from a pipe, but only if his legs are not tucked. Press the L Button to equip the selected weapon.



## Drop Attack

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



## Rappelling

To rappel from a small chimney, crouch near it and press Control Pad Down. Sam can only go down the rope; he has to be especially careful of patrols.

# Boss Mode





- Move the sight with the Control Pad.
- Use the R Button to zoom out.
- Press the B Button or the L Button to shoot (or take a picture).
- Press the A Button to move the sight faster.



## Mitchell Dougherty

Photograph the bureaucrats before they leave the area. Pay special attention to Mitchell Dougherty.



## Grinko

Prevent Grinko and his partner from reaching his limousine. Remember, the hostages must survive.



## Kombayn Nikoladze

Shoot all Nikoladze associates and prevent Kombayn Nikoladze from fleeing.

# Credits

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# TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, http://support.ubi.com. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title

### *Contact Us Over the Internet*

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: http://support.ubi.com/.

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http://support.ubi.com/

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

### *Contact Us by Phone*

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you have all of the necessary information listed above on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9 am–9 pm (Eastern Standard Time). While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

### *Contact Us by Standard Mail*

If all else fails you can write to us at:
Ubi Soft Technical Support
3200 Gateway Centre Blvd
Suite 100
Morrisville, NC 27560

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Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

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### *Replacement Fees:*

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

### *Warranty Address and Contact Information*

Phone: 919-460-9778
Hours: 9am–9pm (EST), M–F

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# CROUCHING TIGER HIDDEN DRAGON™

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