

PRIMA'S OFFICIAL



STRATEGY GUIDE

# SPLINTER CELL

## PANDORA TOMORROW™

Tom Clancy's



Online  
**STEALTH**  
Secrets!



This game has received the following rating from the ESRB



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 Tom Clancy's

# SPLINTER CELL

PANDORA TOMORROW™

PRIMA'S OFFICIAL STRATEGY GUIDE

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★ Tom Clancy's  
**SPLINTER  
CELL**  
PANDORA TOMORROW



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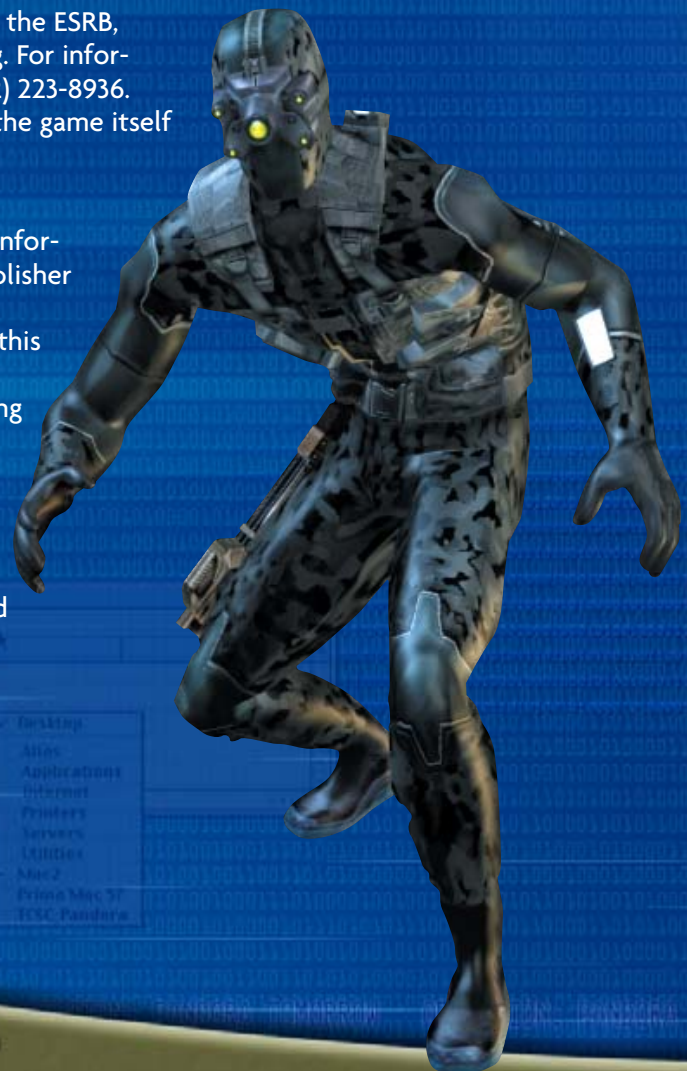
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★ Tom Clancy's  
**SPLINTER  
CELL**  
PANDORA TOMORROW

## The Unknown Soldier

Make a single mistake and you're dead. You have no back-up. No heavy artillery to mow through the enemy. No army to rush in to your rescue. It's just you and you alone.



**"Silent but deadly" is your motto as Sam Fisher.**

You play Sam Fisher, an elite, intelligence-gathering operative who moves like a phantom and strikes like a serpent. You work for Third Echelon, a secret government organization that gives you all the support they can from a remote team—and will disavow any knowledge of your existence should you fall into enemy hands. You are a Splinter Cell, a lone agent sent into fortified hostile positions to accomplish what all other conventional means have failed to do. Should you fail, the world grows that much darker.



**As Sam Fisher, you will be part assassin and part spy.**

## You've Got Moves



**Stay in the shadows for most your missions.**

Behind enemy lines, you'll need every ounce of your mind and muscle to survive. Once you're dropped on site, you won't see a friendly face unless you've safely gathered all the intelligence required by the mission parameters.



**Unlike other military games, Splinter Cell Pandora Tomorrow requires very little shooting.**

Unlike most military simulations, Splinter Cell Pandora Tomorrow doesn't rely on guns and ammo. Sure, you'll break out an occasional assault rifle or grenade to mop up the competition when they get uppity, but more often than not you'll use your eyes, ears, and stealthy dexterity to slip past enemy after enemy undetected. You don't have the armament to battle your way through a whole enemy complex, so you'll want to slip in unseen, grab the designated intel, and then slip out just as quietly.

## The Unknown Soldier



**Don't leave home without your portable hacking tools.**

Of course, it's not all just shadows and subterfuge. Third Echelon maintains radio contact with you at all times, and with satellite tracking and the best in computer hacking, your remote team—Colonel Irving Lambert (your superior), Anna Grimsdottir (cryptography and data support) and D.P. Brunton (interagency consultant)—will help you through each mission with field updates and tactical hints in the difficult spots.



**You do have access to grenades for clearing house every once in a while.**

When information fails, you can rely on the U.S. government's top weapons and gadgetry. Your silenced pistol makes an appearance whenever you get the "all clear" signal from Lambert to open up on the enemy. Most of the time, though, you'll rely on other gadgets like the laser microphone to listen in on private conversations at long range or the disposable pick to unlock stubborn doors with a quick-strike miniexplosion or the sticky shocker to incapacitate an enemy with a high-voltage electrical zap. With more than two dozen technical toys to choose from, study up and choose wisely for each mission.



**Your real skills lie in stealth and hand-to-hand combat.**

As a last resort, you're not a bad little martial artist yourself. You might not have the moves of Bruce Lee, but you can take out two or three guards at once. Try as you might to weave through the enemy without contact, there will come a time when your fists and elbows will serve up some non-lethal damage to keep the mission going.

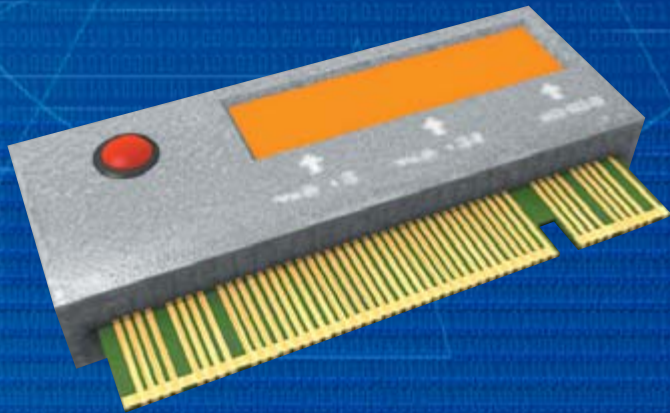
## Cracking The Books



**These small storage canisters will cause you more grief on your mission than you can possibly imagine.**

Not everyone masters a Splinter Cell agent right out of the gate. You may have to put a little practice in first to handle the multiple threats that engage you out in the real world.

# Tom Clancy's **SPLINTER CELL** PANDORA TOMORROW



Welcome to the year 2006, where your dog tags come in microchip form.

For those of you new to the world of killer espionage, flip over to "Field Training". Here you'll learn all of Sam's actions and the basics of surveillance and shadow movement.

"Weapons & Gadgets" provides the ins and outs of each weapon and gadget you may come across in single-player missions and online, multiplayer wars (refer to "Multiplayer" for battles against other human players).



This isn't just a single-player game. In online multiplayer you get to plant proxy mines and blow up human-controlled opponents.

If you want some advanced training, turn to "Enemy Scenarios". Faced with three people in a lit room? Trapped in a corner with no way out? Run through many of the combat situations you'll face in the game as you study up on these pages.



Surveillance will be your greatest asset, and gadgets like the sticky camera make it all possible.

Beginning with "Level 1: Training," and "Level 2: U.S. Embassy," you'll embark on the actual missions which will call upon your full wits and combat experience. Don't recklessly jump into these unless you want to see the inside of a body bag.

## The Only Line of Defense



You go into hostile territory alone, and no one leaves in anything but a body bag unless you say so.

You've been called into the situations deemed too difficult or too dangerous for other elite operative teams. It's a compliment to your prowess, and also a reminder that you're always just a step away from disaster.

Enhanced with high-tech surveillance equipment and cutting-edge combat technology, you are indeed a one-man army. Just don't let it go to your head.

Desktop  
Alias  
Applications  
Internet  
Printers  
Services  
Utilities  
Music  
System Mac OS  
XPC Pandora

## Field Training

Welcome to covert ops, Recruit. Whether you know your way around the trigger of a SC-20K or have yet to figure out how to steal dessert from the cookie jar without someone catching you, our Splinter Cell field training has tips for everyone. From learning how to take advantage of your OPSAT (Operational Satellite uplink) to mastering Sam Fisher's many moves, to identifying the enemy's store of traps and detection devices, reading through the following pages will make you a better spy.



**Learn your tactics so you don't end up with your back against a wall in an impossible situation.**

## The Essentials



**Whether in single-player action or multiplayer brawls, many of your essentials stay the same.**

Some things you can't live without, and we're not talking about TV and chocolate either. As Sam Fisher, you need to operate all your equipment and weaponry without batting an eye, and you must exploit the enemy at every opportunity if you want any hope of surviving to the end of the game. Most important, you must adopt shadow movement as your mantra. Forget about that stuff you've been practicing since you were a baby—crawling, walking, running—that's all for agents who want to play pincushion. A Splinter Cell spy must learn the arts of silence and stealth.

## OPSAT



**Your OPSAT reminds you of crucial information.**

Third Echelon doesn't expect you to have a perfect memory. That's why they've bought you a state-of-the-art OPSAT. This compact, wrist-mounted computer ties into a satellite which feeds you all the crucial information you need from your remote team. Check back often to ensure you're still on track with the goals of your mission. If you ever have a question about your inventory or what data you have about the mission personnel or the complex you're infiltrating (called a data stick in the game), you can always click on your OPSAT for a quick refresher.



**Check your OPSAT for hints that may tip you off on how to pass a certain obstacle.**

Best of all, the OPSAT provides tips and hints in the Notes section. As you proceed through each mission, your notes will fill up and teach you basic actions (just in case you slept through the first-level tutorial), safety reminders (such as using an optic cable so you don't trigger the alarms), and more advanced combat tricks (usually a hint about an upcoming situation on the mission). Make it a habit to check your OPSAT after each transmission from Third Echelon so you don't miss anything important.



# Tom Clancy's SPLINTER CELL

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After you've memorized your mission parameters, you can head off into enemy territory.

## Shadow Movement



You are almost completely invisible in deep shadow.

Some missions may arm you to the teeth, but on those missions you'll still rely on stealth and shadow to achieve 90 percent of the mission. Remember, you're not driving a heavily armed tank here. A couple of bullets will finish you, even through your body armor, so you want to avoid combat unless it's a life or death situation.

**CAUTION** Some missions have a zero tolerance policy regarding kills. Therefore, you will fail if you kill a single person, so holster your guns and instead think your way through the mission.

## The Visibility Meter



Keep your visibility meter to the far left to blend with the shadows or you'll end up caught.

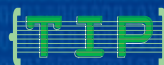


Rule number one, two, and three: Watch your visibility meter at all times. It's fitted with sensors that pick up on all the light in the surrounding area, so even when using night vision where you can't see the shadows, the visibility meter will accurately gauge your exposure to others.



Anything outside the visibility meter's first quadrant can lead to exposure.

There are three quadrants on the visibility meter. Completely to the left means you're invisible; a guard might not even see you standing an inch from his elbow. The second quadrant is a bit iffy; it means there's some light in the area, so you may remain hidden or you may be spotted if the enemy happens to peer in your direction. Anything on the right side of the meter indicates you're in critical danger of detection. As a general rule of thumb, don't trust anything in the second or third quadrant.

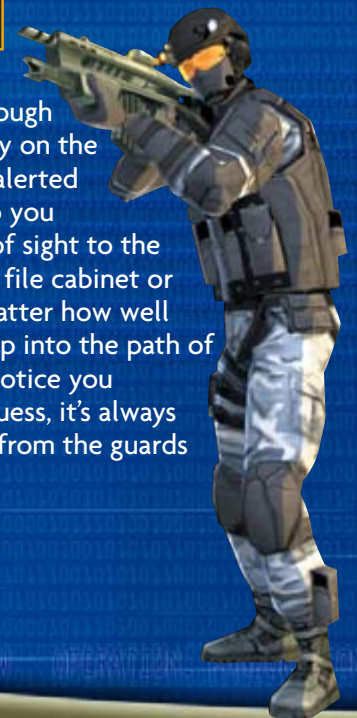


Keep your visibility meter in the black (left quadrant) at all times to stay safe. A wary enemy can detect you even at the halfway point.



Duck behind cover to cut down on enemy lines of sight.

Two words of caution about "invisible" mode. Although you may be hiding all the way on the left of your visibility meter, alerted enemies may still see you, so you want to cut down any lines of sight to the enemy (try ducking behind a file cabinet or around a corner). Also, no matter how well concealed you are, if you step into the path of an oncoming guard, he will notice you immediately. As you might guess, it's always best to keep a safe distance from the guards when you have the space.



# Field Training



No matter how well hidden you think you are, if you step in the path of a guard he will detect you.



## Stealth Moves



Always crouch, even while running, unless a particular obstacle prevents you from doing so.

Unless an area has been completely cleared out, you always want to move in a crouched position to maintain your highest stealth profile. Crouching diminishes the chance of an enemy spotting you and helps keep your visibility meter in line. In fact, whenever you cross an open space, you not only want to crouch, you will also want to roll; rolling puts you as close to the ground as you can be without stopping dead in your tracks.



Walk very slowly and you can surprise targets from behind.

Along with crouching, you always want to move *slowly*. That means not too fast for all you impatient, first-person shooter lovers out there. Running, jumping, and splashing all create noise, and the guards have ears as well as eyes. Walking slowly in a crouched position (just nudging the left thumbstick up a bit) might take you a while to cross to your destination but it's as silent as you're going to get.



Bounce from cover spot to cover spot as you approach your destination.



Look for cover as you move from point to point. Ideally, you want to remain in shadows and hide behind cover whenever possible. For example, let's say a terrorist guards a room with the lights out. You creep up on him along the way in total shadow, completely invisible. Suddenly, he flips the light on and you're caught like a deer in headlights. Replay the same scenario as you jump from cabinet to desk to office cubicle divider; when the lights come on you've already taken cover. Most likely the guard won't spot you immediately if you've positioned yourself behind an object, and if he does, at least you have some protection against his bullets as you return fire.

## Lights Out



Shoot out lights to plunge an area into all-consuming darkness.

As you move, you can break lights to create your own shadow path. When you have to cross a well-lit area, pull out your pistol and shoot out the offending lights. Be careful any guards in the area don't hear the light pop or see it go out or you'll have uninvited guests (unless your plan is to draw them closer). The new, darkened area will be a cakewalk to pass through undetected.

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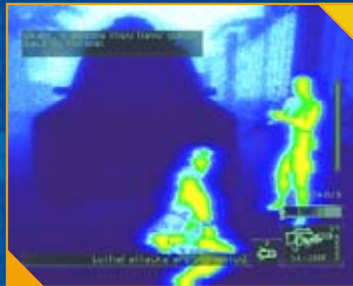
### From the rooftops, your sniper mode can be deadly.

With lights at long range, you might opt for the SC-20K in sniper mode, since the pistol's range and accuracy don't extend that far. If you run into difficulties sighting the light properly, switch to thermal mode to zero in on the heat signature. Again, be careful when shooting out lights at long range, as you may announce your presence to unknown guards. It's usually best to work your way closer until the illuminated area becomes an immediate problem.



When shooting out lights, pull out your pistol. It's quieter than your SC-20K rifle, and you want to save the heavier ammunition for the bad guys.

## Cautions



### You can surprise enemies from the shadows, but the enemy can also surprise you.

Good stealth takes a load of practice. Until you get used to it, even crossing a darkened room can prove a challenge. However, there are some obstacles that will blow your cover faster than an ill-timed sneeze.



### Guards on patrol are relatively easy to evade; stationary guards, however, can prove troublesome.

First, you have to worry about stationary guards. Guards on a fixed patrol are relatively easy to evade. Study their movement pattern and when they are looking the other direction or have moved as far away as possible from you (hopefully out of sight), you do what you've gotta do. Stationary guards don't fall for this plan. Instead, you need to maneuver into position to either incapacitate or distract them. If you can get close enough to grab them or sock them in the mouth with an elbow, then the "no combat" rule is off and you need to take them out to proceed. If you can't bop them on the head, pick up a nearby bottle or piece of garbage and heave it as far as you can. The noise will force the guards to investigate, and while they're busy, you can make your move around them.



### Throw an object off a guard's noggin and he goes down.

Second, avoid floors covered with broken debris. No matter how slowly you walk over stuff like broken glass, you will always make more noise than when traversing a clear surface. Stick to quiet carpets.



### Carpets will quiet your footsteps.

Third, remember that landings make noise. When releasing from a ledge or dropping down from a zip line, press the crouch button to perform a silent landing. If you don't, a nearby guard might zero in on your position before you have a chance to vanish without a trace.

# Field Training



When releasing from a ledge, drop into a crouch to minimize the noise.

Lastly, a true Splinter Cell agent remains invisible all the way into a mission and all the way out. It bears repeating: always try to slip by an enemy first. Fall back on force only if you have too. The risks of alarms and injury aren't worth it.

## Night and Thermal Vision



Night vision can help you see in dark rooms.

Darkness handicaps most people at night, but not you. All your shadow movements rely on darkness, so it's a no-brainer that Third Echelon equips you with two vision modes beyond your normal 20/20 sight.



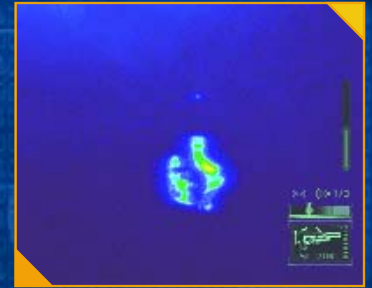
Thermal vision will detect human heat signatures even in the rain.

Your night vision goggles amplify whatever meager light exists in the area, making a "pitch-black" room seem like a concert stage in full glory. Because you want the advantage over your enemies who are groping around in the dark, you will click on night vision more often than thermal vision, and even more than your normal vision.

**CAUTION** While wearing night vision goggles, don't look directly into a bright light source such as a flashlight or streetlight. The light's intensity will blind you for several seconds leaving you very vulnerable.



While night vision helps you stealth guards, thermal vision can help you locate tripwires.



Thermal vision captures the heat signatures in the area so you can navigate by temperature differences rather than by light. Thermal vision works well when you want to outline a human body for its position (you will see the whole body as a red orange form) or follow a heat source (like a steam pipe). You can also identify land mines—invisible to normal and night visions—and see through thin obstacles such as curtains. The disadvantage to thermal vision is that objects are not perfectly clear—your vision appears as a hazy landscape with heat blobs scattered about—but it can become a necessary tool if normal and night visions aren't working at peak efficiency.

## Door-To-Door



To avoid a nasty situation on the other side of a door, use your optic cable to sneak a peek.

Now that you have your stealth down and movement is a snap, those pesky doors can still stop you cold. Do you dare open them without knowing what's on the other side? Is it impossible to find another access into the building? What should you do when a door stands in your way?

# Tom Clancy's SPLINTER CELL

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**When doors are a problem, find other ways into a room.**

The answer lies in your inventory. You never want to open a door without knowing what's on the far side; you'll soon call the optic cable your friend. This minicamera attached to a flexible cable can be inserted under a door, or down an air duct for that matter, and gives you a wide-angle view of what's on the other side. Without risking an encounter with an enemy guard, you can scout out the territory beyond the door and plan your strategy. You can also use the optic cable in a room with multiple doors to decide which exit seems the safest.



**Stuck at a door? Break out the lock picks.**

If all looks clear on the other side, open up the door and quickly duck inside. Occasionally the door will be locked and you'll have to call forth your lock picks to do their job (see Chapter Three for details). But what happens when you have interference on the other side?



**Massage a door's pins to unlock the mechanism.**

First, count how many guards you see. Next, monitor their patrol pattern and plan an avenue of attack into the room. Unless a single guard passes close and turns his back on the door, you don't want to plunge through and attack him, risking an alarm. Wait for the guard(s) to reach the farthest point of their patrol, then quickly open the door and duck inside for the darkest cover spot. In most cases, you'll only have a few seconds to get situated and fade into darkness, so comb the area near the door carefully for the stealthiest spot.



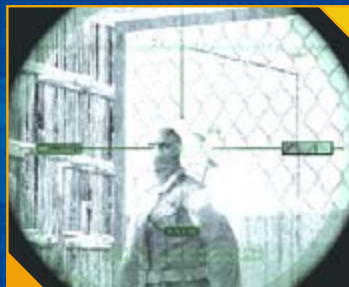
**Switch off lights to help out your visibility meter.**



You can also use Sam's "door peek" move to check inside a room, though the optic cable generally proves safer.

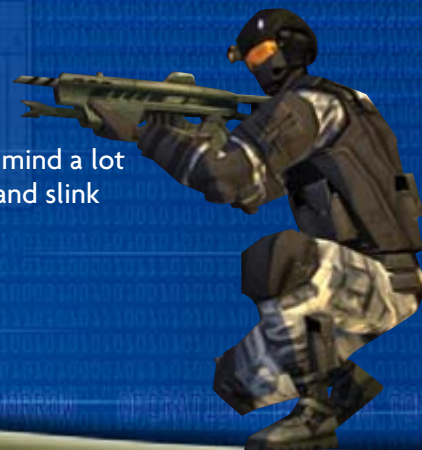
Be energy conscious as you move from room to room. Not that you want to save on the bad guys' electric bill. You want to flick off lights whenever possible. As long as a nearby guard doesn't notice the sudden blackout (unless that's the plan), by limiting the amount of light in the room you increase your stealth as well as the effectiveness of your night vision.

## Weapon Use



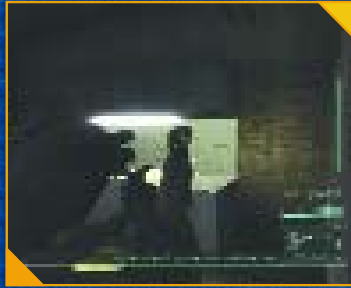
**Only practice will tell you when to shoot and when to run for cover.**

When should I use force? How much do I use? These two questions will come to mind a lot as you dodge enemies and slink through corridors.



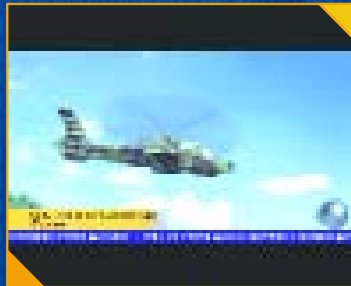
# Field Training

Basically, when the enemy pulls a gun on you, you pull yours. Of course, it's always preferable to incapacitate your foe with a blow to the head rather than a gunshot; however, if it's going to be him or you, shoot to kill. On missions where a nonlethal status is active, however, don't even think about drawing your weapon. The mission will end if you kill your foe, so take a few bullets while you subdue your adversary with your fist.



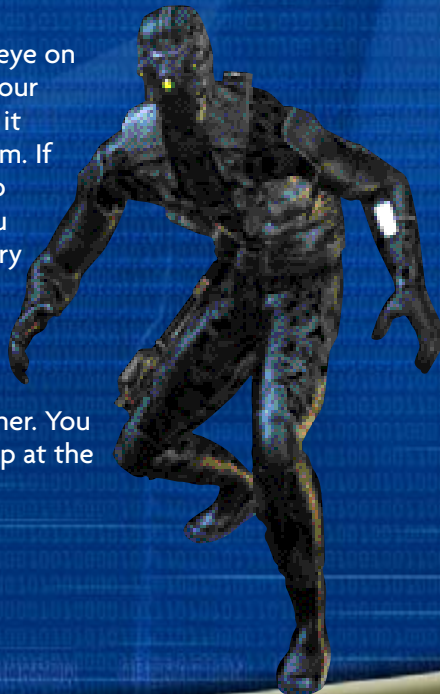
**The more bullets you fire, the more guards will hear and reinforce. When a simple head shot will do, don't go for anything more elaborate.**

Don't go crazy with the bullets either. The fewer bullets you shoot, the better the chance the alarm won't sound. If you have to fire, a head shot equals an automatic kill, so aim high. In sniper mode, depress the left trigger and hold your breath for a more precise shot.

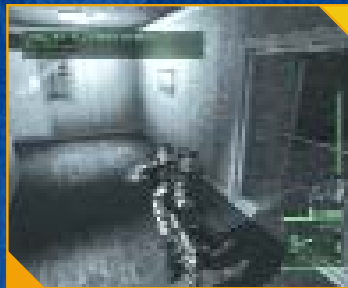


**Unless you want to end up dead and on the news, avoid too many gunfights.**

You can keep an eye on your ammo total in your weapon stat box, but it shouldn't be a problem. If you're shooting off so many rounds that you run out of ammo every mission, choose a different career path before you get killed. Don't worry about saving equipment either. You get a whole new setup at the start of each mission.



## Hide the Bodies



**Hide bodies in the deepest shadow spot near your confrontation.**

You might feel like an alien body snatcher after a few levels. You must hide the body of each terrorist you incapacitate or kill. It doesn't matter if you've mapped out all the guards' paths and you don't think anyone will stumble upon the body, hide the downed guard anyway. If you leave them where they fall, nine times out of ten the alarm will sound a short time later after someone else sees them.



**Sound an alarm and the guards will be all over you.**

When you have a victim, pick the body up and cart it over to the darkest spot indicated by your visibility meter. When the meter flashes twice, it's safe to drop the body in that discreet location. The best areas are dark corners or areas hidden between obstacles. All the work might seem tedious, but it's part of the job to keep a low profile.

## Creative Camera Angles



**Rotate your camera around a corner to check out what a guard has planned.**

Pretend you're a director who wants the best shot of Sam Fisher. The game lets you rotate the camera around Sam giving you lots of flexibility as to the view you want. Besides the fabulous graphic shots, you can rotate the camera to "cheat" on your surveillance.

**[TIP]** Spy around corners with the camera angle so you don't have to step into harm's way.



**The camera can look up and down and swing around obstacles.**

If you end up at a corner, rotate the camera so that it's out in front of Sam and you should see Sam, the corner, and what's on the other side of the corner. The same goes for doorways. Rather than charge through a doorway blind, stand in front of it on one side and swing the camera out until you're looking into the next room. You can also look around obstacles, thereby using your eyes to scout around without risking the exposure of your body. Think of the camera as an extra piece of equipment in your already formidable stealth arsenal.

## Search Party



**From bombs to retinal scanners, the interaction menu enables you to touch them all.**

After pacing around while stuck in an area, it's a cause for celebration when you find that one new door or secluded object. When you can interact with a game element, a screen will pop up in the top right corner with all the details about the object. Pay attention to every interaction. You never know when you'll have to retrace your steps to another door or will need to grab a bottle to toss across a room.



**Having trouble finding a way out of your present location? Look to your interaction menu for a clue.**

The interaction display can also help you find exits that you didn't know were there. If you're having trouble navigating a room—for example, in a very bright room that affects both your normal and night visions—hug the wall and wait for the interaction window to pop up. You might also discover an unnoticed trap door in the floor or an open ceiling panel by searching in this same fashion.

**[TIP]** Barrels full of flammable liquid can explode with a simple nick of your bullet.

## Life Saver



**A med kit can heal you up partially or fully.**

## Field Training

You don't plan to be shot during a stealth mission, but it happens anyway. When you're nearing the end of a mission, you can probably wing it while an enemy slug glances off you and make a quick dash for the last objective. Alternatively, find a medical kit in the vicinity. You can find them on the walls in labs, in a fortified enemy area, or even in a bathroom. To erase your injuries, take the time to pull out as many bandages as you need to wrap the wound.



### Save whenever you get a chance.

More effective than a bandage, the one thing that will keep you alive is saving your games. Whenever you're given an option to save, do so. After all the hard work you put into reaching a destination, you don't want to negate it with a single mistake a few seconds later. The only exception to the save rule is if you think you've previously done something wrong, for example, if you've shot a key contact before he could spill the beans. In cases like this, you may have to "suicide" off a roof or get yourself shot so you can reload to your previous save.

## Don't Underestimate The Enemy



### Take the guards lightly and they'll trigger an alarm every time.

The bad guys are not chumps. Yes, you have superior training and can take out any single one of them; however, they don't wander around like gun-toting drones. They will notice bodies, broken lights, or shattered computer screens and sound the alarm. They will also hear the dying gasps of nearby compatriots, so stick to nonlethal force if at all possible. Enemies can even see things tossed through the air so only fling things when they aren't looking.



**CAUTION**

Terrorist enemies will revive unconscious guards if they stumble upon them. It's another reason to hide the bodies out of sight.



### Guards you can handle, but a dog's bite can prove fatal.

Dogs are worse than human guards. Canines can smell you, so shadows prove ineffectual. The dogs' sniffers are so strong it's as if they have night and thermal vision combined, so you can't sneak by them easily and it's even tougher to give them the slip. When you have a pack of wild mongrels on your heels, try cutting through water or over obstacles to reduce your scent. If you can't lose them, these tactics may allow you to delay the dogs long enough to make an escape.

## Don't Overestimate The Enemy



### Certain personnel can be forced to cooperate and others will refuse.

Despite the enemies' strengths, they are not superhuman. Everyone has their appointed tasks—guards patrol the perimeter, technicians work in the labs, commanders run the show behind the scenes—and not all enemies can be forced to cooperate. You may force one guard to talk through interrogation while the next might have nothing to say. A technician might provide access to a computer network, while a colonel may be the sole personnel to activate a retinal scanner. Never count on the enemy to help you, and every once in a while you might catch a lucky break to ease your many burdens.



## Sam's Movements



You don't want to mess with an able Sam Fisher.

Sam Fisher has moves. Stuck out on a balcony? Drop down and shimmy along the ledge by your fingertips. Chased into an alley? Avoid capture with a split jump up the wall. A dozen gun barrels pointed at your head? Grab a human shield to absorb some lead shooting your way.

### Basic Moves

In the course of business, Sam relies on eight moves to carry him through normal mission obstacles. Start slowly with these; they'll be your bread-and-butter actions for the majority of your travels.

### Crouching



Lower to the ground provides more cover and less chance of getting noticed.

Compared to standing, it lowers your visibility profile and helps you avoid detection. Common sense tells you that you can hide behind obstacles better when you're crouched out of sight. You move slower while crouched; still, it's a good tradeoff as you make less noise. Whenever you leap down to a lower level, remember to crouch as you fall to land silently.

### Mantling



When you climb up objects automatically, it's called "mantling."

It's a fancy term for crawling over low objects like crates, tables, and short walls. You will automatically perform a mantle if you push forward into a legal object. When you're stuck in an area, search for spots to mantle. From atop the low objects, you may reach higher balconies or ledges to continue on.

### Climbing



To beat some areas, you must learn how to climb to ledges and roofs.

Walk into an accessible pipe, ladder, vertical cable or fence and you begin to climb up. Push up and you head upward; push down and you drop. If you push down hard, you'll slide down quickly. Sliding down speeds up your progress, but also makes noise.

### Close Attack



Punch someone from behind and they usually go down in one shot.

The right trigger shoots your weapon of choice, and it also attacks the enemy in close combat. Move within striking distance and your close attack launches a vicious elbow or rifle butt at your opponent's head. If you strike an enemy from behind, one thick blow will knock him unconscious. From the front, watch that your first blow isn't a glancing one. If the target staggers back but doesn't drop to his knees immediately, you haven't incapacitated him. Hit him with a second punch right away to ensure he doesn't recover his feet or sound the alarm.

## Back To The Wall



Pressing your back firmly to the wall lets you slip down tight alleys.

When facing a wall, you can click on the left thumbstick to put Sam's back to the wall. Flattened against the wall, you present less of a target to prying enemy eyes. In this position, you can hug the wall and slide left and right. If you come to a corner, you can peek around without exposing your body.

The "back to the wall" move works like glue; you'll stay attached to the wall while in this mode. Should you need to act quickly, break out of the mode by toggling the left thumbstick or by drawing your weapon.

## SWAT Turn



A SWAT turn lets you roll from one corner across a gap to another corner in the same move.

While in a back to the wall move, you can perform a SWAT turn to spin from the wall you're on, across a gap, and onto another nearby wall. The move happens quickly, thus minimizing your exposure at the open gap. This move can instantly place you in a stronger position to assault a close foe or escape along a new avenue.

## Shimmying



Cross ledges on the strength of your fingers alone.

To cross thin ledges that can't support your weight while walking across them or to slide along a horizontal pipe or pole, break out your shimmying technique. It's particularly effective for making quick getaways from balconies and rooftops, and for reaching building areas up high that enemy security hasn't yet considered. Though risky, you can drop from one ledge to another below it with a release-and-grab shimmying move.

## Hand Over Hand



You can advance along horizontal pipes with your hands.

You can latch onto any horizontal bar or pipe overhead by jumping up and grabbing hold. Until you release, you can scurry hand over hand from one end of the obstacle to the other. To conceal yourself better and avoid blocking obstacles at leg level, click on the jump button a second time and your legs will retract up around the pipe.

## Zip Line



Bypass all sorts of ground terrain with a zip line.

Some lines don't run horizontally, which means you can start at the top and slide to the bottom. If you jump up to grab one of these "zip lines," you can ride it to the end. Just be sure to lift your legs up into a crouch or you could find yourself knocked off prematurely.

## Advanced Moves

Okay, you've practiced all the easy maneuvers. Now let's try some higher risk, higher reward moves which can get you out of tight jams.

### Rolling



Roll across open areas to lessen the chance of guards seeing you.

Any time you have no other choice but to dash across an open lit area, reduce your risk of exposure with a roll. The roll keeps you low to the ground to avoid detection, and also presents a smaller frame to shoot at if your enemy takes a pot shot at you. In combat, sometimes a roll can surprise an enemy and startle him long enough for you to close the gap.

### Split Jump



Use those strong thigh muscles to vault up an alley with the split jump.

When you enter an alley, you may be able to exit from above. In tight corridors and alleys, it's possible to jump from wall to wall until you reach a height about eight feet up where you do a split and hang there. Because Sam has muscles of steel, you can hang there as long as you like. More useful is the ability to reach higher ledges which aren't accessible from a standard jump.

### Drop Attack



If you land on your victim, a drop attack can stun or incapacitate.

From a split jump position or a low rooftop, it's possible to surprise an enemy from above. A drop attack can be silent and effective *if* you hit your target. If you miss, you'll need a second to shake off the effects, but a drop attack is worth executing if you time it right—you immediately knock out the enemy who plays catch.

### Silent Landing



Landing in a crouch quiets your descent.

Drop into a crouch on the way down on a long jump and you'll land quietly. Sometimes the fastest, or only, way off a higher elevation is to jump. You don't want to land with a loud splat or every guard in the neighborhood will be on top of you, so play it smart and go for the silent touchdown.

### Rappelling



Bounce down a wall with a trusty rappel line.

Sometimes you just don't feel like taking the stairs. When you're on a rooftop, in the right circumstances, you can rappel down from a chimney or vent. Kick off the building side to control your rate of descent. Just watch out for passing eyes; you'll be more visible as a silhouette on the side of the building.

# Field Training



## Rappel Shooting



Get fancy and draw your gun while holding the rappel line with your legs.

To get really fancy, draw your weapon while slipping down on a rappel. You can eliminate anyone in the streets below scoping you out or anyone above looking to spot you before you hit the ground running.

## Hanging Shooting



Fire upside down and still hit targets.

If you're hanging and your legs are not tucked, amazingly enough you can still draw your weapon and fire. Because the enemy won't expect an attack from whatever wire or pipe you're hanging from, you can usually lob off some prime shots with this type of attack.

## Split Jump Shooting



It's easy to go for head shots from the split jump position.

Same goes for the split jump shot. From your split position between two walls, you can draw your weapon and spit out bullets on the guards below. Only attempt this shot if there are multiple guards and you have no other choice; otherwise, a drop attack will serve you better.

## Back To The Wall Shooting



Shoot around corners from the back-to-the-wall stance.

Shooting around corners with your back to the wall makes you harder to hit. You can even draw your weapon at a corner which will enable you to shoot around the edge without exposing your body to a counterattack. From this same defensive position you can also heave grenades.

## Moves Against Enemies

The moves that have the biggest impact on the game fall into this category. To travel anywhere, you'll need to communicate with other characters, and when the going gets rough, you'll have to pull off some of these moves to beat the enemy to the punch.

## Move Body



Throw a limp body over your shoulder and get it out of the most-traveled routes.

Earlier we mentioned the importance of removing bodies. Leaving them lying about is an invitation to raise the alarm level by one, and on tight stealth missions this could mean game over. Don't forget that while you are heaving bodies over your shoulder you will move slower and draw deeper breaths, so don't attempt the cover-up if other guards are in the immediate vicinity.

# Tom Clancy's **SPLINTER CELL** PANDORA TOMORROW

## Conversations



Talking to people is the best method of obtaining information useful to the mission.

You won't go far without conversing with other characters. Whether it be an ally or an enemy under coercion, you need to know what they know to unravel the mysteries surrounding each mission. When you get close to a person ready to converse, your interaction menu will pop up.

## Grabbing



The safest elimination practice is the grab from behind.

You can grab enemies and innocent bystanders so long as you sneak up on them undetected from behind. You can put them in a chokehold, from which position you can either interrogate or pummel them into unconsciousness. Of course, if you grab an enemy before a big fight, you can always enact your next move.

## Human Shield



If bullets are heading your way, you may need a human shield to protect your body.

An enemy in your grasp can act as a flesh and blood barrier against incoming bullets. Keep your grabbed victim between you and your assailants and you have a sizeable human shield. Draw your weapon to retaliate at will.

## Interrogation



Interrogations can lead you to prizes like the smallpox bomb.

From the grab position, you can turn your gun on a victim and force them to choke out whatever they know. Most guards can't tell you much, but every once in a while you nab a terrorist who can clue you in on upcoming nasty surprises or fill in the blanks for your Third Echelon team.

## Forced Cooperation



Certain security devices can only be passed through the use of another's knowledge.

You may not have access to a certain computer terminal or keypad lock, but the characters using that piece of equipment do. From the interrogation position, drag your victim close to the piece of equipment you'd like them to disable for you and select the "Force Cooperate Interaction" option. You may be used to doing everything yourself; however, sometimes there's just no other way.

## Traps and Detection Devices



Trigger an alarm and the guards will flock to you.

# Field Training

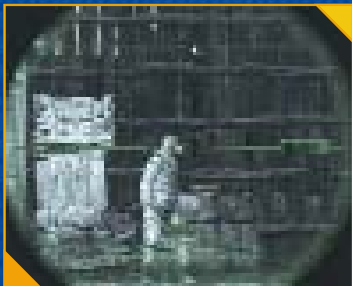
Human enemies aren't the only things to occupy your time on each mission. The defense perimeter you'll be forced to crack over and over will sport all sorts of high-tech equipment to scope you out. You'll have to learn when to rely on your athletic abilities and when to break out hardware of your own to bypass the enemies' traps and surveillance devices.

## Alarms



**You might find yourself in strange places to avoid alarms.**

Anything from a security panel to a comm link can sound the alarm. Your whole focus on stealth and shadow movement is to keep the alarm level down as low as possible.



**A single guard can ruin your day if the alarm threshold is only one.**

Each mission has a separate alarm threshold, so navigate accordingly. Missions with an alarm threshold of one leave you no room for error—you must remain invisible the entire time. In contrast, a mission with an alarm threshold of three enables you to engage the enemy and risk an alarm sounding, but that doesn't mean you can go hog wild. Any mission where you break out the guns early will end in disaster.



**Alerted guards will search for you, but if you stay hidden the alarm level eventually drops back to zero.**

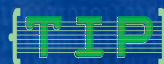
Inevitably, you will trigger an alarm. Don't panic. You can still complete a mission with the alarm level high. Unfortunately, it's more difficult as the guards actively search for the intruder. Once you trigger an alarm, move and infiltrate extremely carefully (even more carefully than usual). After a couple of minutes, if you haven't tripped up anything else, the alarm level will slowly drop back to zero and give you some breathing room.

## Cameras



**Security cameras will be hard to spot. Be careful you don't trigger an alarm by accident.**

Cameras extend the eyes of any guard watching the monitors. You might get lucky and sneak by an active camera; however, it's best to assume that someone is on the other end watching out of the camera's eye. If that's the case, you have three tricks at your disposal to get around the camera.



**Cameras detect you more quickly the faster you move. If you have to approach without jamming equipment, move slowly and stick to cover until you can get close enough to dart underneath.**



**A camera jammer can shut down surveillance long enough to slip under a camera.**

# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

Your first option is to shoot the thing dead. Standard cameras can be destroyed with a single bullet. Armored cameras have a bulletproof casing so you won't be able to gun them down. Guards might find a dead camera suspicious so don't pull this trick too often.

A better choice lies with the camera jammer if you've got one on the mission. The jammer emits a microwave pulse which disrupts the circuitry of surveillance cameras. Simply point the jammer at the camera and you can shut the guard's eye down as you cross safely through its field of vision. As good as the camera jammer can be, you will need to recharge it after a short period of time, so don't leave it on for long.



**You can "sneak and dart" past cameras if you're smart and very nimble.**

Your third option can be called the "sneak and dart" approach. Without equipment, you'll have to use some savvy to pass by unseen. Creep as close to the camera as you can using whatever cover the room offers. When the camera swivels away from you, slide along the way to the spot underneath it, or in an extreme case where you have a lot of distance to travel, take a running start and roll under it. There's a dead zone just below each mounted wall camera; you're safe lying low in that spot.

## Automated Turret



**Run up against an automated gun turret unprepared and it will put you on the ground.**



It's a machine gun on a tripod, and it's ready to take your head off. Automated turrets sense through heat or motion, making it very difficult to approach from the front. Your best bet is to attack from the rear (or a protected side) to try and reach their control terminal. If you can reach the terminal and hack into the computer, you can deactivate its IFF (Independent Friendly Fire) recognition system or shut it down entirely. Turning off the IFF won't prevent the turret from firing, but it will transform the gun into a killing machine that shoots at anything (including enemies) that moves.

## Door Lock



**Blow through a locked door with a disposal lock pick.**

Most doors on a mission don't have locks. The ones that do require you to dip into your inventory and pull out a lock pick set. Use the left thumbstick and rotate it in a circle until you see the first lock pin jiggle. Stop and slide the thumbstick back and forth until the pin clicks into place. Repeat this action on each pin until the door unlocks. A disposable lock works a bit faster—it delivers a quick-impact explosion to any standard lock cylinder and shatters the pins to unlock the door.

Special doors hold a keypad. You can't pick one of these. You'll need to track down someone in the complex with the code and retrieve the code's data stick. Armed with the code you can pass in and out without a hassle.

## Motion Detector



**Motion detectors are the weakest of the surveillance systems, since you can walk by them.**

# Field Training

Motion detectors sound the alarm if they detect a big movement. Splinter Cell agents are trained from day one to break these detectors. If you move at your slowest speed past a motion detector, you will not set it off. Whenever you see the glowing red eye in the wall, move like it's a slow-motion replay.

## Mines



**Plant a wall mine on the stairwell and watch the next guard go boom.**

Unless you want to spend the next few days hospitalized with shrapnel in your leg, be wary of land mines in any outdoor location and wall mines on the inside. Wall mines are easy to spot—a small box on the wall with a single blinking red light. Slide in close enough, without passing the wall mine, and you can deactivate it without much fuss.

Land mines are a different story altogether. Undetectable by normal and night visions, you may step on one of these before you know what hit you. The best way to avoid sudden disaster? Flip to thermal vision in any new outdoor location. Land mines appear as sparkling blue lights on the ground under thermal vision scrutiny. Once you detect them, you can plot a course around them or cause them to detonate with a thrown object or a guard's foot.

## Retinal Scanner



**Only the correct pair of eyes can pass a retinal scanner.**

Impossible to hack, the retinal scanner keeps you out of any door it guards. One wrong retinal scan and the alarm goes off. Since no two retinal signatures are the same, you'll have to coerce the local bosses to stick their eyes in front of any scanner that has you stymied. Don't shoot your retinal subject until *after* you bypass the door.

## Fire Barricade



**If you have to go through a fire wall, roll to reduce the damage.**

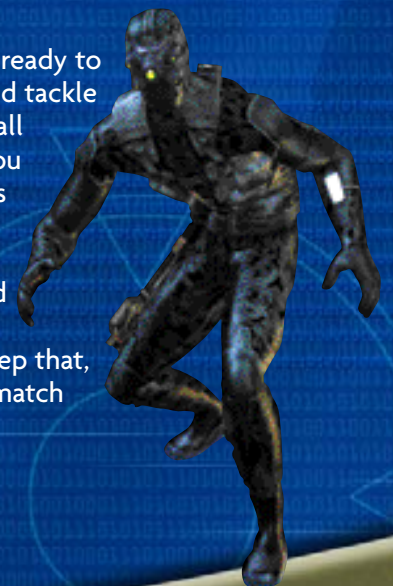
Enemies in Splinter Cell Pandora Tomorrow are pyros. They like to burn everything in sight, as witnessed by the many bonfires and burning barrel barricades encountered throughout the missions. Most of these fire walls can't be crossed, although there are a few which you can traverse. Try to walk or even run through these and you'll lose at least half your life total. Roll through, however, and you can pass through a curtain of flame unhurt.

## Graduation Day



**Whether on a train or in the jungle, Sam will need all your expertise to save the world.**

Got all that? Good, you're ready to pick out some weapons and tackle some missions. If it hasn't all sunk in yet, don't worry. You can practice on live targets and get up to speed fairly quickly. After all, each mission holds a trump card for you: an element of surprise. So long as you keep that, no one on the planet is a match for you.





## Weapons & Gadgets

With all the hiding in shadows and invisible surveillance, you'd think you wouldn't need a weapon. Unfortunately, you aren't perfect and there will come times when the alarm goes off and you'll need to retaliate with some solid ammunition. In the following pages you'll learn about your selection of Splinter Cell weapons and the gadgets that will spoil whatever surprises the enemy has in store for you.



Police carry weapons, but nothing compared to your artillery.

## Weapons and Ammunitions



From the shadows you can strike with brutal efficiency.

You really only have two weapons to choose from on each mission (and sometimes only a pistol on the stealthier missions). A couple of different projectiles, though, will keep the enemy on its toes. Combined with your covert movements and superior tactics, your weapon setup proves more than reliable.

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



The SC-20K shoots in standard and sniper modes.

When it comes time to sling bullets with the bad guys, your SC-20K M.A.W.S. (Modular Assault Weapon System) provides lots of power in a compact package. The assault rifle comes with 60 shots, which might seem like a lot, but it goes real fast if you hold the trigger down and barrage the enemy with automatic fire. To conserve ammo and keep your accuracy high, fire quick bursts or single shots to the head.



Move to a hidden position to snipe safely at the bad guys.

In sniper mode, you can pick off targets at a distant range with just the soft hiss of a bullet. Lock on your victim and then zoom in with your 4x or 6x scope for a closer shot. Depress the left trigger and you hold your breath for about three seconds—long enough to steady your weapon and set up the perfect kill shot.



The SC-20K doubles as a launcher for your grenades.

# Weapons and Gadgets

Your SC-20K also doubles as a launcher. It spits out special ammunition (like ring airfoil rounds), sticky shockers, diversion and sticky cameras, plus all types of grenades. It's like your own weapons locker slung across your back.

**[TIP]** In stealth situations where you must cross a lighted area to reach your enemy—or where grabbing one enemy will alert another nearby guard—opt to use your SC-20K's sniper mode. You may be quick enough to down your enemies without the alarm going up.

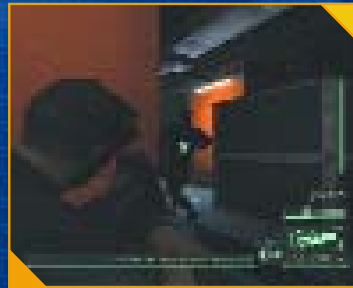
## SC Pistol



The SC Pistol works best up close, even through a chain-link fence.

Your handheld weapon usually shoots at light bulbs instead of skulls. Your pistol, equipped with 40 shots, can pick off lights as you move along to keep the shadow quotient high. It fires slower than your SC-20K, and it's tougher to get a long-range shot off since it doesn't come with a zoom feature, so use it on human opponents only at close range. If you play it smart, you can also shoot out cameras with your SC Pistol, though it's probably more sensible to holster it in favor of the SC-20K when you have an option. For those split-second situations when you only have the pistol in hand, go for the headshot. One pinpoint slug to the skull can drop anyone, even enemies in full body armor.

## Sticky Shocker

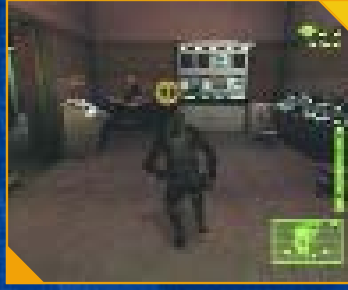


With one hit, a sticky shocker zaps an enemy into unconsciousness.

Think of it as a "shock bomb." The sticky shocker is a high-voltage discharge device coated in adhesive resin. When you fire the shocker, it clings to your target and jolts the victim into unconsciousness. It's especially useful on non-lethal missions when you can't reach a guard with your bare hands. For maximum effectiveness, fire a sticky shocker into water and neutralize anyone touching the liquid.

**[TIP]** When the mission calls for non-lethal force, Third Echelon means it. For those who are bored or trigger-happy, the sticky shocker lets you shoot your gun and the ability to incapacitate works just as well as a deadly bullet.

## Spy Bullets



In multiplayer, a spy bullet hit can transmit your position to all enemy players.

They sound cool, and these multiplayer-only bullets perform some amazing tricks. You temporarily mark an enemy with one so that they appear on your radar as well as your teammates'. If you hit a room's wall, the spy bullet transforms the zone around the point of impact into a radar zone (making it possible to track any enemy entering this new zone). When you want your eyes in two places at once, rely on the spy bullet.

## Ring Airfoil Projectile



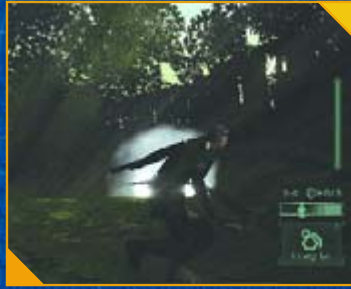
Strike your target in the head with a ring airfoil to knock them down and out.

Like rubber bullets, the ring airfoils can neutralize people without killing them. During non-lethal objectives, these high-impact, zero-penetration projectiles will stun if shot into the body and knock an enemy out if connected with the head.

# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

### Grenades



**A frag can shred several enemies at once.**

There are four types of grenade, each with a different function. The standard fragmentation grenade (called a "frag") detonates and sends deadly shrapnel out in a short blast radius. Optimally, you want to throw a frag into the midst of several enemies so you catch multiple casualties. They explode loudly, so only toss them in secluded areas or where the alarm doesn't matter.



**A flashbang washes the screen white for a few seconds while you're blinded.**

The smoke grenade shoots out a cloud that blankets an area in an obscuring mist. Switch to thermal vision to see heat signatures through the smoke. You can screen your moves with a smoke grenade. Though guards might be alerted to your presence when the grenade goes off, they won't have a clue where you go if you move quickly. You can sometimes down a guard who sucks in too much smoke.



**CAUTION** A chaff grenade doesn't last forever. When the grenade's particles have finished discharging, the neutralized devices return to normal. You don't want to be in front of a camera then—or worse, in the middle of minefield!



**Set up a screen with a smoke grenade to confuse the enemy.**

The special chaff grenade emits electromagnetic particles which disrupt and neutralize electronic devices in the area. You can heave one of these babies into a room to shut down surveillance cameras, motion detectors, and mines.



**A chaff grenade will knock out mechanical equipment.**

The flashbang grenade blasts out a loud noise and brilliant light. It temporarily blinds characters who happen to be looking in its direction. Take advantage of a stunned character and follow up with another grenade or your trusty SC-20K.

## Gadgets and Equipment



**Inside? Outside? It doesn't matter. You still need your gadgets to survive.**

If you can't shoot or conceivably blow up a bad guy with it, this inventory fits under the category of gadgets or equipment. Since most of your missions involve non-combat operations, this tech will become as familiar to you as a comforter in wintertime.



## Optic Cable



**It's like X-ray vision: You can see through doors with your optic cable.**

Mark my words: You will use the optic cable more than any other item, even your SC-20K. At every single door, you should drop down, slip the cable under the door space, and take a peek around. The easiest way to set off the alarms or take a slug through the chest is to charge through the door without a cable check first. Many of your tactical runs on guards will be planned on the safe end of the optic cable.

**[TIP]** You can wiggle your optic cable to pan left or right in a room and recon that much farther.

## Binoculars



**Binoculars can make a huge difference between what you don't see and what you do.**

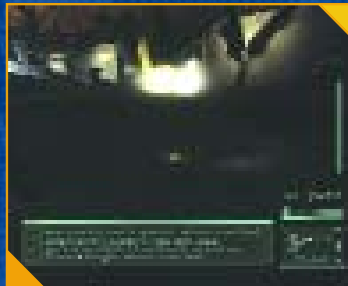
Even with 20/20 eyesight, you won't be able to see across a whole map. In fact, it may be difficult to distinguish a guard up against a wall or a dog running at you in the distance without a pair of binoculars. Zoom in on the details you need to know before you make your move or you'll end up in a shootout and lose the element of surprise. You can cheat and use your SC-20K scope to serve as binoculars in sniper mode.



## Weapons and Gadgets

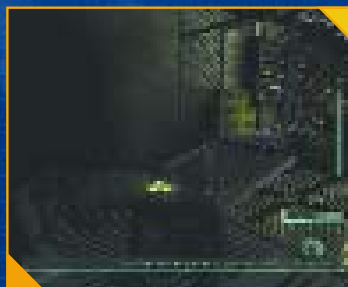


## Cameras



**If you can't sneak past someone, you might want to gas them with the diversion camera.**

For those times when the enemy just will not budge and you can't afford a showdown—and you really, really need to overhear a snatch of conversation or see a keypad sequence punched in—it's time to break out the sticky camera. This miniature camera shoots out of your SC-20K, so you can aim it across an expanse and spy on an area without setting foot in the vicinity. It comes equipped with pan and zoom functions, thermal and night vision modes, and not only does the visual feed straight back into Sam's OPSAT, but you can also record vital orders or spoken codes too. Great for advanced scouting amidst a beehive of enemies.



**Your cameras can give you intel to bypass major firefights and discover item-rich locations.**

**[TIP]** When an objective calls for you to record a conversation or gather a keypad combination, a well-placed sticky camera can observe without incident.

# Tom Clancy's SPLINTER CELL

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The sticky cam can give you a look from the other side of the room with a trigger of your gun.

You like those features, but want something more combat-oriented? The distraction camera answers your prayers. An adaptation of the sticky cam, technicians have replaced the sticky's visual extras with a noisemaker and gas canister. Shoot the distraction cam where you want it, trigger the noise to attract enemies, then douse them with enough gas to knock them out. You can walk on by without ever firing a shot.

## Lock Picks



Sometimes the only way through is with your picks, wrenches and probes.

Your normal set of tools includes picks, wrenches and probes for bypassing standard cylinder locks. It's simple. Activate the lock pick and rotate your left thumbstick until you hear (and see) the first pin slip into place. You never know how many pins a lock will have, so keep going until the door opens. Disposable picks work a little faster. They detonate a mini-explosion to forcibly remove the lock, but they're one shots that can't be reused.



## Laser Microphone



To listen in on conversations at range, switch on your laser mic.

Your tactical audio kit (or laser mike) allows you to hear the vibrations from certain surfaces such as glass window panes. Like the sticky camera, the laser microphone gives you additional surveillance distance, especially to recon targets that you cannot reach without blowing your cover.

**[TIP]**

Make sure you aim a laser mike directly at the collection area, such as a person's mouth or a cell phone, or else you might miss valuable sound bites.

## Camera Jammer



Move through a series of security cameras with the camera jammer.

No more dodging and ducking around pesky surveillance cameras. The camera jammer emits microwave pulses which shut down the micro circuitry in cameras. After a short period of use, you must recharge the camera jammer or you could end up walking straight into a live camera on your next stealth run.

## Noise Emitter



While you distract with a noise emitter, you can climb over a fence to safety.

# Weapons and Gadgets

We're not talking your whistle (though that can work just as fine sometimes). The noise emitter broadcasts a series of sounds similar to those made by a spy. It hopes to deceive nearby enemies, or it can be fired near a detection system to trigger that system and send forth another red herring. While the noise emitter does its job, you can hightail it in the other direction or set yourself up for a rear attack.

## Flashlight



**In multiplayer, the mercenary player can switch on a helmet light.**

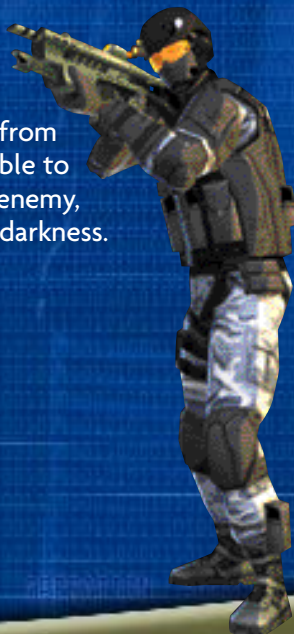
If you're relying on night vision or thermals, you don't want the ever-faithful flashlight. If not, it's a source of light in the darkness. Keep in mind, though, that it could also be a beacon for enemy snipers.

## Laserlight



**To line up better shots, click on your laserlight.**

Having trouble tracking someone who keeps dipping into shadow? Have no fear, the laserlight is here. This device projects a laser beam from your weapon, making it possible to identify a character, even an enemy, who is completely hidden in darkness.



## EMF (Electro Magnetic Field) Vision



**Before and after with electro magnetic field vision.**

As if three visions weren't enough. Now you can add a fourth: EMF vision. This mode picks up interference emitted by electronic devices (it appears white in your field of vision). If an object with functioning electronics appears, like a computer screen or your enemy's spy goggles, you can zero in on it right away. The next time an enemy with night vision thinks he's safe in absolute darkness, he may want to think again.



**EMF vision, essentially, is "anti-special vision" vision. If you know enemies are relying on their thermal and night visions, switch to the EMF wavelengths and you can spot them a mile away.**

## Motion Vision



**Motion vision tracks movement as a white box in the sea of red.**

Did we say four visions were crazy? How about five? Motion vision enables you to see air turbulence created by spies or objects in motion. A moving object will appear outlined with a frame, making it easier to distinguish from the environment around it. If the object disappears, or the object's speed decreases too much, the frame gradually fades. Tired of opponents dancing around? Next time you may want to track them effortlessly with some motion vision.

# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

### Mines



Opt for a mine if you want to guard an area you don't want to stay in yourself.

In single-player mode, you have access to wall mines which you can set as nasty surprises for unwary enemies. You'll encounter ground mines too, but only those set up by the enemy which you'll need to deactivate.

In multiplayer mode, you possess a special mine capable of identity recognition (it only detects spies). You can choose to activate it in one of two ways. On the one hand, you can select it as a laser mine; it trips when a laser beam projected from the mine is cut. On the other hand, you can select a proximity mine. Any enemy who passes too quickly inside the detector's range will set it off with a big boom. If you move in slowly (and don't trip a laser mine's eyebeam), you can deactivate an active mine by standing adjacent to it and pressing the A button.



The enemy likes to detonate landmines through tripwires. The best way to locate tripwires? Switch to thermal vision and they will appear as purple glowing lines.

### Spy Trap



Set a spy trap at the doorway to the lab.

This device is only available in multiplayer mode and as a member of the ARGUS Corporation. It's a locating system which activates if a spy cuts through the laser beam emitted by the trap. You can place it on a surface like a wall mine and when an enemy triggers the trap, a transmitter makes him visible on the radars of all ARGUS Corporation members.

### Tazer



Instead of bullets, shock your opponents with the tazer.

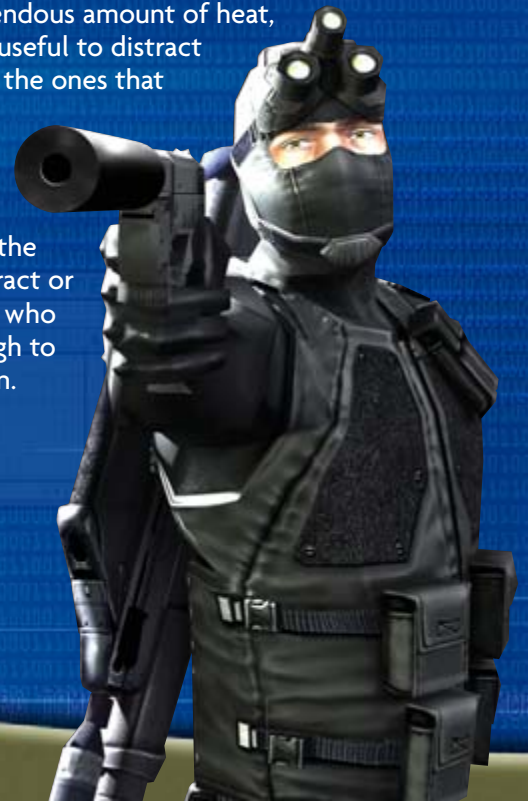
Similar to the sticky shocker, the tazer incapacitates via an electric shock. Fired in a short arc at anyone nearby, this defense system immobilizes the target for several seconds. It may also leap to an additional person if that person is close enough to the original target. Just another alternative to killing people with bullets.

### Flares



Pop your flare and heave it for a fiery distraction.

No, it's not roadside assistance. Flares can come in handy beyond the highway—and inside enemy compounds. First, you have your run-of-the-mill emergency flare. Since these generate a tremendous amount of heat, you'll find them useful to distract heat sensors like the ones that guide the automated turrets. As far as chemical flares go, they glow in the dark and can attract or distract enemies who are foolish enough to chase them down.



## Online Multiplayer

Ever play a good game of hide-and-seek? I don't mean the kiddy game that had you hiding under a pile of pillows when you were five. I mean a game where one team coordinates an elaborate plan to steal highly dangerous research material and the other team hunts trespassers with deadly bullets, a game where you fear for your life around the next dark corner.

No? Well, now you can, thanks to Splinter Cell Pandora Tomorrow's online multiplayer option. Check into Xbox Live™ or system link your buddy's game system to your own and you can battle it out as spies or mercenaries against friends or people you've never even met before.



Sam Fisher's clones run around multiplayer as SHADOWNET players.

## This Isn't Sam Fisher



The spies have better climbing skills and a different weapon in multiplayer.



Let's get one thing straight: Your single-player experience will be significantly different from your multiplayer one. Playing through the solo missions, you will enjoy the thrill of slinking in shadows and unraveling the master plans of the diabolical lunatic Suhadi Sadono. Once you get to multiplayer, there isn't an epic storyline and everything changes.



Choose your gadget of choice with a flick of a button.

## Game Variants



The SHADOWNET spies must hack their way into certain maps' secured installations.

First off, the game is based on two opposing teams of human players. When you log in, you can choose to play either a spy or a mercenary. The spies work for SHADOWNET and as a team must try to achieve the objectives without being spotted, analyze the environment for the best travel routes and hiding places, and eventually steal or destroy one or more ND133 canisters to fulfill the victory conditions. On the other hand, the mercenaries are employed by ARGUS (Armed Guardian Services) and their job is to prevent the SHADOWNET players from penetrating the defenses and removing the ND133 canisters. The most effective way to do this, you may have guessed, is to kill them.



The ARGUS mercenaries come heavily armed.



# Tom Clancy's SPLINTER CELL

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There are four different variants in multiplayer mode. “Neutralization” requires the SHADOWNET team to find the ND133s and deactivate the canisters. As a SHADOWNET player, it takes time to neutralize the ND133s, so you can break whenever you want—maybe you’re about to be attacked—and then pick up later where you left off. Of course the ARGUS mercenaries want to eradicate the bothersome SHADOWNET spies or at least stall them until the game’s time limit expires.



The spies want to steal the ND133 canisters; the mercenaries want the spies dead at all costs.

“Extraction” mode works similar to “Neutralization.” As the default game mode, the SHADOWNET team must remove the ND133 tubes and return them to the insertion point. ARGUS mercenaries blast away at the spies and prevent them from getting their hands on the devices. If a spy with an ND133 canister dies on the way to the insertion point, the canister automatically respawns at its original location and SHADOWNET has to start all over again.



A SHADOWNET spy runs for the insertion point in a game of “Extraction.”

“Sabotage” is a variant of the first two. SHADOWNET must place special computers near the ND133 tubes to destroy them. This takes a lot longer to accomplish, giving the ARGUS mercenaries more time to hunt the SHADOWNET players down and kill them. (Notice a pattern here, yet?)



An ARGUS mercenary chases after a disappearing spy in a dark tunnel.

In “ID Tags” mode, the variant shakes up the status quo. The SHADOWNET players must hunt and neutralize the mercenaries by stealing their ID tags and destroying them (holding a tag for 10 seconds does the trick). The ARGUS players now get a taste of the other side, hiding from the spies and trying desperately to protect their ID tags.



In “ID Tags” mode, the roles are reversed: The mercenaries don’t have to protect the canisters and must avoid the spies.

## New Duds



Same clothes do not make the same man. Spies have different abilities than Sam Fisher.

Even though the SHADOWNET spies look like Sam Fisher, they don’t have the same moves or equipment. Whereas Sam ran around everywhere in a crouch, the SHADOWNET player doesn’t have the same back muscles. If you run in a crouch as a SHADOWNET spy, you move significantly slower than in upright run mode. You’ll also find your main weapon changed and you’ll have less equipment available to you (though some new items too).

**[TIP]**

Contrary to the lessons of single-player, the SHADOWNET spy shouldn’t stay in a crouch for long.

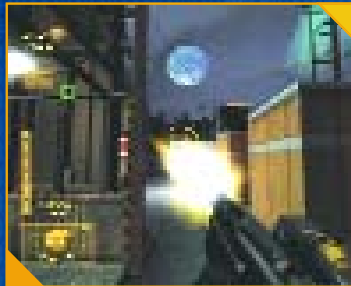
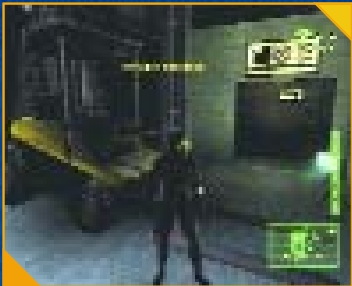
# Online Multiplayer



The mercenary interface is radically different from what you're used to in single-player mode.

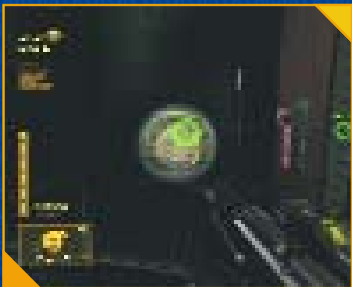
If you play an ARGUS mercenary, your whole interface looks nothing like Sam Fisher's. You'll find almost every aspect of the mercenary alien to single-player, so practice often before attempting a massive online battle.

## Overrated Shadows



Shadows won't protect the spy for long.

Remember the good old days as Sam Fisher, when you could hide in darkness and watch the bad guy walk right up to you, a nose hair from sounding the alarm, and then shrug his shoulder like he must have been imagining the whole thing? Throw it out the window: Invisibility won't get you nearly as far in multiplayer.



Flashlights help the mercenaries track the spies.

The SHADOWNET players can still use shadows and hiding spots to their advantage, but remember you're dealing with human opponents now, and a lot more enemies in one spot than single-player action. Most of the time you hide in shadows, it will only be for a few moments as you travel from location to location. The mercenaries have flashlights on their helmets, motion tracking/EMF vision (Electro Magnetic Field vision), and heavy surveillance already set up on the various maps to track down infiltrating spies. Don't rely on the darkness to save your skin.

## Slow Snipers



Only mercenaries can assassinate in sniper mode.

Unlike the single-player game, where you assassinate your fair share of enemies at range with your sniper mode, multiplayer doesn't give you that luxury. It's a much faster paced, all-out-action environment that doesn't reward you for standing still (unless, maybe, you're a SHADOWNET player holding an ND133 and escaping detection). Plus, there's a time limit on each game.



As a spy you must stay on the run or head to a med kit for healing.

As a spy, you must stay on the run to avoid being tagged with fire, and as a mercenary, staking out one location to kill someone in sniper mode will penalize your team when the ND133s all go bye-bye. If you're dead set on remaining a sniper, choose to join the mercenaries; the SHADOWNET spies only carry non-lethal ammunition.

## SHADOWNET



The SHADOWNET spies specialize in quick movement and brains over brawn.

# Tom Clancy's SPLINTER CELL

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Third Echelon sends in the SHADOWNET teams to clean up and dispose of a mess without it becoming a big public display. Whereas Sam Fisher does all the really delicate work that only one, highly specialized agent can do, the SHADOWNET teams are assigned to larger covert tasks.



The spy display simplifies everything at a glance.

Now you get to be part of that covert ops team. Your interface is similar to single-player mode with some exceptions like a countdown clock and an ND133 counter to replace your interaction menu, and a box in the bottom right-hand corner to display your active gadget.



No place is secure from the spies, even a souped-up laboratory.

Like Sam Fisher, as a spy you can sneak up and grab enemies. It works the same way as in single-player mode, and when you grab a mercenary, you can perform one of two separate actions. One, break your opponent's neck. Two, knock your victim out with an elbow. The victim will only be downed for a few seconds.



Your Enhanced Reality tactical display guides you to the ND133 tubes.

Besides standard equipment like binoculars, night vision and thermal goggles, and your rifle (except this time it fires sticky shockers to incapacitate rather than kill), you get some other goodies. Enhanced Reality functions similar to a military targeting system and enables you to locate the ND133s by highlighting them and stating their exact distance from you. Spy Bullets either temporarily mark an enemy hit or, if the spy bullets strike a wall or an object, gives you some radar recon around that point. Sticky cameras come with the same functions as in single-player: zoom, night vision, thermal vision, and gas jet.

**TIP**

A SHADOWNET player can throw a smoke grenade at his feet while under fire and temporarily become "invisible."



You can hotkey smoke and chaff grenades to work off the trigger buttons.

In the grenade department, you can carry smoke, flashbang, and chaff varieties. Against the enemy, smoke works the best. If you're getting shot, throw a grenade and disappear in the commotion. The mercenary may charge into the smoke after you, but prolonged exposure will knock him out. Otherwise, you can slip through while he's blinded. The chaff grenades can disable annoying security systems and traps, helping you penetrate the defenses, but don't do much against mercenaries. Flashbangs can blind the enemy too, except you have to watch out that they don't blind you or your teammates, or you'll wish you had thrown a frag instead.

## ARGUS



The ARGUS mercenary can access a wealth of hard-hitting items.



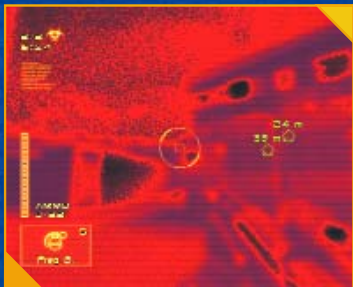
## Online Multiplayer

The ARGUS (Armed Guardian Services) corporation was set up to protect valuable holdings from international theft. Named after the 100-eyed giant guarding the Golden Fleece in "Jason and the Argonauts," this private military organization specializes in contravention and security consultation. They wield the heavy firepower in multiplayer and can rack up kill totals faster than dollars in the soaring national debt.



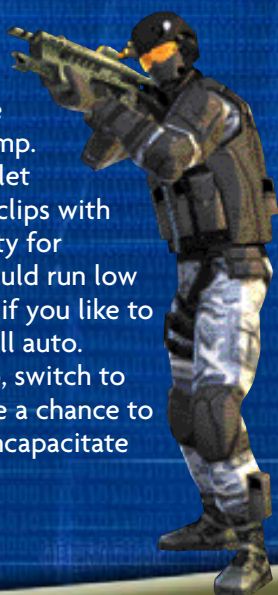
**It may take you a while to get used to the new mercenary display, but the information proves invaluable out in the field.**

Your interface appears like a science-fiction version of Sam Fisher's display. You can't switch out of first-person mode, so your big rifle always stays out (which means you can't jump or roll like the spies). Your orange target circle, equipment box, and ND133 counter also remind you that this isn't a solo mission.



**Motion detection and Electro Magnetic Field vision help you track hidden spies.**

Although you can perform many of the same moves as Sam Fisher, you get a few extra benefits. Your gun blows away the SHADOWNET gun by a country mile. You can switch between burst and full auto and shoot at longer distances than the spies, and your rifle comes loaded with a grenade launcher to scatter multiple opponents with a single pump. You'll have to be a little bullet conscious as you carry five clips with 30 bullets each. This is plenty for normal matches, but you could run low in longer battles, especially if you like to hold down the trigger on full auto. When you run out of ammo, switch to your tazer. At least you have a chance to shock your opponent and incapacitate him with a tazer.



**Go crazy with the mercenary's full auto mode.**

On the vision front, normal vision is the only similarity you share with the spies. You can toggle on motion tracking, which highlights anyone moving, or EMF vision, which shows equipment in use (like goggles and guns) in glowing radiance. A special mercenary ability, pupil adaptation, simulates humans' natural ability to gradually see better in the dark. If a mercenary remains motionless or moves very slowly through a dark room, the ambient light will gradually increase. Eventually, you'll be able to discern shapes and that spy in the corner who thinks he's pulling a fast one on you.



**You can tazer someone into unconsciousness if you run out of bullets.**

As far as equipment goes, the mercenary is stacked. His rifle comes with a laser sight and sniper mode to pinpoint targets at long range. He can use flares to light up an area, or set mines to keep the area safe and secure. If he's feeling merciful, he can opt for a tazer to incapacitate his victim instead of kill him, or he can place a spy trap to detect anyone who breaks through the emitter. The spy trap can also be broadcast to the whole ARGUS team for coordination on the unfortunate, clueless soul.

## Multiplayer Maps

Both SHADOWNET spies and ARGUS mercenaries create a new way to play by their uniqueness in the multiplayer environment. Add to the two teams' freshness five maps which only appear in online or system link play. These maps are specially designed to host a large number of bodies running around like lunatics or sneaking into all sorts of crevices and passages that only dedicated fanatics will know exist.

# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

### DefTech Below



The first map has lots of building real estate chock full of spy traps.

As you might expect from the name, DefTech Below is a research and development defense contractor with multiple, active contracts with the U.S. government. It's no wonder they want ARGUS to guard it, and SHADOWNET sends its spies in too to grab the juicy goods.



As a spy, don't use the front door. Instead, find secret accesses like the opening at the top of the stone column.

When playing a mercenary, you must defend all three buildings simultaneously. Luckily, each building can only be assaulted by a couple of access areas, so it's possible for mercenaries to camp the choke points—the points that the SHADOWNET players must pass through—and blast them to pieces.

For example, there are two doorways leading up to the offices which hold two of the ND133 canisters. However, both doorways connect to the checkered hallway, and that hallway only has one small access to the two canisters (and turns a corner to boot). If you plant one mercenary at the corner with a full complement of grenades and bullets, he can hold off the spies forever...or at least until his ammo runs out.

Standing outside in the open section, you can spot the three buildings to your left, center, and right. The building to your left houses the ND133 canisters in the offices. The central building holds the tubes in the server room. To the right, you can find the ND133 tubes in the R&D labs.



The mercenaries can catch spies at the choke points with a few grenades.

As far as the SHADOWNET spies go, it's pure suicide to head straight into the buildings. First, you will trigger every alarm in the place, letting the mercenaries know where you are and also closing off certain doors (making it impossible to enter in a speedy fashion). Avoid using the main entrances unless you have no other choice.



An ND133 rests in the Building A's offices.

A better plan? Look for some "back door" entrances. From the main loading dock area outside, there's a doorway up on the top near the central building's roof. You can climb the pipe at the column to sneak up there and travel into the complex through a series of small passages the mercenaries probably won't have staked out.

Another tactic for the SHADOWNET team: subterfuge. You can send one spy to trigger an alarm at a main entrance, especially one close to some ND133 tubes, and force the mercenaries to counter with some armed security. While they're busy in that section, the rest of your team mounts a quick in-and-out assault on another building's ND133. Operate in a timely manner and you can have the mercenaries pulling their collective hair out.

### Schermerhorn

One of the two ND133 canisters on this map rests on the foot bridge.



## Online Multiplayer

Originally designed as a waste management system to supplement New York City's trashcans and landfills, the Schermerhorn has fallen into disrepair. Its grungy, dank, underground tunnels and dilapidated rooms can hide spies, but that doesn't make this map any easier for SHADOWNET. In fact, it's probably the toughest map since there are only two ND133 canisters—and they are both in the same room!



**Expect lots of dark, cramped passages on Schermerhorn map.**

It doesn't matter that the spies camp the water room and blow up anything that moves; you will need some good stealth skills and a bit of luck to pilfer the glowing green rods.



**Besides the water room, the abandoned subway station makes up the second half of the map.**

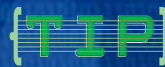
From the insertion point, the spies can drop down the main shaft, take the straightaway, and climb up the middle ladder in the underground room. This takes them to the air duct in the subway station. Following the Enhanced Reality display, you can navigate the quiet way to the water room. Another possibility is to come up from the shadows on the basement floor and try to grab the second ND133.

Similar to the map strategies for the first map, you may need two SHADOWNET teams to take the ND133s: one to distract and the second to grab. As soon as you have a canister, make a break for a ladder or a small passage you can climb up into. Remember, the mercenaries can't climb after you.



**The spies will need every ounce of stealth to grab the Schermerhorn canisters.**

While playing the mercenaries, forget about moving around much. Unlike other maps where you have to cover a lot of ground to prevent theft, the spies have to come to you on this one. Camp a guy at each ND133, usually hidden out of sight but within shooting range to pick off the unsuspecting. You can also stake out the corridors and doorways leading into the water room. The only reason to leave the area is to chase after a spy with a canister.



**In the water room, one mercenary should watch each ND133 at all times. If a spy darts for the device, fire a grenade at the ND133 and charge in after the explosion.**

## Museum



**An ND133 tube sits on display in the exhibition room.**

There's not a lot of art on display in the under-construction wing of the San Francisco Museum of Contemporary Art, but they do have some ND133 canisters. ARGUS security keeps out the public and prevents the thieves from touching the two canisters if they can help it. Fortunately for the SHADOWNET spies, the museum is a maze of ceiling access ways and crawlspaces. Whereas Schermerhorn might have been the biggest challenge for SHADOWNET, the museum map might be the toughest for ARGUS.



**The spies can use the drop ceilings and crawlspaces to go virtually anywhere in the museum.**

# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

Granted, the two ND133s are in easily defended rooms, but the mercenaries still have to worry about the spies coming at them from every which way. Besides the main doors, the unfinished museum has enough holes in it to make a terrorist squad proud. Mercenaries can camp the canisters, especially if they sit on the balcony above the tubes and rain down heat from above, but if they lose sight for even a moment, the canister will be gone.



**Of course, the mercenaries may be waiting to catch spies using the crawlspaces.**

The spies will usually head for the ceiling crawlspaces. Starting from the insertion point, it's possible to work your way to the first ND133 without seeing a single mercenary. If you fear a camped-out canister, dart for the ND133 and drop two or three of your smoke grenades as cover. It will be very difficult for the enemy to target you unless they get close, and then, hopefully, the gas knocks them out. Bring both canisters to home base, or neutralize them, and you've got a victory.

## Temple Mount Hospital



**Check signs and room numbers for your exact position inside the hospital.**

The Temple Mount Hospital, specializing in care for the aging, has the same problem as the museum: it's still under construction. With the obvious lapse in exterior security and a bunch of canisters to retrieve, the hospital runs laser eyebeams across the key doors to alert mercenaries of spy activity. The building hosts two floors, which can be reached by stairs in the middle and corners of each level. The first floor grants access to the sewer system and holds two ND133 tubes. The second floor contains three canisters in rooms 202, 212, and the nursery.



**Most of the hospital rooms are guarded by laser eyebeams to alert mercenaries of spy presence.**

The mercenaries have a lot of ground to cover in the hospital. The alarms will help out. When a spy goes for one of the canisters, he will probably trip a laser eye. A well-coordinated mercenary team may let the spy grab the device, but he will never escape with it. The sewers are a mess of twisting turns and ladders. You don't want any part of it.



**They don't build them like they used to: A hole in the floor gives the spies a way into the hospital.**

Spies enjoy the luxury of the hospital's relatively spacious map. You can use the sewers to enter from various points, but watch for mercenaries camped near the middle stairs. You may be close to the ND133s when you hoof it up one of those stairs, but don't think the mercenaries have forgotten that little fact. They may light you up like paparazzi at the Academy Awards.

## Krauser Lab



**Use the main stairs to reach the laboratory or irradiation rooms quickly.**

Located in downtown Chicago, Krauser Labs operates multiple scientific facilities and sells their high-tech breakthroughs to the government, industrial, or academic researchers. Shaped like an "L," the two-story building houses three separate areas. The warehouse takes up the western wing; it gives a lot of running around room but no ND133. The laboratory and irradiation room are both in the other wing and hold one ND133 apiece.

## Online Multiplayer



As the spy, you must crack a special security door to enter the lab area. Mercenaries walk right in.

Spies will have fun cracking the lab from the outside. You can run up to the front door and hop a security fence to reach one of the main doors. Even better, you can scale the back ladders and climb the outside roof to enter the hospital from an air vent that drops you right next to the interior lab's security door. The downstairs irradiation room ND133 takes a bit more work to reach, and you may have to do some shooting with your sticky shockers to eliminate any mercenary camping at this defensible ND133 location.



The irradiation room ND133 canister can be defended from the only opening.

Mercenaries will have to hustle back and forth between the lab and the irradiation room to prevent either of the ND133 canisters from disappearing. You won't find yourself in the warehouse too much, since there is no tube there. However, the spies know this and therefore will probably gravitate to the area as a safe zone and assault point. If you have extra men, send a guy in every once in a while to stir things up in the warehouse.

## Warehouse



The security station holds cameras and extra ammo.

The Bretex warehouse represents an important target to the spies since it's a military equipment storage facility with loads of goodies. Composed of three main sectors—missile storage, the office and chemical storage—the warehouse sets the record for ND133s—nine in all! Look for two on the ground floor near the spy insertion point, one on the footbridge in the same general area, one in the office, one in the meeting room, one downstairs from the meeting room, and three on the ground floor chemical storage.



Look for spies among the many boxes and crates.

The mercenaries will want to pack into the warehouse proper and camp on the nearby ND133s. If you run low on ammo, there are plenty of refills along the way, whether they be crates in the corridor or stacks of ammo boxes back in the security office. With nine ND133 canisters to guard, mercenaries must coordinate well on this level to have a hope of stalling until the time limit grinds down.



From the footbridge you can track anyone attempting to access the ND133s.

Spies begin on the outside and can gain entrance to the warehouse area fairly quickly. You can shatter the glass door and use the underground tunnel to enter the middle of the warehouse or climb up the pole to the high catwalks. From the catwalks, climb hand-over-hand until you reach an area from which you want to drop into the room. Remember to look at the walls and ceilings near security doors. You can't pass through the security doors, but you can bypass them with the many air vents around the complex.

## Vertigo Plaza



The spies start high up and outside the Vertigo Plaza.



# Tom Clancy's **SPLINTER CELL**

## **PANDORA TOMORROW**

Those of you with a fear of heights might not want to check into this map. The aptly named Vertigo Plaza connects four buildings with four bridges high above the Boston streets. Three of the four buildings—the library, office and computer center—hold two ND133 canisters each. The fourth area, though closed to the public, holds the spy insertion point.



**The library hosts two ND133s.**

The spies start on the closed helipad above the fourth building. As a spy, you have lots of freedom, with a bridge running to each of the three main areas and plenty of crawlspaces to get in and out. With all this space, you know there must be a catch, and there is. The three active buildings are loaded with electric eyebeams and surveillance equipment that will alert the mercenaries to your exact position as soon as you enter a restricted area. Maximize your opportunity by only tripping an alarm when you make a dash for one of the ND133s.



**A spy neutralizes one of the ND133s in the computer center.**

On this map, the mercenaries need to spread out and cover a lot of territory. Pay close attention to the alarms, as they'll zero you in on spies in forbidden areas. Of course, the spy's intrusion could be a ruse, but that's what this game is all about.



## **Cinema**



**The main lobby holds one of the ND133s.**

Located in downtown Denver, the Multirama is a brand new multiplex movie theater equipped with the latest in technological wonders—four ND133s. The building has three main areas—the entry, the lobby and the projection room—with the ND133s scattered throughout, except for the projection room, which already has enough entertainment with a Splinter Cell movie playing there. In the lobby, one ND133 rests on the ground floor and one on the upstairs level. In the entry, one ND133 hides out in the cafeteria, while a second has been set up in the video game room.



**The movie theater plays a Splinter Cell film for your viewing entertainment.**

Mercenaries will find it beneficial to stake out the escalators. Maintain control of the main access between upper and lower levels and you can limit your opponent's movement. A guard on the escalator by the *Prince of Persia* posters can deter movement and defend the ND133 at the bottom of the rolling stairs.



**Defend the escalators to limit enemy movement.**

Spies will have to get used to the projection room. Whether you take either side passage or the middle pipe leading up to the ceiling access, all your eventual holes lead into the projection room. Figure out where the mercenaries are, if anywhere in the projection room, and quickly exit a hole on the opposite side of the room. The ND133s are relatively easy to steal or neutralize; that's why you need to grab three of the four to win.

# Mission 1: Training

## Mission 1: Training

You start out nice and slow, almost like you're going house hunting instead of intelligence gathering. On the first half of your mission, you won't even see a bad guy. The second half won't be all that tough either. Your bosses call for no combat and just a little interrogation on the right subject.

Don't get your hopes up that your vacation's starting early. The first mission acts like a tutorial, walking you through the basics of the real thing. By the end, though, you won't be thinking about Bermuda scuba diving or Colorado skiing—you'll have to exercise some nifty stealth moves to kick the action into high gear.



Sam Fisher can unload in a shootout with the best of them, but he's really at home in the shadows.



## Mission Brief

You're dropped next to the U.S. embassy in Dili, East Timor. In the dead of night—always to your advantage—you must wade through the waters at a deserted dock, then cut through an abandoned house to reach the outside of the embassy.



All's quiet on the waterfront.

There will be some resistance. The “Darah Dan Doa,” an Indonesian guerilla group led by Suhadi Sadono, has invaded the embassy to retaliate for the installation of a U.S. military base in East Timor. You must intercept one of the fringe guards to glean a crucial piece of intel that will come in handy later in the mission.



Memorize this face. Suhadi Sadono will be your ultimate nemesis on this mission.

## Equipment

Since this is only a quasi-mission, Third Echelon packs you light. Your standard SC Pistol can be drawn in an emergency, or can be used as an interrogation tool out in the field, and there's always a feeling of confidence knowing you've got a gun at your side even if you don't pull it.



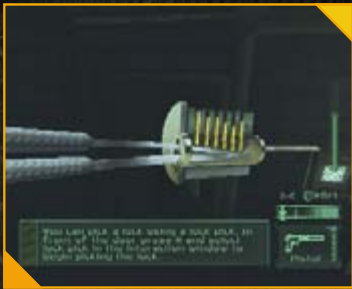
The SC Pistol comes standard on all stealth missions.

For those stubborn doors, you can rely on your lock picks. At the door, call up the closeup of the lock mechanism and rotate your left thumbstick until you see the first pin slide into place. Continue until the door unlocks. Depending on the lock's strength, you may have to massage several pins into place. Obviously, the more pins, the longer it will take to open the door, so practice until you are adept at the task. Before you walk through, remember to take a peek with your optic cable so you don't startle a wandering guard on the far side.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



You must have patience to pick a lock, especially a complicated one with many pins to neutralize.

**[TIP]** Practice your lock picking skills here where there's no pressure. When you need to pick a door in a hurry—maybe while trying to shut down a bomb or escape from guards—you can't afford to goof around.

## Objective #1: Navigate the Docks



Third Echelon, through the voice of Colonel Lambert, will brief you on the first mission particulars.

Out on the docks, all is quiet, and that's just the way you like it. Third Echelon inserts you in an out of the way place so you can bone up on your movement skills before the real action gets going. Listen to Lambert at the start; he always has some pertinent information to share with you. He will be the voice in your head (via a communication link) directing you from objective to objective and giving you clues when you're struggling.



To begin your assault, jump up and grab the edge of the dock and pull yourself up.



Turn to your OPSAT report any time you want hints or need to refresh the mission goals.

As you navigate the dock, call up your OPSAT report. Get in the habit of checking this often. First off, your goal will be displayed on the opening screen so you have no excuse for forgetting what to do next. You can also check any notes (game play tips) that have popped up and get a rundown on the data you've collected so far on the mission.



Any time you find a ladder, you can scoot up by walking into it.

Up ahead you'll spot a ladder. There's nothing fancy to climbing it; just move into it and press up on the left thumbstick. This takes you up into the zip line shack.



Leap up and hold on to the zip line. You slide down to the next pier.



Zip lines are cables connecting one place to another at an angle. If you're at the peak of the cable (like you are in this zip line shack) you can ride it down to the bottom like an express elevator. Jump up into the zip line and you'll be carried away. Make sure you pull up your feet so you don't strike any objects below.

# Mission 1: Training



**Nowhere to go? Look up and find the pole that stretches across the water and brings you to the far side.**

The dock below is well lit. Normally, this would be a problem; you don't want to be hanging outside the shadows for long or a guard will eventually spot you. Here you don't have to worry. No guard can see you from his present position.

If you look up you can see a pole cutting across the water from your dock to the outside of the house on your left. Stand under the pole and jump up. You should grab the pole automatically, and from this position you can hand-over-hand down the pole and over the water.



**To cross obstacles blocking your path, you'll have to draw your legs up to the pole.**

Halfway across the water, a fence juts up in your way. You can't continue with a normal hand-over-hand move. Pull your legs up to the pole (by clicking on the Y button again). Once you're no longer dangling your legs, you can scoot over to dock outside the house.



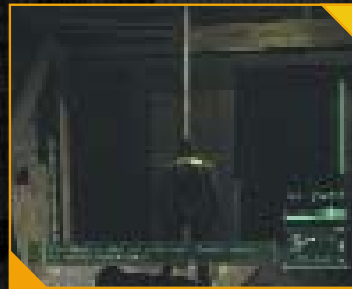
**Comb the outside of the house until you find the door. Examine the inside with an optic cable.**

Walk around the outside of the house until you hit the only door. Whenever you reach a door, *never* open it first. You risk alerting a guard on the other side and setting off the alarms (not to mention getting shot). It's always better to snake the ol' optic cable under the door to take a glance at what's inside. When you do so at this door, you find no one home. Now you can open the door.



**The only way through this door is your lock pick set.**

The door in the shadowy right corner of the room leads to the rest of the compound. You have to get through it, and the only way is with your lock pick set. Choose the lock pick option and play around with the pins until they all click in the proper order. It's an easy lock with only two pins to manipulate.



**Use the fireman's pole to enter the loft and discover a hidden trapdoor.**

A quick look with the optic cable reveals nobody on the other side so head on in. The room's empty except for a pole leading up to a loft area. Push into the pole and you automatically climb up the wall to the loft area.



**Peer into the new room with your optic cable and drop down into it when you know the coast is clear.**



# Tom Clancy's SPLINTER CELL

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Light pours in from a trap door in the floor. The optic cable shows the empty half of a storeroom. Unfortunately, you can't see the whole room. Wait a few seconds for movement. You don't see any so go ahead and drop down.

**[TIP]** If you can't recon a whole room with your optic cable, wait half a minute to see if you spot any movement. If not, move in and hope for the best.



Night vision mode enhances the light in the area so night seems like day. Thermal vision works off heat signatures.

No one bothers you in here, and it's one of the last places that you're going to have peace and quiet. The storeroom's a bit dark, so try out your night vision and thermal vision modes here. The remainder of the mission takes place outside, so flip your night vision permanently on and start thinking paranoid. The guards are coming up.

## Objective #2: Infiltrate the Compound



Weave through the backyard until you find a secluded crawlspace.

In the backyard behind the storeroom, you only have to contend with some dog and cat noises in the background. Slip down the stairs and cross to the other side of the yard. You should see a crawlspace to your left running under another porch. Drop into a crouch and head under the new porch.

**[TIP]** You should always move in a crouch. No exceptions.



The crawlspace brings you to the backyard which is adjacent to the terrorists holding the embassy. Prepare for the assault with the back-to-wall maneuver.

On the far side, wind around the next building and into the far yard. You should come to an apparent dead end. It's not, though. There's a thin alley that cuts off to your right. If you stand up and press your back to the fence (with the back-to-wall move) you can just fit down this alley.



The first guard won't make things easy for you.

Don't walk past the fence. At the end—still in the back-to-wall move—peek around the corner. Ta da! It's your first guard, and he's looking right in your direction. Worse, he's stationary, which means you can't sneak around him. So how do you get around him?



Blast the light out near the terrorist so you can creep in and grab him.

# Mission 1: Training

Peek around the corner and perform a SWAT turn. This will spin you across the open space and against the next wall. Now you have a better angle on the guard if you want to attack him. A better move, however, is to shoot the nearby light out. By plunging the area into darkness, you can press the advantage with your night vision and slug the guard before he realizes an intruder has the jump on him.



**Dispose of the guard's body in the nearby dark corner. You don't want the alarm to sound later if someone stumbles upon it.**

Don't forget to dispose of the body. Leaving comatose guards on the ground is an invitation to disaster. The next patrol will spot him and sound the alarm. Always pick up any slain body and drop it off in the darkest nearby corner (when your visibility flashes twice) or some place out of sight.



**Your thermal vision reveals landmines ahead. Bypass them by choosing the crawlspace area.**

Things only get nastier from here. Beyond the first guard lies a minefield. If you switch to thermal vision, you can watch the landmines flashing in the bluish gloom. Walk under the porch to your right to bypass the mines.

Around the corner, there is yet another minefield. Avoid walking straight along the path. Instead, hop up onto the crate to your left and grab the overhanging gutter. Slide across the gutter until you're clear of the minefield.



**Pass the second minefield by shimmying across the roof gutter next to it.**

Follow the path until you reach a small alley with high brick walls. Believe it or not, your route takes you to the top. Leap up and perform a split jump to hold yourself between the walls. Look up to your left. You should see roof patio ledge, seemingly out of reach. Press toward that ledge and hit jump again. Sure enough, you stretch up and grab that high handhold. You've now passed into the inner section of the training area.



**Perform a split jump in the next alley and grab the rooftop ledge to proceed to the final area.**

## Objective #3: Extract Intelligence from Guard

Inside your new house, you have nothing to fear. Outside is a different matter.

Wind through the house until you reach the open roof patio with the pole descending to the stream below. As you listen to Lambert, make your way down to the stream and use it for cover to the other side of the compound.



**Slide down the pole and immediately immerse yourself in the stream's protective cover.**

# Tom Clancy's SPLINTER CELL

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Wade through the water slowly. A single guard patrols the bridge over the stream with a flashlight. If you make too much noise, he will hear you and turn that flashlight on you. Should he discover you—and you don't immediately take him out with a close-combat attack—the alarm will be raised and you'll need to restart this section of the game and try again.



**Freeze when the bridge guard shines his flashlight over the stream. You have a better chance of evading his notice lying still.**



**Walk very slowly past the bridge guard until you're safely on the other side.**

Walk very slowly toward the bridge's underside. It may be unnerving to stay out in "plain sight" for an extended time period, but any faster movement will cause you to make splashes and call attention to your area. Take your time and pause for a stress break *under* the bridge.

Usually, you will receive a "Who is that?" guard call as a hint if the guard has a chance to spot you. After a few seconds, he will shine the flashlight in the area he thinks you are in. Without moving too quickly, you can slide into the weeds to one side or the other and give yourself a chance to avoid the guard's notice. If you're close to the bridge, you may have time to dart underneath.



**The guard doesn't wander down under the bridge. Stay close to the near wall and you'll always remain safe.**



**You can also knock the guard out with a quick assault from under the bridge.**

When the guard walks away from the bridge, continue on toward the waterwheel at stream's end. There's no need to take out the bridge guard; you can accomplish your goal without a confrontation at the bridge. However, if you want to clean house, you can lure the guard to you with a whistle. When he steps off the bridge near the stream's bank, it's possible to jump him and knock him cold before he sounds the alarm. Hide his body under the bridge and out of sight before moving on.



**Approach the "smart" guard from behind. He has the information you need.**

At the end of the stream, climb up the embankment on your right. Straight ahead, a guard sits on a crate halfway down the road toward the last house. He's the guard you'll need to interrogate. Creep up from behind (fortunately he's sitting with his back to the stream) and grab him.



**Pull your friend over into the shadows to avoid alerting his partner. Interrogate him until you find out about the man with the fake leg.**

Immediately drag him to the dark corner off to your left between the house and fence. A second guard will come out of the house calling for his pal. If you stay hidden in the shadows, the second guard will not bother you. No matter how good you think you are, you can't fight the second guard with the first still in tow. You may eventually kill him, but he will sound the alarm and end your mission prematurely.

## Mission 1: Training



**Vault up the last alley and you're on to the second mission.**

Assuming you avoid the second guard, question the first guard. With a little bit of intimidation, he will spill what he knows—he escorted a bald man with one fake leg out of the complex a short while ago. This man has ties to Sadono and will prove a valuable contact later on in your global mission.

Pummel the guard after he's talked and slink past the guardhouse. Aim for the small alley past the burning barrel. You'll be out in the light for a few seconds, but that shouldn't matter. As soon as you hit the end of the alley, grab a pole near the fire and shimmy up the wall. At the top of the wall, you reach the mission exit point.

Congratulations! You've emerged through your first level without a bullet hole. Keep this up and you might actually survive this thing.





## Mission 2: U.S. Embassy

Embassies across the world are symbols of refuge and peace. That's turned into a mockery when the Darah Dan Doa storm the facility and take four hostages. One innocent civilian won't make it past the hour. Two others are inconsequential—you can save them by completing your mission objective; however, they are not your primary responsibility and shouldn't get in the way of your other objectives. The third captive, Douglas Shetland, is a friend and former U.S. field operative. If Sadono finds out what he knows, Third Echelon will suffer major setbacks.



Sam Fisher suits up for another stealth encounter.

Your primary objective is to recover/destroy the security intelligence, regardless of the risk to the innocent hostages or yourself. The third captive, Douglas Shetland, once was a top field agent and now works as a military consultant for the U.S. government. Unfortunately, he and his valuable palmtop have fallen into the enemy hands. Save him and retrieve the information on his palmtop before the Darah Dan Doa can turn it against us. You'll then have to figure out a way to decode the information so you can identify why Sadono was so hot to obtain it.



News Burst #2

## Mission Brief

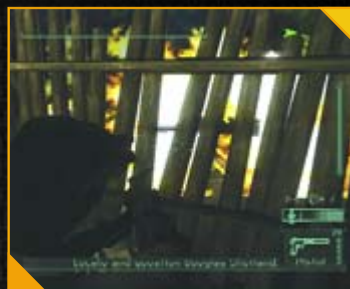
After trouncing the guards on the embassy outskirts of the last level, things get a little more hardcore here. In the dead of night you must slip past all Sadono's guards and discover the location of Douglas Shetland before the Darah Dan Doa torture top-secret information out of him, or before they discover how to crack his encoded palmtop.



News Burst #1

## Equipment

Don't get your hopes up of delivering an extra payload to the enemy on this mission: You only tote your SC Pistol. Whenever that's the case, you know the name of the game will be super stealth, so don't incite any firefights. You can use the pistol for picking off annoying lights. Killing is not an option; a single lethal attack will result in mission failure.



Your SC Pistol doesn't have much range. Get in tight and aim carefully for best results.

## Mission 2: U.S. Embassy

### Objective #1: Locate Douglas Shetland



Your starting alley has no apparent exits. No exits, that is, until you look up.

You begin in an abandoned alley in back of the embassy. No one is around, so you can listen to Lambert in peace. He fills you in on your pal Shetland, an independent military contractor who happened to be in the embassy when Sadono struck. Unlucky for him, and more unlucky for the U.S. government if what he has in his head and on his palmtop end up in Sadono's possession. No matter what the cost, you must infiltrate and rescue Shetland.



Continue ascending to the upper level. You want to storm the embassy from the top floor down.

The alley has no apparent exits at first. Ahead of you lies a fence with a blazing column of flame behind it (neither one of those look like appealing avenues). Some shovels and storage boxes fill up the space behind you. Don't even think about climbing over the walls—they're lined with barbed wire.

**[TIP]** Whenever you're feeling paranoid or don't like the amount of illumination in the area, shoot out all the nearby lights with your pistol. You'll plunge the area into complete darkness—the perfect cover for your stealth movements.

Look for a ladder to the left of the fence and flames, next to the embassy building. You can climb the scaffolding there to reach the upper level, and that's just where you want to go. The bad guys are not expecting an assault from the top story, so that will help your plan of attack.



Put your back to the wall to keep a low profile and glance around corners. You can't let the enemy get even a glimpse of you.

At the top, hop off the scaffolding and into the cool darkness of the second story ledge. Don't worry about enemies—yet. Stay on the nearby face of the building and no one can spot you.

Before you go any farther, perform a back-to-wall maneuver. Now you can creep along the ledge in a crouched position and peek around corners. Once the coast is clear at a corner, you can release, turn the corner and "stick" your back to the next wall.



Stay low and crawl under the windows so the guards don't spot any movement.

Along the second wall, you'll come to your first window with lights blazing. A guard stands watch inside with a pair of binoculars. Unless you remain crouched you will be spotted. If you slide slowly under the window you can pass to the other side without him noticing more than a few mosquitoes flitting by.



You get your first glimpse of Sadono through the second window. He leaves a guard to watch over the hostages.



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At the second window, Lambert orders you to freeze. You've made first contact with Sadono, though he is not aware of that fact yet. And good thing too, or else the mission ends here.

Sadono interrogates one of the hostages. The man overheard Sadono on the phone and didn't understand anything but the words "Pandora tomorrow." Unfortunately for the hostage, those were the key words. Sadono shoots him point blank in cold-blooded fashion.

He then speaks with a guard in the room and questions him about Douglas Shetland. They're torturing Shetland for info in the adjacent room. You find out there's a guard with Shetland, and the second guard will not open the door unless the first guard radios him (which isn't going to happen). Sadono leaves the first guard in charge of the two remaining hostages and disappears.



**Don't enter a lit room. Unless you're lucky, you won't have enough time to seize the guard before the alarm has been raised.**

**CAUTION**

**A whistle calls a guard toward you; it also alerts him to a possible danger in the area. An alert guard will react and call for an alarm quicker than a docile guard.**



**For the best attack route on the interrogation room, head outside to the roof.**



Crawl past the enemy guarding the two hostages. The best attack route to Shetland lies on the outside of the building. Continue along the outside ledge and you come to an apparent dead end. Not so. Glance up and you'll spot a drainpipe that you can climb up. Shimmy up that pipe to the roof lip and grab on. Slide over to the building's corner and you can now drop down to a ledge outside the interrogation room.



**You have two choices outside on the ledge: slide open the first window or swing around the building's corner to the balcony.**

Through the window of interrogation room you can see Shetland taking a beating. Don't let the brutality goad you into a hasty decision. Again, it's possible to slide the window open, creep into the room and slam the guard from the side, but why take the risk? The guard may hear you open the window or drop down into the room, or he may see you approach with his peripheral vision.



**Sneak up from behind the interrogation guard and knock him cold.**

Keep going a few more yards and you'll be rewarded. Rather than slide open the window, continue to the end of the ledge and swing around the corner on the drainpipe there. This drops you quietly down to the interrogation room balcony. Not only is the balcony door open for a quiet entrance, but your angle of attack puts you squarely behind the interrogation guard. It's the perfect route.

## Mission 2: U.S. Embassy



At last, you have freed Shetland.

Creep slowly toward the guard and come up from behind. You can drop him with a single elbow to the back of the neck or grab him and stick a gun to his temple. Just because you're under orders not to kill anyone doesn't mean the guard knows that. He'll cooperate, and you can drag him into a dark corner and then deliver the knockout blow.



Shetland gives you a disk he managed to nab off of one of Sadono's guards. Be sure to talk with him a second time out on the balcony for more background story.

Shetland thanks you for saving him and shows you a disk he managed to steal from one of Sadono's guards. (How he hid it from his interrogators is a messy story left to our imagination.) You run the disk through your OPSAT so Brunton's team can work on decrypting it. You get a few key words, including "Mortified Penguin," apparently the screen name of a high-ranking ally cooperating with Sadono. The rest of the translation will have to wait for the second half of your mission—a rendezvous with Ingrid Karlthson, a linguist trapped on the other side of the compound. If you can free her, she may help with the decryption of Shetland's disk.



Don't kill Shetland, unless you want to hear Lambert yell "Holy Christmas!"

## Objective #2: Exit the Embassy Safely



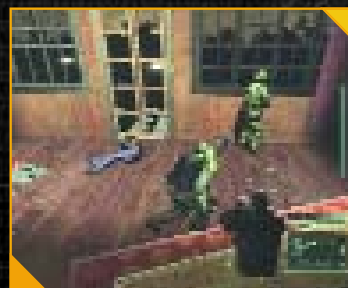
Pick the interrogation door lock and head back to the empty bedroom.

Before you meet up with Karlthson, you must escape the embassy. With only five guards in your way, it may sound like an easy task. The problem is only two of them are isolated and easy prey. The other three are all together, ready to sound the alarm at a moment's notice.

After Shetland and Third Echelon fill you in with more information about Sadono's scheme, start planning your exit strategy out of the embassy. The interrogation room has two doors—the one leading back into the hostage room and a new door leading out into a side corridor.

**CAUTION** Just because a room was empty the first time you visited it doesn't mean a guard hasn't returned there. Unless you're in a hurry, survey rooms you've previously scouted with your optic cable just as a safety precaution.

You could use the new door into the side corridor. A guard stands watch just outside that door on the balcony. To silence him, you'll have to sneak up from behind him at an angle. Rather than risk the guard hearing the door or seeing Fisher out of the corner of his eye, we'll take a different route that will ultimately allow you to attack the guard from behind.



Attack the hostage guard from behind.

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Pick the lock in the interrogation door and enter the hostage room quietly. The guard should be preoccupied; he stares out the window, expecting any problems to come from that direction. Slip silently to the far side of the room—avoiding the noisy broken glass on the floor—and grab the guard from behind. Drop him in one of the dark corners.

Now that you've saved the two hostages—a good deed that wasn't even on your original itinerary—you can open the door next to guard that Sadono disappeared into. It's empty, so you can enter unopposed. Flip off the light switch (as you should do in any room) to give yourself more darkness to hide in.



Your optic cable shows no movement in the main hall.

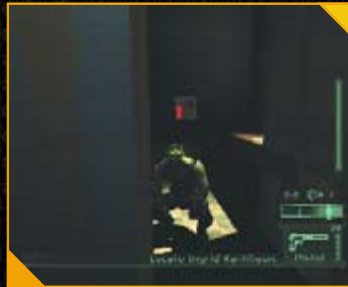
There's only one other door in the bedroom. Break out the optic cable and survey the other side. It appears to be a big, empty hallway. Step out into the hallway quietly.



Before wandering the hall, you must slip down the side corridor and silently remove the guard on the balcony.

In front of you, broad stairs lead down to the first floor. Ultimately this is where you'll end up. But first we want to make a side trip.

Turn to your right and you'll see the guard we mentioned earlier. He stands on a balcony at the end of the side corridor, gazing out at the stars or who knows what. Luckily for you, his back is to you. If you're quiet, you can sneak down this side corridor, even though it's well lit, and surprise him from behind. Grab him off the balcony, drag him into the nearby dark corner and pummel him into unconsciousness.



A medical kit hangs on the wall in the bathroom.

Facing the balcony, the door to your right leads back into the interrogation room. No need to go there unless you want to chit chat with Shetland about the good old days. To your left, a small door leads into a bathroom. Don't ask me why, but it's locked, so you'll need to break out the lock picks again. Besides the toilets inside, a medical kit hangs on the wall. If you've done your job, you shouldn't have taken any damage so far. However, you may in your next encounter. Take note of the med kit's position and double back later on if you want to heal back up to full strength.

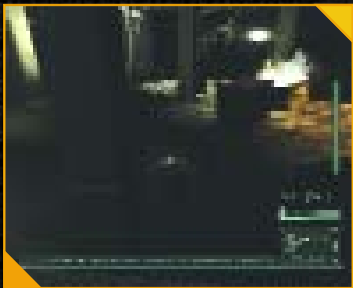


Return to the stairs and scout out the ballroom below.

Return to the main staircase and hug the banister. The stairs themselves don't have as much shadow as you'd normally like, so keep out of sight behind the banister wall. Where the stairs turn, you can get a pretty good look at the whole room and the obstacles you'll have to bypass.

## Mission 2: U.S. Embassy

Three guards patrol here. In the far left corner, two guards squat and study a map on the ground. The doorway you want to reach lies behind these two guards; you will have to deal with them sooner or later. The third guard wanders the whole room in a vaguely square pattern. First he walks to the base of the column near the stairs, then past the burning debris in the doorway to your right, then through the shadows in the back of the room, and finally he loops around back past his comrades reading the map. All three guards must go down or be distracted for you to slip past.

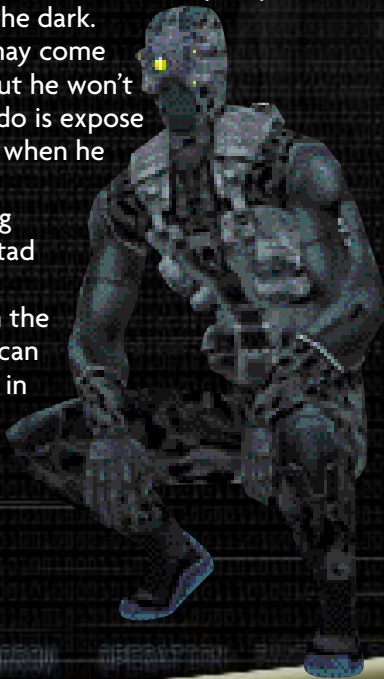


### Step out from the shadows to grab the first guard.

Walk down the stairs and sit in the pool of darkness at the stairs' base. Study the wandering guard. He walks directly toward the stairs while he passes his comrades. That's not the best place to take him out for two reasons: 1) He's staring straight at you; 2) He's so close to his partners that they may see him drop and sound the alarm. Similarly, in the second half of his route, though he presents his back to you, he walks past the burning debris; if you make a move there, you'll be out in the open for the other two to see.

However, when he patrols near the stairs, he walks by the nearby column and through the dark zone in the big room. While the guard wanders to the far side, and before he passes his comrades on the return trip, slip out to the column and sit still in the dark.

The wandering guard may come within inches of you, but he won't connect. What he will do is expose his back or side to you when he pauses to look in the direction of the burning debris. Push forward a tad and choose the "grab character" option from the interaction menu. You can subdue him right there in the shadows without a sound to cause the remaining two to think anything is amiss.



Raise the nearby bottle and smash it to attract the second guard.

The two remaining guards are trickier. You can't approach them; the level of light around them stands to expose you once you reach about the halfway point between the stairs and the map on the ground. Instead, duck over to the small bar on the right side (just before the fiery doorway) and snatch the bottle resting on the counter.

Return to your shadows by the column and throw the bottle out in the darkness in front of you. The noise will be loud enough to attract one of the guards. The second one will hang back; you'll have to worry about him in a minute. As the first guard approaches, be patient and wait until he's completely engulfed in shadows before you leap up and elbow him to the forehead.



### Wait for the final guard to come to you in the shadows.

The last guard will hear the scuffle, but if you've done it right and remained in the shadows, he won't know what's happened. He'll approach to investigate and you can then grab him in the darkness too. Leave all three bodies in the darkest shadows near the column and you're free to head toward the embassy's back door.



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You can also try throwing the bottle as a diversion and sneaking by the last two guards.



The toughest approach involves luring the guards to the side room and slugging it out.

The attack just outlined is probably your strategy with the greatest chance for success. As with most things in this game though, it's not the only path to victory. You can also try a couple of other moves to beat this room.

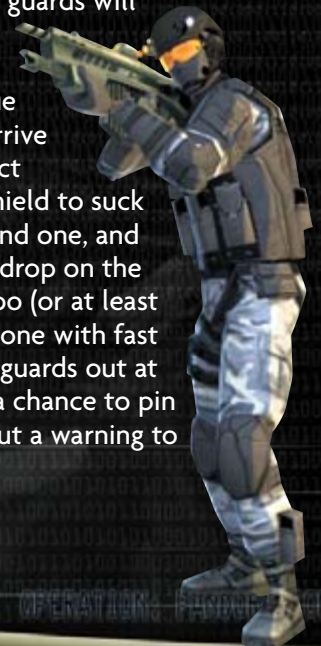
After you remove the first guard from the equation, grab the bottle as in the first attack method. This time you're going to distract the guards so you can sneak around. Position yourself behind the brown cabinet in the middle of the room (in front of the smoldering couch). You can't make that gap, small as it is, between the cabinet and the couch; the two guards will spot you. But not if you heave the bottle into the alcove and break it while the first guard searches the alcove and the second guard glances around.

Wait for the first guard to turn his back and study the alcove. Watch the second guard, and when he isn't looking at you, dart across behind the smoldering couch and the thick darkness beyond. You can follow a shadow trail all the way to the back of the room, and then tiptoe under the rear wall columns to reach the corner doorway. Using this method, you don't have to risk fighting two of the three guards.

The last approach, and probably the toughest to pull off, involves fighting all three guards, and two at the same time. As with the first two attempts, knock out the first guard by the stairs column. Forget about the bottle for this attack; instead you'll want to return to the stairs and then slide along the wall to the door in the corner. Believe it or not, even though this door is out in the open, it's possible to use the shadows by the stairs to cross to it unannounced. Open the door and duck inside.

This small room serves as a study. A medical kit hangs on the wall on the off chance that your stomach absorbs a few bullets in the upcoming skirmish. Now to remove the last two guards.

Without stepping back into the ballroom area, open the door and give a loud whistle. Hopefully the guards will hear you (otherwise, you could smash the bottle from the bar in front of the door). One or both guards will scout out the study, so be prepared for a fight. If one arrives at a time, you can subdue them fairly painlessly. If both arrive simultaneously, you'll have to act quickly. Grab one as a human shield to suck up the bullets fired by the second one, and pummel him when you get the drop on the second one and can grab him too (or at least throw an elbow to his jaw). Anyone with fast reflexes may try to knock both guards out at the doorway before they have a chance to pin you inside the room or shout out a warning to their superiors.



## Mission 2: U.S. Embassy



The back embassy hallway leads outside to the courtyard where Karlthson waits.

The ballroom should now be clear. Head to the far left corner and walk down the wood-floor corridor. Big bay windows run along your right side; you can scope out the outside courtyard from multiple angles without any risk of being seen. Eventually, set up shop at the red carpet in front of the double doors. Your optic cable shows you the next objective: the courtyard and Ingrid Karlthson on the other side.

### Objective #3: Rendezvous with Translator, Ingrid Karlthson



Ingrid waits for you on her balcony, but a sniper monitors the courtyard from his perch.

From your position overlooking the courtyard, you can see Ingrid when she turns her light on at the farthest right balcony. Just across the way, on a balcony all his own, an enemy sniper aims to plug you should you attempt to cross. Worse, he's high tech like you—equipped with night vision to see your movements in the dark.



The left-most corridor ends with a nasty automatic turret.



Circling around the sniper won't work. The left-most corridor ends in an automatic gun turret that will shred you to bits once it locks on. The right-most corridor ends in a dead end; there's a better view of the courtyard from that side, so you can plan your strategy from there if you want. Just don't let the sniper catch you sneaking around.

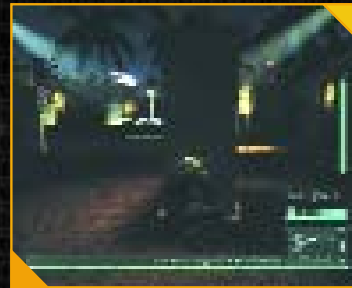


The right-most corridor ends in a dead end, although you can recon your path to Ingrid from this side.

Contrary to everything you've been taught, to cross the courtyard you must stay *in* the light. If you remain inside the crisscrossing searchlights, the sniper won't pick you up with his night vision. As you've probably noticed by now, night vision gives you the reverse of normal vision—full light becomes a blind spot.



The courtyard sniper uses night vision, which means normal rules do not apply. Avoid the heavy shadow areas unless the sniper doesn't have a line-of-sight on you.



Wild as it sounds, you must travel “in the light” to obscure the sniper's night vision.





# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

Before you move in on the sniper and Ingrid, memorize the searchlight pattern. It zigzags all over the place, and you'll want the light as it veers back toward the sniper, not away. When you're ready, cross down the stairs and behind one of the nearby pillars, out of sight from the sniper (he would be able to see you in the dark, except that you're hidden). As the spotlight passes by, jump out into the middle of its beam. Move in conjunction with the light; you'll want to stay in the middle at all times.



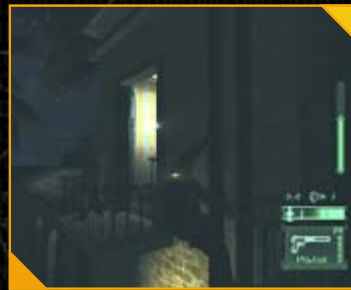
The searchlight rotates frequently around the courtyard. Study the pattern to avoid falling behind and into the sniper's sight.

Reaching the far side of the courtyard should be straight forward as you stay within one light's perimeter. When you pass the fountain, however, you may need to leap from one beam of light to the other and follow the second light into the wall below both balconies.



Aim for the drainpipe to climb up to Ingrid.

The drainpipe between Ingrid and the sniper's balconies grants you access to the second floor. If Ingrid is still flipping her light on and off and hasn't retreated into her room, wait till the light glows and then climb up past the sniper. The light will blind him while you pass close. If Ingrid isn't flipping the light, you're on your own. When the sniper has more of his attention directed on the courtyard, inch your way past him and up to the roof.



Ascend past the sniper and up to the roof's gutter. Shimmy across and drop down onto Ingrid's balcony.

Grab the roof gutter and slide over to your right a few feet. Drop down on Ingrid's balcony and quickly duck inside.

Ingrid will be waiting. You'll give her Shetland's disk (the one with information from "Mortified Penguin") and put her linguistic skills to the test. She pulls through with flying colors and lets you know that the disk contains coordinates to a secret base, Saulnier Labs, and that the terrorists are planning some sort of attack at a Springfield demonstration.



Ingrid provides you with your next mission objective—Saulnier Labs.

## Objective #4: Escape to the Osprey



From Ingrid's door, assassinate the sniper from behind. After all, that's what he would have done to you.



## Mission 2: U.S. Embassy

Assuming there isn't a big firefight going on and you snuck up to visit Ingrid, you should get the jump on the enemy sniper. Peek outside Ingrid's door with your optic cable and you'll spot him still out on the balcony. You have a clean shot at him, back to you, if you open the door quietly and pull off a headshot. Once he falls, you can move on to the stairs.



### Head downstairs and exit through the back door.

Bolt down the stairs. No one's around so you can actually run for once. On the first floor, the door farthest from you leads back to the courtyard. No need to go back there. The door nearest the stairs leads out toward the docks, and that's where you want to be when the Osprey comes to pick you up.



The first guard along your escape route comes close enough to hit accurately with your pistol.

Exit slowly into the backyard. A guard patrols just ahead of you, and the area outside the door is well lit. Watch that the guard doesn't get a shot off at you right away. If he does, retreat to the doorway for cover and fire back until you've neutralized him.



**Pull out all the stops after you speak with Ingrid Karlthson. You only have three enemies between you and the extraction zone.**

More than likely, the guard will be around the corner to your left in the gloom somewhere. Position yourself at the corner and hit sniper mode to get a better shot. Zoom in to four times or six times magnitude for a one-shot kill.



Switch off the first searchlight.

When the backyard guard falls, head around the corner and straight until you reach a ladder. Climb the ladder to the small wooden platform and you'll see a small control panel attached to one of the supports. Click off the spotlight and jump back off the platform. One light down, one to go.



To make life easier, blow up the outdoor overhead lights before confronting the next guard.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

After you leap off the first platform, you'll see an alleyway off to your left. The last guard patrols on the far end, and he can get a decent shot at you if he happens to be wandering by at the right time. Just to be safe, shoot out the overhead lights and remain in night vision mode. Creep up to the alley and wait for your friend to show up. Level him before he can guess where you're shooting him from in the darkness. If you don't see the last enemy after a minute or so, head for the docks. He might have staked out a spot around there to cause you some grief.



**Pull the switch on the last searchlight and it's smooth sailing to your getaway ride.**

In the second yard, pull the searchlight switch on the platform, just like you did the first time around. Now the big lights have blinked off and your airlift can get in close. Head out on the docks and jump into the lone rowboat to end the mission.



# Mission 3: Saulnier Cryogenics Lab

## Mission 3: Saulnier Cryogenics Lab

Why is one of Sadono's allies at a cryogenics laboratory? That's the question you're going to answer as you track down Shetland's lead to a lab in Paris, France. The bad guys have already broken into the complex, which makes entering easy so long as you don't run into interference from Mortified Penguin's mercenary force. Worst case, Third Echelon can probably swing a free trip to one of the cryogenics tubes if things go horribly wrong.



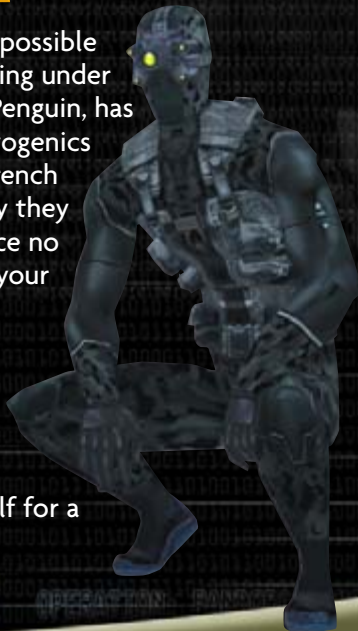
Sadono's forces are on the move, and you have to find the man who will connect you to him.

### Mission Brief



You rescued hostages during your last mission. Now you need track down the information delivered by Shetland.

Sadono's chief mercenary, a possible former C.I.A. operative running under the e-mail name Mortified Penguin, has broken into the Saulnier Cryogenics Laboratory with a gang of French and Syrian mercenaries. Why they would be in this morbid place no one has figured out yet. It's your job to trace their path to uncover their purpose and identify Mortified Penguin. You will encounter heavier resistance as you wade through an entire team of mercenaries. Prepare yourself for a little more fighting.



Guns aren't just for show on this mission.

### Equipment



Take your pick of 11 different weapons and gadgets at the start of this affair.

No complaints on this mission: You have a full load of gizmos to choose from. As usual, you cart along your SC pistol and SC-20K, but you also have access to fragmentation grenades, a wall mine, disposal picks, and a camera jammer. Your SC-20K can fire off a battery of projectiles, including four diversion cameras, three sticky cameras, three sticky shockers, four ring airfoil projectiles and three smoke grenades. You won't need all this stuff, but it's nice to know you have it in case something unexpected rears its ugly head.



You've got two fragmentation grenades and a wall mine for the bigger battles.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

While you scour the labs, try out as many different pieces of equipment as possible. Later on you'll need to choose the correct equipment to escape from a tricky situation, and it's much better to play around with your inventory in the low-danger level labs than it is to mess around with it later. Instead of plugging a patrolling mercenary with a bullet, for example, subdue him with a diversion camera or quiet him down with a smoke grenade. Try to be as creative as possible and it will pay off in the long run.

**[TIP]** Inside a complex like Saulnier Labs which is protected by security cameras, always be on the lookout for surveillance equipment and break out the camera jammer to ensure a little privacy.

## Objective #1: Hack the Lab's Security Terminal

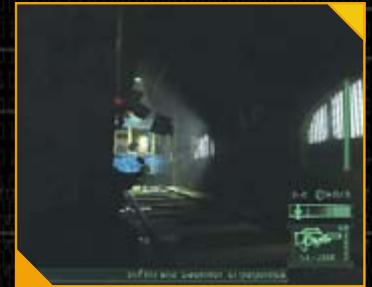


Third Echelon drops you in an old subway tunnel which eventually connects to one of the lab's exterior walls.

At the beginning of the mission, you haven't really fleshed out your objective. You want to identify Mortified Penguin, although Third Echelon isn't even sure he's in the building. You do know he led a mercenary team inside a short while ago. With that in mind, you decide to trail the mercenaries and see what you can discover. Your first objective will be a special computer terminal (though you won't find this out until you've progressed a few minutes into the mission).



In the lower shaft, throw your back against the wall and peek around the corner to locate your first enemy's position.



Drop down the first shaft and into a small side tunnel which leads out into the main subway tunnel. Before you blaze a trail out there and expose yourself prematurely, throw your back to the wall to your left and creep along to the end. At the corner, glance around and you'll spy the first guard down by the subway car.



The most direct approach involves your ever faithful blow to the back of the head.

You can dip into a wide assortment of attack patterns to take out this lone terrorist. The most direct, and least likely to set off the alarm, relies on good old fashioned stealth and a blow to the back of the head. Wait for your guard's patrol to take him to the very edge of your tunnel. He won't see you in the shadows; he turns away at the last instant and begins to pace back to the car. You can now sneak out and grab him from behind. If you're quick, he won't raise the alarm or make a sound to alert his buddies on the other side of the subway car.



The first guard can also fall to a well placed frag, as long as you time it with the passing train to cover the noise.

## Mission 3: Saulnier Cryogenics Lab

For those who don't want to get their hands dirty, try this messier attack. At the corner, pull the pin on one of your frags and toss the grenade down at the guard's feet. He'll explode into a hundred pieces before he can figure out what made the noise. The downside? You just rocked the tunnel with a rather large explosion. Won't all the other mercenaries hear it? Not necessarily. An active subway runs through on a parallel track and makes a great deal of noise. If you time your grenade to go off with the passing train, the train's rumble will cover up the frag's explosion nicely.



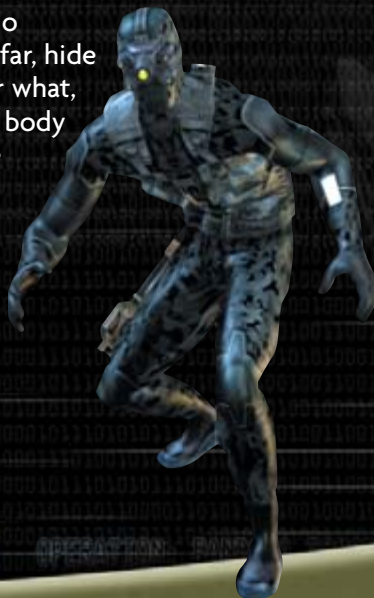
### Shooting the guard around the corner works too.

Your third method of attack is as simple as shooting at the guard from the corner. You don't have to worry about anyone spotting the body right away, so scope him with your rifle while he's walking back to the subway car. Don't try this with the back to the wall move—you can only fire your pistol in that position and it doesn't make for a reliable shot at the longer range you need.



### Hide the guard's body in either of the side tunnels.

Even though you think no enemies will patrol out this far, hide the body anyway. No matter what, there is always a chance the body will be uncovered out in the open, which will result in an upgraded alarm stage. Pull the body over to either one of the side tunnels and dump it in the gloom. No one will find it there.



### The well-lit subway walkway will expose you to two enemies on the far side of the subway car. Take the interior route instead.

Beyond the first guard, you'll come to a well-lit subway walkway. You don't want to navigate it; the lights will expose you to two guards on the far side. It's better to duck inside the subway car and stay out of sight.



### To bypass the debris in the subway car, grab the pole overhead and pull up your feet to cross to the safety of the shadows in the rear car.

Halfway down the car you'll run into debris that will prevent you from walking any farther. No problem. Jump up and grab the pole above again. You can shimmy to the other side if you pull your feet up to slide over the debris.

In the rear car, stick to the darkest areas near the back door (next to the last seat, if possible). Watch out for the train passing by—its light can reveal you if you're not careful. You should hear the two mercenaries discussing the fate of a French guard (who will come into play deeper into the building). After their chat, both will head up the walkway. Remain in the gloom until they approach you.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



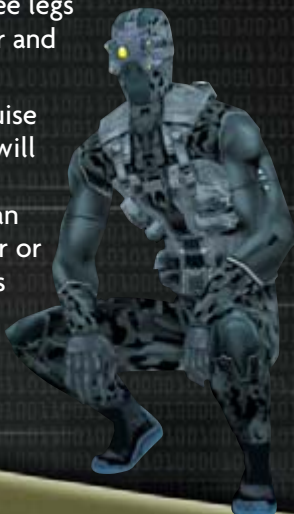
Wait for the two subway guards to split. Take one out inside the car and the other when he returns to see what has happened to his partner.

Dealing with two guards at once can be a chore if you want to avoid an alarm. In this case, one guard marches up the walkway (past your position inside the car) and the second cuts through the back door into the car). Wait for the team to split up—one continues up the walkway, while the second cuts in to investigate your car—before you do anything rash.

**[TIP]** Any one trained Splinter Cell agent can take out two guards by himself. The trick lies in dropping both without setting off the alarm. Try to lure one into the shadows and eliminate him from the cover of darkness, then turn your attention to his friend.

When the guard enters your car, leap up and smash him in the kisser. Try your best not to drop him outside the car. Your strategy is to make him fall into the dark interior of the car, or close enough for you to grab and drag him the rest of the way in. If you don't succeed, when his partner turns back to see what has happened, he will see legs sticking out of the subway car's door and will send up the alarm.

Assuming you successfully disguise your first attack, the second guard will double back after a short while to check on his missing partner. You can either bring him down inside the car or just outside the door. Dispose of his body in the same spot as that of his friend.



Mortified Penguin's boys have blown a hole in the subway tunnels to enter the cryogenics lab.

Head to where you saw the two guards talking. There's another tunnel mouth which includes a burning barrel and a gloomy bend to the right. Follow the bend and the next turn, which brings you back to the left.



The only way through the flaming wall? Blast the coolant pipe above.

Now you know that Mortified Penguin and company infiltrated the lab by blowing a hole through the wall. Unfortunately for you a curtain of flames prevents you from entering in the same fashion. In fact, the flame is so intense it will cause damage just by standing next to it.

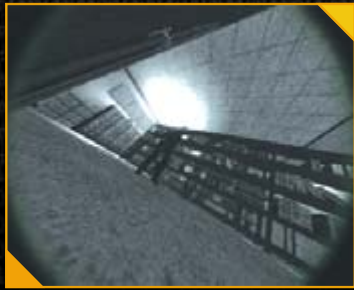
Bust out your gun and take aim at the wheel about midway down the ceiling's coolant pipe. One or two good shots will break the pipe, pouring coolant down on the fire and extinguishing it enough to walk clean through.



You get a brief rest in the research room.

Continue straight until you crouch behind a storage shelf. You've entered a research room with all sorts of material stocked on shelves. Kick back for a second—you don't have any enemies to stress over here.

## Mission 3: Saulnier Cryogenics Lab



**Jab your optic cable underneath the research room door for some revealing pictures.**



**An optic cable view shows two guards in the next room backing each other up.**

Slide your optic cable under the door. It reveals an office full of cubicles and two guards circling the room. The guards walk in a tight pattern—one is almost always in view from your door—and they back each other up. You'll have to time things well to escape unscathed without triggering an alarm.



**Duck into the room and hug the first cubicle wall. Your movement will attract the first guard. After you've dealt with him, hunt down the second.**

**Your default inventory slot should always be your SC-20K. You never know when you'll be forced into combat, and you don't want to be stuck cycling through other gadgets with bullets whizzing by.**

**TIP**

Feed your optic cable under the research room's back door and check out the next room. Sure enough, there's a guard right beyond the door. He patrols a second research room, and his pattern takes him along each shelf, one by one. As soon as he leaves the door area, you can slip into the room and squat at the edge of shadow along the first shelf. Upon the guard's return trip, smash him when he turns the corner on the first shelf. If you do this right, he won't have a chance to do much of anything except take an unexpected nap. Drag his body into the shadows between the first and second shelves.



**Wait at the edge of the first shelf and crack the enemy's head when he rounds the corner.**

Now cross to the other end of the room. A door in the corner leads into a particularly difficult area; catch your breath now if you have to.

Watch the guards' pattern for a minute. Notice that there's a time when one guard walks past the door and turns his back on you for a long stretch. Wait for this guard to reach the far side of the office—and make sure the second guard hasn't started his patrol in your direction—you can then open the door and dart for the closest cubicle.

The movement will probably attract one of the guards to investigate, and that's what you want. To avoid an alarm, you'll want the guards to attack one by one. Attacking two at once might get you shot; if both come at you, spin around the cubicles in hopes of splitting them apart. Otherwise, punch the first guard when he arrives and drop him into the shadows.





# Tom Clancy's SPLINTER CELL

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The second guard might follow, or you may have to hunt him down. Stay in the shadows and weave between the cubicles until his patrol takes him close to you. Don't step into the light or he'll call for backup before you can swat him.



Unfortunately, none of the computer terminals in the office can help you with security access.

Hide the bodies in the center aisle and look for the exit in the far right corner. None of the computers in this area will access security. Keep going.



The locker room offers more ammo and a medical center in case you've had a tough time with the guards.

Exit through the door and enter a deserted hallway. The door here is locked. Manipulate the lock with your lock pick, but don't use your disposable ones—you'll need those later on for doors you won't have much time to unlock. No one awaits you in the next room, a locker room with lab coats, ammo on the floor, and a medical station on the wall.



The lab area looks fine until the mercenaries show up.



The locker room leads into a large lab area. No guards stake out this real estate—yet. Three mercenaries have a scent on you and launch an assault on the room from the other doorway. You have precious few seconds to position yourself before they arrive. Enter the lab area, turn right, and run up the stairs to the darkness in the right corner.



The mercenaries will patrol close, but not close enough to spot you in your corner.

From your corner you will watch the mercenaries enter as a three-man team. They aren't fooling around either. Working off silent hand signals from their leader, they immediately flank out, each one taking an aisle. The topmost guard will walk all the way to the edge of your shadows. Don't shoot him; he won't see you, and the leader will call an all clear if you wait quietly for them to comb the room.



Dispatch both mercenaries with your sniper rifle.

The leader leaves after the all clear; alas, his two men remain behind to keep things safe. Still, two are better than three. Wait for the mercenaries to wander to the far side of the room and lock on them with your sniper scope. Ideally you want both mercenaries inside the same scope shot. That way you can kill one, slide over a hair, and kill the other before the alarm goes up.



Exiting the morgue brings you to the corridor outside the security room.

## Mission 3: Saulnier Cryogenics Lab

Exit the lab area through the curtains on the far side and into the morgue. There's nothing here but dead bodies (not caused by you). Take a left and open the door into the next corridor. You'll overhear the nearby mercenaries. They've cleared out the area and have been given clearance to machine-gun the entire security room and leave nothing behind.



**Before the mercenaries destroy all the security computers, race in and tag them.**

You can't screw around here. Race down the corridor to the open door into the security room on your right. With all the gunfire, the mercenaries shouldn't hear you approach. Squeeze off a burst of ammo and obliterate the nearest terrorist. The second one will probably notice you by now. Use the doorway as protective cover and fire off shots at him as quickly as possible to minimize damage from return fire.



**Finally, you find the glowing red security terminal to help Grim with her data hacking.**

Your time limit is five computers. When the mercenaries reach the sixth computer (the one farthest down on the right and glowing red) and put a bullet in the screen, it's mission over. Clean them up before this happens and you will obtain the access Grim needs to hack into the lab some more.



**Before you learn much from the security terminal, the mercenaries trigger a bomb countdown.**

Grim discovers Mortified Penguin's recent inquiries. Apparently he has been searching a few dead men for information. Before it becomes clear what he's doing, Grim detects a bomb being triggered remotely. You have one minute and 30 seconds to defuse the bomb before your whole floor goes kablooeey.



**Forget about everything else and race to deactivate the bomb. Mow through any resistance in your way.**

Run out the door and head left. At the corner, drop down and pull out your rifle. Yes, you have no time to fool around; however, you must deal with two mercenaries before you can reach the bomb. Snap off a headshot on the first one and kill him with a single shot if you can. The second will charge at you; unload several bursts into him. You can't waste time here, but you can waste bullets.



**You must pick the lock on the boiler room door to get through.**

Up where the two guards were talking, you will notice the boiler room door on your left. Of course it's locked. Break out your disposable lock pick for quick access into the room. Even your regular lock picks will work if you haven't chewed up too much time fighting the guards.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



Deactivate the bomb with seconds to spare.

Enter the boiler room and scan the right wall for a bomb on the control panels. Stand in front of the bomb and choose the “deactivate” option from your interaction menu to pause the countdown and extend your life—at least until the next encounter.

## Objective #2: Access Saulnier's Client Database



The lab's second level adds motion detectors to the party.

Even the empty stairwell will give you trouble as you tackle the second level. At the platform midway up the stairs, a red circle glows in the dark. It's a motion detector. To avoid detection, you must walk as slowly as you can across the platform. Anything above a snail's pace will set it off.



You meet three mercenaries on the second floor. Wait for them to finish their target practice and you'll only have to attack one of them.

Once upstairs, exit through the door, turn left, and pause at the corner. Three mercenaries are letting their machineguns rip in a bit of target practice. Don't attempt to tackle them at this point. After their firing spree ends, two of them continue down the corridor and one turns around to patrol in your direction. Knock him out from within the shadows and drop his body in one of the corners.

**[TIP]**

Carefully examine any guard who carries a satchel. Odds are you'll find a data stick inside with intel on bad guys, technical readouts or even number combinations for keypad locks.



A second motion detector monitors the next hallway.

Walk toward where you saw the two other mercenaries disappear. Another motion detector glows on the left wall. Move slowly past it and pause to examine the next corridor. Two doors line the left side; one door lines the right.



The security control room holds two more mercenaries.



## Mission 3: Saulnier Cryogenics Lab



Aim for the second door on the left (the first door on the left is jammed and won't let you in). Fish your optic cable under the door and observe. Two mercenaries are talking on the intercom and let slip that the guard they're looking for can be found in the "Body Processing room" behind a big vault door. Wait for both guards to look at the TV monitors, then open the door. It's very difficult to do this without alerting the guards to sound the alarm. A little slow and the alarm level will rise to one. Act swiftly however, and all will remain quiet, even after you stick the two comatose guards' bodies in the room's dark corner.



The room across from the control room has surveillance cameras so break out the jammer again.

Exit the control room and cut across the hallway to the door opposite you. Your database computer is inside, but first you'll have to dance through some surveillance cameras. Equip the camera jammer and approach from the right side. Walk down the aisle with the jammer pointed at the camera, then cut along the back wall to the computer terminal in the far corner.



Access the lab's database from the glowing red computer.

Grim sifts through the data for you. You learn that Mortified Penguin checked on eight clients who recently opted for low-end storage devices, the ND133s, or vacuum-powered refrigeration. The ND133s are kept in limited storage—you next objective.

### Objective #3: Recon the ND133s



The door to the next area has a keypad lock. Use the code 2457 that you obtained from the earlier guard's data stick.

Exit the computer room through the nearby door. Outside in the hall to your left, a keypad door blocks your way. The four-digit code, 2457, which you obtained from the earlier guard's data stick opens the door.



Turn off the spotlight in the keypad room to draw in the corridor guard and KO him in the dark.

Enter the next small room. A spotlight shines on the door from the center of the room. Through the bay window to your left you will see a single guard outside the next door. Switch the light off so the guard will become curious and investigate what has happened to the light. Remove the guard from the picture and dump him in an out-of-the-way spot. Before you proceed, heal up with the med kit on the wall and stock up on 5.56 ammunition and the two sticky shockers on the table.



Your third motion detector beam shoots directly at the door with the spotlight.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

Carefully open the door to the hall and walk to your right, past the motion detector directly in front of you. Probe the door to the right with your optic cable. Two guards march up the stairs.



Two guards patrol on the stairs up to the third level.

Don't be fooled. They make it look much easier than it is. Two obstacles stand in your way: a surveillance camera and a wall mine. You can slip past the surveillance camera one of two ways: either short-circuit it with your camera jammer and climb the steps quickly or blow out all the fluorescent lights in the stairs to reduce visibility.



A surveillance camera and wall mine jeopardizes your safety on the third floor stairs.



While under the camera, inch toward the wall mine until your interaction menu pops up with a "disable wall mine" option. Choose it and hope your fingers aren't too tired from all that gunslinging. If all the lights are out, you can remain on the far side of the platform and pass by the mine without setting it off.



Two guards stake out the lab's main street entrance.

Slide your optic cable under the door at the top of the stairs. You'll get a great view of the Saulnier Labs' front lobby with access to the street outside. Two guards have the place staked out and they patrol it in a square pattern. The room doesn't hold too many deep shadows with all the outside street light pouring in, which means you have no great places for cover.



Don't give either guard a chance to call for assistance.

Open the door when both guards have their backs to you, or when the guards are out of sight near the main doors. Slink in to the divider behind the front desk and attempt to take out one of the guards to either side of the divider. The second guard will radio for help; your only hope is to catch him in mid-sentence and cut him off from sounding the alarm.



The door to the limited storage facility requires a password.

When the guards are safely night night, return to the front desk and hack into the main computer. You need the password to the limited storage room, and the front desk computer coughs up the four-digit number 7562.



Brains on the floor means Mortified Penguin escaped with the storage devices.

Head down the main hall directly opposite the front doors to the street. A door on the right with a keypad leads to the limited storage area. Punch in your numbers and enter the room.

## Mission 3: Saulnier Cryogenics Lab

As luck would have it, Mortified Penguin has beaten you to the storage devices. Brains litter the floor; for some reason, Mortified Penguin ditched the brains and grabbed the storage devices. Meanwhile, Third Echelon has discovered that the French security guard locked in "Body Processing" has a cell phone with him, and has managed to take a digital picture of Mr. Penguin. You need that picture at all costs.

### Objective #4: Locate Security Guard's Cell Phone



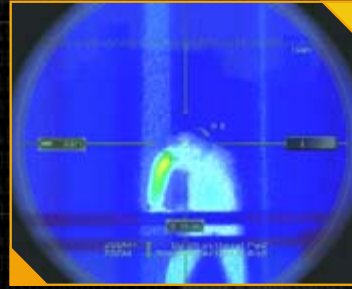
The storage rooms will blind your normal sight, especially in night vision mode. Switch to thermal and tread carefully.

Step past all the brains scattered on the floor and hang a right. At this point if you have night vision on, you might go permanently blind. The light from the storage area is that intense! Even your normal vision will be adversely affected. The only choice is to switch to thermal and navigate by heat signatures.



The mercenaries have set up an automated gun turret to protect their backsides.

Walk slowly into the next room. Beyond the room's curtain, an automated gun turret swivels back and forth. A lone guard patrols the far side. Fortunately for you there's a large storage tank alongside the turret, affording you cover while you sneak straight up to the turret's computer controls.



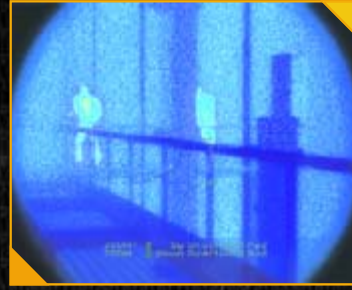
Assassinate the lone guard in this room. You can deactivate the IFF on the gun turret to kill him too.

Now you have a choice: deactivate the turret or switch off its IFF so it will target friendly forces as well. If you switch off the IFF, the lone guard will be shot up by his own turret, though he will probably sound an alarm before he dies. The safer option is to assassinate him yourself with a single headshot, then shut down the turret so you can cross to the far corner.

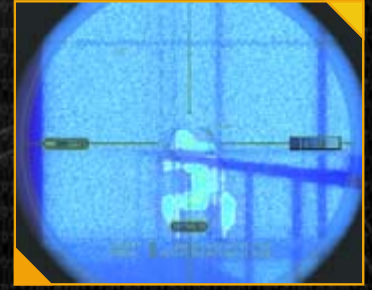


Pick the lock on the door in the corner between the gun turret and the downed mercenary. Beware of the patrolling guards on the other side's catwalk.

The door in the corner between the turret and the mercenary's corpse leads to a catwalk area with two guards. A lock shuts it tight; with no time pressure you can take all day if you like to open it. Once inside, take up a position near the door and scout out for the two guards.



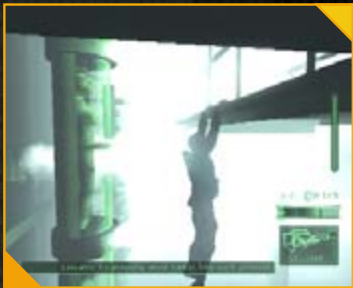
Snipe at the two guards if you want to shoot it out.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

With all the cold mist floating around the catwalk and you with your thermals on, you can heat things up for the guards without a sweat if you'd like to. The problem is, if you snipe one guard, the other will surely crank out an alarm. If you have alarms to spare, this will be the quicker path.



To bypass the guards completely, shimmy along the outer catwalk and dodge the blasts of cold mist.

You probably want to be stealthier than that. Look to your left by the door and you'll notice that the railing doesn't extend all the way to the end. You can drop off the catwalk here, and with a quick turnaround move, grab the outside of the catwalk. Hand hold by hand hold you can now shimmy along the catwalk to the other side. Watch out for the vents spitting cold mist into the room. You'll lose a quarter of your life each time one of these cold blasts hits you. Pause before each blast, then shimmy past the vent spot and wait for the next vent to spout off. Get to the end and you can simply climb up past the two catwalk guards and continue on your way.



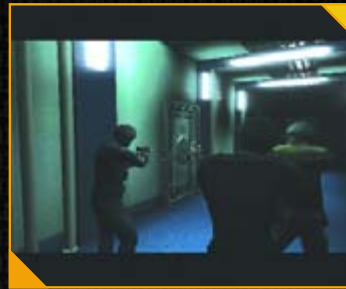
Disable the wall mine and restore your health in the next corridor.

In the next room, a full medical kit hangs on the wall. Don't be too eager to bandage up or they may be removing your organs from the hallway. A wall mine traps the area. Approach it slowly along the right-hand wall and disable it when you get in tight.



Search for the ceiling trapdoor to lead you to the French security guard.

Enter the room by the wall mine. To your right, in the ceiling, a trapdoor leads to the ventilation system. Climb up on the cabinet and through the hole. A single left turn will bring you to the French security guard's vault in Body Processing.



While the mercenaries try in vain to open the vault door, you sneak in from above.

However, to eventually get out of the area, you'll have to go straight through the air vent. Notice that a blast of coolant air, like that found earlier in the catwalk area outside of the ND133 area, blocks your escape. You can't shoot it. You'll have to figure out another way past it.



The coolant vent blocks your escape.



## Mission 3: Saulnier Cryogenics Lab

Inside the vault area, the security guard hands over his cell phone and you run Mortified Penguin's picture through the Third Echelon databases. They pinpoint his name as Norman Soth, believed to be ex-C.I.A. or deep undercover. Before you can figure a plan out of the vault with the guard, the mercenaries outside decide to blow open the vault door.



The security guard gives up his cell phone and you get your first look at Mortified Penguin, a.k.a. Norman Soth.

You have a choice when the mercenaries decide to blow the vault. You can let them do it. The resulting explosion will kill the poor guard, so it's just you who slips out through the ventilation system. Or you can stop the mercenaries by climbing up into the air vent and blasting the exploding barrel yourself. Same result, but at least you tried to save the poor guard.

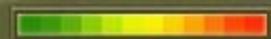


Shoot the mercenaries in the hall and you won't be able to get out of the air vent. Blow up their barrel instead.

After the explosion, hang a left in the vent and drop down through the next opening. A short walk out to a back alley brings you to the extraction zone. Third Echelon might not have the full skinny on Norman Soth yet, but thanks to you, Grimsdottir has successfully traced him en route to Nice under the alias Jonathan Poindexter. Looks like it's time to ride a train.



Drop through the final hole and outside to freedom.





# Mission 4: Hesperia Railways

Who do you trust? On this mission, you just don't know. You're on the trail of Norman Soth, your Mortified Penguin friend from the previous mission. His cover is so good, and with time scarce, the data you have can't determine whether he's friend or foe, C.I.A. or ally to Suhadi Sadono. You're about to meet up with Soth and play a dangerous game. You can't blow his cover, but you must figure out what game Soth plays before you expose yourself to the wrong people.



Sadono makes the world news in his bid for global chaos.



Soth is your target. Navigate the train until you find him.

## Mission Brief



Darah Dan Doa's forces mount as Sadono rallies the Indonesian people.

Mortified Penguin, a.k.a. Norman Soth, is either friend or foe. Third Echelon can't figure out which; Soth's cover lies buried in lies and half-truths, it's impossible to know if he serves the C.I.A. or has used his valuable training to turn against his country.



## Equipment



A faithful SC Pistol will take care of any pesky problems. If you plan your route correctly, you won't need it until mission's end.

You know when Third Echelon just gives you the SC Pistol that the mission will solely be based on stealth. As you would guess, a mission that navigates through a train full of mercenaries has to emphasize stealth or you'd be killed as soon as the first mercenary decided to trigger off a few bursts and trap you in a train car. Hold on to the pistol until mission's end when you can fire if need be to defend yourself.



Hold on to your laser mike for a very important phone conversation you'll need to tap.

## Mission 4: Hesperia Railways

A new toy, the laser microphone, comes into play for your train ride. The laser mike can monitor voices and sounds from afar. Just point the laser at a surface, such as a windowpane, near the conversation and you'll record the whole thing. It's essential for overhearing secrets or capturing sounds in difficult places, like a keypad passcode in a room teeming with guards.

**[TIP]** While operating the laser mike, make sure you aim directly at the conversation you want to record or you'll only catch snatches of sounds that might amount to garbled garbage.

### Objective #1: Question Norman Soth



You can only go forward on the train.

Your mission begins, thanks to the marvel of modern technology and helicopters in particular, on the train's back car. You have nowhere to go but forward, so let's plan your best route.



The first trapdoor drops you next to a storage rack.

Notice a trapdoor on the roof of the car directly in front of you. A peek with your optic cable reveals a shadowy interior stacked with all kinds of junk, including a bicycle and some suitcases. It appears to be a storage compartment.

You could drop down here safely. No one occupies this back car; it's a safe zone of sorts. However, we're going to sneak ahead a bit.



The second trapdoor drops you next to a barking dog.

Move forward along the top of the car until you reach the second trapdoor. Peering down inside shows you the second half of the storage car. If you look very closely, you'll see a cage, and in that cage a very unhappy dog. Drop down inside the back car at either the first trapdoor or the second and you'll have to deal with a yapping dog. Why take the risk of someone overhearing the racket? Instead, press on to the second train car.



The second train car houses a locked security area. Unfortunately, you're stuck on the inside of it.

You can jump down safely off the roof at the juncture between the first and second train cars. No more roof jaunts for you; it's time to head inside away from the screaming wind and whipping lights.

Move inside and stand in the shadows near the door. A quick observation shows a security cabin, complete with a locked fence at the other end and a guard watching over this "secure" area. Unfortunately, your point of entry has put you *inside* the security cabin and you must get past it.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



Hide the guard's body in the back of the car. Now you can look for the floor trapdoor in peace.

Alternatively, you can try to slip by undetected. This is much more difficult. You must enter the half-lit area at the front of the car and wait until the guard preoccupies himself for a few seconds. Dart for the trapdoor in the floor, open it without hesitation, and duck down.



Cause a disturbance to draw the guard into the security cage and subdue him.

You can attempt this one of two ways. The first requires that you draw the security guard into the locked area. Cause a disturbance—make a quick dash into the light and then out again, or create some noise in the back of the car—and let the guard know something is there, without knowing exactly what that something is. He will enter the locked area to investigate.

Position yourself on the side of the central storage rack opposite the guard. When he enters the dark area at the back of the car, pop him in the head. He's a lightweight; one strike should bring him down. Be sure to hide his body back in the shadows.



Believe it or not, you must crawl along the underside of the train to reach the third car.

Now for the insane part—you have decided to crawl along the underside of the train. The slightest mistake and you'll go splat like a ripe tomato on concrete. Wiggle down to the underside pipe and shimmy along to the front of the car. Take your time and don't go too far or you'll miss your trapdoor entrance back up into the car.



You can also try to slip by the security guard and down through the trapdoor.

Now you're free to search the front of the car. Sure enough, a trapdoor lies in the middle of the floor right in front of the security window.



Before you climb up from beneath the train, search the next car with your optic cable. You must wait for the guard to leave before proceeding.



## Mission 4: Hesperia Railways

When the interaction menu appears to give you a chance to head up into the car, don't take it immediately. A guard likes to wander in and take a smoking break, so if you head up at the wrong time, you'll come up right between his legs. Feed your optic cable through and monitor the car. No guard: head on up. Guard: wait until he opens the door and ventures back toward the Coach cabin before you can push through the trapdoor.



**Unlock the train's side doors from the corner control panel.**

Inside the small room, search the walls until you find a control panel in the corner. The controls unlock the train's side doors, which will prove useful in a few moments. Only one door leaves the area; stick around too long and you could set off the alarm. After the side doors are unlocked, exit through the door and duck into the shadows immediately to your left.



**Duck around the corner to avoid the passengers in Coach spotting you.**

The shadows will keep you safe. Had you gone right, you would have entered the Coach cabin where a bunch of guests partake in some rest and relaxation.

Grim chimes in on your communication channel and lets you in on some more bad news. Two of the passengers in Coach purchased tickets linked to Soth, which means they're part of the terrorist group he's running around with. Lambert warns that lethal force is not an option, and you can't slip through the bright lights of the cabin without being seen—plus, walking up the aisle would be a dead giveaway too—so you must find another way.



**Head back to one room car and three possible doors. Straight ahead leads you back to security storage and a dead end.**

Retreat through the door behind you (the one in the shadows). It's a small connecting room with a map of France on one wall. Stand in front of the map. You have side doors off to your right and left, and a regular door straight ahead. If you head straight, you'll find yourself staring back into the security room from where you started the mad crawl on the train. The right door opens up to the rumbling train wheels and rolling terrain. Jump out that door and you'll break your neck and have to call it quits, whether you want to or not.



**In the map room, the left door allows access to the roof.**

The left door is the one you want. Like its opposite counterpart, it too leads to the outside and sudden death if you fall. Unlike its counterpart, a railing runs up the left side. You can grab onto this railing and hoist yourself up to hold on to the lip running along the roof. Dodging the whipping winds and other passing trains which threaten to suck you off your ride, you must cross the train's exterior inch by inch.



**One mistake and you're road kill on the train tracks.**

# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

Hold on for dear life and start shimmying along the train's side. If you hang down past the passenger windows, all your movements will be clearly visible to anyone glancing out the window. You should pause before each window and scout out who's inside. When no one decides to sightsee outside the moving train, you can cross to the next safe zone—either a windowless wall or curtained window.

**[TIP]** It may be unnerving on the outside of a train, but don't rush past the passenger windows. You must time your crossing perfectly to avoid curious travelers spotting you through the glass.



Hanging on the outside of the train, you must shimmy past all the travelers in the Coach car.

Begin your journey handhold by handhold. The first three windows are a cakewalk. No one sits in the first compartment and you only have to wait a few seconds for the man by the second window to sit down and ignore the window.



The woman at the fourth window gazes out at the passing scenery. When she reclines her head for a rest, make your break.

The fourth window can be a problem. A woman sits in the seat to the left of the window and gazes out. You can't pass while she's looking out the window, and she stares for a long time (watching the scenery, admiring her reflection; at one point, she even breaks out her lipstick and puts it on, using the window as a mirror).



When the man at the next window scratches his head, you can pass.

At the next window, a man sits in the right-hand seat. He stares straight ahead. Cut across the window however, and he might spot you with his peripheral vision. Study the man's gestures for a hint on how to get by unnoticed.

The man pauses periodically and scratches his head. When he raises his hand to the side of his face, the hand blocks his view of the window. Make a break during that split-second and you can pass without incident.



You made it past the Coach car and the way looks clear through the next hallway.

Shimmy to the next door and you're home free—for now. Climb inside and continue forward through the door. Don't go back to Coach class unless you've given up on being a spy and want to kick back in a recliner. When you get to the connection room with the sliding glass doors, slow down.



After the train conductor leaves the next hallway, you can begin your search for Soth.

## Mission 4: Hesperia Railways

Through the second glass door, you spot someone standing in the corridor. The train conductor talks to a passenger who has lodged a complaint about the noise level. Remember, these are glass doors and the conductor can spot you through them in the well-lit room. Don't cross in front of the two men until you see the conductor disappear down the long corridor. It's safe to open the door only after the conductor moves to a different part of the train.

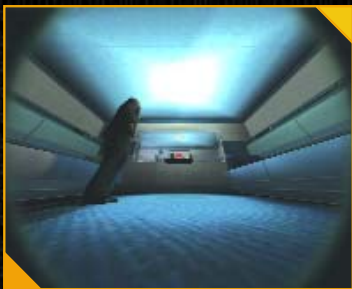


Subdue the first man in the sleeping car. You don't want him raising the alarm.

Third Echelon broadcasts some more intel, which leads you to figure out that you can trace Soth by his prosthetic leg (it will show up a different color in thermal vision mode). Now you have to go door-to-door and try and weed him out.

**[TIP]** Always hide a body where your blinking visibility cursor tells you. Even if the body appears better hidden elsewhere, the cursor will not lead you astray.

The first door in the sleeping car stands wide open. A man reads his book on the bed, but he's not too intent to miss you. Rather than have him raise the alarm, run in there and sock him in the mouth. He goes down with one punch; the hard part is hiding him. The bed and floor won't do; too much light. Ironically enough, you must drag him out into the shadowy corridor and dump him in the darkest spot next to his door. No one will find him there, at least not until after you've finished the mission.

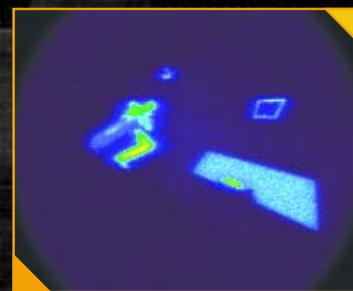


Avoid the second passenger in his sleeping quarters.

Slide down the hall to the second compartment. Your optic cable reveals a man pacing his room. You can enter and knock him cold if you like. There's no reason really, since he will stay inside the whole time and not bother anyone. In fact, you always run the risk of raising an alarm if you do attack him. (If you can't take out a normal passenger, though, you're in trouble when armed terrorists arrive.)



You score at the third door. Flipping to thermal vision reveals Soth's prosthetic right leg.



Norman Soth sleeps in the third compartment. Click on thermal vision and slide your optic cable under the door. You can see Soth and his irregular heat signature seated to the left of the door. He's sound asleep so go ahead and enter.



Wake up Soth and question him on his ties to Sadono.

You wake up Soth to speak with him. He doesn't reveal too much. Soth claims the C.I.A. wanted a military presence in Indonesia and that he was part of it. You ask him about his handler, and when he gives you a name, Third Echelon immediately runs a background check on the name. It turns out this particular contact has been out of the picture for a year and a half, so you know Soth's lying.



One of the mercenaries tells Soth he has an important phone call.

Before you can trip Soth up and get him to say something useful, a mercenary knocks on the door and tells Soth he has a phone call from the boss. Soth urges you to stay hidden so as not to blow either of your covers. He then leaves the room and talks to the guard outside the door.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

Stay down in the shadows while the door remains open. The mercenary will spot you if you move too much. When the door closes, you can speak with Lambert without worrying about a gunshot wound.

## Objective #2: Record Soth's Cell Phone Call



A countdown commences. You have 45 seconds to trail Soth and get in position to tap that cell call.

While Soth chats with the mercenary outside his room, take advantage of this distraction to hack into his computer system. The information contained there will help Third Echelon figure out what's going on around the mysterious Norman Soth. Meanwhile, Lambert gives you the go-ahead to trail Soth and record his phone conversation with your laser mike. A 45-second countdown commences. If you don't set up your mike in that timeframe, you'll miss your opportunity and abort the mission.



Hack Soth's laptop after he leaves.

After you hack Soth's computer, slide an optic cable under the door and watch the conversation between Soth and the guard. Soth tells the guard to head to the bar car, and they walk off to the right. Don't step out into the corridor until they're gone from sight. Try to avoid going too fast or you'll bump into them and the gig is up.

**TIP**

Don't rush to record Soth's phone conversation. The 45 seconds will be enough time to set up and avoid the guards.



Head to the bar car and avoid the guard by the door.

Follow Soth and stop outside the bar car door. (As usual, rely on your optic cable at each door to scout ahead and avoid detection.) The bar lies to your right, with one guard staking out the wall to the left. In the back, left corner, Soth begins his cell phone call behind a glass plate. A second guard hangs out in the back right corner.



Laser mike Soth's call.

So long as the front guard isn't looking at your door, you can enter the bar area. Step to your right and into the shadows cast by the bar itself. Equip the laser mike and inch out to your left to zero in on Soth's conversation. You must aim the laser mike at Soth's mouth to pick up the full conversation. Anything short of that will result in a garbled transmission and only bits and pieces of the whole talk. You need everything, so hold steady on his cell and don't move.



Step into the bar's darkness and avoid Soth and his henchman. You still have one other guard to worry about.

## Mission 4: Hesperia Railways



When you get the okay from Lambert that the transmission has been captured, duck behind the bar and wait for Soth and one mercenary to head back toward Soth's room (probably to do something about you). During this time, Lambert will order you to exit the train. You haven't grabbed the traitorous Soth, but the mission is a success anyway—if you get off the train in one piece.

### Objective #3: Escape the Train



**Whistle the guard over to the bar and take him out quickly.**

While Soth wanders to the back of the train, Grim runs the stolen transmission through a translator and comes up with some partial facts for you. The phrases “Springfield demonstration,” “80 percent plus fatalities” and “daily phone calls to delay release” were exchanged between Soth and his boss, Sadono. All the phrases sound ominous, and it'll be up to you to unravel the mystery surrounding them.

Now take on the guard in the bar car. You can't shoot him even though he's a prime target. Lambert hasn't given the order for lethal force yet (but he will after you leave this car). Instead, creep out to the shadow area and whistle for the guard. He'll approach and you must sock it to him without missing a beat or he'll sound the alarm. The guard weighs in heavy; one punch will not bring him down. Hit him once in the face to stun him, then swipe him from the side to finish the job.



**Scout the other side of the bar door.**

Cross to the other side of the bar car. While you pass through to the other door, Soth announces over the train's loudspeakers that they're getting off the train and that you should be shot on sight. You contact Lambert and get the okay to use lethal force in your next encounter.



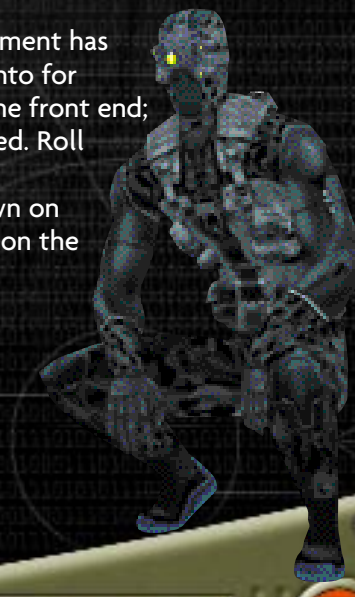
**Draw your pistol and get ready for a sneak attack.**

And your next encounter is now! Enter the front car and it will trigger an attack from behind (the mercenary who left with Soth has doubled-back around to surprise you from the rear). Before you can even reach the trapdoor Lambert spoke of, the mercenary opens the door you just came through and starts firing. If you aren't prepared for this move, you will be gunned down in seconds.



**Shoot your assailant so you can climb the ladder to the train's roof.**

Luckily, the front compartment has lots of alcoves you can duck into for cover. Don't try the door on the front end; it's locked and cannot be picked. Roll into one of the niches or side walkways past the ladder. Down on life? Refresh with the med kit on the wall next to the ladder.





# Tom Clancy's **SPLINTER CELL**

## **PANDORA TOMORROW**



**The Osprey arrives to pick you up at the back of the train. An enemy helicopter wants to gun you down first.**

You have to be in tight for your SC Pistol to aim accurately. From the first two alcoves, you can snap off a headshot and decommission the bad guy before he walks through the door. Farther down, you can aim from either of the side walkways and lobotomize him while he approaches down the only aisle.

Sometimes you won't be fast enough to reach the front compartment. Instead, the second guard will attack you in the bar car. If he does, draw your pistol there and pop off a few headshots to bring him down before you head to the ladder.



**Fortunately, your pistol doesn't have to go head to head with the enemy 'copter. The Osprey's guns take care of it.**

Climb the ladder and unlatch the trapdoor to the roof. An enemy helicopter hovers alongside the train with its sights on you. When you try to reach your extraction point at the back of the train, the helicopter's machineguns chip away at you. Run toward the Osprey at the rear of the train, and each time the helicopter shoots at you, roll to minimize your exposure. Be careful not to roll off the edge or you'll break your back.

Your pistol against the helicopter's arsenal would leave you a few years short of retirement. The Osprey, your ace in the hole, comes to the rescue with a burst that causes a fireball to spit up from the enemy helicopter as it veers and crashes in the neighboring hills.



**Hop on board the Osprey and complete the mission.**

Your last task is to reach up and grab the Osprey's rope. Safely tucked inside the allied bird, you can stew over the fact that you had one of the terrorists in your hands, Sadono's second-in-command as it turns out, and you let him go. If any more deaths occur, it's going to get personal.



# Mission 5: Jerusalem Street Market

## Mission 5: Jerusalem Street Market



On an one-alarm mission, explosives should be kept out of the picture until Lambert gives the all-clear sign for casualties.

It's true you can buy anything on the black market. Norman Soth has tested the theory and purchased an unknown biological agent on the black market, and Third Echelon has linked the biological attack to the aforementioned "Springfield demonstration." To prevent Sadono and Soth from unleashing a catastrophic terrorist blow to the United States, you must branch out your search to the streets of Jerusalem and team up with Israeli intelligence. By pooling resources, you might actually get ahead of the Darah Dan Doa, instead of always one step behind them.



The streets of Jerusalem serve as home base this time around.

## Mission Brief



The Darah Dan Doa make the newscasts again.

Third Echelon plants you in the Geula District, a Jerusalem street market during the day, just abandoned streets at night. Following a lead linking Sadono's planned "Springfield demonstration" to the black market, you need to rendezvous with Israeli intelligence agent Dahlia Tal to infiltrate the black market and discover more about the unknown biological agent.



Due to a nationwide curfew, the streets stay relatively deserted. Perfect for stealth maneuvers.

The Israeli government has ordered a curfew, which works to your benefit. With fewer civilians around, you can comb the streets with ease. Be on the watch, though, for the police force. Security is anything but lax in this area, and the local cops won't take kindly to an undercover U.S. agent decked out like an entire regiment.

## Equipment



You only have one choice at the mission's start: your pistol.

At first, you can only call upon the SC Pistol to aid your mission. Not that you'll want to use it on the Israeli police, but it's an option against any thugs you might happen upon.

Your SC-20K, a big part of the mission later on, has been modified and you'll have to pick it up from a Third Echelon ally (refer to Objective #1). You can add other gadgets and ammunition to your inventory as you proceed through the Geula District. A sticky shocker here or there might not make a huge difference. Then again, when your situation calls for a non-lethal, long-range attack, it might make all the difference in the world. Don't hesitate to grab and use the freebies hanging around.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



You can collect extra equipment throughout the mission.



You don't have a weight limit on your inventory. Picking up extra ammunition and explosives may help later and never slows you down.

## Objective #1: Recover your SC-20K



Speak with Coen at the insertion point to learn about the curfew.

Down on the lower street level, you meet up with Coen before the mission heats up. Your faithful Osprey pilot tells you about the curfew in Jerusalem and wishes you luck. You can wander around this lower level, but there's nothing to really do or see.



Climb the stairs to the first street corner and hide from the police officer.



Walk up behind the officer, conk him on the head, and drag him out of the light.

Return to the corner and examine the main street. Stores line both sides; they might appear full of possibilities, and maybe during the day you could discover a million and one delights, but at night everything is closed up and barred from your passage. Return to the corner and examine the main street. Turn left to see an open door with a civilian inside. You can pass him using a SWAT turn on his door, and avoid him to shoot.



You can slip into night vision whenever you need to see more detail.



## Mission 5: Jerusalem Street Market

It's a long street, though, and you have a police officer patrolling the avenue every minute or so. You can't outrace him to the end; no matter how you approach the far side, you will have to go through the second officer. Best to come up with a plan.

Scan ahead on your right. About three-quarters of the way down you'll see some stacked crates just high enough to hide a crouched Splinter Cell agent. When the police officer is out of sight, run for the crates and hunch down in the shadows. You have to slide around and get into the correct spot, otherwise the officer will spy you from the light washing over the area.



**Scurry behind the stacked crates and grab the second officer from behind.**

The officer will eventually pass, and if you're well-hidden, he will keep going. Slip out behind him and catch up from behind. Don't move fast enough for him to hear, but don't crawl so slowly that he'll turn on you. Grab him and slam him with your gun butt if you can. If not, a right hook to the jaw will be in order.



**At the corner before the courtyard, sit still until the third officer shows his face.**

Taking down the third officer will prove the most difficult. At the corner past the second officer, study the layout. You have a streetlight directly in front of you and one in a side tunnel about halfway down on the left wall. The third officer patrols this tunnel and will only pop his head out to quickly survey your current street. That means you must go in after him.



**Without letting the civilians see you, hide in the tunnel and clobber the officer on his return trip.**

Circle down to the tunnel after the officer leaves. Give him time to reach the other side of his patrol route. After 10 seconds or so, you should be safe. Dash through the brightly lit section of the tunnel and around the corner into the gloom.

**[TIP]** No matter how close the courtyard civilians come to the shadowy tunnel, they won't see you.

You should now be facing a large courtyard. Two civilians talk in the far corner and eventually make their way to sit at the bench next to the tunnel's mouth. They won't see you if you sit tight. The third officer's path steers him directly toward you in the tunnel. You won't catch him from behind unless you're very skilled; more than likely, you'll need to stand up and knock him out with one or two chops to the head. You can avoid both policemen and civilians by walking slowly on the shadow on the left, along the wall.



**Pause by the steps and watch the fourth officer pass.**

Cut across the courtyard, ignoring the comments by the two civilians. You can go through the street using a pipe and zipline on the dark corner. You can then follow the ledge and fall down just behind the boxes. Make sure you crouch while landing to avoid noise.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



If the officer passes to the alley, you have a great angle on him from the barrels.

Sneak up to the edge of this next streetlight. Tread carefully to the corner and trigger the conversation between the police officer and the civilian sitting in the park. The officer insists the civilian leave, and the man will do so as asked, after some debate. You now have two options to deal with the officer.

You can retreat a bit and position yourself in front of the barrels behind you. In this manner you can remain in pitch-blackness and move to within easy striking range for the officer's next pass. When he returns and walks past you to the right, walk up behind him and perform a grab maneuver. You can dispose of the body among the crates in the right-hand alley.

You can also get in position while the officer and the civilian argue. Roll around the corner and into the shadows (you must minimize the time you spend in that bright light at the corner). Slip through the trees, staying in the shadows, and slip up behind the officer. Eventually he will continue his patrol among the shadows beneath the trees. Grab him from behind and drag him to a darker spot to put him down. Forget about the civilian; there are no more police officers for him to complain to. Alternatively, you can avoid being seen by the policeman by staying behind the boxes in the dark. Just turn your back to the boxes and perform a SWAT turn between them.



Sneak through the trees and grab the officer in the park.



From the cover of trees, look out to your left. You'll see a grocery store awning in the corner. Follow it to the inside of the store. No one is home upstairs, but a curtain conceals stairs leading down to Saul Berkowitz's cellar, where all the action will begin shortly.



The grocery store inhabits the corner of the park.

Two thugs are in the process of robbing Berkowitz when you arrive. From the steps' shadows you can see one at the base; the other one threatens Berkowitz (out of sight to your left). Pull out your pistol and kill the first thug with a headshot. To aim more precisely and secure the shot, you can use the laser aiming of your gun.



The first thug guards the bottom of the stairs.

Attacking the first thug presents a predicament. The second thug immediately grabs Berkowitz and uses him as a human shield. You have one, maybe two, shots at him before he executes Berkowitz with a bullet to the brain. You must brain the ruffian first with a perfect kill shot to the head. Take your time with the shot; a few millimeters off and you'll kill Berkowitz instead.



Only a perfect shot will stop the second thug from executing Berkowitz.



## Mission 5: Jerusalem Street Market

If you don't like the odds of a kill shot, you can try and race up to the thug. After the first thug falls, and while the second thug is seizing Berkowitz, run to the other side of the cellar and punch the thug. As long as you stun him, you can elbow him in the head to bring him down with a second shot. If you don't stun him, he'll kill Berkowitz.



**For you martial artists in the audience, you can also disarm the second thug with a physical attack.**

Assuming you make it through both thugs, Berkowitz thanks you for saving his life. He rewards you with your own gun—the SC-20K in better than ever shape. With the gun back in your hands, Lambert fills you in the next step of your journey. You must rendezvous with Dahlia Tal, a Shin Bet agent in deep cover with local terrorist cells. She will lead you to the mercenaries with which Norman Soth has been dealing.



**Berkowitz presents you with the SC-20K as a small repayment for saving his life.**

Before you leave, relieve Berkowitz of his extra store of ammunition. He has two ring airfoil rounds and two sticky shockers for you. If you want some practice with your new gun, speak with Berkowitz and he will lead you to a “discreet area” where you can fire all you want without interference from civilians or the law. You will learn to hold your breath, and how to select and fire a secondary weapon.



**Snatch up the extras Berkowitz hides too.**

## Objective #2: Meet with Dahlia Tal



**Climb the street pipe to access the market zip line.**

Before you depart the grocery store area, there's one more guard that you should deal with to make life easier. A mercenary paces the upstairs room in Berkowitz's building. He only shows his face at the window facing the main street (not the park side) and only if he hears noise close to the window (he has the TV on loud).



**Surprise guard at the window with a sticky shocker.**

Retrace your steps back toward the courtyard. In the corner before you head back into the courtyard, a drainpipe juts up the wall. Climb the pipe and at the top, hold on to the zip line, which will zoom you back down the street you just came from. The big exception, of course, is that you're higher than all the awnings and because of this, the zip line deposits you on the ledge by the guard's window.

Drop off the ledge and down on the awning top. Switch to your SC-20K and make sure you have a sticky shocker ready. You can't fire real bullets here or the mission ends (no casualties allowed here). When the guard peeks out the window, plant the shocker into his forehead. No more problem.



# Tom Clancy's SPLINTER CELL

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Head past the barbed wire to begin your search for Dahlia Tal.

Leap off the awning and head down the alley with the barbed wire. On the other side of the steps, notice the shadow of a man in the light. A civilian stands behind the gate, opposite a side passage with a police officer on call. If you move quicker than in slow-stealth mode or step into the light (which crosses the whole street), the civilian will yell out a warning to the officer.



A civilian will warn the officer in the next alley if you cross into the light.

Rather than bypass the civilian, crawl along the right-hand wall and keep to the shadows as you duck into the side passage with the police officer. The shadows are dark enough for you to creep right up in front of his face. Don't try to go around him, just go through him. Two forearms to the head will slump him, and then you can cart his body farther down into the safety of the dark tunnel.



You get a great view from the plaza. However, that's all you get—you can't make the jump to the nearby rooftops.

The side passage the officer was guarding leads into a giant plaza. It's empty, though you can hop up on the ledge for a spectacular view of the city. The nearby building roofs might look tempting. Try a leap from here and you'll only end up in the hospital, and useless to Third Echelon.



Three civilians block your path on the next street.

At the next corner, you may not want to linger as you normally do to scout out the territory. This corner has a street-light and the civilians in the area have great eyesight. Hang out here too long and they will spot you. It's better to turn the corner quickly and dive into the shadows a few steps away.



You must remove the civilians to pull off your end-run past the police force.

The three civilians (two woman and one man) stroll up and down the street. If any one of them spots you, they will run for the police (around the corner and down the street). Should this happen, the officers will be on high alert and you won't be able to pull off your next maneuver.

Rather than have that happen, grab the civilians one by one as they enter the shadows. One punch knocks them out, which is on the plus side, since they all have the speed to outrun you if you're not careful.



To bypass the next two officers, climb the drain and head up to the rooftop.

## Mission 5: Jerusalem Street Market

Walk down to the corner and a peek will reveal the two police officers talking at the foot of the street. You can't approach them through the street shadows. They will catch you if you continue down the road.

Take the alternative route. On the edge of the shadows near the corner, a drainpipe runs up the wall. Climb it to the roof ledge above. You can cross the roof ledge for a short distance, but then you run out of real estate. Where do you go?



**At the end of the ledge, hang down and drop to the ledge below.**

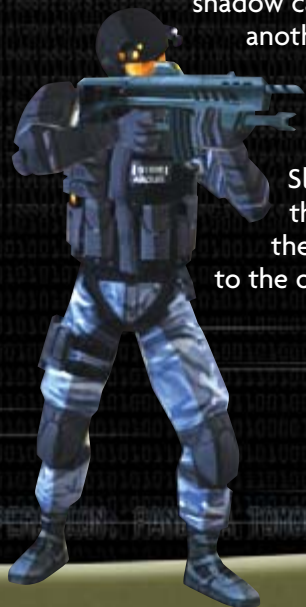
Hang off the roof ledge at the very end and let go—have faith, you're not going to fall to your death! There's a window below the roof ledge, and as you fall, you automatically grab hold of the small window ledge. Climb inside the room where a sleeping man lies still in his bed.



**Inside the room, watch that the civilian on the opposite porch doesn't blow your cover.**

If you're quiet, the man in the bed won't stir. Your objective is the window to your left, but judging from the shadow cast through that window, you have another visitor. A second civilian stands out on his porch and gazes right at the window you need to reach.

A little patience pays off. Slide up to the window and monitor the man. After a short time, he leaves the porch and this gives you a free pass to the outside again.



**Hang outside the second window until the two officers leave the corner. Catch the next ledge down on the "freefall elevator."**

Jump up on the second window and hang down from the ledge. The two police officers at the corner will leave and continue down the street. You'll have to encounter them later, but at least they're out of your hair for now. After they set up down the street and out of sight range, drop down to the next window ledge and then down to the street. Welcome to the "freefall elevator."



**Shoot out the light near the stained-glass windows and eliminate the circulating officer.**

Watch your shadows and lights in the next section. Pay attention to light emitting from windows (which you can't do anything about) or streetlights (which you can do something about). Creep down to a position where you can see the two corner officers, who have now struck up a conversation farther down the street. A third officer patrols the building with the blue stained-glass windows. You will have to dispose of him first.

Shoot the one streetlight at the nearby corner. The only light in that corner should now be the blue light coming through the stained glass. The two other officers farther down won't investigate; the third officer will continue his patrol route through the new darkness you've created. Swat him from behind and drop his body to either side of the blue light of the window.





# Tom Clancy's SPLINTER CELL

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**Access the tiny alley and surprise the two officers from the side.**

Proceed past the stained-glass windows and search for the small alley to your left. Jump down to the next level and head to the end of the small alley. From the corner you can see a dark area with the two officers talking just beyond the pillars. Whistle to attract their attention and then duck back behind one of the pillars or to the alley corner.



**Whistle to the officers and wait for them to split up before you drop them.**

Both officers will investigate together. Though not impossible, it's extremely difficult to take out both at the same time without raising the alarm. If you watch their investigation pattern, they will approach about halfway and then split up. Once they split up, you can attack each separately and minimize the risk. Deposit their bodies out of sight in the small alley.

Turn right past the location where the two officers were speaking and watch out for a lone officer patrolling the church grounds to your right. You can dodge him easily. Wait for him to disappear around the far corner on the far end of his patrol route and continue on your way.



**Dodge the officer patrolling the church grounds.**



**Quietly sneak behind the next officer and climb the drainpipe.**

Peek around the next corner to your left. (If you turn right at this intersection, it leads to a dead end next to the church.) At the end of this alley, an officer stands with his back to a closed gate. It appears to be a dead end, but it's not. A drainpipe to the right of the officer grants access to the roof. Quietly approach and climb up the drainpipe.



**Cross the roof to ride the zip line to the far side.**



Up on the roof, crouch and walk across to the wall. Jump up and grab the top ledge from where you can access a higher rooftop. Cross this rooftop and drop down on the other side.

A zip line connects this building to the one across the open plaza. Walk out on the wooden platform (past the stone wall) and leap up to ride the zip line. You should be able to cross without a problem.

## Mission 5: Jerusalem Street Market



Rappel down the wall, mindful not to attract the officer's attention.

On the far side, search for a vent you can hook your rappel cable to. Rappel down the side of the building slowly. An officer can see you from his position on the street. Move too quickly or make too much noise and you'll be caught right before you meet up with Dahlia Tal. Take things smoothly and you'll successfully complete the second objective.

### Objective #3: Trail Dahlia Tal to the Shoshana Warehouse



Speak with Dahlia Tal at the wooden fence.

You meet up with Dahlia Tal at the wooden gate in the start of this section. She tells you that Soth bought a biological weapon from the Syrians and provided them with a mound of cash and a storage device (no doubt the ND133 he stole from Saulnier Labs). She promises to lead you to the Syrians if you keep a low profile and don't allow yourself to be seen near her.



Remove the first officer in this section and you can let the civilians run for their lives without repercussions.

Your job is to follow Dahlia Tal. You need to stay close enough to track her, yet far enough away so that no one sees you together. In fact, it's best if no one sees you period. Civilians will run and tell the police, causing you grief, and officers will just lock you up.

Move out from the fence and stand in the middle of the street where it's nice and dark. The first officer will patrol straight toward you. When he's in striking range, knock him out and drag him behind the fence.

Stick to the shadows and pass the two civilians talking on the steps. Most likely they will see movement when you enter the lit area for a brief moment. As long as the first officer has been dealt with, you can let these civilians run off in fear. They won't do any harm to you or your cover.



Dahlia helps you pass the second officer.

Proceed to the tunnel mouth ahead. The streetlight's illumination encircles the tunnel mouth, which means you can't walk straight through it. Shoot out the light or step to the right side and duck around the corner quickly. Move fast enough and the second officer will not see you.

The second officer will see you, however, if you try to cross through the next light. You'll need a little help to get past this obstacle. Fortunately, Dahlia steps in and distracts the officer while you slip through the light and into the gloom near the two of them. After Dahlia comes up with an excuse about why she's out after curfew, you can either club the officer when he begins his patrol or let him walk on by as you disappear into the alley to the right.



The next officer sweeps the area in a big circle. Nab him when he passes by the corner.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

Move swiftly down the next alley. Except for the end farthest from you, the light cast from the windows will remove the shadow just enough so the officer ahead can spot you. Stop at the alley's end, just before the corner, and watch for the police officer.

He will walk along the wall to your right and then loop around the open plaza to the wall ahead of your alley. They made this officer of stern stuff; he won't go down with a single hit, so rather than risk the alarm, grab him from behind when he passes by the corner.



The fourth officer stays in the light.

The fourth officer stays in the light most of the time. Dahlia will walk straight down between two market carts and pass the police officer. You can't go this way. Veer to your left and take the small passageway there. Don't head down the steps to your left, but wait for the police officer to make his rounds and enter this darkened corner. In the safety of the blackness, you can knock the officer cold yet not alert anyone.



Split off from Dahlia and slip down the thin passage on the left. You can surprise the officer in the dark this way.

Follow the stairs down and turn right at the next corner. Beware of the two civilians down beyond the stone columns. They will see you if you linger in the lit bars of light. Dodge past them, or if it looks like they've spotted you and they come up to investigate, jog to catch up with Dahlia and leave them behind to puzzle it out.



Dodge the two civilians by the columns.

At the next corner, let Dahlia walk down the stairs and disappear down the dark street below. The police officer will follow her, and then it's safe to drop over the nearby wall and approach the street opening from the left side. Peer around the corner and if the officer still has his back to you, run down into the darkness and find a good spot from which to attack.



Stop to let Dahlia and the officer leave at the next intersection.

There are two officers to worry about here. The first will continue his patrol and come back straight at you. In the dark, either grab or punch him from behind. Pull his body to the side and wait for the second officer to follow suit.

**(TIP)**

In the cover of darkness, always strike from the rear to increase your odds of knocking your victim out with one punch.



Subdue both officers in the dark street.

The next officer will be the easiest yet. He stops Dahlia, and when he insists on walking her home, Dahlia clobbers him for you. She keeps walking, so you'll have to do the body cleanup or risk the alarm.

## Mission 5: Jerusalem Street Market



**Dahlia subdues next officer. Remove his body from the light or the alarm could sound.**

Speak with Dahlia at the next intersection. She asks you to use the rooftops here, since the police force is rather intense around the upcoming courtyard. Split away from Dahlia and hide in the shadows by the stairs. She will walk to the left, while you'll want to go right. Wait for the officer whose route takes him by the rightmost archways and follow him past the archways. Stay in the shadows; he will stop and turn around at the end of his route, and you don't want him discovering you. Eventually he turns to the left and patrols the courtyard. You can slip by him here.



**The drainpipe leads up to an apartment. Slink behind the civilians watching TV to the open window in the back of the room.**



Crawl along the ledge carefully until you reach another pipe. Take it up to the next roof ledge. Cross along the next ledge and try not to spend too much time in the light. Believe it or not, officers can see you from the ground if you stay in the light, especially if you're not in a crouch.



**Follow the officer patrolling the right side of the courtyard.**

At the next corner, another officer will patrol up the narrow alley that runs parallel to the courtyard. When he nears the corner, swing out and connect with his face. This should stun him enough to pummel him down with the next blow.



**Attack the officer at the alley corner.**

At the end of the alley, climb the drainpipe up to the apartment window above. Here you'll enter an empty bedroom adjoining a living room. Two civilians watch TV in the living room. If you walk on tiptoes, you can cross without them noticing. You want the open window at the back of the room. It leads outside to more fun and hijinks.



**Follow the roof to another vent from which you can rappel down.**

On the far side of the roof, you can rappel down into a side alley from another vent. Directly below you at the alley's entrance, Dahlia speaks with yet another police officer. Take advantage of the way she wields her feminine charms and drop down to the alley floor before anyone observes you. Pay attention that none of the officers circulating the plaza courtyard swing by; if they do, they will spot you. If one shows up, hover in the shadows until they continue on their normally scheduled rounds.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



While Dahlia distracts the officer, rappel behind the two of them into the nearby alley.

Follow Dahlia and let her lead you to the warehouse via the chainlink entrance. Remain in the shadows, as she chats up a lone officer near the door. Seize him when he talks to Dahlia and his back is to you. Now it's safe to enter the warehouse area with Dahlia.



A lone officer watches over the warehouse's chainlink entrance. Take him out from behind.

Outside the warehouse, there are two doors. The first one leads to a set of old stairs that wind up through the dilapidated building. Neither of the doors are active, so don't bother scouting the whole thing out.



Speak with Dahlia a final time.

The second door holds Dahlia and an elevator to the secure warehouse below. Enter the area and chat with Dahlia. She explains that the Syrians think she's a double agent, and that explains how she got close enough to the warehouse. She won't enter the elevator, so head on in and talk to her one last time from the elevator itself.



Before the elevator sinks into the warehouse, pull out your gun and shoot Dahlia dead.

Turns out Dahlia isn't on the up and up. As your elevator descends, Lambert gives you the emergency order to kill Dahlia Tal. You have a split second to decide: follow orders and execute her or let your presumed ally go. *Pull the trigger.* She's bad news, and Lambert is only trying to save your butt in the long run. If you don't pull the trigger, Dahlia will try and assassinate you later near the exit point. It's you or her.

## Objective #4: Infiltrate the Shoshana Warehouse



Right off the elevator shaft, prepare for a shootout among the Syrian mercenaries.

With Lambert's last order, the handcuffs are off now: You have free rein to shoot and assassinate anything that moves down in the warehouse. After several missions of stealth, stealth, stealth, you'll welcome the full combat experience.



Deal with all three top-level guards from the elevator shaft.

## Mission 5: Jerusalem Street Market

A single guard monitors the elevator, though not particularly closely, as his back is turned to you when the door opens. A second guard stands nearby on the catwalk that runs right to left in front of the elevator guard. A third enemy lies in shouting distance. As the elevator touches down, the two guards closest to the elevator are likely to turn and attack. Be prepared.

Engage all three guards from the elevator shaft. You gain protective cover and the element of surprise, at least against your first opponent. Equip the SC-20K and assassinate the elevator guard with a single bullet. Watch for the second guard and plug him with a burst when he enters the shaft. Now slide out to the catwalk and try to draw a bead on the third guard. He should be coming toward you after hearing his fellow guards fall down.



Two guards are posted at the first corner on the lower level.

When you have the situation under control, drag all three bodies into the elevator area and out of sight. Follow the catwalk to the stairs leading down to the bottom level and advance only a few feet. At the next corner, two more guards walk back and forth. See if you can grab one without the second guard noticing. It's always better to remove them one by one, but if you can't get that to work, try to shoot both in the time it takes to radio an alarm.



The next guard walks in a square pattern. When he approaches your dark corner, down him too.



Take a right around the corner and squat in the shadows before you take a left into the next area. A guard walks in a square pattern here, starting in the far corner and marching straight for you. Zoom and hold your breath as you squeeze the trigger for a headshot. You want him to drop close (so you don't have too far to drag him into the shadows); if you're ready, you can take him out as he starts his initial march to you.



Two guards talk in the weapons room.

Head toward where the guard came from and take the first left. After the short passage, turn left again and creep into the corner. There will be a wire mesh room here, a weapons storage area, with two guards on duty. They won't notice you if you stick to the shadows along the wall.



Kill both guards from your strategic corner outside the weapons room.

Scope the nearest guard in sniper mode. One shot should take care of him. The second guard will radio an alert then charge out the door at you. Reduce your zoom and hit him with a burst or two as he exits the room. Pull both guards to the corner where the shadows lie the thickest.



The radio alert brings a new guard to the weapons cage.



# Tom Clancy's SPLINTER CELL

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Sometimes a third guard will show up after the alarm sounds. Pick him off from your hidden location in the corner. Drag his body off the main walkway and then you can enter the weapons cage.



Heal up with the med kit and grab all the extras in the weapons cage.

Inside the weapons cage, you strike the mother lode. You can restock from the following supplies strewn about on the tables: a chaff grenade, a flashbang, four frags, three ring airfold rounds, two 5.56 ammo boxes, a sticky shocker and two smoke grenades. A medical kit on the wall will heal you back up to full health if you've been wounded.

Return to the previous area and follow the path back where the guard started his run at you. Make a right at that corner, then your first left. Up ahead, a room glows bright white, inundated with light. This is the lab where the Syrians are holding the ND133. You've already dealt with the guards in the area, which allows you to waltz in and steal the ND133 without firing a shot.



The lab contains one of the ND133s. Hold on to it for dear life.

When you capture the ND133, Lambert gives you an update. Turns out the Shin Bet want the ND133 for themselves, and since you don't officially exist, according to the U.S. government, they have no problems killing you to retrieve the storage device. If you opted not to kill Dahlia earlier, she's now leading the team to hunt you down.



Shoot all three lab guards in the archway.

Forget your Shin Bet troubles for the moment and concentrate on the remaining Syrian mercenaries. Continue along the path and head for the second archway in the lab area. A guard should be here with his back to you. Two more patrol the walkway ahead, so you have to be fluid on the trigger. Shoot the first guard in the back of the head and zoom out to challenge the next two as they converge on your space. When all three are dead, drag them under the archway and press on.

Note that these three guards might converge on the lab after you steal the ND133 device. If so, confront them from the doorway and use the glass walls as some limited cover. With your pumped-up inventory, don't go lightly on them—fire away with a lot of special ammo and equipment.



Three more guards cover the exit point. Foul them up with a smoke grenade.

## Mission 5: Jerusalem Street Market

Go left from the archway and you'll reach the last three Syrians guarding the elevator out of the warehouse. They're tough, so don't treat them like regular targets. Opt for the smoke grenade you borrowed from their weapons cage, switch to thermal vision, and fire the grenade at the feet of the first guard. He'll start choking which will give you time to line up a kill shot. The smoke will obscure the vision of the other two who have come up to lend support. In the confusion, you should be able to drop them without risking any return fire.



**Ride the elevator up to the outside.**

Follow the catwalk until you reach the elevator on the right wall. Take a ride up to the outside and you're almost free.



**From the chimney you can take shots at the snipers straight ahead.**

If you let Dahlia live, the Shin Bet have no intentions of letting you leave. When you come up in the alleyway, watch out for two snipers on the highest balcony of the apartment building directly across from you. They will have a shot as soon as you near the exit of the alley.

Hug the left wall and run out until you reach the brick chimney jutting out of the wall. Use this for cover as you return fire to the two balcony snipers. If you haven't killed Dahlia yet, she's the one on the right coming much closer than you'd like.



**A third sniper aims at you from the scaffolding.**

Test your sniper skills against the first two snipers and leave them horizontal on the balcony floor before you move on to the third one. The third shooter aims at you from the scaffolding on the buildings to the far left.

Roll over to the dumpster on your right and stand behind it. You can just get off a shot without exposing yourself. Keep firing until the last sniper drops. You have no more enemies to waste bullets on in this mission.



**If you killed Dahlia, you only have police officers to deal with before the exit.**

If you killed Dahlia, you only have to slip past some police officers instead of assassins. Lure them back toward the darkness behind the dumpster one by one. You can either grab them with a chokehold or plunk them on the head with your ring airfoil ammunition to disable each one. Be sure to waste the rest of your sticky shockers if you have those too.



**Find the alley to end the mission.**

The mission ends when you reach the alley on the right side of the area. Lambert fills you in on the intelligence to date (and he's still not happy if you've let Dahlia go). It seems Soth has made a Syrian-brewed strain of the smallpox virus highly portable through the ND133s. Sadono is now in possession of an unknown number of easily concealed biological weapons that must be stopped.





## Mission 6: Heroin Village

You're taking a drug trip, and not the kind that's dangerous to your health in an illegal substance sort of way. Third Echelon has tracked Suhadi Sadono's drug trade to a refinery in Kundang, Indonesia, and you're sent in to muck up the works. Before you cost him a few million, though, you must locate Sadono and trace his phone calls to identify where the smallpox virus can hit the States. Blow your cover and you will be responsible for the death of tens of thousands. Just another day at the office.



Sadono isn't messing around, with his fingers in the drug and biological weapon trades.

## Mission Brief



Government officials vaccinate Springfield to prevent the outbreak your recon said would hit there.

After overhearing it during your second mission, Third Echelon has finally deciphered the meaning of "Pandora Tomorrow." It's a code phrase for Sadono's insurance policy against the U.S. attack. He makes daily, secure phone calls to undisclosed U.S. locations, delaying the release of the smallpox virus one more day. If he is killed or detained, the virus will be released within 24 hours. In order to locate the virus, ironically enough, you must keep Sadono alive so that you can intercept one of the "Pandora Tomorrow" cell calls.



The U.S. military keeps Sadono's forces busy while you sneak in the back door.

## Equipment



Unlike previous missions, you have some firepower at the start of this one.

On the bright side, you have a few grenades and a wall mine in your initial inventory. On the downside, you can't use them right away. Any explosive will call attention to an intrusion on the refinery grounds, and that puts the whole mission in danger. Nope, it's stealth again, with your pistol and rifle as back-up for any necessary assassinations that won't alert others to your location.



Flashbangs can rob the enemy of their sight for several seconds, enabling you to move in for the kill.

Don't forget your diversion cameras. You have four of them, and they can prove a wonderful tool to remove threats you can't reach without setting off an alarm. You will want to save these 'til the second half of the mission.

## Mission 6: Heroin Village

### Objective #1: Sabotage Sadono's Plane



Meet up with your old friend Douglas Shetland and he fills you in on Sadono's establishment.

From the starting point in the jungle, wander a little farther down the path and you'll meet up with your old friend, Douglas Shetland. He and his team have a dozen snipers planted around Sadono's camp and have a mission to sabotage Sadono's plane. Since you're in the neighborhood anyway, you offer to perform that little service in exchange for some back-up, should you need it.



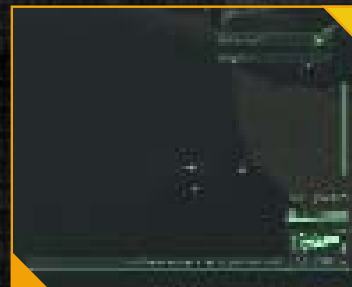
The zip line deposits you in the field next to Sadono's camp.

When you're finished chatting with Shetland, grab the zip line by the cliff's edge and take a ride down below. The zip line drops you off in the fields next to Sadono's guard encampment. You'll have to wade through all his guards. It could be worse: You could have landed in the *middle* of all the guards.



Use the minimal shadow by the first tent to surprise your first victim.

Cut up to the gap next to the first tent. You only have a tight area of shadow to work with; stay adjacent to the tent wall and inch forward until the first guard leaves his tent on the right. From the corner of your tent, leap out and catch the guard by surprise. Grab his body immediately and deposit it inside his tent.



Pick up the nearby bottle and use it to knock the second guard unconscious.

Dash into the shadow in front of the first tent and pick up the bottle at the corner. Pretend you're a major league pitcher and bean the second guard in the head with the bottle. As funny as it sounds, you'll knock him off his feet and out of the ballpark. No more at-bats for him.



Head into the shadows beside the barrels and wait for the landmine to explode.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

Sneak behind the right side of the nearby truck, taking full advantage of the shadow, then cut across to your left and duck behind the row of barrels. Two guards ahead have been boozing it up. While one of the drunkards patrols, the other tries to fix one of the tripwires in the field. Tripwires signal landmines in the field. You'll have to watch where you step.

Unlike the drunk guard repairing the tripwire. After a few seconds, he carelessly triggers the tripwire, sets off the landmine and blows himself into a flesh-and-blood smorgasbord for the local wildlife. To avoid his fate, be very careful when you yourself hit the field.



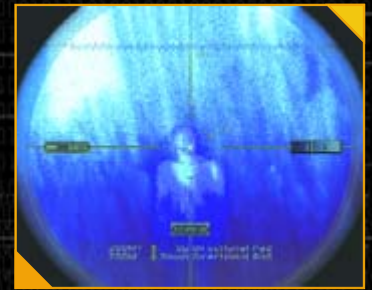
Advance and the second guard will confront you.

Post-explosion, advance to the sandbags in front of you. There's not much shadow here, and the second guard has returned, so you may be spotted. That's okay as long as you jump on him immediately and plant him in the field.



Thermal vision will help you detect the tripwires.

To pass through the field, you must deactivate all nine of the tripwires. It's possible to dance around them, but not recommended. You may either set one off on your approach, or set one off if you have to fight or double back here later. It's better to turn them off one by one now.



A lone guard monitors the far side of the minefield. Snipe at him from a distance.

In thermal mode, approach the field slowly and look for the bluish lines with circles on each end. That's a tripwire. You can inch close to the circular end and deactivate it when the "disable" command pops up on the interaction menu. Repeat for the first four until you're about halfway through the field.

A lone guard patrols on the other side of the field, past the tripwires. With all the light out here, you can't leisurely disable all the tripwires without him noticing. You must remove him from your present location. Zoom in on him in sniper mode and trace his heat signature in thermal mode. When his head presents a big, fat target, take the shot.



Remove the last tripwire and you can switch back to normal vision.

With the guard out of the way, you can concentrate on the remaining five tripwires. Snip each one and emerge from the tripwire field near the old, rusted truck. You can switch back to normal vision or night vision here, whichever is easier to see with depending on the circumstance.



The hangar with Sadono's plane comes up next.

## Mission 6: Heroin Village

The next building you see is Sadono's airplane hangar. Two guards watch over the plane. You must slip into the hangar and plant Shetland's demolition charges on the plane. You have three choices on the possible attack routes.



**Sneak up to the loft and turn off the hangar's power source to even the odds.**

First, you can creep around the corner to your left and up the ladder to the loft above. Shut down the control panel which turns off the lights. Now the guards can't see, but you can, using night vision. You should have no problems assassinating them at this upper elevation.



**You can also slip past the guards through the shadows and plant the charge without alerting them.**

Second, you can slip in without the guards ever noticing. Wait until they break away from the fire and patrol in the back of the hangar. Slip through the shadows and hide right up against the plane. Plant the demo charge on the plane's opposite side (from the hangar door) and then slink to the back of the hangar when the two guards are at the front.



**The old-fashioned way has you beating the two guards senseless.**

Third, you can straight-out attack each guard. Hide in the shadows by the plane and grab one of the guards, then turn your attention to the second. You can use your SC-20K if you like. Either way, one guard should go down quietly, then you can do whatever you want with his comrade.



**Set the explosive by the plane's cockpit.**

Be careful after you plant the demo charge on the plane. A third guard arrives from the hangar's back door. It's easier to have the first two guards out of the way by the time the third one shows up; otherwise, you must be quick to plant the charge and get into position near the back door to remove this new threat.



**A third guard arrives after you plant the demo charge.**

## Objective #2: Infiltrate Sadono's Village



**When the first gate guard patrols near you, knock him out.**

Exit the hanger through the back door and cut across the next area to the open doorway in the fence. Slide in to your right and hide in the corner shadows. Up ahead two gate guards talk about joining up with Sadono.

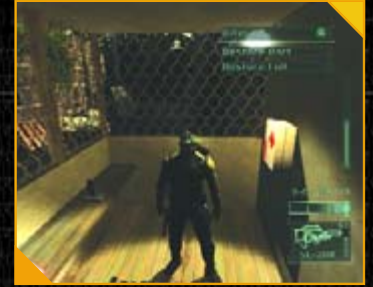
Once their conversation is over, the first guard will approach you on patrol. You can engage him about halfway into the shadows (that way, if he makes any noise, the second guard will be less likely to hear him). Knock him out and drag his body to a hiding place.



**Approach the second gate guard from behind.**

The second guard paces back and forth in the shed. He will come to the door, peer out, then drop back into the shed. Don't attack him when he's looking out at the gate; he's only sideways at that point and still might spot you. Eventually, he will turn his back completely on the door while gazing out the far window.

If you try hopping over the barbed wire gate, you will be pretty well electrified. You'll need to deactivate the gate. Enter the shed and throw the switch on the table. This raises the gate out of the way and lets you continue toward the guard barracks ahead. You can also heal up with the medical kit hanging on the shed wall.



**Touch the gate and you'll be electrified. You must pull the release lever in the shed to continue on.**

Head up toward the enemy barracks. A single mercenary with a guard dog will be moving straight in your direction. You only have a few seconds to act. Duck to your left behind the slanted wooden piece of fence along the wall. From here, neither the guard nor his dog will spot you.



**Hide behind the slanted fence piece to get a better shot at the approaching guard.**

Let both the guard and dog walk past you, and when the guard pauses in front of the shed, snipe him with a single bullet to the head. His dog will immediately attack. Trigger a burst or two into the dog and it should lie still.

**[TIP]**

**Guard dogs can dish out a lot of damage. Because they move very quickly, don't try to single-shot them—unload a burst or two into their bodies to stop them.**



**Shoot the guard and his dog before an alarm can be raised.**

You'll have to step through some sunlight in the next section. That's fine as long as you don't linger there. Aim for the first tent and enter through the back flap. Flip to night vision so you can see the next two guards clearly.

## Mission 6: Heroin Village



Sadono's men are all around the barracks. Go low profile.

Two of Sadono's men talk outside the front tent flaps. They will give you hints. A third guard yells at them from up in the guard tower to your left. He's the most dangerous guard, since he has an overview of the whole camp. Stick to the shadows and the tent interiors and he won't uncover you.



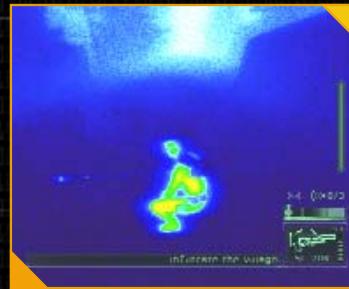
After the farthest guard disappears, subdue the near guard.

Let the two guards talk it out, then watch their patrol pattern. The nearest guard keeps his back to you, while the farthest guard walks a little way out, then turns around and looks back at the first guard. You can't take the nearest guard out yet; his partner may see you. When the farthest guard breaks off to the right, snatch the nearest guard. If you're quick, you can grab him by the tent entrance and it's an easy drag into the tent's gloom. If you're a bit slow, he will begin a patrol out to the left. Nab him before he hits the sunlight or you could expose yourself.



The second guard snoozes in the rightmost tent.

With the first guard's body disposed of, follow the second one to the rightmost tent. He has already laid down for a nap. You can slip into the tent undetected and either pummel him with a fist or shoot him at point-blank range with your pistol.



Two tripwires line the perimeter outside the rightmost tent.

Outside the rightmost tent (near the blazing barrels), two tripwires prevent unauthorized movement on that side. You can deactivate these if you like, though it shouldn't matter much; you won't be coming back here. If you decide to flank the camp in this direction, however, you will need to shut them down.



Assault the guard tower silently.

Wind your way back to the guard tower. Climb the ladder slowly until the tower guard comes into view. Notice that he first looks out in your direction, then turns to his right and looks back at the gate shed, then turns right again and presents his back to you. As usual, you'll want to attack when a guard's back is to you. Hop up on the platform and seize the guard before he can draw his gun on you.



A zip line from the guard tower slides you down to Sadono's compound.

# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

Knock the guard out and grab onto the zip line in peace. Your job in this area is done. Ride the zip line to the next area: Sadono's compound.

### Objective #3: Record Sadono's Entrance Code



You spot Sadono in the first area. To keep your cover, wait until he disappears and leaves two guards behind.

Sadono shows up in the first area. He talks to his men and continues onward into the complex. You should follow him at a discreet distance to track him back to his quarters where you'll tap his cell phone. Until then, don't let him catch sight of you or the mission ends.

**CAUTION**

Sadono presents an easy target throughout this mission. Much as you may want to plug him one, you can't or the mission ends.

When Sadono leaves, a bodyguard accompanies him. Two guards remain. One walks the grassy area near you, and the second walks the corridor running between the two huts in front of you. You must time your attacks so only one guard is in sight at a time.



While the top guard disappears into the corridor, grab the nearest guard from the weeds. With one down, the second should be an easy target.

When the guard on the lawn walks to your left, cut around the corner and aim for the high weeds in deep shadow. From this corner, you can see the guard approach, plus you can also see the second guard if he happens to be standing up on the porch at the end of the corridor. Wait for the first guard to do a loop near you and put his back to you on the return trip. At the same time, the second guard should be on his route back down the corridor away from you.

Leap out and grab the guard on the lawn. Knock him out quickly and drag him back into the weeds before the corridor guard returns. Go into sniper mode and shoot the corridor guard as he stands on the porch overlooking the grass lawn. You must eliminate him with a single shot or the alarm sounds.



After Sadono leaves, assassinate the lone guard.

Trail Sadono and his bodyguard through the next area. Lambert will pipe through on the communication channel with an update. Sadono's security door can only be accessed with a rotating passcode. He doesn't have the code written down anywhere; he tells it to his three lieutenants verbally each day. You can't afford to grab one of the lieutenants and make him talk. If Sadono finds out, he'll release the smallpox. The only alternative is to use one of your sticky cameras when you get close to his lieutenant and attempt to record the passcode from afar.

## Mission 6: Heroin Village



You get three chances to capture Sadono's passcode, beginning with the first lieutenant area.

Sadono and his bodyguard meet up with the first lieutenant next. You can pick up their conversation if you fire a sticky camera into the bamboo wall between your dark doorway and the guarded door. If you miss the crucial part of the conversation, don't fret. You have two more attempts.

As soon as Sadono has finished talking with his lieutenant, you can safely assassinate the guard from the darkened doorway. Bring the dead guard's body back into the shadowy doorway so it's out of the way.



Deal with the guard watching TV in the house or take a shortcut around the back of the house to catch up with Sadono.

You have a choice at the next juncture: You can follow Sadono through the house or skip it altogether and circle around to the back of the house through the side alley. If you skip the house, make sure Sadono stays ahead of you so you can continue to follow him.

Inside the house, a single guard watches TV beyond the second doorway. You can easily grab him from the doorway and pistol whip him into submission. Upstairs doesn't hold much, other than a med kit if you're hurt. Wind through the house to find the back door and continue your surveillance.



Stay behind Sadono as you cross through the barracks.

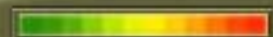


Pop the first guard from the corner shadows.

Sadono stops briefly, talks to his second lieutenant, then walks on. If you missed on the first attempt, you can record Sadono's passcode here by firing the sticky cam close to the conversation, but not close enough to arouse suspicion. Two guards and a guard dog patrol the area. The first guard wanders across to your half of the yard, stopping under the nearby light. The second guard remains in the shadows on the left side. His dog sits within the room Sadono disappeared into.



Gun down the second guard and his dog before anyone sees you.





# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

To avoid triggering an alarm, you will have to be on top of your game here. First, catch the closer guard as he pauses under the nearby light. Gun him down and rotate your scope to target the second guard. Hopefully you can remove his vocal cords before he sounds off an alarm. The guard dog will charge last. Track him with your scope and release a burst or two as he crosses the yard.



Fire your sticky cam into this door and you can record Sadono's conversation with his lieutenant in the next room.

After the bodies are hidden, enter the room on the yard's far side. A single door to your left leads in the direction Sadono took. Don't open it yet. Sadono and his third lieutenant are conversing on the other side, and you need to record the passcode to enter Sadono's house. Fire a sticky camera into the door, and even though you can't see Sadono, the sticky cam will record his voice. The passcode turns out to be "1492," and you can use it to access the last part of the objective.

## Objective #4: Trace Sadono's Call



Two more guards slow you down.

Retrieve your sticky camera and open the door. You can enter the next room—it's full of nice shadows to help you keep a low profile—and peek out the door. Two more of Sadono's men block your way. One stands by an open garage and the second patrols the yard's perimeter. You can get fancy or straight-forward on these guys.



Fire a diversion camera into the wall to draw the guards' attention and then gas them.

The fancy method involves your diversion camera. Aim at the wall between the two guards and embed the camera there. When the patrolling guard nears, hit the whistle on the diversion cam and call the guards toward the camera. When they bend down to see what it is, hit the gas button. Provided the guards are within radius, you should knock them both out. If not, you may have a little cleanup to do yourself.



You also blast the bad guys from the protection of your room.

The straight-forward method involves—what else—your gun. Sight on the guard nearest the garage door and shoot him between the eyes while the patrolling guard hits his farthest point. Step into the yard and fire on the second guard before he can raise the alarm. You might also try drawing the guards toward your room with a whistle and finishing them off when they expose themselves.



Scout down the trapdoor in the floor to enter Sadono's heroin lab.

Enter the garage and search in the corner for a trapdoor leading into Sadono's heroin labs. Climb down the ladder and up the stairs on the other end. You're about to fight two more guards, so make sure your SC-20K is loaded and ready.

## Mission 6: Heroin Village



### The two guards on the stairs should be child's play.

Catch the first guard from the top of the stairs. You don't even have to move out onto the landing; he walks right by your opening on his patrol. Plug him and then set up at the corner with your scope poised on the stairs at the end of the landing. A second guard will come charging up (apparently hearing the thud of his companion's body). A bullet or two at range should calm him down.



### Shut off the power and silence the two lab guards in the dark.

Your next challenge involves more than a shootout. Exit the first room and climb up the steps into the second room (the heroin lab). Ignore the technicians in lab coats; they can't hurt you. The two guards on opposite ends of the room, however, have a great position on you.

To even the odds, shut off the power from the circuit box next to the stairs. The guards will investigate, wanting to know who shut off the lights. In night vision mode, you can pinpoint and eliminate them before they know what hit them.



### Toggle the power switch in the turbine room.

As per standard procedure, move the guards' bodies to a shadowy area and then open the door in the far right corner. You enter a turbine room with a bunch of control panels on the left wall. Throw the switch in the middle and approach the nearby door slowly.



### Let Sadono speak with the pilot before you lure the guards out.

Sadono talks to the pilot in the next room. Give Sadono a few moments to say his piece and exit through the security door. If you overtake Sadono, the mission ends. Take your time.



### Whistle from the doorway and incapacitate both guards.

From the doorway, give a loud whistle and lure the two guards toward you. Watch that they don't split up. Sometimes one of the guards will head toward the door closest to you, and the second will use the door closest to the pilot. You can knock the first guard out with a forearm to the side of the head. The second guard won't give you much time to prepare, so either tackle him with your hand-to-hand combat skills or whip out your SC-20K and launch a few rounds.



### The airplane pilot gives you the rundown on Japan's involvement in this whole global mess.

# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

Now you can talk to the airplane pilot without interruption. He fills you in on Japan's involvement in Sadono's schemes, and mentions that two other C.I.A. operatives have been killed recently. Use the access code you gained from your recent encounter (the code is 0623) to continue on.



The only way through the security door is with the correct access code.

Exit the pilot's room and head up the ladder. Sadono is just ahead. Let him proceed while you check out the room. Not much here, except a med kit on the wall. Heal up to full, if you're not already there. You'll take a few slugs in the next area; health will be at a premium.



Two guards chat around the next corner.

Exit the room and advance up the slope to the next corner. Two more of Sadono's men guard the next area. You can hear loud gunfire (it's from the building next to them). When they retreat, you can move out into a position in the shadows to coordinate shots on both of them.



Assassinate the left guard, then turn your attention on the guard by the automated turret controls.



Keep in mind that the next few actions will have to be swift if you want to live. As soon as you fire the first shot, both guards and the automated gun turret will fix upon you. You must kill both guards and disable the turret before your life runs out.



Turn off the gun turret before it rips you to shreds.

Zoom in on the guard standing to the left. He's the easy target, and the closest for return fire. With one shot, drop the first guard and swing over to take out the second guard. He will hesitate for a moment as he turns (he starts squatted with his back to you) and you need to axe him before he has a chance to set up.

Your biggest worry is the automated gun turret in the back of the yard. It will fire at you as soon as you shoot the first guard. When the second guard goes down, run toward the control panel and roll. Come up by the controls and immediately shut off the turret. With all the lead you just took, you may want to return to the trapdoor room and suck up the rest of that med kit.

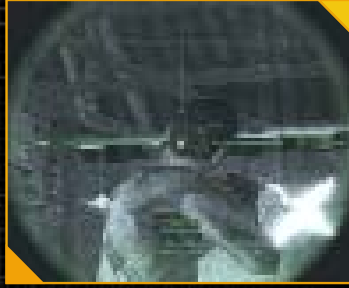
Alternatively, climb up the pipe on the corner of the building and walk on the roof to the trap door.

## Mission 6: Heroin Village



### Remove the first mercenary at the shooting range.

The door in the yard leads to the shooting range. You can make a lot of noise in here and it will probably go unnoticed. From the doorway, zoom in on the one guard practicing his shooting skills. You don't want to learn how advanced he's become, so pick him off from behind.



### Trick the two guards into your alcove and blast them from the cover of the far doorway.

Whistle by the doorway and then retreat back to the previous doorway. You want to suck the guards into the room and unload on them there. If the first guard doesn't spot you, let him wander into the room a few feet before you quiet him down. If you don't, the second guard might see the fallen body from the outside and radio an alarm before you can extinguish him with a bullet.



### The next two come at you from the far doorway.

Step into the room and aim down along the walkway at the guard in the doorway. He won't know you're there (the previous loud gunfire has numbed him) and you can set up an easy kill.

The third guard stakes out the next room. He will advance when he notices his fallen companion, which could be immediately or a few seconds later. Fire at him from your present position or move up and ace him from the doorway.



### Another automated turret combs the yard.

The guards aren't the only thing in the yard. Another automated gun turret surveys the area for a clean shot. Slip around to your left and stay in the shadows by the trees. You can creep all the way up to the house and then dart over to reach the control panel without affecting the turret. Shut it off and look for an entrance into the house.

Try the door behind the automated turret. It's a small office with a med kit and a second door leading to the storage area. Heal up at the med kit and open the door when you're sure no one's on the other side.



### The two guards outside Sadono's house can be problematic.

Cut through the rooms next to the shooting range and stop just short of the door that leads outside. If you press your back against the wall and rotate the camera, you'll spot a guard lying in ambush on the other side of the doorway. A second guard patrols the yard, and he keeps the doorway in sight most of the time.



### The storage area has two roving guards and spotlights.

# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

The new area holds lots of crates (good for your stealth), two guards (bad for your health), and a spotlight (not good at all). You must remove the guards quietly and not get caught dumping their bodies.



Lock the first guard in the side office.

### CAUTION

Guards with helmets can sometimes shrug off shots to the head. You're better off removing them in hand-to-hand combat.

You can take the first guard out of the picture in the small office. When he nears, whistle him into the office and throw a chop to his neck. Drag his body farther in so the second guard won't know anything is up.



Weave around the spotlight and engage the second enemy on the house's front steps.

You'll have to earn your pay on the second guard. Exit the office and hug the left wall until you reach the high-stacked crates. Hide on the other side of these crates and the spotlight can't illuminate you. When the light pans to the other side of the yard, move along the crates until you reach the edge of the stairs.

The second guard walks the stairs. When his back is turned, run up the stairs and try and grab him or hit him hard. He's the last guard before Sadono, so do what you've got to do to bring him down.

Type in "1492" on the keypad to enter Sadono's house.



Use the passcode you stole earlier (1492) to bypass the security system on the front door. Open the door and enter the house.



Listen in on Sadono's call from the hall.

Step toward Sadono's main office, without stepping into the light exuding from the windows. Sadono places three separate calls with the "Pandora Tomorrow" code, then accesses his computer. He leaves via the main door, but don't be fooled—he'll return in about 10 seconds to scout the office one last time.



To reach Sadono's computer you must elude Sadono and his surveillance camera.

After he leaves a second time, you can enter the room. Note the surveillance camera above the main door. It pans to cover the whole room, and you can't cross without it sounding the alarm. Without your camera jammer, you should destroy it permanently. Zoom in with the SC-20K and shatter the lens with a direct hit.



Access Sadono's computer to help trace the "Pandora Tomorrow" calls.

Feel free to cross the room now. Access Sadono's computer and help Grim and company trace Sadono's recent calls. If you need more ammo, pick up the spare 5.56mm box on the table.

## Mission 6: Heroin Village



One of Sadono's traps electrocutes you at the back hallway door.

You've done what you've come here to do. Lambert gives you the order to leave the premises, which means Sadono escapes for now. Head back out into the hallway and follow it around behind the office.

The back door has been trapped by Sadono. Throw the breaker switch before the door (on the left-hand wall) and you deactivate the trap. Proceed to the final door in the rear and open it.



One last ambush awaits you outside the final door.

Sadono's men are waiting for you. Lambert tells you to freeze, as you hope that the mercenaries will capture rather than kill you. Fortunately, Shetland and his snipers have been waiting for this opportunity. They start shooting from behind and you'll be able to duck back into the shadows.



Between you and Shetland's snipers, you should mop up the last four mercenaries.

Give it a moment as the mercenaries turn to engage Shetland's men. Draw your SC-20K and search for targets you can take out with headshots from behind. Stay to either side of the doorway for extra cover. When all four mercenaries are down on the ground, it's safe to exit.



Jump in the Osprey for a ride out of Sadono's compound.

Run up the hill. Coen will fly the Osprey up in front of you for a dramatic rescue. When you hear from Third Echelon again, Grim has traced Sadono's cell call through several relay points before losing it in a shipyard on an island off the eastern coast of Indonesia. Guess where you're traveling to next?



# Mission 7: Sadono's Submarine

Don't ever say your job gets boring. From a heroin lab to an underground submarine hangar, your missions take you all over the place as you cripple Sadono's plans for good. Touching down in Indonesia, you will have a chance to stymie the "Pandora Tomorrow" calls and save millions of lives. For those bullets that flew your way earlier in the game, it's payback time.



The overt military operations stall in Indonesia, while the covert mission keeps going strong.

## Mission Brief



Sadono has become a hero to some. You're out to make sure he becomes a one-time fad.

The first half of your mission will be to infiltrate Sadono's submarine complex. The "Pandora Tomorrow" call is being forwarded through an encrypted relay in the communication system of the sub which is docked in a supposedly abandoned shipyard. It's not, of course, and you're going in to access the communication system to further trace the call.

The second half of your quest finds you inside the submarine, neutralizing guard after guard in tight quarters. You must find the command center to lock down the satellite transmission to the pox carriers, but how do you get in?



Even if you stop Sadono from releasing the smallpox virus, he will already have killed several people due to the vaccination.

## Equipment



What piece of equipment would you like? You have them all.

You have everything, and I mean everything, on this mission. You can take your pick of every grenade, special ammo and even emergency flares. Because a lot of the fighting will be non-lethal, rely on gizmos like the sticky shocker, diversion cameras, and ring airfoil rounds to deal with your opponents in safe-and-secure fashion. Later in the mission you can break out the heavy artillery and really light them up.



You can even pop off an emergency flare to fool guards and heat-sensing automated turrets.

### [TIP]

Set your SC-20K default extra ammo to sticky shockers in non-lethal situations and use smoke grenades in areas with many enemies.

## Mission 7: Sadono's Submarine

### Objective #1: Raise the Submarine



You begin in a field outside the submarine complex.

Third Echelon drops you in a field outside the submarine complex, and it's not exactly empty. You have a guard 50 feet in front of you combing the weeds for possible intruders. In the distance, a guard with a laser sight scours the area for a chance to earn top honors with Sadono. Oh, and Lambert gives the non-lethal force order, so you can't shoot anyone. You have your work cut out for you again.



Catch the guard on the outskirts of his patrol and grab him.

Monitor the guard's patrol route. He will come out and veer off to your right. Mark the farthest he goes and when he retreats, move to just beyond that spot. When he returns, you should be in perfect position to grab him as soon as he turns his back. Drag his body into the deep weeds after you've brained him.



Advance to the deserted truck. The automated turret will not detect you from this direction.

Advance toward the deserted truck out in the middle of the field. You can't see it from here, but an automated gun turret watches over the field. Behind the truck is a blind spot (plus the tower guard's laser sight can't trace behind the truck), and it's your destination.



Hug the bamboo wall to reach the automated turret and shut it down.

Cut around to the right of the truck and hug the bamboo wall as you approach the automated turret up on the platform. Jump up behind the control panel and deactivate the machine before it can do any tracking.

Hop down off the platform and onto the dirt path behind it. Click on thermal and advance slowly up the path. A few steps later you'll spy a single tripwire ahead. Sadono has left a special landmine gift for anyone hasty enough to charge up the path. Shuffle up to the tripwire's end and deactivate it to continue.





# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



**You must lure the two guards below the laser tower to you and take them out one by one.**

Climb up on the bamboo platform past the tripwire and drop down on the other side. Stay close to the platform; you only have shadow a short distance from this entry point. Two guards defend this circular area, with the laser-sighting tower guard thrown in for good measure.

The tower guard shouldn't be a factor if you stay close to the right-hand wall (his target falls on the left side of the area). You'll want to isolate the other two guards. The first guard's route passes to the shadowy area near you. Take advantage of this and grab him if you can. You'll have to spend a few seconds out in the light—which could cause a problem if the tower guard spots you—but it can't be helped.

Once you have one guard down, whistle for the second guard. Try to grab him as he passes by the corner of your platform area. You don't want him wandering too far out into the laser perimeter.

This area can be extremely difficult. If you're having trouble, switch to an easier tactic. Load up a sticky shocker in your SC-20K and blast one or both guards with the incapacitating ammo.

**If you're having trouble with two guards at once, nullify one of them with a sticky shocker.**



Roll across the big, open, spotlighted area in front of the laser tower. Quickly wind up the stairs and disappear into the door on your right. Through the next door and left brings you to an opening with two guards sitting at a table.



**Two guards play cards at the table.**

Don't round the corner yet. Queue up a diversion camera and fire it into the wall opposite your shadowed area. The diversion camera should blink on with a picture of the two guards now rising to investigate the sound of the camera. As the first guard gets close enough to sniff the camera, blast him with the gas.



**Remove one of the guards with the gas from a diversion camera.**

The second guard moves forward to help his fallen friend. If you've positioned the diversion camera in a good spot, you can reach out from the shadows and grab the second guard. If the camera is off by a little bit, you may have to duck around the corner and grab the second guard or slug him on the side of the head and hope to stun him.



**Grab the second guard when he checks on his fallen companion.**



## Mission 7: Sadono's Submarine

As unlikely as it sounds, you can also walk by the two guards. You must move painstakingly slowly to avoid attention. Turn the corner and hug the wall to your right. Stick to the shadows and inch forward. When you pass the two at the table, angle toward the bamboo ramp leading into the hut. At the entrance, slip to the left and—so the table guards don't see you through the door—climb over the furniture to reach the other side of the room.



**Slip by the sleeping guard to the outside again.**

The hut doesn't contain anything but a sleeping guard in the rear cot. Move slowly and you won't wake him. Head down the second ramp and outside. Cross the open yard and wade into the stream running under one porch. Veer right and enter the alley that divides two other huts.



**Perform a split jump and stretch for the ledge into the TV hut's loft.**

At the end of the alley, jump up twice (a split jump) and then stretch for the ledge to your right. You can enter a small loft with a guard watching TV below. Load up a sticky shocker or a ring airfoil and zap the guard with a single shot to the head. If you're low on ammo, you can try to perform an attack from above and land on his head. Miss, though, and you'll be stunned as two guards surround you.



**One shot gets rid of the TV guard.**

While in a crouch, drop down to the first floor. Drag the body back behind the curtain and into the dark corner. Approach the far door and inch out until you have a shot on the TV guard's companion.



**Another shot drops his pal outside.**

He practices his marksmanship in the next yard. You almost admire his dedication, until you realize he could turn that weapon in your direction at any time. Again, load up a sticky shocker and fry him.



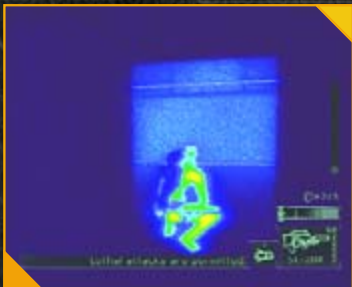
**An emergency flare distracts the automated turret.**



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

Ignite an emergency flare, move into the doorway and throw it on the right side of the yard. The automated turret's heat sensors will kick in and it will fixate on the flare. Meanwhile, run to the left and circle behind the gun where the control panel nests. Deactivate it so you can approach the door beside it.



### Dodge the "invisible" beams in thermal mode.

To reach the trapdoor on the far side of this seemingly empty room, click on your thermal vision. It's not so empty anymore, is it? Laser beams move up and down along the room. Stand up and scoot up to the first beam. When it reaches its top height, walk underneath it and stop before the next one. Repeat for all three beams.



### The elevator leads to the submarine control station.

Slide down the trapdoor on the far wall. The elevator ahead of you will take you to the submarine control station. You'll need to access the main terminal to raise the submerged sub and give you a chance to board and track the "Pandora Tomorrow" signal.



### The first door opens into a storage closet with a med kit.

Exiting the elevator, a door stands to your right. Not much in there. It's a storage closet with a med kit. For those with bullet holes, enter it and repair yourself.



### Two guards mill around the control room doors.

At the next right you'll find a short corridor leading to the submarine control station. A guard sits at a desk in an alcove to the right. A second guard will exit through the double doors a few seconds after you arrive. Hide back in the corridor near the elevator and they will both investigate a disturbance down the hall.



### Flip off the lights to flatten the guards in the dark.

Move to the light switch on the left wall and flick the power off. In the dark, the guards have no prayer against your night vision. You should be able to circle around both and beat them from behind.



**Don't knock out the technician by accident. You can't surface the sub without him.**



### Force the technician to talk the submarine operator into surfacing.

## Mission 7: Sadono's Submarine

There are no more guards in this area. Enter the submarine control station, veer around the computer bank, and interrogate the technician. Bring him near the computer and force his cooperation to raise the sub.



**Hold on to the technician until after he calms the sub operator down.**

Don't brain him yet. When the sub surfaces, one of its operators panics and calls in. You must force the technician to calm the operator down or he'll sound the alarm. After the technician has done this, you can knock him out.



**The last door in the side passage brings you to the sub hangar.**

Exit the control station and hang a right. Proceed past the blinking light and ignore the door to your left (it's just for show). Turn right and head down the side passage. The final door leads out to the sub hangar and lots of guards.

## Objective #2: Infiltrate the Submarine



**Turn off the light in the stairs room and crack the guard's skull when he checks it out.**

You're in the sub hangar now, and you need to make it all the way down without firing your weapon. It won't be an easy, or safe, path. Take out those you can with hand-to-hand combat, and save the sticky shockers and ring airfoils for the particularly troublesome antagonists.

In the stairs room, turn off the light and entice the guard outside on the catwalk to come take a look. You can either trip him up in the stairs room or just outside on the catwalk. Deposit his body next to the door or within the room.



**Jump in the motorized cart to reach the lower levels.**

Follow the catwalk by hugging the right wall. As long as you minimize your time in the light, no guards will spot you. Turn to your left and go down to the next corner. Turn left again and you will find a motorized cart in front of you. The cart will take you to the lower walkways. However, you'll be picked apart by the guards unless you take precautions.



**Shoot out the light so you're not a giant target while in the cart.**

Draw your pistol and blast out the light at the top of the cart. Now you'll prove a much more difficult target to the passing guards. Flick on the switch next to the cart and it descends toward the lower landing.



**You will pass multiple guards on your descent.**



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

The guards will release a furious barrage on you. Sit tight. In the dark you won't get hit by anyone except the guards on the lower landing, and they will be close enough that you can fight back. Load up with sticky shockers before you reach bottom.



### Fire sticky shockers at the guards on the lower landing.

If you can, on the way down, fire at the guard who sits in the room with the slit concrete window. He'll be the second guard to attack you; remove him now and you'll have less pressure later.

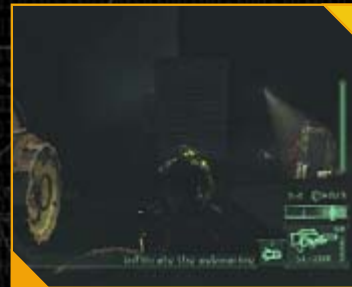
As you near the lower landing, the guard there will start coming closer with his shots. Give him long enough and he will drill you through with holes. Armed with a sticky shocker, buzz him back before you touch down at the landing.

The second guard (if you haven't electrocuted him yet) emerges from the room to the right. Fire a second sticky shocker at him and down him before he gets too close. You can restock on your 5.56mm ammo in his office, as well as add a smoke grenade to your inventory.



### Wind down the stairs and club the guard on the submarine walkway.

After you've hidden the bodies, take the stairwell on your left. It will wind down to the catwalk that brings you right up to the submarine. Only one guard remains before you can gain access to the hatch.



### Slip down the hatch and you're inside the sub.

The guard walks out to the catwalk near the stairs. You can either intercept him by the stairwell door, or loop around to your left and catch him when he returns. Almost the entire catwalk lies in shadow; it's easy to find a spot from which to ambush him.

With the last guard retired, climb out on the sub and slide down the hatch. There's nothing to worry about in the first room. You're in and can gear up for some close combat in really cramped quarters.



### Surprise the man in the steam corridor.

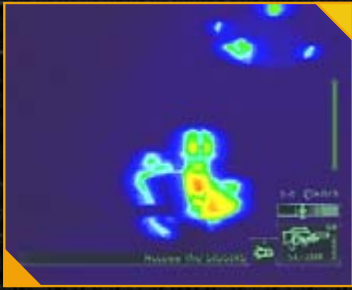
Descend a second ladder and wind around the narrow passageway until you reach the steam corridor. One guard asks another if he can go and lie down for a while. The first guard takes up the post, while the second retreats to the next room, the barracks. As soon as the first guard rounds the corner, slug him and drag his body to the alcove behind the pipes.



### Slip past the sleeping guard in the barracks.

Tiptoe into the barracks. Head right and then turn left into the light. The only guard who can see you is sound asleep. Leave him that way. You can walk right by without incident, and he won't be a factor later on.

## Mission 7: Sadono's Submarine



**Catch sight of the guard at the bottom of the next ladder with your thermal vision.**

Look for the hatch at the back of the room. Stay a few feet away from it and hit your thermal vision. See the guard at the bottom of the ladder? He stands there for about 30 seconds and will sound the alarm and shoot you if you attempt the ladder. Wait him out and he'll eventually return to a seat in the next room, the kitchen.



**Avoid an alarm by gassing the kitchen guard with a distraction camera.**

Climb down the ladder and study the guard in the kitchen. Too much light prevents you from slipping past him. You can try to whistle him over for a knockout punch if you like. A surefire method of taking him out without an alarm is to use the distraction camera. Depending on how many you have left, you can fire one into the wall by the door and gas the guard when he approaches. Hide his body and you're on your way.



**The colonel will approach from the command center corridor.**

Wind through the corridor again and enter a room with sliding doors. Proceed to the far wall and sweep with your camera so you can look out through the door with the circular window. The submarine's colonel will approach from down this corridor. Back yourself into the corner and wait.



**Grab the colonel from behind next to the control panel.**

A set of control panels adorns the opposite corner. The colonel will enter and fuss with the control panels. Slide around behind him and perform a grab maneuver. Anything else won't work. You need to coerce him to operate the retinal scanner in the next corridor, and he won't do that unless you have a gun to his head.



**Force the colonel's eyes up to the retinal scanner to open the door to the command center.**

Drag the unwilling colonel down the corridor to the retinal scanner and force his eyes up to the viewer. The door to the command center opens. Pistol whip the colonel, then step into the command center shadows quickly.



**Punch or grab the two guards protecting the command center.**



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

One guard inside the command center lets the other know that he's going for coffee. Slide to your right next to the chair in front of the dormant computer station. The guard going for coffee will pass in front of you. Slam him in the side of the head and bring him down before he can warn his companion.

On the other side of the command center, the second guard stands at attention. Circle behind him and pull off your familiar "guess who's here" move. Hide both bodies in the shadows.



Access the main computer to track the five "Pandora Tomorrow" calls.

In the far corner, a small room holds the master computer. Access it and give Grim the data she needs. After a few seconds, she runs the trace: five phone numbers line up with five pox boxes. You have identified all the smallpox locations, and Third Echelon will dispatch envoys to take care of them.



Follow the red light to the surface ladder.

All you have to do now is escape the submarine hangar with your life. Not so simple when the bad guys outnumber you and have more firepower than a small nation. Exit the command center and turn right. Follow the red light to a small room with a ladder heading up to the surface. Stand and jump to grab the ladder and head topside.



Use the catwalk on the opposite end of the sub to escape.

Tempting as it may be to return to the catwalk you originally came from—all the resistance there is quiet, after all—you'll need to advance on the opposite side. Before you enter the concrete structure, pull out your binoculars or scope and view the pier to your right. Three quarters of the way down, a small boat has been docked at the pier. That's your escape clause.



Your getaway vessel? A boat docked at the end of the pier.

Hurry up and find the dark corner in the stairwell ahead. Jump up on the crate there (don't worry about the extra equipment yet). A single guard will run up the stairs and pass by you if you're hidden in these shadows. Otherwise, you've got a firefight on your hands, instead of a simple sneak attack.

Take out the guard and gather your extra equipment now. The crate contains two frags, two smoke grenades, one 5.56 ammo box and a med kit on the wall for additional healing. When you're reloaded, drop the guard's body in the shadows of the catwalk and head down the stairs.



Capture the guard from the corner of the stairwell.



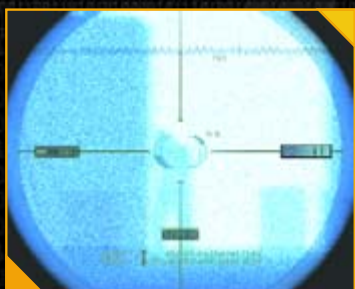
Your biggest battle in the whole complex comes at the bottom of the stairs. When you reach the final landing, you'll hear the clink, clink, clink of bullets bouncing off the metal stairs. Throw yourself against the cement wall to the right of the doorway and observe.

## Mission 7: Sadono's Submarine



The enemy has set up an ambush on the pier.

Two enemies fire from cover up ahead. Behind them, in a similar setup, two more enemies serve as back-up. Since they are armed with automatic weapons, you'll be shredded if you try and shoot it out fair and square.



Obscure the guards' sights with a smoke grenade and roll to the back of the stairwell for a better angle.

Opt for another plan. Load up a smoke grenade and fire it at the first set of guards. Their vision will be obscured, and if you're lucky, either the smoke or one of your sniper bullets will take at least one of them out. Before the gas dissipates, roll to the back of the stairwell where you can hide in shadows and return more accurate shots at the enemy.



Target the flammable barrels and stand back from the explosions.

The barrels the enemy uses for cover are flammable. Pierce a barrel with one shot and it will explode into a bonfire. Fire at the barrel the right guard is using for cover and advance into the fireworks. Now pick off anyone left standing.



Mow through the second set of enemies and you've made it into the clear.

Repeat for the second enemy group. You may not need the smoke grenade here, since you're already in good position to fire on them and you can hit their barrels fairly easily. Blow up the next barrel and advance with a healthy spray of bullets.



Climb down the last ladder to your getaway craft.

Walk along the pier and search for a break in the railing. At the break, you'll find a ladder dropping down to your escape raft. Climb down to end the mission.

You've got more details now. From the submarine relay, Sadono's call was traced to five satellite phone subscribers, each linked to the private military corporation Armed Guardian Services (ARGUS). Third Echelon has sent SHADOWNET teams to neutralize the "pox boxes" (virus-armed ND133s). You know what that means—you're free to neutralize Sadono yourself.





## Mission 8: Television Free Indonesia

The world can't hide Suhadi Sadono any longer. After all his crimes, it's time to bring him to justice. With his smallpox threat out of the way, he has nothing to protect himself with and has retreated to a television studio in his native Indonesia. You know you've been dying to cut loose on Sadono himself. Trail him back to his television studio and stop him from broadcasting another one of his taunts in the face of the world. You'll even be given the go-ahead—finally—to “detain” the leader of the Darah Dan Doa.



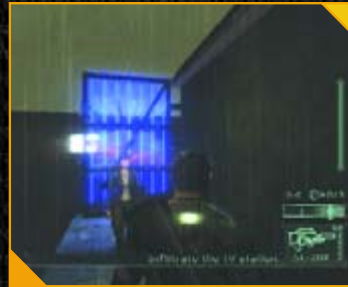
The U.S. launches an attack on Sadono's holdings.

### Mission Brief



Officially, Sadono has disappeared from the public view. Unofficially, you know exactly where he is.

Rain has blanketed the area, which is great news for an undercover operative like yourself. Fight through the crappy weather and figure a way into Sadono's television studio to go after the man. C.I.A. operative Ingrid Karlthson, who you met before at the U.S. embassy, is on site and will assist in the mission. She knows much about Sadono's inner workings, so once you manage an access point, track her down before you go on a killing spree.



Meet up with Coen at the start of the television studio raid.

### Equipment



Again, another mission with a luxury of weapons.

With 15 different special ammo bullets and six separate weapons and gadgets, you are well equipped to handle Sadono and his men. Outside looking for an entrance to the television studio, you will rely on your night vision and non-lethal ammunition to quiet civilians. Feel free to fire real bullets at Sadono's men, so long as you don't raise the alarm in the process. Inside the studio, you will switch to some more subtle items like the camera jammer, SC Pistol, and sticky shockers for those times when a bullet makes too much noise.



Your camera jammer will be an indispensable tool later in the mission.

**[TIP]** Load up your six ring airfoil rounds in case you have to silence civilians in the Indonesian streets.

# Mission 8: Television Free Indonesia



## Objective #1: Enter Sadono's TV Station



**Jump and rappel down the building's side to reach street level.**

Say hi to Coen on the rooftop, then leap down to the roof below. Walk over to the ledge and think better of leaping down to the next level. To avoid breaking your legs, hook your rope to the nearby vent and rappel down safely.



**Steer clear of the man in the poncho who might spot you early on.**

Make one last jump down to the street below. A man in a poncho strolls along the side street ahead. Stay out of the streetlight and wait for him to eventually walk down Main Street (he might go visit the brown door at the end of the side street first).

**[TIP]** Avoid the civilians. If one sees you, he will run to the police and send them after you.

When the man wearing the poncho disappears up the street, walk slowly to the right side of Main Street. You need to stay in the shadows as much as possible. If just one civilian sees you, he will run down the street and alert the police at the alley. Not only will you have to deal with the immediate threat of police weaponry, but the whole force will go on alert and make your passage very difficult.



**Stick to the right side of Main Street to "ghost" by the pedestrians.**

At the halfway point, a streetlight blazes, making it impossible to cross without notice. Pull out your pistol and shatter the nearby light to shut everything into acceptable darkness. Be careful you don't fire near a civilian; this will trigger an alarm just as if you are spotted.



**If the police discover you, they will swarm and fire.**

Assuming the alarm doesn't sound, the police will leave you alone. Approach the side alley adjacent to Main Street and shoot out the light overhead. The two nearby police guards will come investigate and you can let them walk on by.



**Shatter the light in the alley to attack the police from behind.**

Once they set off down Main Street, you can gun them down or subdue them, your preference. Watch out for the men with flashlight helmets. These can blind you in night vision mode and make you a sitting duck. If you take care of the first two guards, you can assault the rest of the lot behind the alley.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



Some men wear flashlight helmets. Be careful the light doesn't blind you when your night vision is on.

Weaving up Main Street is the more difficult route. You can reach the alley a much simpler way.

Trail the poncho-wearing man in the beginning, and when he leaves the brown door, head over there. Look for the drainpipe on your right. You can climb it to the short roof above and bypass Main Street. On the far side, a second pipe drops you down into the alley where you can stage an assault on the two Main Street police.



A drainpipe brings you up to the rooftops running parallel to Main Street.

Glance both ways from the pipe. You have potential threats on either side. Two guards favor Main Street, while another two patrol the lot to your right. When no one has eyes on the alley, slide down and drop the guard closest to the alley.



Hang on to the drainpipe above the alley and drop on an unsuspecting guard.

You can shoot out the alley light for some extra cover, or if you think you can make quick work of the two Main Street guards, knock them out for the count and hide their bodies in the Main Street shadows.



Zoom up on a guard looking the other direction.

You might attract a third guard from the back lot. You can tell he's a bad guy by the flashlight helmet he wears. Unfortunately for you, the light beams can pierce the darkness and blow your cover (and blind you in night vision mode). Make any guards with flashlight helmets your top priority and remove them from the equation, or they may divide you in half.



Pummel the two guards and anyone else searching for them.

Now turn your attention to the back lot. There will be one or two guards patrolling here (one if you lured a third guard into the Main Street battle). Pick up the bottle at the end of the alley and practice your aim. On the guard's first pass, direct your bottle's arc so that it will glance off the passing guard's head. On his second pass, throw the bottle for real. If you hit him, you'll knock him out. If you miss, you'll probably overthrow and turn his attention in the opposite direction. Move out and grab him.



Throw the bottle at the next guard's head.

If the second guard exists, he will be patrolling near the cart next to the building corner. Try to draw him close to the alley to deal with him silently. This may not be possible, though. Failing the subtle approach, load up your SC-20K and go thermal for a better view. Track the guard down and hit him with a head shot, then hide the body.

# Mission 8: Television Free Indonesia



## Break out your lock picks to get inside the supply store.

On the right side of the lot, a supply store has a single locked door. Manipulate the lock with your pick set and open the door. Inside, a med kit hangs on the left wall. Judging from the amount of enemies you just waded through, you will probably need a bandage or two. Enter into the back room and shut off your night vision for now. You will have to rely on normal vision and thermals to guide you through the next section.

**CAUTION** Turn off night vision in a lightning storm. Otherwise the flashes will blind you.



## Roll out of the store and across the street to the truck.

The store's back door opens out onto a street patrolled by two enemies. The lightning storm, however, is your number one foe. While you cut across a once-dark spot, the lightning might flash and expose you cold to the enemy. You should use cover to the best of your ability to avoid line-of-sight between you and your targets.



## Shoot out the nearby lights to snipe the first enemy in total darkness.

Take a running start at the store door and roll across the street to the front of a parked truck on the far side. Customize the area as best you can by shooting out the light over the store and a second one up the street. Without the lightning flashes, it's total darkness on this side of the street.



## Run to the second shattered light and zero in on the second enemy.

Switch to thermal vision and watch for the first guard. He will check out the "shorted" second light. While he's over in that corner, select sniper mode and prevent him from leaving the nice darkness there. The second guard should not notice him go down, and when that guard turns his back to walk up the street, run across to the first guard's position.

From that corner you can see the main intersection. It's well lit, so when the second guard returns, line up another sniper shot to the head. Retrieve his body and dump it with the first guard. No one will see you if you move quickly.



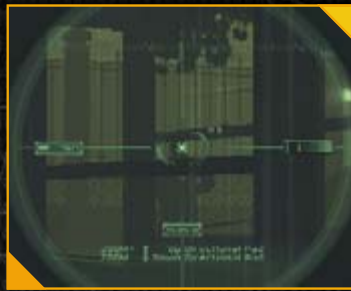
## Hop over the wrought-iron fence and into the park.

Run up the street to the end corner. Blast out the two nearby lights on the right side. Climb the wrought-iron fence and drop over into the park on the other side. Three enemies stake out the park. You will need your brain as well as your trigger finger here.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



**Neutralize the lights so you can neutralize the three park guards.**

You can't approach the guards and ask for directions. Besides the lighting flashes, the park has lights all over that will expose you to the enemy. Throw the enemy into the dark by shooting out all the park lights.

Start on the left and blast them one by one until the guards can't see very well. You can even blast the headlight on the van that idles nearby. With the lights out, you can snipe someone from afar and still have a chance to react before the dead body is found and the alarm triggered.



**Assassinate the last guard when he comes over to see what's wrong.**

Two guards patrol close together on the left side of the park. Zero in on the leftmost guard and plug him with a single shot. Immediately roll over to the guard to his right—it's a tough shot with wooden supports blocking a clear view—and pop him before he moves too far. A third guard will approach to find out what's happening. You'll need to shoot him in motion or he will stumble over one of the bodies and sound the alarm.



**The manhole cover leads down to the sewers.**

It's also possible to whistle for the guards and draw them toward the back where you can muzzle them one by one. Even a combination of stealth and marksmanship works.

The manhole cover by the three guards leads down into the sewer. You'll use the sewer to bypass the other security measures and come up inside the television studio grounds.



**You can seize the first sewer guard in the dry room.**

Plunk down into the sewer and take a look around. There's only one way to go from the ladder, to a doorway up at the end of your corridor. Proceed slowly up the waterway and peek around the doorway for any motion.

**[TIP]** Tread slowly through the sewer water or you'll splash and alert nearby guards.

The first dry room has nothing in it. Move across and stand on the left side of the far doorway. The first guard patrols through here. You can grab him when he enters and pound him without a peep.



**The second dry room will try to trip you up with a security camera below the red light.**

Enter the second sewer corridor and head up until you reach a door on your left. Notice the red light in the room and the well-disguised security camera beneath it. To pass through without raising the alarm level, pull out your camera jammer and mix up its signal.



# Mission 8: Television Free Indonesia



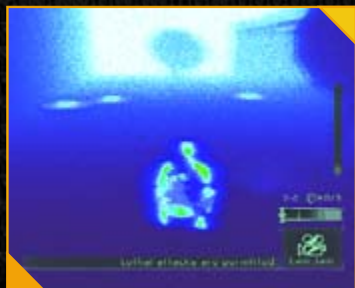
**Plug the second guard below the security camera and you can reach the ladder back to the surface.**

Take your position below the camera on either side of the door. The second guard will stroll along and you can rack him up the same way you did the first.



**A TV satellite dish was never this secure.**

Splash into the last segment of the sewers and look for a ladder heading back up to the surface. Stand up near it and make a leap for the rungs. Climb up and you'll now be inside Sadono's television studio grounds. Of course, that's the easy part.



**A minefield and tower guard protect the premises.**

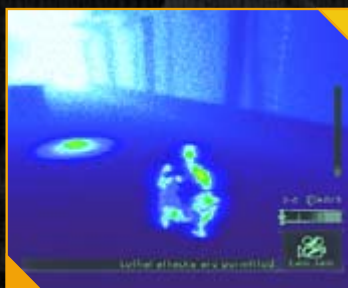
Climb the ladder and head directly back into the grounds' corner. Talk about insane security measures! This compound has everything beat. To infiltrate this studio, you have to pass through a minefield, dodge two searchlights and a tower sniper, and hurdle over a chainlink fence, all in record time.



**Notice that the satellite dishes cast a shadow from the searchlight.**

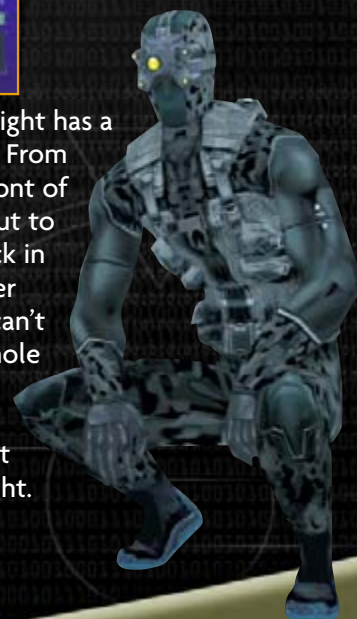
Stand in your back corner and study things until you're comfortable with the pattern. The two searchlights each cover half the grounds, with the one to your right rotating faster than the one on the left. It would seem easier to go left and take on a slower searchlight; alas, the minefield to your left has been seeded so thickly you can't cross without explosions galore.

The tower sniper will kill you in one shot, but only if you get caught in the searchlight or he spots you in the glare of a lightning flash. You can't do much about the lightning, other than stay in as much shadow as possible and hope for the best. The sniper walks back and forth on his platform, studying one side of the yard, then the other. Don't worry about him so much as the searchlights. The sniper doesn't have night vision and won't catch you unless the light does.



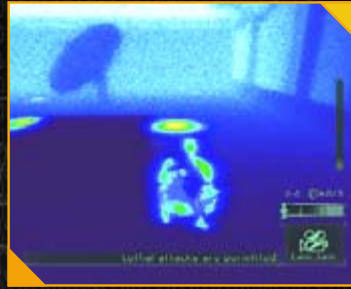
**Memorize the minefield pattern to cross.**

The minefield to your right has a little more breathing room. From the large satellite dish in front of you, it's possible to angle out to the wall and then angle back in to a small box near the inner chainlink fence. Since you can't make the run across the whole yard without the searchlight scanning you, the plan will be to make a pit stop at the box and duck out of sight.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



Duck behind the box, then make a break for it across the minefield to the wall.

Step up to the circular shadow behind the satellite dish and wait for the searchlight to move away from you. As it approaches the small box, switch on your thermal vision and jog out in a triangular fashion to the wall and then back to the box to avoid the various mines (they show up as strobes underground).



One more dash through the minefield deposits you behind the big dish.

Squat down behind the box and let the searchlight pass right over you. When it heads back toward your original dish, click on thermals again and dodge the mines until you're behind the next large satellite dish shadow.



Turn left and look across the yard. You have a large stretch to reach the far wall (the one with a chain-link fence connected to its left side). Rise to a standing position so you can run. Before you attempt the sprint, click on thermals and plot out a straight line that doesn't connect with any active mines. You should have a clear aisle from the safety of the satellite dish shadow. Wait for the searchlight to pass behind you and then make a straight run for the wall. Don't stop until you're there and can put your back to the cold concrete.



Your optic cable reveals a masked mercenary on the other side of the door. Creep up and grab him.

Slide over to the chainlink fence and grab on. You can scale it effortlessly; however, you must delay until the second searchlight winds back away from its sweep of the chainlink area. Scale diagonally to your left and hop over the spot where the barbed wire has been broken. Drop into the generator area behind and sprint over to the door on your right.



**CAUTION** While picking the lock on the door next to the generators, work your magic only when the searchlight has faded away. If the lightning flashes and the searchlight shines in the generator pen, the sniper will shoot you.



Two more guards from the street will attack. Fend them off at the doorway.

Pick the lock and feed your optic cable under the door. A lone guard stands with his back to you across the room. Enter and creep up behind him. By taking him out, you alert the two other guards out in the street.

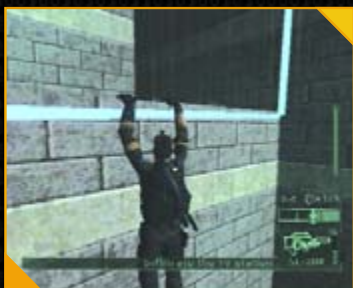
## Mission 8: Television Free Indonesia

Equip the SC-20K and blow away anyone who steps foot inside the doorway. If you need extra health, exhaust the med kit on the wall to your left. When both outside guards are dead, haul all three bodies into the dark corner.



**If you cut across the front of the building, you'll be mowed down by the automated gun turrets.**

You can now see the television studio. If you try the front door, not only are you risking an alarm but the twin automated gun turrets flanking the front entrance will aerate you nicely. Rather than cave to foolishness, try an alternative route.



**Find an alternative entrance into the building by scaling the roof.**

Head left past the taxicab to the back wall. You have enough vertical leap to grab the top ledge and pull yourself up. Keep climbing until you reach the top roof with the giant skylight.



**Smash the cracked glass pane with a burst of gunfire.**

A quick survey reveals a single cracked pane of glass on the near side. A burst from your SC-20K will open a hole big enough for you to rappel down to the lobby.



**Zoom in on the lobby guard before he discovers where the crash came from.**

The lobby guard will hear the crash and wonder what's happening. You have a few seconds to zero in on him before he panics and presses the alarm button. Switch to night vision—pray lightning doesn't strike—and eliminate him.



**Rappel down to the lobby and access the elevators to reach Sadono's floor.**

Rappel down and grab the body. Hide it in the shadows and head over to the elevators. Jump in and ride it up to the second level, Sadono's floor. Remember, before you take on Sadono you need to find Karlthson so she can give you the skinny on the place.





## Objective #2: Capture Sadono



**Evade the two guards by the first set of doors.**

On the top floor, exit the elevator and head to your left. Peek around the corner and you'll spot a guard at the door (you can see him through the right windowpane). If you look really closely, you will see a second guard's shadow from the adjoining corridor. Taking the right side passage leads to an automated turret you can't bypass, so it's through the two guards.

This section of the mission will be a complete circle. Eventually, you're going to return to the elevator lobby and the retinal scanner that closes off a whole section. But you'll need Ingrid's eyes for that.



**At the auditorium door, make sure the first guard passes by before you enter.**

The guard at the door will stay only a few seconds, then turn around and head back down his corridor. The guard whose shadow you spotted earlier will likewise turn around and retreat down his corridor. Time it right and you can avoid being seen by either one, then exit out the first guard's door.

Follow the first guard to the auditorium (straight down the corridor and to the left). Let him enter and slide your optic cable under the door. You can see him walk to the right corner, pause, then turn around and complete his patrol in the opposite direction. Once he passes by the door and disappears, you can dart in to the right and join with the auditorium shadows.



**Whistle the guards over one by one and punch or slug them.**

Stay on this side of the seats and look straight ahead. Once every 30 seconds, a guard will patrol to the corner in front of you, pause, then retreat. None of the guards will come down your aisle unless you ask for it.

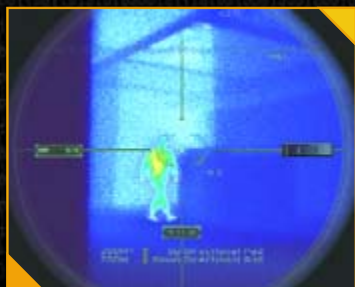
As soon as a single guard marches to the corner, whistle and draw him into the shadows. Pull out your pistol for a headshot or grapple with him—whatever it takes to bring the guard down painlessly. The trick is making sure the guards fall in the shadow; if they don't, one of the other guards will signal an alert.



**A second approach brings you into an attack position from the balcony.**

## Mission 8: Television Free Indonesia

An alternate approach can be had from the balcony. In the hall before the auditorium door, leap up, do a split jump, and grab the high ledge. You can pull yourself onto a platform that leads to the runway above all the auditorium seats. From the shadows up here, you can scope out any enemies who pass in front of the stage (which is most of them at one point or another).



### Thermal vision reveals two more guards backstage.

Depending on your timing, there will be four or five guards in the auditorium. Try to grab at least three in the side aisle. You will have to emerge at some point to target the guard (or possibly two) patrolling backstage.

Click on thermal vision and trail the guard by his heat signature. Thermals ignore light material like curtains, so you see right through them. Line up an assassination shot, or advance when the guard ducks behind the curtain and surprise him with a quick move.



### One of Sadono's men speaks with Karlthson and reveals her position to you. Wait for the guard to leave before entering the hallway.

When all bodies are hidden in the auditorium, go backstage and access the back door. Your optic cable reveals a single guard in the next hallway. He walks to the corner door (on the wall opposite you) and enters. After a moment, you realize he's speaking with Ingrid Karlthson and has inadvertently disclosed her location. The guard will leave after his conversation and depart through the double doors to your left.

Enter the hall and head to your right. The door on the right wall leads to a small office with a supply of 5.56mm ammo if you need it.



### Sneak up on the guard behind the one-way mirror.

Hold off on meeting Ingrid. Instead, pass her door and slide your optic cable under the next door on the right. Surprise! A guard monitors Ingrid's room through a one-way mirror. If you had entered her room, he would have gunned you both down. Open the door and grab him from behind. Deposit his still body in the dark corner.



### Ingrid Karlthson agrees to cooperate and show you how to find Sadono.

Double back to Ingrid's room. You catch each other up, and she agrees to lead you through the floor to find Sadono. Because she can open the doors locked by retinal scanners, you agree to meet her back in the elevator lobby where the next scanner rests.



### Stay in the shadows as Ingrid temporarily draws the guards away from the door.

Let Ingrid go ahead while you trail her on the left wall in the shadows. She pushes through the double doors and chit chats with the two guards in the next area. While she keeps them occupied for a few seconds, slip in and crouch in the shadows behind the automated turret guarding the left corridor (it's actually the first corridor you passed, from the opposite end). Ingrid's flirtation will last a few more seconds, long enough for you to reprogram the automated turret to ignore its IFF setting and fire on anyone.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



Switch off the IFF on the automated turret and it will gun down Sadono's guards for you.

When the guards start up their patrol again, the automated turret will lay into two of them. With the automated turret guarding your back, turn your attention to the other hallway. Two enemies should be down, and the third—the one that lingered near Ingrid—will want a piece of your head. Gun him down so you can catch up with Ingrid.



Shoot the third guard who lingered near Ingrid.

Make your way down the right hallway and shut off the next automated turret. A quick scamper down the next hall brings you full circle to the elevator lobby. Ingrid has already bypassed the retinal scanner and opened the doors for you.



Deactivate the second automated turret to complete the full circle back to Ingrid and the retinal scanner.



Ready for the toughest fight in the game? Ingrid explains that there are guards up ahead and that the two of you have to split up. She goes to the right, you go to the left. Go into a standing position (yes, it feels weird) and walk along the left passage. You can gaze across the open expanse and see Ingrid walking toward the guards. They stop her, and during the conversation Third Echelon discovers that Soth has blown Ingrid's cover. She's about to be killed on sight.



Contrary to your normal crouch, you will have to stand up to safeguard Ingrid through the upcoming firefight.

The first guard grabs Ingrid and shoves a gun to her temple. Zoom with your SC-20K and clip him in the scalp before he does the same to poor Ingrid. Without zooming out, spin up the aisle and focus on the second guard. You'll need to take him out with one or two bullets so he doesn't shoot at Ingrid.



Shoot the guard that grabs Ingrid, and then shoot his partner.

Back on your side, two guards hear the shooting and turn the corner to investigate. One of them even has night vision to make matters a little more difficult. Take a deep breath and fire off a kill shot at the first one's head. Release your breath and spin toward the second one. While the bullets whiz by or strike home, hold your breath again and hit the second one between the eyes.



Two more guards around the corner on your side.

## Mission 8: Television Free Indonesia

While all this is going on, a fifth guard tries to execute Ingrid. He walks quickly toward her. You must aim several feet in front of him, hold your breath and wait for the assassin to walk into your sight. You have one chance to stop him or Ingrid dies a nasty death.



**Pick off the final guard as he approaches to execute Ingrid.**

With all five guards dead, return to Ingrid and ask her if she's okay. While she talks, clean up the bodies and pile them in the shadows (yes, the alarm will sound if you leave them where they fell). Ingrid proceeds to the next retinal scanner, opens the door for you and then heads up to the roof to meet your rescue helicopter, which has radioed that it's on its way.



**Ingrid escorts you past the retinal scanner. You don't advance far before running into a security camera.**

Enter the studio area and head to your left. Turn the corner and disappear into the thick shadows. From here, look down your new hallway. A security camera drones back and forth down at the end. Continuing off to the right, the hallway leads into a bar area where two guards patrol. You must maintain an invisible state against the camera while avoiding the attention of the two guards.



**Shoot out the lights in the corridor and jam the security camera to pass.**

Shoot out the lights along the left wall. This helps prevent the security camera from spotting you, and almost guarantees that the guards in the bar area will not detect you at a distance. Pull out your camera jammer and flick the switch at about the halfway point in the corridor (anywhere sooner and you won't have enough juice to jam the security camera at the very end when it counts most).



**Gun down the two guards near the bar.**

Walk under the security camera and then swap the camera jammer for your SC-20K or SC Pistol. When the first guard wanders into view, blast him when he's closest to the hallway. Hopefully he will fall just enough in the shadows to give you a chance to advance on his companion without the second guard becoming too aware. Fire on the second guard and clean up the bodies as per the norm.



**Heal up before climbing the pipe to the television studio.**

The bar holds a med kit. Patch yourself up to full health. Proceed to the other side of the bar. It appears as if you've run into a dead end, but you haven't. You can climb a pipe on the right wall up to a narrow ledge. Shimmy hand over hand to reach a circulation vent that's big enough to fit a man.



**Your perch overlooks Sadono's entire camera crew.**



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

The ventilation system guides you to Sadono as he tapes a television appearance. You must disrupt the proceedings before he finishes his speech or the mission ends. First survey everyone and everything.



Scan the whole studio, noting everyone's positions, before fixing on a target.

Sadono speaks at a podium to your left, along with his bodyguard off to the side. Two more enemies run the camera and equipment in the middle part of the studio. A fourth mercenary bounces back and forth, usually near the boxes on the right side.



Switch back and forth between night and thermal vision to pick up the moving enemies.

Using normal vision, it's difficult to peer into the darkness of the studio. Instead, rely on night vision, except when you need to track someone in cover; thermal vision works best for that, as well as for picking up targets on the move through the bright studio lights.



Choose any of the four guards to start the firefight. If one of the guards has wandered to your right, anoint him as your primary target. He will have the best angle on you once the shooting begins. Try and hit two or three of the guards before they know where the shots are coming from.



When Sadono is all alone, drop down and confront him.

Eventually, they will figure out that you're in the rafters. Stay out of Sadono's range—he's a deadly shot—and continue to comb the studio for the last of the four guards. If a guard walks beneath your platform, wait for him to emerge on the far side and punch a hole in his head.



You'll need Sadono alive to operate the retinal scanners. Don't shoot him by accident!

Keep pulling the trigger until everyone but Sadono is motionless. Sadono will stay on the stage until provoked, so drop down and begin the provoking. You can head down the right aisle and battle him among the boxes, or sneak along to the left and try to grab him up on stage.



It may take you several attempts to finally grab the Darah Dan Doa leader.

No matter what, don't let Sadono get a clean shot off at you or he will kill you with one bullet. Keep on the move until you can fool him into thinking you went one direction when you went the other. If you can sneak up from behind him, you can then grab him and bring him to justice.

## Mission 8: Television Free Indonesia



Force Sadono through the retinal scanners to the roof.

Once he's in your hands, you can interrogate him. He's a tough nut, though; he won't divulge anything meaningful under interrogation, just an endless slew of threats and empty promises.

Haul him to the main door and force him to use the retinal scanner. Slide him up the ramp in the next hall and force him again to operate the second retinal scanner that opens the roof door.



Finally, you get to pummel Sadono.

Cart the beaten man out onto the roof and you'll see Ingrid waiting with the chopper. When you're in front of Ingrid, this is your chance to beat Sadono and leave him in a pile at Ingrid's feet.

Sadono's capture brings the crisis in Indonesia to a close. SHADOWNET teams have recovered all of the ND133s, with one glaring exception. C.I.A.-trained mercenary Norman Soth has been traced to LAX airport with a final pox box. It's not over yet.



## Mission 9: LAX Airport

The U.S. has tightened airport security in recent years, and that's what Norman Soth is counting on to keep you out and him in. He's set up a network of terrorists throughout LAX to stop you cold and help him deliver the last container of smallpox anywhere in the world. Unless you can track down the madman, the whole terrible cycle of smallpox used against American cities will begin all over again.



The capture of Suhadi Sadono doesn't end the smallpox threat.

## Mission Brief



Sadono's "Golden Triangle" heroin trade crumples with his collapse.

Suhadi Sadono is no more. The U.S. military has surgically removed key targets once belonging to the Darah Dan Doa, and Sadono's drug empire has collapsed. With no leader running the show, the Indonesian rebellion has faded away into oblivion. Anyone wearing a Sadono t-shirt now looks like a traitor and a fool.

On the other hand, Norman Soth, Sadono's right-hand man, is alive and well. He has managed to sneak off with one ND133 smallpox canister, which is bad news for the rest of the civilized world. Thinking ahead, Soth planted various terrorist agents throughout the LAX airport's security system and will now rely on them to shepherd him and his smallpox bomb to the location of his choice. At the same time, the terrorists want to keep you at bay.

You have just one goal: Neutralize Soth and his terrorist team before it's too late.



To catch up with Soth you must break LAX's security.

## Equipment



Now that you know how to use all your gadgets, you can bring most of your equipment with you.

Being that it's the last mission and all, if you could carry the kitchen sink on your back you probably would. Third Echelon has pulled out all the stops and let you dip into the weaponry and gadget pool for virtually anything you want. All the essential ammo is there, as well as some key items such as a camera jammer, three disposal lock picks and a flashbang grenade for a tight spot.



Chaff grenades knock out electronic equipment temporarily.

### [TIP]

You don't have to rush while deciding which special ammo to plug into the SC-20K. The game pauses while you check your inventory.

## Mission 9: LAX Airport

### Objective #1: Kill Soth's Terrorists



Hurdle the chainlink fence in the parking lot.

You begin the chase for Soth outside LAX. First, you must infiltrate the perimeter security, which doesn't seem too tough. Vault over the chainlink fence in your lot and enter the next parking lot.



A single guard watches over the parking lot. Stay clear of him.

A single guard sits in his box watching over the entrance to the underground parking lot. You can hoof it on foot, and as long as you stay behind cars and travel in the shadows, you can walk on in.



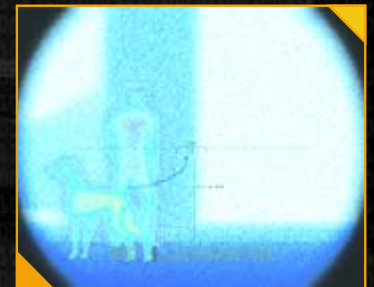
Hitch a ride on the truck that pulls into the security gate.

The easier method is the ride Grim has arranged. Creep to the edge of the wall 'til you run out of brick at the highway gate. A big truck rolls into the parking lot, and all you have to do is climb in the back to slip by the barely conscious guard out front.



Hide inside the truck until it stops. You're in LAX; it's that easy.

Sit back and listen to Lambert for the next minute as the truck drives down to a parking spot in the underground garage. If you ever thought airport security was lax (no pun intended), this entrance might cause you to forgo flying of any type except, maybe, model airplanes. When the truck stops, hop out and into the shadows by the parked cars. Be careful the truck driver doesn't run into you. He inspects his truck before walking into the airport.



Jump out of the truck and into the underground parking lot shadows. Scan for normal personnel (yellowish blue) or recently vaccinated terrorists (reddish pink).

Based on Grim's calculations, there are a bunch of terrorists in the building who must be neutralized. But how do you tell the good guys from the bad guys? You don't want to whack any innocent civilians if you can help it.





# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



Head to the guard shack when the cop and dog scour the upper half of the parking lot.

The answer lies with your thermal vision. The terrorists have been recently vaccinated against smallpox and their bodies register at a slightly higher degree. A normal person radiates a yellow or blue hue. The terrorists all register a hot red or pink coloration. Using this as your guide, kill the pinkies and leave the yellow covering civilians alone.



Position yourself in the corner so you can view the terrorist's movement.

Scanning the lot you register three normal signatures (a guard at the shack, the police officer, and the dog). The guard, the one who likes to linger inside the shack, glows pink. Your optimum task is to remove the terrorist without anyone else realizing.

Time your approach to the shack for when the police officer and his dog patrol up to the top portion of the garage. The farther away the better, considering that the dog can sniff you out and follow your scent trail if he gets close enough. Avoid the dog and his master, and when they're at maximum safe distance, follow the shadows along the wall until you hit the guard shack corner.



Snipe the terrorist inside the shack.

Peer around the corner and make your break to the van across the lot when the guard is not looking. Cut around behind the van and then follow the shadow path to the very back corner, where you can witness the shack guard's movements.

Wait for the police officer and his dog to take another trip back up the parking lot. This leaves you alone with the terrorist guard. Zoom in with your sniper rifle and snap off a single shot to the head. Don't miss or you'll alert the police officer and his dog.

Enter the shack and move the body to the deeper shadow in the back corner. Head over to the door adjacent to the shack and step inside. The short hall brings you to your next encounter.



The cleaning person dusts the picture when you arrive. Head to the back of the room when she enters the bathroom.

You can slip into the shadows at the following door and remain hidden. A cleaning person dusts the nearby picture and, after about 10 seconds, disappears into the far door (a bathroom) for some more cleaning.



Whistle the security officer into your room. This way you bypass the keypad lock.

## Mission 9: LAX Airport

Sprint across the room to the left toward the only door there. It's a keypad lock, and since you don't know the combination, you had better figure another way in, and pronto. Park yourself behind the door (in a spot where you won't get hit when it swings up) and whistle.

A security officer monitors the locked room. He'll exit the room to answer the whistle call, but he'll shoot you dead if he sees you. Rather than mess up his uniform, grab him when he exits the room, then back into the locked room before the door closes (or the maid sees you). Knock the officer out in the corner and cross to the room's other door.



Two workers handle suitcases in baggage claim.

Open it and enter baggage claim. Two workers are talking and may not notice you. If they do, it will only be a passing glance as you duck around the corner to your right and hide behind the stack of boxes. It's okay if they see you and approach. Just slug each one of them and hide them in the corner.



Draw the worker's attention to the boxes and subdue each one.

Unpleasant as it may seem, you must execute each terrorist. Whenever you knock someone out, switch to thermal vision briefly to double check that they aren't glowing pink. If they are, draw your pistol and release two rounds into the person's skull. Better you do that than let the smallpox virus slip through and infect thousands of innocents.



Execute the terrorist before vacating the area.

Jog around the boxes and climb up on the middle conveyer belt. Ride it through the plastic curtains and exit to your left on the other side. Hide in the nearby corner and survey the large baggage claim room.



Enter the larger baggage claim area through the middle conveyer and identify all your terrorists with thermal vision.

Thermals reveal three terrorists. One operates in the offices upstairs. A second reclines in a seat on the first floor. A third performs various tasks down below. Two normal workers also mill about—a baggage handler on the first floor and a security guard on the second-floor catwalk.



Slay your first terrorist then move to the second.

The wandering terrorist will come to you if you stay in the shadowy corner. He walks to the middle conveyer belt, then turns his back and pauses in front of you. Kill him with a pistol shot to the back of the head and dump his body where you were previously squatting.



Pull the second terrorist right out of his chair and silence him in the shadows.

# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW

Hop over the left conveyer belt and hug the wall until you come up behind the terrorist in the chair. Time it so both the security guard and the baggage handler are walking away from you, then reach out and grab him. Pull him into the shadows and eliminate him.



### Incapacitate the first normal worker.

Slide over in the shadows to the back conveyer belt. Notice that the baggage handler walks to the far side and then back to this side, where the steam blasts out of the conveyer belt's side. When he's not looking, shuffle up to within about a foot from the steam and wait for his return. Again, execute a grab and knock him cold in the back shadows.



### Hit the normal security guard with a sticky shocker.

To prevent a needless death, load a sticky shocker into your SC-20K. Stand on the back conveyer belt and aim up toward the catwalk. Watch the security officer pass back and forth a few times and gauge the timing. Shoot the officer through the railing with a sticky shocker and he goes down for the count.



### Track the third terrorist in thermal mode.

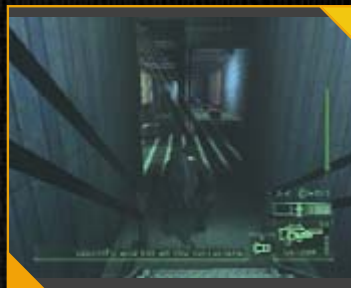
Move out on the conveyer belt to the edge of the shadow near the stairs. Hit your thermal mode. It allows you to see through the catwalk and the office walls and track the third terrorist. You don't want to make a move when he's in the closer office or he might spot you and sound the alarm.



### Snipe the terrorist on the balcony and head to the back door.

Track him to the balcony overlooking the lower floor. Switch to night vision and line up a perfect headshot. You have one shot; make it count.

Head upstairs and collect the bodies. If you had any doubt about killing these terrorists, check out the dead security guard in the back office. The poor soul's slumped against the wall like his heart was torn out. You can exit the baggage claim area from the back door behind both offices.



### Navigate through the X-ray screening area next.

The stairs bring you into a darkened maze of conveyer belts. All the baggage winds through here, overseen by vigilant workers. You're going to have to figure a way past open windows and workers whose job it is to spot something amiss on the conveyer belt line.



### Hide behind the larger baggage pile to slip by the observant worker.

## Mission 9: LAX Airport

Choose the left conveyor belt system and hop up behind the largest baggage pile you can find. Squat down and ride along. You should pass by the first worker without incident, as the bags and suitcases screen you from any suspicious thoughts.



**Avoid the X-ray machines or you'll be caught.**

At the next intersection, jump on the conveyor belt heading the opposite way. If you stay on your present belt, it will take you through an X-ray machine. Enter one of those detection devices and the gig is up—everyone will know you're here.



**Run past the second worker to exit the X-ray area.**

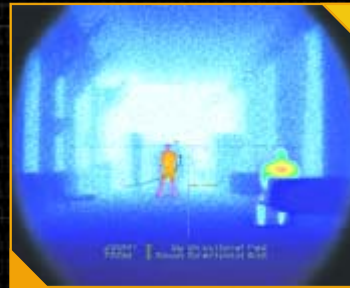
Run against the flow of traffic on the new conveyor belt and watch out for the worker in the right window. He likes to study the passing merchandise. When he looks back in the room, run full out to beat his turning gaze.

Leap off the conveyor belt near the shelves of suitcases and open the door in the dark corner. Follow the stairs up to the Arrivals/Departures lane.



**A single guard patrols the Arrival/Departure concourse.**

As you arrive at the top stair, Grim gives you an update: Add two more terrorists to the list. Third Echelon has discovered two hidden terrorists, one in Arrivals/Departures ahead and a second in the ticket offices a few hallways away. That brings your total to 11 terrorists (not counting Soth).



**A quick thermal scan reveals one terrorist and two normal civilians.**

Open the door and you'll see the security guard begin his walk back down the concourse. Move to your right and thermal scan down the walkway. The security guard is a terrorist and the two seated civilians are not.



**Creep past the two civilians.**

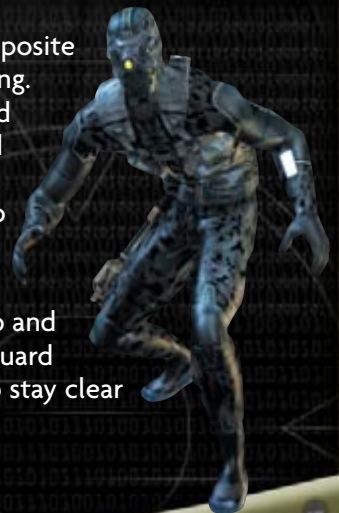
Loop around to your left and prepare to steal along the wall. Notice that the light coming in from the windows creates a bar pattern on the wall: a block of shadow, a block of exposing light, a block of shadow, etc. As you tiptoe down the concourse, pause at each shadowy area and check to see who's looking. If you believe you're safe, advance to the next shadowy bar. You can also go stealthily between pillars by using SWAT turns.



**Civilians can pull the alarm in the concourse too. You must not be seen.**

The first civilian sits on the opposite side by the window, but not for long. Pause in the first shadow block and watch as he gets up, stretches, and eventually settles in to a chair closer to you. Luckily his back is to you now so you can zip on by.

The second civilian will never look your way. Later on, he gets up and examines the information by the guard counter, but you should be able to stay clear of him.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



**Knock out the guard and circle around to his computer.**

When you're in sight range of the terrorist, a second worker (normal) will show up to relieve him. If you let them finish their conversation, the terrorist will disappear through the security door and down the stairs into the next area. You will have to kill him there if that happens.

It's better to draw him out now. Inch into the light just enough so he catches a glimpse of you. Duck back into total shadow and deliver a massive blow when he searches the area for you. You must stay in the shadow while going hand-to-hand to avoid the second worker or civilians pulling the alarm.

Check the terrorist for a satchel. His data stick, combined with accessing the computer at the counter, will give you the security door's passcode: 5325. Shoot the terrorist or Brunton will never stop nagging you.



**Keep an eye on the normal clerk as you pop the terrorist.**

Inside, you'll see a shadow pocket off to your right (past the light in the corner to your right). Hurry up and immerse yourself in the shadows.

Turn around and you'll see two people: a security guard (terrorist) and a customer service representative (normal). The security guard will patrol virtually on top of you; no problem getting rid of him. The problem is that an alarm will trigger if the customer service rep hears you.

Here's how you do it. Wait 'til the security guard turns his back and then shoot him in the back of the head. Sprint toward the customer service guy. If he hasn't heard the kill shot, you'll surprise him at his desk and knock him out. If he has heard, cut him off from reaching the alarm on the left wall.



**Nullify the camera in the next hall with your jammer.**

Enter the hall behind the security door and stop at the corner by the first landing. At the end of the hall, an armored surveillance camera records the activities here. Pull out your pistol and shoot out the light on each wall. Proceed to the next landing and use your camera jammer to sneak under the camera.

Looking up at the camera (back to the wall), and when it pans to your left, break to your right and open the door into the ticket office.



**To cross the balcony, shoot out all the lights and creep past the civilians.**

After you've dealt with the bodies, choose the left door (the one nearest the security guard's route). The right door on the other side of the room leads into a conference room with four civilians—it's too difficult to pass through. Third Echelon congratulates you on taking out all the rogue terrorists; now you just need Soth and his men.

## Mission 9: LAX Airport



Exit to the large balcony. Grab your pistol and begin a slow walk up the balcony as you shoot out all the lights. Two civilians will emerge from the conference room. If the lights are out, they will comb the terrace, and you'll have to dodge them. If you left the lights on, it's still possible to cross. The two civilians will talk by the railing, gazing down at the main concourse. Quietly walk behind them and into the far right corner.



**Slip around the escalator camera and identify Soth and his men below.**

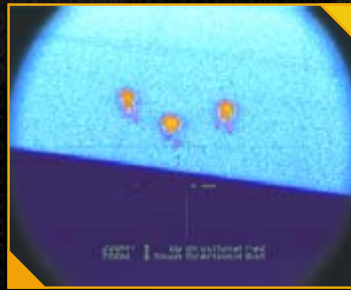
Grim wants you to identify Soth in the main concourse below. Walk down the right escalator, mindful of the security camera above the balcony doorway. If you keep your shoulder on the right wall and hide in the shadows, the camera will not detect you.

Click on thermal vision and pull out your binoculars to scour the main concourse. Sure enough you pick out Soth and his fake leg. Third Echelon has a trace on him now; they're making their way up to the catwalks above the airport. Head to the elevator in the next area.



**Jam the security camera to reach the elevator.**

Two security cameras survey the elevator lobby. From the balcony shadows, shoot out all the lights. Pull out your camera jammer and screw up the security camera to the right. From the right corner, slide along the wall and open the elevator door.



**After the power shuts off, shoot out the emergency panel and grab a cable in the elevator shaft.**

Before you can tell the elevator to head up to intercept Soth, his men cut the power. You have very little time here. While Lambert and Grim explain the situation to you, pull out your gun and blast the emergency panel in the elevator's ceiling. Leap up and snatch the edge, then pull up into the shaft. Grab one of the cables on the inner area (not the exterior wall).



**Shimmy up the cable to the higher elevator car.**

Climb the cable to the concrete slab that joins the two walls. Mantle up onto the slab and switch from your cable to the next one farther in. If you look up here, you should see a second elevator car stuck on the next floor. Fortunately, this one has a trap door in the floor which you can reach.



# Tom Clancy's SPLINTER CELL

## PANDORA TOMORROW



Hang upside down and open the elevator car's floor panel.

Hold on tight to the new cable—a fall from here will kill you—and shimmy up to the underside of the elevator car. Reach out and grab the metal rim and slide under the elevator car itself. Position yourself under the floor panel now and push up as if you wanted to jump. This will call up the interaction menu so you can use your optic cable.



Shoot another emergency panel out and enter the catwalk area.

A peek inside shows a normal worker covering in the corner. He won't bother you, so you can open the trapdoor and climb into the second elevator car. Jump up and grab a handhold on the lip to pull yourself up through the open panel in the ceiling.

Squat to fit into the small crawlspace ahead. It's a hole into the catwalk area you've been looking for. However, the catwalk has half a dozen workers and terrorists in the vicinity. Be more cautious here than anywhere.



Dodge the sea of personnel and navigate the ladder maze.



Slide along the pipe to bypass annoying workers.

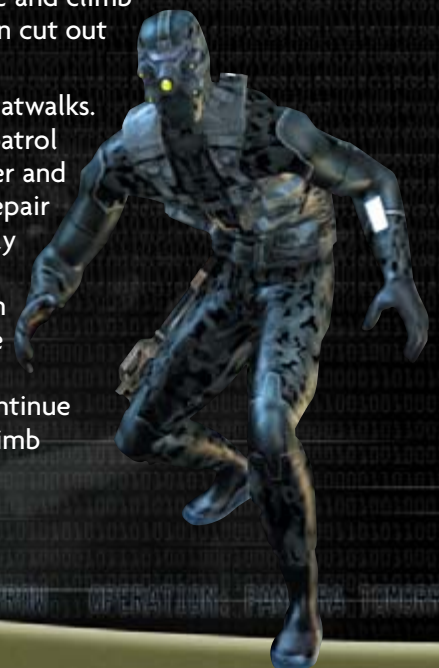
At the end of the next ladder, leap up and grab the pipe that runs overhead. Draw your legs up and shimmy across the open expanse to the next set of catwalks. No one will see you in the gloom.



Drop from the stone platform and sneak by the repair workers.

Drop off on the catwalk and climb down the nearby ladder. Make sure the wandering security officer isn't looking at this area before you descend the short ladder and cross to your right. Walk a few feet and search for a small indentation on your left that looks like a dead end. It's not; you can jump up here and climb into a small square section cut out of the concrete pillar.

Scan the next set of catwalks. The security officer will patrol from the left to the corner and then head past the two repair workers. He will eventually turn around and come back. You must leap down after he passes you to the left and then quietly slip by the repair workers. Continue to the right corner and climb the ladder.



## Mission 9: LAX Airport



**Shoot out the light above the long ladder and climb up.**

At the next platform, a long ladder leads up to the topmost catwalk. To your left, through some obstacles, you can see the last three terrorists. You're now on the level that Soth, his two bodyguards, and the pox bomb occupy, though in order to get at them, you'll have to climb up one more level.

Doing so puts you in a perfect sight line of the bodyguards standing in front of Soth. Call upon your SC-20K to blast out the light at the top of the ladder. If a bodyguard investigates the disturbance, so much the better—you can isolate him from Soth and slay him without fuss.



**Discreetly wipe out the terrorist if he comes to check out the broken light.**

That's probably not going to happen. Blast out the light and climb up to the top level. Move to the edge of the catwalk and place a sight on the first bodyguard. He prevents you from hitting Soth, but you have to take them both out, so why not start with him?



**From the catwalk, launch a bullet into Soth's bodyguard.**

As soon as you kill the bodyguard, Soth runs for cover and triggers the detonator on the pox bomb. Roll off the catwalk and drop down twice to reach Soth's level safely. Fire at the second bodyguard, who will charge at you. As soon as you've dealt with both bodyguards, call up sniper mode and advance toward Soth. Don't worry about the bomb's timer; you have enough seconds to take out Soth and stop it.



**With the clock ticking, hunt down Soth.**

Continue up the walkway and zoom in on Soth's heat signature. He'll be in cover, and he's a very good shot; you'll need to prove your marksmanship here. Shoot off as many bullets as you must to end the maniac's life.



**Reach the pox bomb to come up with a plan to shut it down.**

With Soth dead, run to the end of the catwalk and touch the pox bomb in the shadows. The countdown ends and you've recovered the smallpox sample after a small bit of ingenuity.



**Sam Fisher, the world's most unknown hero, has done it again.**

It's been a long, long journey. Take a deep breath and holster your weapons. You can sleep well knowing that a million other people—once potential victims of a deadly plague conjured up by madmen—will sleep well too.

