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# CONTENTS

THIRD ECHELON SOP .....	2
WEAPONS AND EQUIPMENT .....	6
GAME BOY ADVANCE CONNECTIVITY .....	10
GAME BOY ADVANCE TIPS .....	12
CIA TRAINING COURSE .....	16
POLICE STATION .....	21
GEORGIAN DEFENSE MINISTRY .....	32
GFO OIL RIG .....	44
CIA HEADQUARTERS .....	50
KALINATEK .....	68
POWERPLANT .....	89
CHINESE EMBASSY .....	101
MOUKE TSOE BO MEATS .....	112
RETURN TO THE CHINESE EMBASSY .....	129
THE PRESIDENTIAL PALACE .....	141

# THIRD ECHELON SOP

**W**elcome to the Third Echelon. This autonomous subagency of the National Security Agency commands independent splinter cells to achieve critical intelligence collection initiatives. The U.S. government denies its existence, but Third Echelon is granted the power to invoke the "Fifth Freedom," allowing operatives to bypass international treaties and employ any means necessary to uphold national security. You are part of a splinter cell. This is a small, elite, aggressive intelligence-gathering force flexible enough to face the hidden threats of tomorrow's wars. A lone field operative works with the remote support of a team of strategists empowered with leading-edge technology. Like a sliver of glass, a splinter cell is small, sharp, and nearly invisible.

Since you are new to the organization, let's go over the standard operating procedures, or SOP, for a field operative. While you are highly trained in hand-to-hand and weapons combat, your survival and the success of your missions will depend on stealth, cunning, and strategy.



## NOTE

This strategy guide covers Xbox, PS2, GameCube, and PC versions of *Splinter Cell*. The walkthrough primarily follows the Xbox and PC versions, and includes sidebars and notes where there are variations in the PS2 and GameCube versions.

# SAM FISHER

## THIRD ECHELON FIELD OPERATIVE

**F**isher has been on the front lines of espionage in several defining conflicts throughout the past decades. He's a survivor and excels in covert operations through hard work, insatiable curiosity, and brutal honesty. He has little time for polite niceties and even less for lies. Though fully aware of and confident in his abilities, Fisher understands that his survival has often been a gift of chance. He knows he is human and fallible and does not want to die. He has a strange and slightly dark sense of humor.

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

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



# COLONEL IRVING LAMBERT

THIRD ECHELON OPERATION COORDINATOR



**Born:** 1961 in Batcave, North Carolina  
**Height:** 6'2"  
**Weight:** 270 lb.

Lambert is the link between the field agent (or agents) and Third Echelon's team of researchers, hackers, strategists, and commanders. While Fisher is in the field, he is in constant contact via subdermal and cochlear implants.

# VERNON WILKES, JR.

THIRD ECHELON FIELD RUNNER

**Born:** 1967 in Baltimore, Maryland  
**Height:** 5'10"  
**Weight:** 145 lb.

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



# ANNA GRÍMSDÓTTIR

THIRD ECHELON COMMUNICATION LEAD



**Born:** 1974 in Boston, Massachusetts  
**Height:** 5'8"  
**Weight:** 128 lb.

Grímsdóttir heads a programming team that provides technological, cryptographic, and data support for the field operative. Grímsdóttir assists Fisher in his interface with the high-tech components of his missions.

THIRD ECHELON SOP



# THE FOUR OPTIONS

All field operatives are trained to follow the Four Options. These are methods of dealing with an enemy during a mission, ranked according to priority.

1. AVOID
2. DISTRACT
3. INCAPACITATE
4. TERMINATE

## AVOID



During a mission, your safest option is to avoid contact altogether. If the enemy does not see or hear you, he or she will not know you are around, sound alarms, or shoot at you. In some places, if the enemy spots you, you fail the mission. You must learn stealth.

Darkness is your biggest ally during a mission. Notice that all missions take place at night. This limits the amount of light outside and usually allows for darker interiors as well.

Your uniform is embedded with photosensors that detect and let you know how much light falls on you. This information is displayed on the stealth meter in the lower right-hand corner of the screen. When the slider is all the way to the left, you are invisible. An enemy could walk right up to you and not see you. However, if enemies see you move into a dark area, they will follow you and look for you in the dark. Remember, part of stealth is letting foes see what they expect to see. If they are expecting an empty dark corner, that is what they will see.

During a mission, many dark areas offer cover. At times, though, you must create your

own darkness. The pistol you carry is silent and can shoot out lights, providing instant concealment. But don't go overboard and shoot out every light you see. You have a limited number of bullets, and shooting lights can attract attention. The sound of the glass breaking may alert a guard and prompt an investigation. Therefore, be sure all enemies are far from the light when you shatter it.

In addition to hiding in the dark, you can take cover behind objects like crates or walls. Even ducking around a corner works. When hiding behind an object, or just moving about, crouch. You present a smaller, lower target. Sound is the second sense enemies use to find you. Moving while crouched is quieter than walking upright. Also, the speed of movement affects sound. The faster you move, the more noise you make. Some surfaces on which you walk make noise. Look out for metal roofs, creaking wooden floors, or broken glass. Noise attracts the attention of enemies, causing them to look in your direction or even walk toward you.

## DISTRACT

Sometimes foes are unavoidable, but you can still get past them without engaging them. In some missions, there are bottles and cans to pick up and throw. Cans just make noise, while bottles break and leave glass around an area. You can throw a can or bottle in one direction to divert attention, or lure guards away from their positions so you can slip past.

In later missions, you have access to a diversion camera, which can be fired at a wall. This camera makes noise to attract someone, then releases gas to knock the enemy out. Most often you will use distractions and diversions to lure enemies into positions where you can incapacitate them.

## INCAPACITATE



If you have to remove an enemy from an area, your first choice should be incapacitation. There are a number of ways to accomplish this. The best way is to sneak up behind and grab the enemy. This allows you to put your opponent in a headlock with a pistol to the head. Then pull the enemy to a different location, preferably a dark area, and strike a knockout blow.

Unfortunately, you can't always creep up behind an enemy. Another technique is to get in close, from any angle, and press Fire to attack. This method can be risky. It usually takes two hits to knock out an enemy, so you have to move quickly. During that time, the enemy can shoot you or call out for help, so consider this method a last resort.

A number of your devices render an enemy unconscious: the sticky shocker, diversion camera, and smoke grenades. They are all discussed in greater detail in the next section.



**An enemy can revive an unconscious associate. Therefore, if you knock out someone and cannot hide the body, leave the area or you may have to deal with numerous foes.**



# TERMINATE



On rare occasions, you are forced to kill an enemy. For this to occur during a mission, Lambert has to confer the Fifth Freedom, which allows for deadly force. For most missions, nonlethal methods work to get around most, if not all, of the enemies. Sometimes, though, you must neutralize an opponent.

A pistol is your basic weapon. The Five-7 is silenced, but it fires a low-caliber round. It is best for head shots at close range. The SC-20K, which you receive during the CIA Headquarters mission, provides more firepower. The key to using these weapons is a firefight. Use them when the enemy is not expecting it. Before shooting, find a dark area with some cover, if possible. Set up your shots and plan out the engagement before you fire the first shot. For example, if there are two enemies you must eliminate, decide which to shoot first, and then how the other one may respond.

Another lethal weapon is the frag grenade. Frag grenades can be found in some missions or on the bodies of enemies. Use them to take out a group of two or more enemies with a single blast.

The problem with the use of deadly force is that it can trigger alarms or draw



additional enemies. That is why it is important to limit the killing and control the effects. As a general rule, before killing someone, you should ask yourself if there is another way. Often, there is.

## Field Operative - Not Assassin

*During some missions, you are not allowed to kill or incapacitate any guards, soldiers, civilians, etc. Avoid violence, especially killing. Taking out enemies may seem easy to begin with, but leaving behind a trail of bodies can cause alarms. When other enemies are alerted, the mission difficulty increases, and it may fail.*

*Remember, you are not a killer. In fact, use of deadly force should be an option only when required by mission objectives or in self-defense.*

*During each of the walk-throughs, the tactics provided minimize contact and violence. However, if a tactic fails, prepare yourself. For example, if a diversion camera didn't knock out a guard and there's a gun aimed at you, pull out a weapon and shoot first. The key is to try to avoid killing in the first place.*



### TIP

*After you knock out or kill an enemy, you need to take care of the body. Those who find bodies lying around sound alarms or alert other enemies who come looking for you. It's important to hide your bodies. Either pick them up and carry them to a dark area, or shoot out a light to create darkness around the body.*

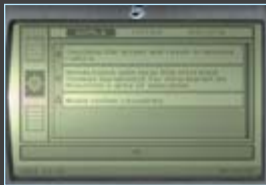




# WEAPONS & EQUIPMENT

## Palm™ OPSAT

The Palm™ OPSAT is a compact, wrist-mounted version of the standard civilian PDA designed for military use. It enables you to receive mission objectives and updates from Third Echelon headquarters.



### NOTE

*Check your OPSAT frequently for new goals and information from data sticks. This is often the means of accessing the key codes for opening doors with a keypad.*

## SC-20K (Modular Assault Weapon System)



**Ammunition:** 5.56x45mm ss109  
**Magazine capacity:** 30 rounds  
**Firing modes:** Semi-automatic, full automatic

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

The SC-20K supports two fire modes—semi-automatic and automatic. The default setting is single shot, and the SC-20K reverts to this setting whenever the weapon is lowered. Single shot is adequate for engaging individual targets or battling the enemy from a distance.

Automatic fire is effective for close-range firefights, but keep an eye on your ammo—this mode really eats it up. When using automatic, fire in short, controlled bursts. Otherwise, your accuracy decreases with your ammo.

For long-distance shots, the SC-20K is equipped with a scope. You access it by entering sniper mode. This brings up the scope. It's best to aim at your intended target before entering sniper mode. This way you won't have to search for your target through the scope. To settle down the rising and falling movements, have Sam hold his breath before taking the shot. This steadies the aim for a little while, providing enough time to center the target in the crosshairs and get a shot off. Although silenced, the SC-20K still produces an audible sound. Therefore, avoid firing the SC-20K when trying to remain concealed from nearby enemies.



### NOTE

*The SC-20K is retrieved from CIA headquarters in the fourth mission.*

## SC-20K Multipurpose Launcher & Devices

*The multipurpose launcher is beneath the main barrel of the SC-20K. Devices fired from the launcher have a tendency to arc, especially over great distances. You can compensate for this by slightly raising your aim above the intended target. We also recommend firing at stationary targets.*

### RING AIRFOIL PROJECTILE

The airfoil is a high-impact zero-penetration projectile designed to incapacitate rather than kill. Firing an airfoil at the head can knock out a target.



However, if you simply need to stun someone, aim at the torso. The targets remain stunned for a few seconds, allowing you to move in and grab them from behind. This is useful when you need to close on an enemy to for interrogation.

### STICKY CAMERA

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



Sam often hides in cramped spaces that limit his line of sight. Use sticky cameras in these situations to survey Sam's surroundings. They're also great for monitoring guard patrols. While operating a camera, Sam must remain stationary, so find a good hiding spot before using one. When possible, place cameras in areas where they can be easily retrieved.

### STICKY SHOCKER

A high-voltage discharge device coated in adhesive resin, the sticky shocker adheres to its target and gives the enemy an incapacitating shock. The sticky shocker is one of Sam's most useful nonlethal devices.



They're great when distance or obstacles prevent Sam from taking down an enemy at close range. If enemies are in contact with water, simply fire a sticky shocker into the water to deliver a shock.

It doesn't matter where the sticky shocker hits an enemy; the result is always the same. Therefore, always aim for the torso, the largest target area. Be careful when firing at enemies standing behind a railing. There's a slight chance that the sticky shocker will hit the railing and bounce off. Unlike sticky cameras, sticky shockers cannot be reused, so expend them appropriately.



## SMOKE GRENADE

A standard CS (O-chlorobenzal-malononitrile) gas canister can incapacitate groups of enemies. Exposure to CS gas causes violent respiratory seizure. Prolonged exposure causes unconsciousness.



Because of the relatively large cloud of gas produced from these canisters, they're best used against clusters of enemies in enclosed spaces. It's also best if the intended victims aren't moving—this makes targeting much easier.

Like other objects fired from the multi-purpose launcher, gas grenades have a tendency to bounce around before dispersing their CS. Remember this when aiming. The cloud of gas that follows will most likely obscure your view of the enemies. Use thermal vision to see through the gas and determine the state of your targets. Be ready to follow up with an alternative action if the gas doesn't incapacitate all of your targets. Be careful not to move in until the gas completely dissipates—the gas slowly eats away at your health.

## DIVERSION CAMERA

An adaptation of the sticky camera, the distraction camera has had its zoom motor as well as its vision enhancement apparatus replaced with a noisemaker and a CS gas canister. The device can be triggered to attract enemies with a sound and to dispense a cloud of incapacitating gas when they are nearby.



When Sam can't safely pass by a guard, the distraction camera comes in handy. Find a spot where you want a guard to wander and aim at a flat vertical surface. If you plan to gas the enemy, make sure the camera adheres to a wall at eye level—the closer the enemy is to the gas source, the more effectively it works. Use the noisemaker to attract a guard, wait till he gets close, and activate the gas.

The cloud of gas produced by the distraction camera is much smaller and more directional than the gas grenade. Therefore it's best used against single enemies instead of groups. Each camera has only one gas canister. If you pick up a used camera, it will be the first one loaded next time. While the noisemaker still works, the gas function doesn't.

## Gadgets

### FIVE-7 PISTOL

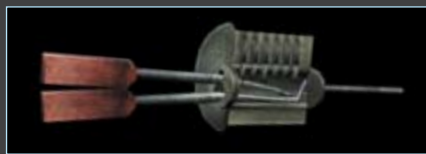


**Ammunition:** 5.7x28mm ss190  
**Magazine capacity:** 20 rounds  
**Firing mode:** Semi-automatic

The tactical model with single-action trigger and a 20-round magazine comes equipped with a silencer/flash suppressor. The pistol's 5.7x28mm ss190 rounds offer good penetration against modern body armor, while keeping the weapon's weight, dimensions, and recoil at reasonable levels.

Its slow rate of fire and limited range make the Five-7 less than ideal for full-scale firefights. Instead, use it in situations where you have the element of surprise. Aim for the head and fire off two or three rounds. One bullet to the head gets the job done, but firing a few extra rounds helps guarantee the takedown. While the pistol can be used to kill, it's most useful for shooting out cameras and lights. The Five-7 produces less sound than the SC-20K and should be used in situations where you need to avoid detection.

### LOCK PICK



Your lock pick is a standard set of picks, wrenches, and probes for bypassing basic cylinder locks. Throughout the game you encounter various locked doors. Each lock is a bit different, with varying numbers of pins and configurations. Some locks have as few as two pins to disable, while others have as many as six. Just take your time and remember to make slight movements to release each pin. The complexity of the lock usually reflects the significance of what lies on the other side of the door.

### LASER MICROPHONE T.A.K. (TACTICAL AUDIO KIT)

The laser-operated microphone integrated in the Five-7



pistol enables the user to read the vibration off certain surfaces

(mainly glass windows). Use it to listen in on conversations. When activated, the laser mic provides a zoomed camera-like view that can be aimed at different objects. The square in the center of the screen turns red when the mic begins picking up sound. Sam is vulnerable while using the laser mic, so make sure he's concealed before activating the mic.

### CAMERA JAMMER

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



When a camera can't be evaded or destroyed, use the camera jammer to slip past. It must be activated and aimed at the camera while moving. This can be a bit tricky, especially if there are other threats nearby. So plan your movements before moving out into the open.

### OPTIC CABLE

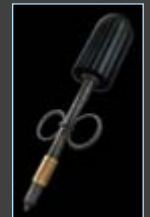
The flexible cable/camera can easily be slipped under doors to view the other side. It includes a night-vision enhancement. It's always good to see what's on the



other side of a door before opening it. Use the optic cable when adjacent to closed doors. The image provided is somewhat crude, but it's more than adequate to get an idea of what's on the other side. You can also pan it to the left and right. It's not necessary to use the optic cable on every closed door. Instead, listen for activity and deploy it accordingly.

### DISPOSABLE PICK

Unconventional lock picks, these microexplosive-shaped charges deliver a quick impact to any standard lock cylinder that shatters the pins and unlocks the door. Disposable picks are extremely useful in situations when there isn't



enough time to use a conventional lock pick. For example, if you need to duck into a locked room to evade an approaching guard, consider using one of these small explosive devices. Don't worry; the noise made is minimal and won't alert anyone nearby.



### GOOGLES

Sticking to the shadows is a good way to prevent being detected, but it makes seeing where to go somewhat problematic. Fortunately, Sam is equipped with appropriate optical gear to help navigate through the darkness.



### NIGHT VISION HEADSET

Night-vision goggles amplify very low existing light, especially light at the lower end of the infrared spectrum. This produces a gray image, illuminating even the darkest corner. However, there are a few downsides to night vision. The image is slightly grainy, making fine details hard to see, especially at a distance. Night vision also lacks contrast, making it difficult to tell shadow from light. Therefore, use it sparingly and keep an eye on your stealth meter when moving with night vision equipped.



### THERMAL VISION HEADSET

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



With the thermal vision equipped, warm colors such as red, orange, and yellow represent varying degrees of heat. Cooler temperatures are represented by less vibrant colors such as green and blue. Thermal vision is particularly useful for spotting individuals obscured by smoke, gas, and other objects. A faint heat signature is seen on keypads, allowing you to procure codes by analyzing the varying heat of each button. However, this must be done soon after the code is entered because the heat eventually dissipates.

## Items

### WALL MINE

The wall mine is a motion-sensitive explosive device that can be attached to almost any surface. You'll usually add wall mines to your inventory by deactivating them. As long as you approach one slowly, the mine's motion sensitive component won't detect your presence. Wait until the red light flashes off before deactivating it. You can also occasionally find wall mines in the satchels of fallen enemies. Once you have wall mines, you can use them to set up deadly ambushes. Just remember where you place them—you don't want to fall victim to your own trap.



### CHEMICAL FLARE

Chemical flares are lightweight plastic sticks filled with a binary chemical agent. When the inner containers are cracked, the chemical agents mix, causing the stick to glow. They're useful for attracting and distracting enemies. Instead of using them as light sources, throw chemical flares to draw attention.



### EMERGENCY FLARE

Similar to chemical flares, these standard road flares also emit heat to distract sensors like those found on automated turrets. When throwing flares, keep in mind that they'll bounce around quite a bit. Unless you plan the throw carefully, the flare probably won't land where you intended. This is important to take into account before throwing them to distract automated turrets.



It's also important to note that automated turrets are only temporarily fooled by emergency flares, leaving you a small window of opportunity to act.

### FRAG GRENADE

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



Frag grenades are extremely dangerous and should only be used in appropriate situations. To maximize destruction, throw grenades into concentrated groups of enemies. Grenades can also be banked off surfaces before exploding, allowing numerous indirect fire opportunities. However, be careful when bouncing grenades off walls—you don't want them to bounce back at you.

### MEDICAL KIT

These standard field first-aid kits are sprinkled throughout the various missions and should be picked up whenever spotted. Each medical kit used recovers approximately 20 percent of Sam's health.



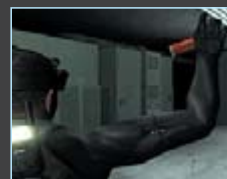
### BULLET BOX

Find these to obtain some ammo for the SC-20K and Five-7. Each box contains 30 rounds of ammo. Sam can carry up to 60 rounds for each weapon.



### ALUMINUM CAN

Empty soda cans indicate the favored beverage of Kalinatek employees. Aluminum cans can't be added to your inventory, but Sam can pick them up and carry them. He'll hold a can until he performs another function, such as pulling up one of his weapons. When thrown, cans make a sound, often attracting the attention of guards.



### GLASS BOTTLE

Like aluminum cans, empty glass bottles are common objects found in most missions. Sam interacts with bottles the same way he does with cans. However, when thrown, bottles break, making noise and littering the ground with broken glass. Walking through the glass produces noise that can alert nearby guards.





## In-Game Elements

### ALARM PANEL

Standard alarm switches can be triggered by enemies to alert nearby comrades. Because of the extremely covert nature of Sam's operations, indiscretion with alarms can cause the Third Echelon to abort a mission.



The best way to avoid alarms is to prevent detection. But sometimes things don't always go as planned. If alerted, enemies (and civilians) will run to the nearest alarm panel. Try to prevent them from reaching it. Once an alarm has sounded, expect more enemies to appear. Not only do more enemies complicate your job, they could also cause Lambert to pull the plug on the entire operation.

### AUTOMATED TURRET

These heat- and motion-sensing turrets use an independent friendly fire (IFF) recognition system. Turrets can be hacked from their attached control computer. Either deactivate a turret entirely, or disable its IFF system. With IFF disabled, the turret attacks Sam and enemies as well.



In the game, automated turrets are usually placed with at least one way to get around them. However, it's possible to distract them with flares, too. In most cases, you need to deactivate turrets. But occasionally it's possible to use them to your advantage by disabling the IFF system and setting up an ambush for unsuspecting enemies. Just make sure you're behind the turret when the shooting starts.



### TIP

*Although the automated turret first shows up in CIA headquarters, you won't really have to worry about them until Mouke Tsoe Bo Meats.*

### SURVEILLANCE CAMERA

Standard, off-the-shelf surveillance cameras detect movement and directly trigger alarms. These cameras are fragile and can be destroyed.



Unless there's a reason not to, shoot these cameras out with one of your weapons. You can also move around cameras by timing their movements. Their field of view is usually quite limited, allowing you to get fairly close. If the camera begins to detect you, you'll hear the sound of the zoom lens focusing on your position—you only have a few seconds before an alarm sounds. Move out of the camera's range, destroy it, or disable it with the camera jammer. In addition to keeping Sam out of the camera's view, you also have to make sure no bodies show up on camera. If this happens, an alarm sounds. Either take out the camera first, or simply keep the aftermath of your actions out of the camera's range.

### ARMORED CAMERA

Except for the bulletproof casing, these cameras are identical to the standard surveillance camera. With the exception of shooting them out, the same tactics apply to armored cameras. When you can't safely move around an armored camera, look for nearby light sources and shoot them out. Unlike you, cameras don't have the ability to see in the dark. When it's completely dark, simply walk past the camera as if it weren't there.



### KEYPAD LOCK

Standard push-button security pads are linked to electromagnetic locking systems in a door. Only the correct code opens a keypad locked door. Several failed code entry attempts trigger an alarm. The codes for keypad locks are often gleaned from data sticks. These can be retrieved from computers or satchels belonging to fallen enemies. Any security codes will automatically be filed under the Notes section of your PDA. Sometimes you may even be able to read the code off the keypad itself by activating Sam's thermal vision and analyzing the residual heat on the keys. Remember; the first key in the code will be the coolest, and the last key will be the warmest.



### RETINAL SCANNER

These locking devices read the unique imprint of a person's retina before unlocking a door. No one without access can open a retinal scanner-locked door, but those with the correct retinas can sometimes be "convinced" to open them for you. An incorrect retinal scan automatically triggers an alarm.



Whenever there's a retinal scanner nearby, there's also an officer who can be coerced into giving you access. Grab the officer from behind and pull your captive over to the scanner at gunpoint. Activate the retinal scanner and Sam pushes the officer's face into the device, giving you access. Whatever you do, don't kill or knock out the officer before gaining access—doing so results in a mission failure.





# GAME BOY ADVANCE CONNECTIVITY

When playing *Splinter Cell* on the GameCube, it's possible to attach the Game Boy Advance to access exclusive content, extending Sam's already impressive arsenal and capabilities. The Game Boy Advance is actually transformed into your own OPSAT—like the one Sam wears on his arm! This gives Sam more options when dealing with computers, wall mines, and automated turrets. Connecting the two devices also provides exclusive access to the sticky bomb—a less than lethal sonic bomb fired from the SC-20K.

## OPSAT Functionality

### TACTICAL MAP

The OPSAT map offers a bird's eye view of Sam's surroundings. Sam always appears in the center of the screen.



The green circle superimposed around Sam is a threat radius. You stand a greater risk of

detection if enemies enter this imaginary circle—even if you're in shadows.

The OPSAT map picks up the presence of individuals in the immediate area. A helpful beep will sound from the Game Boy Advance when Sam's threat radius is breached.



By pressing **Ⓞ** on the Game Boy Advance and pressing the directional pad, you can slightly increase

the range of this detection radius. This is useful for seeing into adjacent rooms. The map recenters on Sam when the directional pad buttons are released.

This makes it easier to see the exact position of enemies...



...when you need to stay hidden.

Guards, soldiers, and other armed threats show up as red arrows.



Civilians appear as yellow arrows.

Dead or incapacitated enemies show up as white arrows.



### MINE DETECTION



In the Mouke Tsoe Bo mission, Sam must navigate through a mine field using thermal vision.

The OPSAT map makes this task easier by identifying the location of the mines—they show up as flashing red and blue dots.



This allows Sam to spend more time concentrating on the spotlights instead of stepping on mines.

### DATA RETRIEVAL

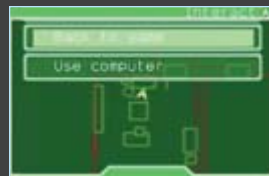


The OPSAT can be used to remotely download data from computers—but you'll still need to be fairly close.

After approaching a computer, press **Ⓞ** on the Game Boy Advance to "Interact."



A menu will appear. Select the "Use Computer" option to begin download.





The upload process will begin...

...and information gleaned from data sticks will appear in Sam's OPSAT.



## TURRETS

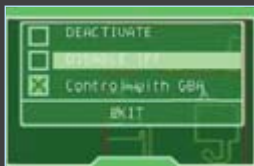


Remote operation of turrets is possible as well. Approach a turret's controls as normal.



Instead of using the GameCube's controller, press **A** on the Game Boy Advance.

A new menu will come up in the Game Boy similar to the one you'd find on the turret's control box. Select the "Control with GBA" option.



This links the Game Boy Advance to the turret's controls. Use the directional pad to rotate and **A** to fire.

The green cone in front of the gun represents the turret's firing arc—use it to aim. Sam can move freely once the turret is under control, but the OPSAT map will stay locked over the turret. This allows Sam to set up relatively complex ambushes from a safe distance.



## WALL MINES



The OPSAT functionality also provides a new option for wall mines, allowing Sam to detonate them remotely.

Start by approaching a wall as normal.

To place the mine, use the Game Boy Advance and press the **R** button. Sam will place the mine on the wall, represented as white square on the OPSAT map.



This sets the mine on remote mode, indicated by a static green light on the mine. It will no longer detect movement and will only detonate when triggered by the Game Boy Advance.

Like the turret, the OPSAT map will stay centered on the wall mine, even if Sam moves away.



Wait until an enemy walks within the mine's 180 degree blast radius, indicated by the green half circle. Make sure Sam is outside of this radius before detonating.



Press **A** on the Game Boy Advance to detonate the wall mine. Once detonated the OPSAT map recenters on Sam. Enter the blast area to investigate the carnage and retrieve any surviving intel.



## Sticky Bomb



The sticky bomb is a non-lethal, low frequency sound bomb. It can only be selected when the Game Boy Advance is connected to the GameCube.

As usual, begin by loading the device in the SC-20K.



Find a suitable surface to fire the bomb at. Unlike other devices for the SC-20K, the sticky bomb adheres itself to the first surface it touches—it will not bounce.

Like the wall mine, once the sticky bomb is deployed, the OPSAT map will lock onto its position. It's represented by a sticky bomb icon surrounded by a green circle indicating its blast radius.



Wait for an enemy to walk within its blast radius. The closer they get to the device, the more effective it will be.

Once the target is close, press **A** on the Game Boy Advance to trigger the bomb.



A large shock wave emanates from the device in all directions, incapacitating or stunning anyone within its radius. This makes it a great weapon for taking out tight clusters of enemies. Plus, it won't bounce around like the smoke grenade.



## NOTE

Completing the GameCube version unlocks five secret missions in the Splinter Cell game for the Game Boy Advance.



# GAME BOY ADVANCE TIPS

The Game Boy Advance edition of *Splinter Cell* offers many of the same missions and challenges as the console versions. But this time Sam moves around in a two-dimensional side scrolling world. Although the gameplay is noticeably different, the emphasis on stealth still rings true.

## The Basics



Press down on the directional pad to assume a crouching position. This makes it possible to move through tight areas such as this crawl space.



There are plenty of pipes in the game, requiring Sam to traverse them hand over hand.



Push up on the directional pad to raise Sam's legs. This is helpful for getting through objects such as this pipe.



If you encounter breaks in a pipe, you can jump across the gap. But make sure Sam's feet dangle first—he can't jump if his feet are raised.



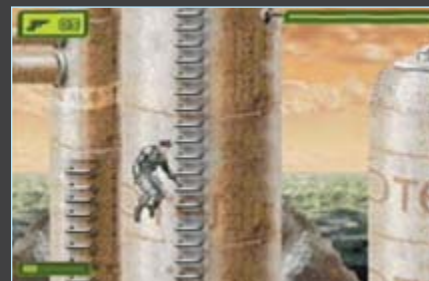
While in the air, guide Sam to the next pipe.



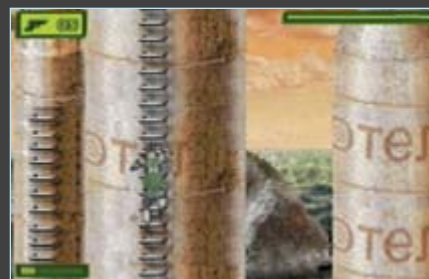
He'll grab the pipe just in time, allowing you to proceed.



Such tactics work well when moving between ladders, too. Climb to the top of the ladder and jump.



Once again, guide Sam while he falls...



...and grab the next ladder.



Running plays a significant role in completing long jumps. Begin by double tapping the directional pad in the direction you want Sam to run.





As you reach the edge of the gap, press **A** to jump.



In some instances, Sam will barely clear the gap and grab onto the adjacent ledge. Pull yourself up and continue.



If you can't figure out where to go next, look for the green indicator cues. These subtle hints will help you find a way around (or below) certain obstacles.



Like in the console game, Sam can repel down walls and buildings. Look for stove pipes and press down on the directional pad to begin your descent.



Keep an eye open for zip lines. Jump up to reach them and Sam will do the rest.



Always keep an eye out for medical kits. When you reach one, press up on the directional pad to receive a slight health bonus.

## Avoiding Detection



Crouching is the best way to avoid being seen.



You can also duck into closets and dark alcoves by pressing up on the directional pad to avoid patrolling guards.



To get by security cameras, use your own sticky camera (**R**) to see the viewing arc.



When the camera pans away, run beneath it. You can't be seen while directly beneath a camera.



Wait for it to pan in the opposite direction and quickly run out of the camera's view.



Timing and patience also come in handy when dealing with guards. Study their patrol patterns and look for opportunities to move.





When it's clear, run for cover.



Immediately, crouch to remain concealed.



If you're seen, an alarm will be sounded. A red bar appears at the bottom of the screen—if this fills in, Lambert will cancel the mission.



To stop alarms, quickly find an alarm panel and press up on the directional pad to deactivate it.



## NOTE

*You can't hide in closets or alcoves when an alarm is sounded.*

## Combat



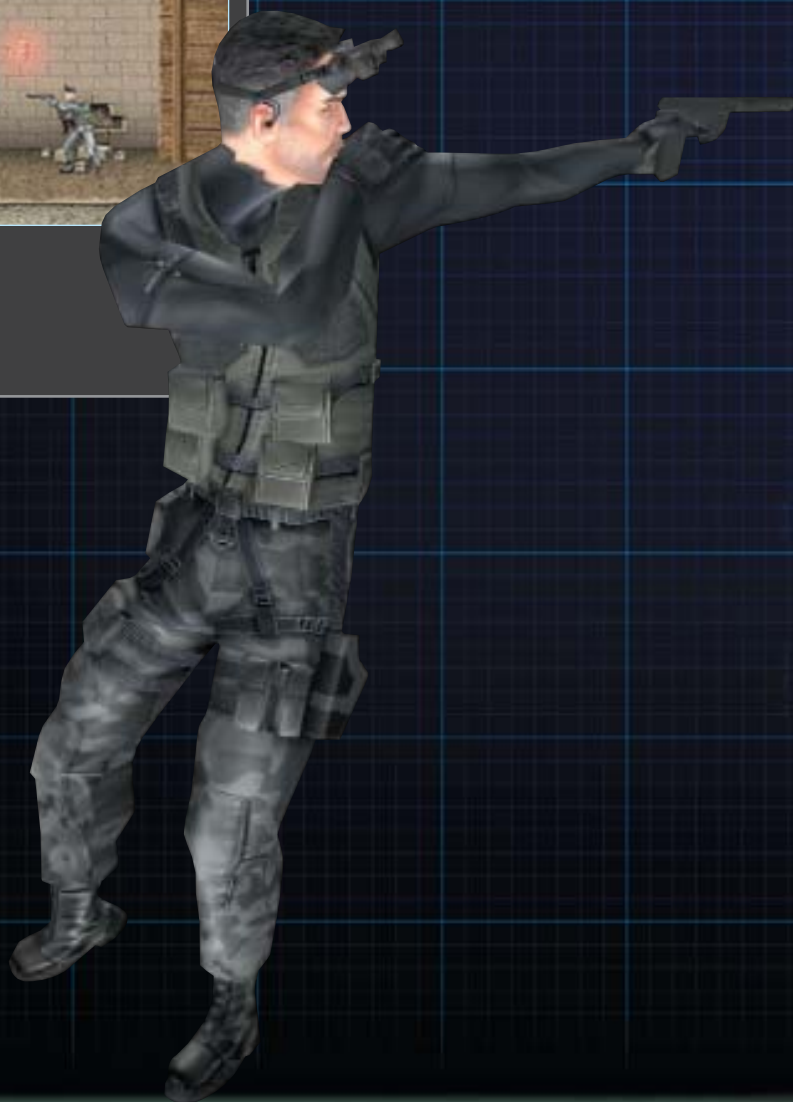
Sam has very few bullets for his pistol, so go easy on the gun action. He can



fire from a standing position...



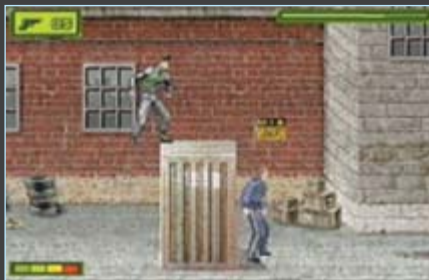
...a crouching position







...and even while hanging from pipes.



At times, Sam will have access to grenades.



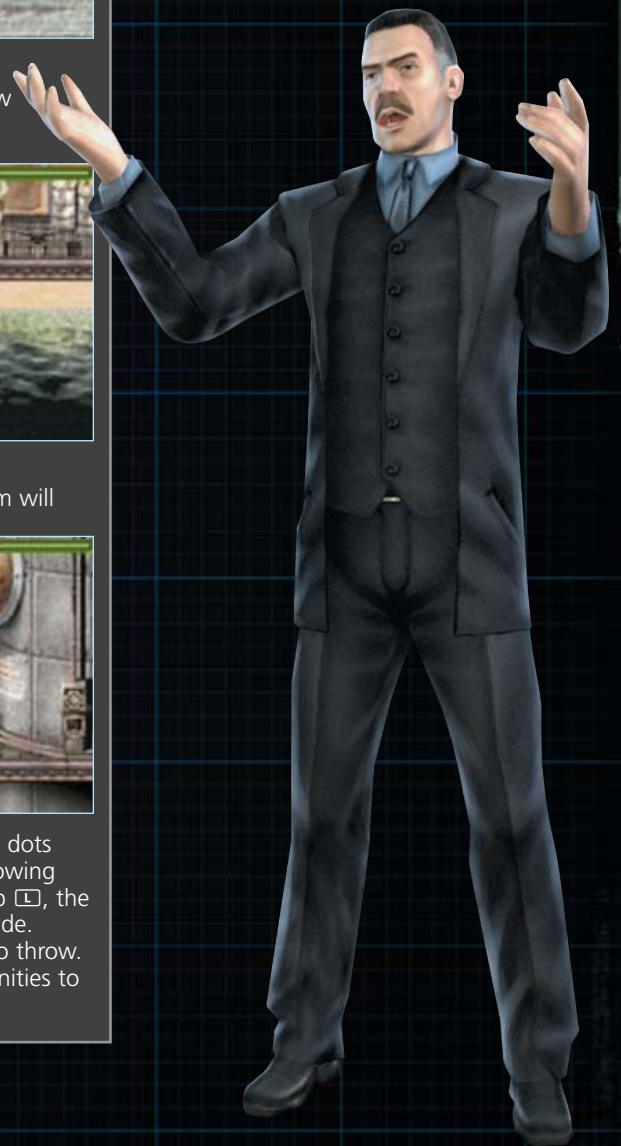
To switch weapons, press **START** to bring up the inventory window and select



the grenade. To use the grenade press **□**. Sam will



freeze in place and several green dots will appear, representing the throwing trajectory. The more time you tap **□**, the further Sam will throw the grenade. When you're satisfied, press **⊙** to throw. When possible, look for opportunities to perform the drop attack.





# CIA TRAINING COURSE



**Objective:** Prove that you are the right person for the job.

## BRIEFING

As agent Sam Fisher, you have been recruited to spearhead the operational arm of the National Security Agency's Third Echelon Initiative. Before the NSA sends you into the field, you must demonstrate that you possess the skills to undertake dangerous and covert solo missions.



## NOTE

This strategy guide covers Xbox, PS2, GameCube, and PC versions of *Splinter Cell*. The walkthrough primarily follows the Xbox and PC versions, and includes sidebars and notes where there are variations in the PS2 and GameCube versions.



## Learning to Control Sam

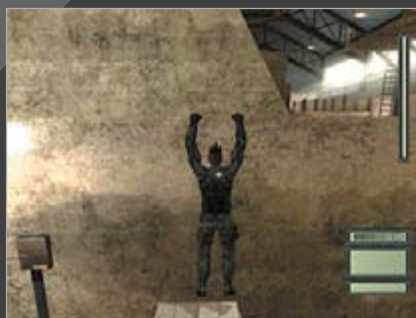
The first part of the training mission teaches you how to control Sam Fisher. Try some of the obstacles until you are familiar with the movements.



The first task is to calibrate your monitoring equipment. Lambert tells you to look at red lights around the area: left, right, up, and down. This shows you how to look around without moving Sam.

## INITIAL GOAL

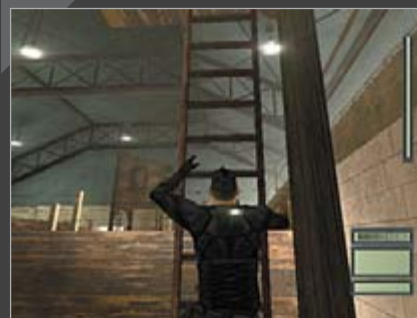
Complete the CIA training course.



Walk forward to the wall, staying to the left and above the depression. Press the Jump button to hop up and grab the ledge.



Move right until you are in front of the cutout of the wall, then move forward to climb onto the wall.



Drop and head toward the ladder on your right. Follow the yellow arrows on the ground. Walk to the ladder and keep moving forward; you automatically climb the ladder.



At the top waits a zip line. Position yourself below the line, then jump to grab it and zip to the platform below.





To get down from the platform, turn right and walk to the pole. Move forward to get on the pole, then descend to the ground.



Pass under some barbed wire. Crouch and make your way to the left or right of the obstacle.



The next maneuver is the split jump, which allows you to position yourself to the left or right of two close walls. Stand next to the left wall. Press Jump, then when you are at the top of the jump, press Jump again to hold a high position between the walls.



Drop from the wall, then head around the corner to the right and move under the horizontal pole. Jump to grab it, then move hand over hand in the direction you want to go.



You must get through a pipe. Hold on to the beam and press Crouch to bring your legs onto the beam. Move through the pipe. This position decreases your visual profile, though you move slower.



Jump down from the pole and walk to the chain-link fence. Move up to it to automatically climb over it, just like a ladder. Use this action to climb up latticework.



At times, you need to hug a wall. To do this, face the wall and press the Back to the Wall button. Move along the wall and through the narrow gap. Halfway through the obstacle you have to change walls. Press the button to leave the wall, walk to the opposite wall, and repeat the process.



When you get to the wall's end, look around by moving toward the edge of the wall. This lets you peek with a lower probability of being seen.



**TIP**

*Because of the third-person view used by the game, you can look around corners without endangering yourself. Move next to the corner, then move the camera control around to see what is on the other side.*



Now you get to climb a pole. Walk up to it to start climbing.





At the top, walk across the platform to the ladder, which you automatically climb down.



Approach a gate, moving to the left corner wall. While facing the wall by the gate, with your left side to the other wall, jump and, at the top, jump again. This makes Sam kick off the side wall to give him enough height to reach the ledge at the top.



Move forward to pull yourself to the top, then crouch and move off the opposite edge. Drop, but hold on to the ledge. Press Jump to let go and drop to the ground. This method is quieter than jumping off the wall's top.



Approach the large door; it automatically opens. Walk in to begin the next phase of your training.



Stealth tactics practiced here will be necessary during operational missions.



Your first task is to walk over and open the door. Press the Interact button to do this. To open the door a crack and look through, hold the Interact button and press down. Sam looks through the crack. Move forward to open the door the rest of the way. This method is also quieter.



You now have to get through a locked door. Open your inventory to access your lock pick. While standing next to the door, press Fire to insert the lock pick. A cutaway shot of the lock appears. Use the movement controls to manipulate the lock and open the door.



*Each lock contains a set of pins that must be released to unlock it. This particular lock has three pins.*



In the next room you must interrogate a guard. Crouch and circle around the left side of the crate in the room's middle; you come up behind the guard. Move slowly or he hears you. Get as close to him as possible until the Interact window opens. Press the Interact button to grab the guard.



*When moving about, be as quiet as possible. Moving while crouched is quieter than walking. Also, moving slowly rather than running reduces noise.*



When you hold the guard in a headlock, the Interact menu offers you a chance to interrogate the guard. Press Interact and ask him for the code.



When you get the information, press Fire to knock out the guard. Walk to the keypad to the door's right.



Press Interact to access the keypad. Enter the code, 28469, to unlock the door. Open it and walk through.



The next room holds another guard. Crouch and sneak behind him, putting him in a hold.



Walk the guard to the retinal scanner and press Interact to unlock the door. Knock him out before exiting the room.



Walk through the next room and head through the other door. Practice the stealth method of opening the door.



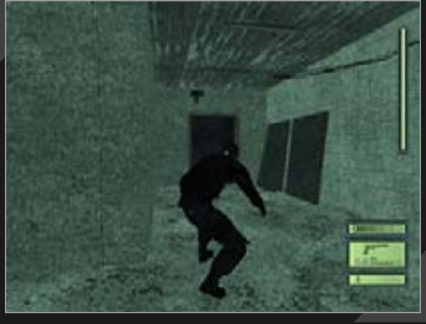
In the next room a camera is around the corner. Get through this room without being seen.



From your inventory, select the silenced pistol. Take aim at each of the fluorescent lights and shoot them out. To get the last light by the camera, move past the corner, aim, and shoot.

**TIP**

*As you shoot out the lights, watch the stealth meter. Your detection level will drop with each light that is destroyed. By the time the last light is shot, you should be completely undetectable.*



When the room is dark, activate your night vision and head to the door. Exit the room and deactivate the night vision.



In the next room, shoot the camera to disable it. Round the corner to the left and use the pistol to shoot the camera. When you hit it, it emits a puff of smoke and a crackling sound, and stops panning. Head for the door and exit the room.

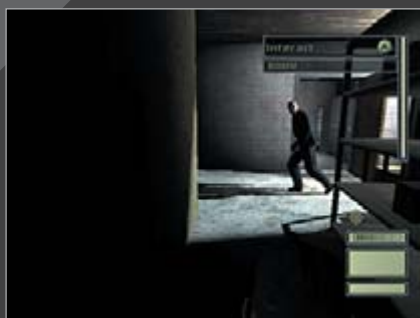


Move past a panning camera. Watch it swivel back and forth. Use the shadows and objects such as crates to hide behind.





Pick up the guard's body, carry him into one of the dark nooks, and put him down.



Crouch in the darkness and wait for the guard to enter the room, look around, then leave. Lambert lets you know if you are successful. Head for the door where the guard you knocked out was standing and on to the next room.



Move forward and jump to the gray platform. Turn right and jump to the wooden catwalk.



Avoid the chains. At the corner, move away from the wall, crouch down, and approach the broken glass on the catwalk.



Hug the wall and move past the glass. Because you step on glass, move slowly.



When the camera is looking away from you, move while crouched to the crate in the room's middle, then wait for the camera to pan by you. When it pans toward the door you entered, move as quickly as you can to the next door and go through.



Continue down the hallway to the room.



In the next room, sneak up behind the guard, knock him out, and hide his body before another guard comes to investigate.



You enter a room where microphones test how quietly you can move. Crouch to move stealthily. Drop to the floor.



You have completed the course. Continue down the corridor until you come to the room where Lambert is. He introduces you to Wilkes.

# POLICE STATION



Police Station  
T'bilisi, Georgia  
October 16, 2004  
2002 Hours

**Objective:** Locate CIA Agents Blaustein and Madison.

## BRIEFING

Agent Alison Madison worked covertly in the Georgian political arena for two years, securing a role in President Nikoladze's cabinet after his coup d'état. She vanished on October 3. On October 7, Special Agent Robert Blaustein was sent to find her. He vanished on October 11.



## INITIAL GOALS

- Rendezvous with local NSA informant Thomas Gurgendze for information on Blaustein's area of operation.
- Killing civilians will result in mission failure.
- Touching the street will result in mission failure.

## ITEMS

- NONE

## GADGETS

- 5.7mm pistol (40)
- Lock Pick
- Optic Cable

## SC-20K

- NONE



## The Rendezvous



Sam begins the mission in a darkened courtyard.



## TIP

Whenever the up-tempo music kicks in, it means you have been seen or heard and the guards are alerted. The best thing to do is find a hiding place and lay low, or get ready to deal with the guards.



Crouch and head up the stairs to the right.



Move forward to the ladder and climb to the top.



While crouched, move up the roof to the trapdoor. Open it and drop through.



Crouch and move through the crawl space to the end.





Climb the pole at the end of the crawl space.



This puts you on a rooftop overlooking a burning building.



Locate the wire. Position yourself below it and jump to grab it. You zip down toward the burning building.



## SAVE

*After you reach the burning building, save your position.*



After you enter the building, Grímsdóttir instructs you to move through the room and across the hallway. However, don't run in too fast or the roof in the opposite room will collapse on you.



## CAUTION

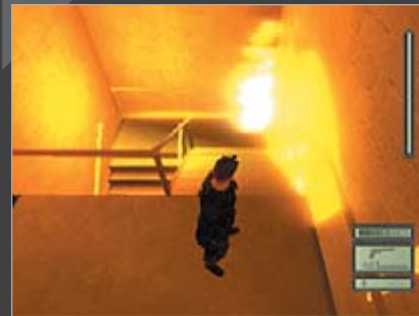
*Within the burning building, avoid the flames. Any contact with them will reduce your health. The longer the contact, the more damage you sustain.*



Turn left and head down the hall toward the flames.



Because the flames are blocking your path, detour through the room on the left and into the hall.



Continue down the hall to the stairwell and descend to the lower level.



At the bottom of the stairs, head into the hall. The path is blocked. Look up and position yourself under the pipe. Jump up, grab hold, and go hand-over-hand across the fiery chasm.



Drop and move through the room to the left, and to the next stairwell.



Ascend the next staircase and go down the hall to the room at the end.



Trapped in the burning room is Thomas Gurgenedze, the local NSA informant. He tells you to check Blaustein's apartment, then dies.



It's now time to get out of the burning building. Exit through the other door.



The next room you need to move through is filled with smoke. Activate your night vision, pull out your pistol, and shoot out the skylight.



Wait a few seconds for the smoke to clear, then head for the door on the room's right side.



Exit the room to complete the level.



**NEW GOAL**  
Find the black box in Blaustein's apartment.



Open the door and move onto the balcony.



At the gap between the railings, stand up, move forward, and jump across to the opposite balcony. In the PS2 version, use the pipe to cross the gap. Pull up your legs to make it over the railing.



Turn right and head toward the lattice wall. Crouch, then walk along the lattice wall toward the patio and listen to the conversation.



Wait until the conversation stops and the guard on the patio turns around, then drop into the planter box.



Turn right and move through the planter box toward the apartment.



Go up the steps and move toward the window to the door's left.





Wait for the guard in the house to come out and talk to the guard on the patio. While they're talking, silently move through the front door and into the apartment.



Continue to the left and down the hall to the last room on the right.



Enter and walk to the painting. Slide it up and out of the way to reveal a computer.



Use the computer to get a data stick.



Head across the room to the keypad by the door.



Pull up your OPSAT and look under Notes for the access code—091772. Enter the code into the keypad.

### PS2 & GAMECUBE SIDEBAR



While listening to the phone conversation, move into the planter box and immediately turn right. Jump to the railing and down onto the patio.



Wait in the shadows. After the guard ends his phone conversation, another guard comes out of the apartment to speak with him.



When they're finished speaking with each other, approach the apartment door and use the optic cable. Make sure the inside guard is out of sight before opening the door.



When it's clear, enter the apartment and turn right. Use the computer to pick up a data stick.



Now move to the far corner of the dining room and shoot the light. Wait for the guard to pass by, then head down the hall toward the bedroom. Pick up a medical kit on the way.



After sliding the painting open and accessing Blaustein's computer, move to the other side of the bed (in the shadows) and wait for the guard to return. When he leaves you can use the keypad locked door and exit the apartment.

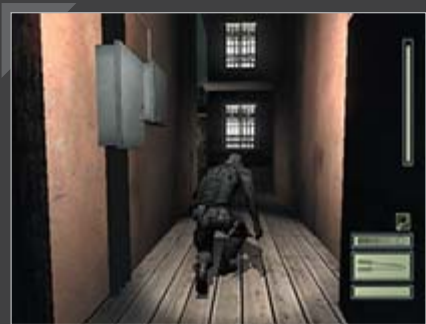


### The Dead Drop NEW GOAL

Find Gurgenidze's dead drop in Morevi Square to figure out how to get into the Police Precinct.



Stand and jump toward the center elevator cable. You automatically grab the cable. Slide to the top of the elevator car.



After opening the door, crouch and follow the walkway around to the stairs.



Walk onto the balcony and position yourself under the wire crossing the street.



Open the trapdoor and drop into the elevator.



A couple of police officers patrol below. Descend the stairs and continue to the next flight of stairs behind the officers.



### SAVE

After exiting the elevator, save your position.



Jump to grab the wire and zip over the street to the roof on the other side.



Head across the room to the door. The restriction to the street is now removed.



Walk halfway down the stairs, turn left, and jump to grab the ledge.



Go through the door on the left and continue to the elevator shaft.



Pull out your lock pick to unlock the door.



While holding onto the ledge, move to the right and around the corner. Hop onto the ledge and drop into the planter box.





Move to the end of the planter box and turn left to look down the alley.



Wait for the guard to walk away from you and move to the first alcove on the left. Hide here until the guard passes. In the PS2 and GameCube versions, there is no guard patrolling this alley. Follow the alley until you reach the courtyard.



After the guard passes, silently move into the alley and head for the stairs at the end on the left.



Move up the stairs before the guard returns.



After you're at the top, find a dark corner to the left in the courtyard. Crouch and look around to make sure the area is clear. Cross over to the bushes on the far right.



Move through the crawl space to access the dead drop area; it holds a computer and two medical kits.



## SAVE

Upon entering the dead drop area, save the game.



Pick up the two medical kits and access the computer to pick up a data stick.

## Infiltrating the Police Precinct

### NEW GOAL

Use the info in Gurgenzidze's computer to gain access to the Police Precinct.



Exit the dead drop and wait while concealed behind the bushes. An officer approaches from the right and looks around the courtyard.



When the officer moves away, take the alley to your right, ducking into the first alcove on the right.

## PS2 & GAMECUBE CHECKPOINT

There's a checkpoint as you exit the dead drop area and move down the adjacent alley.



Wait for the civilian to move across at the end of the alley. Move forward to the darkened corner on the left. Look around the corner and wait for the civilian to turn down the next alley.



Move forward and shoot the light next to the dumpsters. Hide in the shadows and wait for the officer to move down the alley, then round the corner to shoot the next light on the right.



### TIP

*At the corner of the alley near the dumpsters, watch out for an officer as well as a civilian. Make sure they're not nearby when you shoot the lights, or they may become alarmed.*



Wait in the outside corner of the alley. Ignore the civilian and wait for the officer to return to the corner and stop.



Sneak up behind and grab the officer, pulling him into the nearby darkened alcove, and knock him out.



Head down the alley and wait in the next alcove on the right, until the civilian heads back to where you started. Move down the alleyway, hugging the left wall.



At the end of the alley a guard moves from left to right. Wait for him to pass. Continue to the end and take a right. Peek around the corner to your left to see the guard standing at the end of the walkway—looking in your direction.



Climb the nearby pole to the top of the lattice structure.

### NOTE

*In the PS2 and GameCube versions there is no pole to climb atop the lattice structure. But you can jump and grab the lattice, pulling yourself to the top. Only try this while the guard's back is turned.*



Move toward the opposite building and use the Back to Wall maneuver to move toward the end of the walkway where the guard is standing below.



Move away from the wall, look below, and silently line yourself up with the guard. Jump and move forward so you land on top of the guard, knocking him out.



Pick up the body and hide it in the darkened corner next to the tree.





Climb on the dumpster, then make a wall jump.



Standing in the corner while facing the wall with the star, perform the double jump. Pull yourself to the top and drop into the next courtyard.



## SAVE

Save your game here.



## TIP

*If you make a mistake after leaving the courtyard outside the Police Precinct and before coming to a save spot, let yourself be killed to return to the courtyard. This only works if you are killed or fail—not if you turn off the system. Play to the next save spot before quitting.*



Move toward the building straight ahead. Don't worry about being stealthy here—there's nobody around.



Take a right and head down the stairs to the door with the keypad. This door is not keypad locked in the PS2 and GameCube versions.



Type in the access code—5929—to unlock the door.

## Finding Blaustein

### NEW GOAL

Locate Blaustein in the Police Precinct.



Crouch and enter the jail area quietly while the officer is walking away.



Advance past the first cell and move next to the brick wall.



Perform the split jump, positioning yourself above the walkway between the cells.



Wait for the officer to walk beneath you, then press Jump to drop and knock him out.



Pick up the officer's body and carry it to the end of the hall.



Go through the automatic door on the left, then dump the body between the two shelves. Use the switch next to the door to turn off the light. Use the computer to retrieve a data stick.



Exit the office and quietly continue down the hallway while crouched. Turn the corner.



In the Xbox and PC versions, there is a guard behind the locked door in the corner. He is watching TV, but will come out if he hears a noise. In the PS2 and GameCube versions, this guard patrols the adjacent hall, and momentarily returns to this closet. Time your movements to avoid meeting him during one of his hallway patrols.



Follow the hallway to the right, staying close to the window. Continue moving toward the sliding door on the left.



Go through the automatic sliding door and quietly move through the room, careful not to alert the technician with his back to you.



Be sure to interrogate the tech.



Go around to the right to another automatic glass door.



Shoot the camera, then go into the morgue. Upon entering the room, walk to the two gurneys, where you find Agents Blaustein and Madison.



After Lambert briefs you on your new objective, pick up the medical kit behind the curtain.





## Video Surveillance

### NEW GOAL

Access the Police Precinct's security surveillance system.



Return to the hallway via the room with the technician.



Turn left into the hallway and move through the door into the stairwell. Go upstairs to the next level.



### SAVE

At the top of the stairs, by the door, save the game.



Open the door and quietly step into the room. Wait for the officer at the desk to begin a conversation with a civilian.



While the two are talking, move along the wall on the right.



Move behind the curtain so the officer cannot see you.



Continue your counterclockwise walk around the darkened perimeter of the room until you come to an automatic door.

## PS2 & GAMECUBE CHECKPOINT

After passing the lobby, there's a checkpoint.



Go through the door and upstairs.



### SAVE

At the top of the stairs is a save spot.



Upstairs, quietly walk along the right wall behind the two officers at their desks.



Continue to the second door on the right, quietly open it, and enter.



Sneak up behind the officer at the computer terminal on the other side of the curtain.




Grab the officer from behind, pull him into a dark corner, and knock him out.



Access the computer so Lambert and Grímsdóttir can scan the videotape archives.

**Kombayn Nikoladze**

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



## Extraction

### NEW GOAL

Meet Junior Wilkes in front of the Police Precinct for extraction.



Now it's time to make your exit.



Retrace your steps past the two officers at their desks and down the stairs.



Exit the stairwell and go through the lobby, staying in the shadows along the wall to your left.



Open the front door and go to the van to complete the mission.



### Stealthy Stats

Various tactics work for getting through this mission. We chose to exercise our Fifth Freedom as conservatively as possible, by not killing anyone and only engaging enemies when necessary. You may choose to knock out or even kill enemies; however, if you do, you have to hide the bodies. Engaging enemies and civilians increases the alert level, possibly causing alarms. If you trigger too many alarms, Lambert will pull the mission—resulting in a failed mission. Alarms are sounded when bodies are found.

We were able to get by with knocking out only four enemies (two we dropped on) and expending three bullets (two for lights, one for a skylight).



# GEORGIAN DEFENSE MINISTRY



Georgian Defense Ministry  
 T'bilisi, Georgia  
 October 16, 2004  
 2301 Hours

**Objective:** Discover President Nikoladze's secret.

## BRIEFING

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



## INITIAL GOALS

- Infiltrate the east wing of the Georgian Defense Ministry.
- Discover Vyacheslav Grinko's whereabouts by interrogating his driver.
- Avoid tripping an alarm.

## ITEMS

- NONE

## GADGETS

- 5.7mm pistol (40)
- Lock pick
- Optic cable
- Laser mic
- Disposable pick

## SC-20K

- NONE



**Profile:** An ex-Spetsnaz (Russian Special Forces) agent, Grinko is now Nikoladze's "lieutenant" of the Russian Mafia.

## RELEVANT HISTORY

**09/27/87**  
 Assassination of Bkhtiyer Farokh, Afghanistan (conjecture).

**01/19/90**  
 Sniper in Operation UDAR. Azerbaijan. Seven confirmed kills.

**12/16/91**  
 All funds liquidated, converted to U.S. currency.

**02/01/00**  
 First traceable payment from Nikoladze to the bank account of Albert Wentworth (alias Grinko). Monthly payments continue until 01/11/01, at which point he assumes new alias.

**09/10/00**  
 Denis Galtsev (alias Grinko) receives 200 shares of Nikoladze's GFO Inc.

**04/30/04**  
 Armen Trofimov (alias Grinko) deposits \$150,000 (U.S.) in a Swiss account.

**Notes (from Grímsdóttir):**  
 Sorry about all the guesswork, but Grinko's slippery as an eel. It's been hard to track his connections, but we're confident he's been in Nikoladze's employment for at least four years. We've also got rumors of Grinko committing the kind of war crimes that would make Milosevic blush. Scary guy; be careful.



## Vyacheslav Grinko

**Aliases:** Numerous

**Birthdate:** 10/30/59

**Citizenship:** Russian

**AO:** Georgia, Russia, Eastern Europe

**Associations:**  
 Ex-Spetsnaz

**Occupation:** Mercenary

## Finding Grinko's Driver



You begin the mission on the roof of the Georgian Defense Ministry. Walk to the pointed stovepipe.



**TIP**

Maintain stealth at all times. One alarm, and the mission is compromised.



Interact with the stovepipe to begin your rappelling.



Press down to slowly lower yourself or press Jump to descend in bounds.



Descend until you are above the open window, then press Jump to enter.



Crouch and turn on your night vision.



Move forward and hide behind the books on the shelf. Wait for the security guard to look down the next aisle, then return to his desk.



Quietly approach the security guard and grab him.



Pull him back by the window where you entered and knock him out.



After leaving the aisle with the guard, walk along the right-hand wall, approaching the camera by the door. Pull out the pistol and shoot the camera.



Walk to the computer and use it to retrieve a data stick.



Turn off the lights with the switch so you do not cast a shadow into the hallway on the other side. Open the door and wait behind it, using it to block the guard's view.



PS2 & GAMECUBE  
SIDEBAR



Before opening the door to the hallway, use the optic cable to ensure the patrolling guard is walking away.



When the patrolling guard is walking away, cross the hallway to hide in the shadows behind a vertical pillar.



Wait for the guard to come toward you and turn around again, then continue to the door on the left and enter.

### SUPPLY RUN

To pick up additional supplies, head up the flight of stairs. At the first landing, pick up a medical kit.



Descend the stairs quietly until you hear the sound of a camera panning back and forth.



Pull out your pistol and move to the left until you get the camera in your sights. Shoot it to clear the way.



Continue down the stairs to a second camera. Shoot it with the pistol and keep going.



At the bottom, head toward the doorway.



## SAVE

*When you reach the door at the bottom of the stairs, save your progress.*



Open the door to the parking garage and look for the camera.



Pull out the pistol and take out the camera.



Turn left and head toward the far dark corner.



Move in the shadows through the garage, keeping your left shoulder next to the wall and the cars to your right.



If you stay in the dark shadows, the camera at the end of the garage can't see you. Turn on your night vision to see better.



At the corner, turn left and advance toward Grinko's driver, who has his back to you.



Sneak up behind the driver, grab him, and interrogate him.



When he is through talking, knock him out and leave his body in the shadows.

## The Security Laser Grid

### NEW GOALS

- Infiltrate the south wing of the Georgian Defense Ministry.
- Deactivate the courtyard security laser grid.
- Laser mic the Grinko and Masse conversation in the glass elevator leading to Nikoladze's office.



Retrace your steps in the shadows to the stairwell.



A security guard waits by the door. Stay close to the wall and move quietly to sneak up behind him.



PS2 SIDEBAR



Grab him, pull him into the dark shaft, and knock him out.



Go up the stairs to the door where you entered the stairwell.



Exit the door, and quietly sneak up behind the guard in the hall. Stay in the shadows next to the wall in case he looks behind him.



Grab the guard and pull him into the shadows before knocking him out.



Continue down the hall to the door on the right.



Open the door, step forward, then look up to spot the camera. Shoot it before you enter the room.



Retrieve a couple of data sticks from the computers.



In the office, climb onto the desk and jump into the open air duct.



Pull out the lock pick and unlock the door.



As you open the door, you see a window open across the courtyard. You must get to it.



**SAVE**

After opening the door leading out to the balcony, you can save the game.



**CAUTION**

Be careful when out around the courtyard. If you fall, the mission is a failure, and it's a long way back to the last save point.



Walk to the side of the balcony, to the right when facing the door. Jump onto the railing.



Jump up to grab the ledge. Work your way around to the right to the open window.



Press Jump to release and land on the windowsill.



Drop inside, turn right, and pick up a bottle. Wait for the security guard to make his addition to the colonel's meal, then walk out.



While crouched near the table with the bottles, turn and throw the bottle into the walk-in freezer. The two cooks walk toward the freezer to see what is happening. Grab another bottle.



**TIP**

*It does not matter whether the cooks see you after they move toward the freezer and away from the alarm by the door.*



After they are near the freezer, move toward the door and exit the kitchen.



Head toward the open door, but instead of walking out, hide in the shadows to the left of the door, next to the light switch.



If the cooks saw you, the guard will come into the cafeteria to turn on the light. Otherwise, throw the bottle and lure him toward the light switch. After he approaches you, move in close and press Fire to knock him out.



Make sure the guard's body is hidden in the dark. You may have to pick him up and move him.

**PS2 & GAMECUBE SIDEBAR**



After dropping into the kitchen's freezer from the air duct, pull out your pistol and shoot the light.



Wait in the corner for the chef to investigate. As he rounds the corner, knock him out with one hit.





Approach the freezer door and wait for a patrolling guard to exit the kitchen. When he leaves, follow him out into the cafeteria and knock him out. Pull his body back into the shadows.



Exit the cafeteria, turn right, and go downstairs.



At the bottom, silently approach the guard between the pillars and grab him. In the PS2 and GameCube versions, there is no guard here.



Pull the guard into the shadows by the stairs and knock him out.



Quietly and cautiously descend the staircase on the left.



At the bottom, turn left and go around the outside of the stairs to approach the guard by the computer.



Sneak up and grab the guard by the computer. Pull him to the back of the lobby, in the shadows, and knock him out. Make sure his body is not visible from the computer desk.



*In the Xbox and PC versions, as long as you can be quiet, there is no need to bother with the guard by the front door of the lobby. In the PS2 and GameCube versions, you'll want to take out both guards in the lobby before accessing the computer.*



Go to the computer and deactivate the laser security grid. Head into the shadows.



Lambert will make sure that a colonel comes to the computer desk.



Wait until the colonel is seated, then sneak up behind and grab him.



*Do not knock out the colonel prior to using him for the retinal scan. Be quiet because a dead or knocked-out colonel will not be of any use.*



Pull the colonel to the retinal scanner and use his eyes to unlock the door.

## PS2 & GAMECUBE CHECKPOINT

There's a checkpoint after entering the door next to the retinal scanner.



Pull the colonel into the shadows and knock him out. Pick up the satchel he is carrying; it contains a medical kit.



Pass through the now-unlocked automatic door.

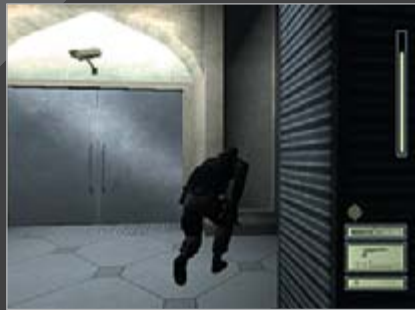


## SAVE

As you go through the door with the retinal scanner, save your position.



On the other side of the door, walk toward the black wall in front of you, then move to the left until you can see the camera by the door.



Wait for the camera to pan to the left, then move to the corner to the right of the door.



Take aim with the pistol and shoot out the camera.



Pull up your inventory and select the laser mic before going out through the doors into the courtyard.



As you step outside, you see Grinko and Masse step into the glass elevator.



Move to a dark spot to the right of the doors, and pull out the laser mic by pressing Fire.



Keep the mic focused on the elevator as it moves. When the square in the center is red, you are receiving a good signal.

## Phillip Frankel Masse



### Aliases:

crYSTaL, \*NinJA, Cerbere, Marvin Kurzweil

Birthdate: 08/21/72

Citizenship: Canadian

AO: Georgia

### Associations:

GFO Inc. (owned by Kombayn Nikoladze)

Occupation: Lead programmer

**Profile:** Hired for his vast computer knowledge, Phillip Masse is the man directly responsible for the Georgian information crisis.

### Relevant History:

05/27/94

Flees Canada after RCMP close credit card scam.

12/31/97

Breach of CIA internal network, successful for 114 seconds.

06/02/99

Employed by Saudi royal family in digital security/industrial espionage for several oil-based corporations.

11/14/99

Flees Canadian embassy in Saudi Arabia to avoid prosecution for "crimes against nature."

09/21/01

Second attempted breach of CIA internal network.

12/09/02

First paycheck from Nikoladze's GFO Inc., continuing biweekly.

03/28/03

Release of the "US gAy" virus. (conjecture).

04/30/04

Marvin Kurzweil (alias Masse) deposits \$80,000 in a bank account off the Cayman Islands.

### Notes (from Grimsdóttir):

I first heard of Masse back in '98, right after his first CIA hack. It was legendary for a while; he even got a mention in *Wired*. Our shrinks at Fort Meade have a psych profile on him that boils down to: insecure, immature, amoral, brilliant geek.



## Nikoladze's Computer

### NEW GOALS

- Infiltrate the north wing of the Georgian Defense Ministry.
- Access Nikoladze's computer in his office.



When the elevator conversation is complete, put away the laser mic and run along the courtyard's right side to the hedge in front of the door on the opposite side. Crouch in a dark shadow near the hedge as the three security guards exit the door.



Wait for the security guards on the right and middle to pass, then head for the latticework to the right of the doors. Stand up, jump, and grab hold of the lattice.



Climb the lattice to the open window, crawl in, then drop to the floor.



As you land, you see someone coming down in the elevator.



Quickly head for the door to the elevator's left and duck inside the closet.



Grab the disposable pick, then pull out the optic cable and use it by the door. A couple of soldiers are in the hallway. Wait until they walk past the right closet door.



Quietly exit the closet, turn left, and go to the elevator.



Access the controls and activate the up button.



While riding in the elevator, pull out a disposable pick—you will need it when you get to the top.



*When you arrive on the seventh floor, you have to act quickly. A soldier is coming through the far door on the left. Forget about the camera to the right—it cannot see you. Instead, blast the office door's lock with a disposable pick. You don't have time to use the lock pick before the soldier sees you.*



When the elevator doors open, exit and head to the first door on the left. Use the disposable pick to unlock the door, and enter the office.



*As you exit the elevator on the top floor, there is a save spot.*



From inside the office, access the computer to retrieve a data stick.



Jump onto the desk and face the wall clock.



Jump into the ductwork and pull yourself up.



Activate your night vision and advance through the ductwork.

 **SAVE**

*When you are in the air duct, you can save your progress.*



When you come to another opening in the duct, drop into the hallway below.



A camera watches at the hall's end. Take out your pistol and shoot it.




Head for the first door on your left and enter the closet. Activate your night vision and pick up the Medical Kit.



Climb the ladder to the top and open the trapdoor.



Exit onto the roof and walk in between the two skylights toward the roof's edge.

 **SAVE**

*As you cross the roof, save your game.*



Use the stovepipe to rappel down the building's side.



Lower yourself so you are above the window. Watch the soldier in the office and wait until he stops to your right, with his back to you.





Descend to the middle of the window and pull out your pistol. Take aim at the soldier and fire two or three rounds. You will break the glass and hit the soldier.



*When firing at an enemy, especially with the pistol, fire at least two shots. Depending on range and the location of the hit, such as the head, one round may kill the enemy. However, if firing at the body or from a longer range where you are less accurate, fire at least twice. Professional agents refer to this as "the double tap."*



Press Jump to swing through the window.



Walk to the dead soldier and pick up his satchel, which contains a frag grenade.



Access the computer closest to the window to get at Nikoladze's files.



After you access Nikoladze's computer, three soldiers head for the office. Move toward the window and lower yourself by crouching, then moving forward out the window.



While you hold onto the window ledge, the soldiers enter the office, look around, then leave without noticing you.



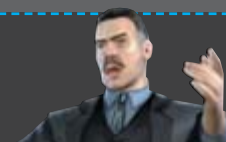
When the soldiers are gone, they will not return. Pull yourself back into the office.



Access the computer again to complete the file transfer.

## PS2 & GAMECUBE CHECKPOINT

*There's a checkpoint after accessing the computer a second time.*



## Alternate Office Tactic



To use the frag grenade and engage the three soldiers that enter Nikoladze's office, crouch and take up a position to the desk's left by the cabinet after accessing the computer for the first time. Pull out the frag grenade and aim toward the door. Wait for the first soldier to open the door, then throw the grenade through the open doorway. The blast kills all three soldiers. However, in case it missed, pull out your pistol and get ready to finish off any survivors. While you throw the grenade, you may take damage from the first soldier; but, you have enough medical kits to replace any lost health.

## The Getaway

### NEW GOAL

Rendezvous with Junior Wilkes in the basement parking garage for extraction.



It is time to make your escape and exit the office.



### SAVE

As you exit Nikoladze's office, save your game.



Turn left and follow the hallway to the left door.



Go through the door and down the stairs. A medical kit lies at the bottom of the stairs.



Exit through the blue door, then run onto the roof. Hurry to the elevator shaft, forward and to the left.



Soldiers are pursuing you, so when you get to the shaft, center yourself, then move forward and jump to grab the pipe on the far wall.



Slide down the pipe as far as you can, then jump to drop to the bottom of the elevator shaft.

### GAMECUBE SIDEBAR



Quietly move down the metal walkway and hide in the shadows just ahead—one soldier guards the elevator shaft, and another is moving behind you.



Wait in the shadows until you can move to the roof's edge without being seen.



Drop off the ledge and grab hold. Shimmy to the left, toward the elevator shaft.



Keep watch of the two guards on the roof. When they move away, pull yourself up and rush into the elevator shaft. If they see you, just keep moving. You'll be safe once you reach the shaft and slide down to the parking garage.



### TIP

While you are sliding down the elevator shaft, you hear gunshots below. Don't worry; it is Junior Wilkes taking care of a soldier in the parking garage below, clearing the way for you.



Exit the shaft and turn left. Head through the parking garage to where Grinko's car was parked.



Around the corner you run into Wilkes. Talk to him to complete the mission.



# GFO OIL RIG



*GFO Oil Rig  
 Georgian Waters,  
 Caspian Sea  
 October 27, 2004  
 0938 Hours*

**Objective:** Retrieve Georgian communication data.

## BRIEFING

NATO and U.S. intervention has pushed most of the Georgian commandos from Azerbaijan, with only a few well-hidden cells remaining. One of those cells, entrenched in an oil rig on the Caspian Sea, is exchanging data with the Presidential Palace in Georgia via a secure network.



## INITIAL GOALS

- Infiltrate the oil refinery.
- Trail the mercenary technician.

## ITEMS

- NONE

## GADGETS

- 5.7mm pistol (40)
- Lock pick
- Optic cable

## SC-20K

- NONE



## NOTE

*In the PS2 and GameCube versions, this mission takes place at night.*

## Infiltrating the Oil Rig



Start the mission beneath a pipeline leading to the oil refinery.



Turn around, approach the ladder, and climb to the top.



At the top of the ladder, turn right and move around the left side of the vertical support and razor wire, then continue onto the pipe.



Look up at the pipe and jump to grab it.



Move hand-over-hand on the pipe, and pull up your legs to get over the beam.



From the other side, drop and turn right. While crouched, move toward the pipe's edge and drop. Sam grabs the ledge.



Shimmy right to move under the container obstructing your path. Hop onto the pipe once you clear the obstacle.



Move forward till you see a small platform to your right.



### SAVE

As you approach the small platform, you can save the game.



Move down on the platform and look up to spot the wire above.



*There are two soldiers on the platform you'll zip toward. Don't worry about shooting them—an explosion will eliminate them before you arrive.*



Jump and grab the wire to zip down to the next platform. While you zip down the line, an explosion rocks the platform ahead.



At the end of the zip line, Sam grabs onto the platform ledge. Pull yourself up.



Crouch down and turn left. Move under the pipeline and onto the other side of the platform.



Turn right and climb the pole.



While on the pole, rotate around so the pipeline is beneath Sam's feet; drop down.



Turn right and look at the gaping hole in the pipeline.





While crouched, drop into the pipeline.



Once inside, turn on your night vision and move forward to the oil rig.



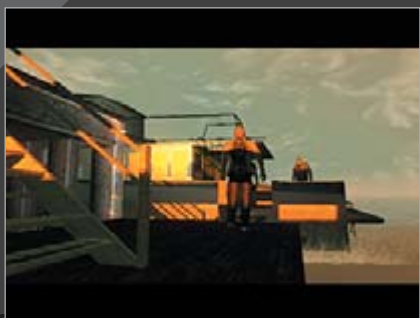
The pipeline leads you into a small room with a short ladder at one end.



Climb the ladder and open the hatch to access the base of the oil rig.



*You must move through this next portion quickly. If you get too far behind the technician and his escorts, Lambert cancels the mission.*



As you move up, the technician arrives, escorted by two soldiers.



Use the ladder on the right side and go all the way to the top.



Jump on the catwalk and look for a big tool case. Climb on it and jump on the pipe.



Make your way all the way above the catwalk and drop attack the patrolling guard.



Follow the catwalk around, passing the body of the fallen soldier.



Around this time, NATO fighters attack the oil rig.



Move up the next set of stairs, but pause before reaching the next platform.



After an explosion rocks the platform, move forward. Watch for a soldier moving out from a hall on your left.



When you see the soldier, pull out your pistol and drop him before he sees you.



Holster your weapon and cautiously move forward, approaching the hallway to the left where the soldier came from.



*You can follow the oily footprints to track the movements of the technician.*



Follow the passageway around, but don't move too fast or you'll run into the technician and his escorts. If they see you, the mission ends.



*Just past the puddle of oil, save the game.*



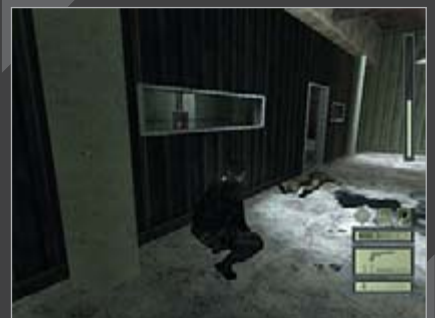
Peek around the next corner as the technician and his escorts enter the next room. One soldier stands near the doorway and another patrols nearby. Take them both out.



Activate the water tank to prompt the guards to investigate.

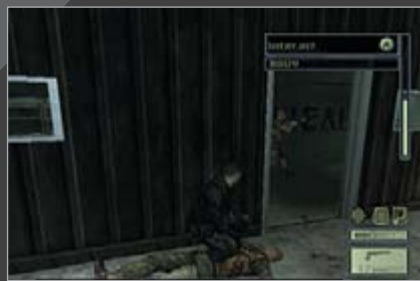


Wait for the soldiers to approach and quickly shoot them with the pistol.



When both soldiers are down, crouch and wait under the window by the doorway.





Wait for the technician and two soldiers to pass by.



## SAVE

As you pass the flames, save the game.



## The Briefcase

### NEW GOAL

Retrieve the laptop from the mercenary technician's briefcase.



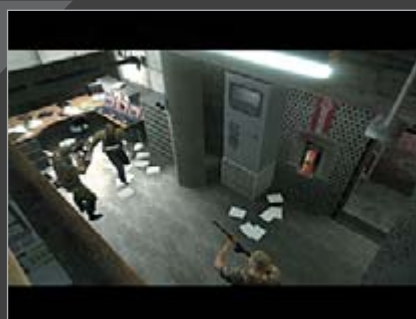
Stay outside and follow the path around the next corner past the flames.



Keep moving until you spot this control box on the right. Jump onto it.



Once on top, look for the pipe above and jump to grab it. Pull up your legs and move through the window into the data hub.



As you enter the data hub, the technician and one escort leave. One soldier stays behind to destroy the computer equipment.



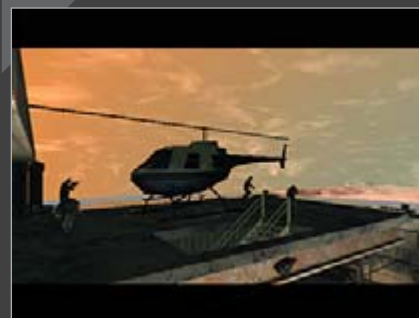
After entering the hub, drop behind the computer rack.



Quickly move toward the soldier and knock him out by pressing Fire.



Move through the same door the technician exited. Follow the stairs up to the next level.



Meanwhile, the helicopter above is destroyed, forcing the technician to escape by boat.



At the top of the stairs, prepare to take out the soldier to your right. Shoot the barrels to kill every remaining guard. Go in the corridor directly in front of you and take a right. Go down the stairs.





Continue past the soldier's body, around the corner, and down the stairs.



Stop about halfway down and pull out your pistol. A soldier moves back and forth on the level below. Wait until he is at the bottom of the stairs with his back to you, and then open fire.



**TIP**

*When you take out the soldier at the bottom of the stairs, the technician remains. There is no longer any reason to be stealthy, so run after him.*



Move to the door on the left. Enter the room and turn right. Continue to the next door, which is locked. In the PS2 and GameCube versions, this door is not locked.

**PS2 & GAMECUBE CHECKPOINT**

*There's a checkpoint as you move through this room.*



Pull out your lock pick and unlock the door so you can continue.



Move through the next room and open the door at the other end.



Follow the passageway around to the right. The ceiling collapses in front of you, forcing you to take the opposite path.



Round the corner to the right; you can see the technician running down the stairs ahead of you.



Follow him downstairs.



Continue following the technician along the catwalks toward the dock.



When you reach the dock, knock out the technician.



Pick up the briefcase to complete the mission.



**NOTE**

*In the PS2 and GameCube versions, the technician never makes it down to the docks. You'll find him crouched in a corner. Knock him out and take his briefcase to end the mission.*



# CIA HEADQUARTERS



CIA Headquarters  
 Langely, Virginia, USA  
 October 31, 2004  
 2219 Hours

**Objective:** Track down the mole in the CIA.

## BRIEFING

Hours after the attack on the oil rig, President Nikoladze of Georgia launched a devastating wave of remote technology-based terrorist attacks as retaliation against the United States. The only lead to Nikoladze's whereabouts is a mole believed to be operating out of the Central Intelligence Agency.



## INITIAL GOALS

- Access the CIA central server to identify and locate the information leak.
- Any agency fatalities will result in mission failure.

## ITEMS

- NONE

## GADGETS

- Disposable Picks (2)
- Lock pick
- Optic cable

## SC-20K

- NONE



## NOTE

In the PS2 and GameCube versions the mission begins inside the CIA HQ, right after Sam exits the elevator leading into the lower levels.



## Accessing the Server



You begin near the gate to the CIA headquarters. Lambert has provided a way for you to enter.



Start off along the fence line with the fence to your left. You have only 1 minute and 40 seconds to get inside. Move when the mission starts; the timer does not begin until Lambert completes the briefing.



Follow the fence to the right at the corner.



Continue to the fenced area around the ventilation ducts.



Scale the fence and climb down the other side. If you jump, you may alert guards.



Stand below the left ventilation grates with your right shoulder next to an extension of the wall.



Double jump and pull yourself up onto the ledge.



At the top, slide the grate open and enter.



Move past the fan blades and into the next room. Once you're beyond the blades, the timer stops.



## SAVE

After the fan blades, you can save the game.



After exiting the air ducts, you step onto an elevated platform. A civilian walks around below. Move very quietly and wait for him to leave the area.



Jump down from the platform and head to the gate. Climb up and over the fence, dodging in between the ductwork above.



Hop down the other side of the fence and follow the civilian down the passageway.



Continue to the corner where the passage turns left. Hide in the dark corner, crouched beneath some pipes along the far right wall, and wait for the civilian to walk back and pass you.



Progress down the passageway, pausing in the last dark area. Spot the camera at the end of the passageway.



When it pans to the right, aim for an alcove along the left wall.





Wait for the camera to pan right, then move along the left wall until you are under the camera.



When the camera turns the other way, rush into the darkness near the stairwell.



Look up and to the left a bit to locate a guard patrolling the upper level.



Wait until he turns away, then go upstairs.



*You have to move quietly but quickly when dealing with the guard on the upper level. There is just enough time to get up the stairs and behind him before he turns around. If he turns around, rush him and knock him out. However, another guard will come up the stairs from the other side and you will have to deal with him as well.*



Continue across the upper level, sneaking up on the guard to grab him.



Pull him down the stairs and leave him unconscious.



Move up the stairs, cross the upper level, and descend the other staircase.



Look around the corner to the right to make sure it is clear. If you see someone, just wait until he goes through a doorway.



At the first door on the right, slide the optic cable under to make sure the room is clear.



Enter the room and access the computer to retrieve a data stick. Pick up a couple of airfoil rounds and sticky shockers.



Continue to the opposite door and open it, but don't leave the doorway. Crouch down and watch the guard across the way.



When the guard moves right and away from the window, venture into the corridor, cross it, and head right through the metal detector.



Continue into another area behind the metal detectors, then toward another doorway.



## SAVE

*When you are behind the metal detector, you can save the game.*



A man talking on a cell phone in the atrium looks to the left, so head to the right, hugging the wall.



Continue to the far wall, near where a guard is stationed.



## NOTE

*The atrium at the CIA headquarters features models of the U2 and SR-71 reconnaissance planes hanging from the ceiling. There is a third plane. Could it be an Aurora?*



Pick up the can.



Throw the can so it lands in front of the guard, but not too far away.



As the guard crosses the room and exits toward the metal detectors, go to the elevator where the guard stood.





Press the elevator call button and wait for the doors to open.



Enter and press the down button.



## NOTE

*This is where the mission begins in the PS2 and GameCube versions.*



After exiting the elevator, head down the hall. A civilian crosses the hall ahead of you.



Wait until he enters the room, then make for the door on the right—the one he exited.



Enter the room and turn off the light. Access the computer to retrieve a data stick containing a key code for the server room.



Leave the room and go right down the hallway toward a T-intersection.



## Raiding the Supply Closet



To get more equipment, turn left at the T-intersection and follow the hall to the end. Take a right.



Choose the door on the right, open it, and enter the room.



Move along the far left wall to the door at the end. Be quiet to prevent alerting the guard in the room.



Since the door is locked, use the lock pick. In the PS2 and GameCube versions, the closet is at the back of the room.



Enter the closet and pick up a medical kit and two sticky shockers. In the PS2 and GameCube versions, access the nearby computer to pick up a data stick with a keypad code.



Retrace your steps out of the room to the T-intersection. Watch out for the patrolling guard. You can avoid him by crouching down in a shadow.



Turn right at the T-intersection and halt before rounding the corner. A civilian comes down the hallway to speak with the guard at the security post.



Hide in the shadows as a guard passes, and wait for the conversation to end before continuing. Stay along the left wall so you can slip past the security post unseen.



Halt in the shadows before the next security post.



You must wait for three people before moving to the next spot. The guard in the hallway must be walking away. The civilian who moves between a closet and a keypad must be heading to the closet. And a guard in the security post must be walking away. When these actions align, walk past the security post toward the closet.



## NOTE

*In the PS2 and GameCube versions, the third guard does not patrol this hallway. All you have to worry about is the technician and the guard in the security post.*



Sneak up behind the civilian in the closet, grab him, and knock him out. While in the closet, pick up a disposable pick on the shelf.



Now you must deal with the guard in the security post. Exit the closet and wait in the darkness to the right of the door.



Wait for the guard in the hallway to return, then walk away. After the guard in the security post walks away from the window, enter the security post.



Ambush the guard from behind. Pull him into the closet and render him unconscious. Pick up the satchel. The data disk inside has the key code.



Wait by the closet for the patrolling guard to make another circuit and walk away again.





Move into the security post and turn off the lights.



When his back is turned, open the door, enter, and move to the left.

### PS2 & GAMECUBE CHECKPOINT

*There's a checkpoint after you enter the technical services room.*



At the keypad, punch in the code—7687.



Wait here until the moving civilian goes behind the stacks of computers.



Slide the optic cable under the door and watch the civilian inside.



Move quietly to the back of the room, past a guard on the left.



Turn left, enter the next room, and grab the medical kit on the wall.



Head toward the computer.



### NOTE

*In the PS2 and GameCube versions there is only one guard in this office. He patrols the short hall with the computer. Ambush him at a corner and strike him before he can pull out his pistol.*



### TIP

*Do not turn off the light in the room containing the computer. If you do, the civilian comes in to turn it on again, catches you in the room, and sounds the alarm.*



### SAVE

*As you approach the computer, you can save your game.*



Access the computer to retrieve a data stick with a key code for the adjacent door.



Type in the code—110598—and unlock the door.



Enter the backup battery room and go down the stairs.



Wait at the corner until the civilian leaves. Rush up behind him and strike a knockout blow before he reaches the alarm on the wall.



Chase down and knock out the other civilian, preventing him from passing you and reaching the alarm.



When both civilians are incapacitated, move through the room and turn off the lights before exiting.



Head down the hallway and then up some stairs to a storage room.



On the shelf ahead, you find the SC-20K, a sticky shocker, an airfoil, and a sticky camera. In the PS2 and GameCube versions you'll need to shoot the camera near the door before proceeding. In the GameCube version you can also pick up a sticky bomb on the shelf.



**SAVE**

*After moving away from the shelf, you can save the game.*



Exit the room.



Move through the hallway with your right shoulder next to the wall.





Continue past the break area without the civilian noticing you.



Make your way down the hallway to an intersection where two guards patrol.

## NOTE

*In the PS2 and GameCube versions there's only one guard in this area; the one by the cubicles. Knock him out and enter the office area to access a couple of computers to retrieve two data sticks. Watch out for the civilian in this area and knock him out before he can raise an alarm.*



Wait until the guard patrolling the hallway leaves and the other guard walks away from you. Enter the room on the right and sneak up behind the closest guard.



Grab the guard, drag him back to the dark corner, and incapacitate him.



Wait in a dark corner across from the server room for the second guard.



After he passes, creep around to nab him from behind. Pull him into the shadows by the other guard and put him to sleep.



Enter the server room static dispersion chamber.



## SAVE

*As you enter the chamber, save the game.*



Exit the chamber and move to the door on the right.



Access the keypad and enter the code—2019.



Once in the server room, look down the stairs. Wait for a civilian to walk past, then descend.



At the bottom of the stairs, turn right and head into the corner shown.



When the civilian passes you, ambush him.



## NOTE

In the PS2 and GameCube versions there's only one civilian in the server room. Wait in the shadows on the stairs, then follow him into the hallway between the terminal and server rooms. Ambush him to prevent him from triggering an alarm.



Pick up his body and carry it into the nearest dark corner.



Continue to the well-lit terminal room. Shadow the civilian working there and grab him.



Pull him into the server room and leave him in a dark corner.



Return to the terminal room. In the PS2 and GameCube versions, shoot the camera on the far end of the room before accessing the terminal.



Access the main terminal in the center of the room.



## Dougherty's Computer

### NEW GOAL

Tap Dougherty's computer to trace the intelligence leak to the Georgians.

## Mitchell Dougherty

Aliases:  
None

Birthdate:  
12/05/59

Citizenship:  
American

AO:  
Langley, Virginia

Associations:  
CIA

Occupation:  
Information retrieval technician

### Relevant History:

06/04/97  
Employment secured with the CIA.

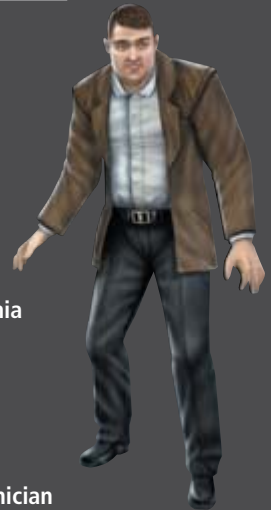
05/05/01  
Currently involved in a 12-step program, "Letting Go of the Small Stuff," at the YMCA.

10/02/02  
Ticketed for "Recklessly Slow Driving" in Cherverly, Maryland.

04/31/04  
Suspicious of treason relating to the Georgian information crisis.

10/31/04  
Echelon search initiated, results pending.

Notes (from Grímsdóttir):  
*Anal-retentive mouth-breather. I'd hate to be stuck in an elevator with him.*



After receiving your new objective from Lambert, retrace your steps to the hallway.





Continue to the left, past the restrooms.



Keep going around the right corner.



## SAVE

After turning the corner, save your progress in the game.



Continue to the security window on the left.



While standing to the side, jump to alert the guard. As he leaves, jump in through the window. In the PS2 and GameCube versions, throw a can to alert the guard.



Head out of the small room and turn right. Move to the door.



Continue through the door and into a lobby area. Turn left and make for the dark corner.



From this spot, you can see two armored cameras near the stairs and nine lights. Wait for the guard to return to his post.



## NOTE

In the PS2 and GameCube versions you can't shoot the lights. Instead, move toward the elevators and hug the wall to reach the next hallway. Watch out for the patrolling guard.



Shoot out the lights in the room using the sniper view.



After you shoot out a few lights, a guard may come in to investigate. Stay in the dark and he returns to his patrol. You have to move around to get all of the lights. Stay in the dark at all times.



Afterward, wait for the guard patrolling the hallway to do his patrol of the lobby.



Head down the hall and turn left at the corner, staying next to the left wall. There is a copy room around the corner.



Wait for the civilian making copies to turn away from you, then move past the window and the open door before he turns toward you. In the PS2 and GameCube versions you won't have to worry about this step.



Continue down the hall, then descend the stairs on the left.



Stop short of entering the room so the armored camera does not see you.



As the camera pans away, move forward and shoot out the light.



Move right to the keypad and enter the code—110700.



Wait until the camera pans away before opening the door and entering the next room.

 **SAVE**


*As you enter the next room you can save the game.*



Stop once you enter the room and wait for the door to close. To the side of the door is a security post with a guard. Once the door closes, move into the corner by the door.



From the corner, shoot out the two closest lights, then head for the opposite corner to hide in the dark.

 **NOTE**

*In the PS2 and GameCube versions you can't shoot the lights, but firing the SC-20K is enough to put the guard on alert. Stay in the dark corner near the door and strike him from behind as he moves into range.*



The guard enters the room to see what happened to the lights. Wait for him to stop near you, then grab him from behind. Pull him into the corner and knock him out.





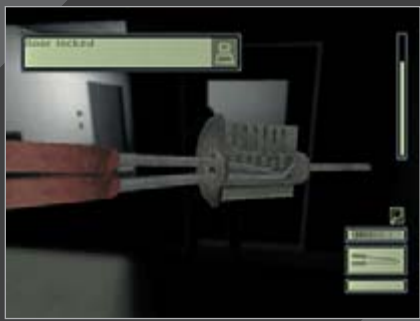
Walk past the security post and enter the second door.



Access the computer to retrieve a data stick and pick up a couple of flares.



There is an automated turret to the right. It is aimed downrange, so do not worry about it. There is another flare by the turret, so pick it up.



Use the lock pick to unlock the door by the turret.



Head toward the elevator and press the call button.



Get on the elevator and ride it up.



Exit the elevator and turn right. Walk down the hall to the door.



Open the door, crouch down, and quietly enter.



Move forward toward the two civilians until they start talking. Then return to this spot by the door.



Wait for the standing civilian to leave, then edge forward along the left wall.



Around the corner, a civilian watches monitors.



Wait for him to walk away from you, then cross the room, ducking beneath a shelf of computers.



Continue through the doorway and into an office area.



## NOTE

*In the PS2 and GameCube versions, after exiting the audio analysis room you must maneuver a hallway before reaching the offices. Watch out for a patrolling guard stationed in a side door to the right.*



Move toward the large window, then turn left toward the individual offices.



## TIP

*The dark office on the right has a couple of data sticks that can be retrieved from computers. However, you do not need them to complete the mission. This office is not present in the PS2 and GameCube versions.*



Mitchell Dougherty's office is the lighted one on the left. Wait for him to exit and head down the hall.



Enter the office and go to the computer. Do not turn off the light or Dougherty may return to see what happened.



Access the computer to complete one of your goals.

## Bag Dougherty

### NEW GOAL

Kidnap Mitchell Dougherty.



Exit the office and approach the lighted hallway. After Dougherty leaves the copy machine, he makes his way down the hallway for a smoke break.



Start down the hallway. A guard sits at the far end.



## SAVE

*As you move down the hallway, there's a save spot.*



Move down the hall, staying along the left wall. You come to a set of double doors labeled "Auditorium." The illuminated red sign above reads, "In Session." Open the door and enter.



## TIP

*There are four people in the auditorium. Three up front and one guard behind the projector. As long as you stay out of sight and remain silent, you will be able to move through this room without them noticing you.*





After entering the auditorium, move along the far left aisle until you come to another aisle leading right, toward the center of the auditorium.



Cross the center aisle toward the opposite side of the room. As long as you're crouched, you'll be able to pass beneath the projector's beam without the people seeing you.



After you pass beneath the projector beam, continue moving across the room and turn right, going toward the projector booth. Turn left to access the walkway leading to the door. Sneak up behind the guard by the door and knock him out.



This door is locked, so use your lock pick to open it.



Across the hall is a cafeteria where Mitchell is talking to one of the other civilians.



Wait outside the break room for Mitchell to finish his conversation. He leaves the break room with the other civilian.



As Dougherty and the civilian move down the hall, perform the Back to Wall maneuver while crouched, and move under the window. The guards inside won't see you.



Follow Dougherty to the end of hall. He enters a code into the keypad and moves through the door.



Follow closely behind and slip into the open door before it closes.

### Getting the Key Code



If you miss getting through the doorway behind Dougherty, you'll need the key code. Find room 501 to the right of the keypad door.



The room holds a civilian and a guard.



Incapacitate them as soon as you enter the room.



Access the computer to get the key code—0614.



Dougherty heads down the hallway to the right and exits into the smoking area.



Follow him into the room, sneak up behind him, and grab him.



While the door behind you is still open, pull him back into the hallway and knock him out.



Head through the smoking area to the outside.



Watch for the guard patrolling around the tables. Creep up behind and incapacitate him. Make sure his body is in the shadows.



Go back and pick up Dougherty. Carry him out of the building and across the outside area to a pathway on the left.



Continue onto a catwalk.



At the intersection, turn left and head past large fans. Follow the catwalk down a short flight of stairs.



Drop Dougherty on the catwalk before you enter the building.







Enter the building and descend the long flight of stairs. In the PS2 and GameCube versions, shoot the camera before moving down the stairs.



In the Xbox and PC versions, sneak past the civilian to the right. There's no civilian in this room in the PS2 and GameCube versions.



Continue to the last aisle, hide behind the wall, and wait for a guard to walk toward you and turn around.



Load an airfoil and shoot the guard in the back.



Quickly lower your weapon, run up to the guard, and knock him out while he is still dazed.

### PS2 & GAMECUBE SIDEBAR



After taking out the patrolling guard in the building, make your way back to Dougherty and carry him outside to the elevator.



Pause at the bottom of the elevator and hit the patrolling guard with a sticky shocker.



Pick up Dougherty again and carry him down to the parking garage. Drop his body at the end of the ramp near the broken glass.



With your back to the wall, sneak past the broken glass while Wilkes and Baxter distract the guard.



Sneak up behind the guard and grab him. Pull him back into the shadows and knock him out.



Now go back, pick up Dougherty, and bring him to the van to complete your mission.



Sneak up behind the civilian on the other side of the room and knock him out before he raises an alarm.



Take the far doorway that leads outside. Wait atop the stairs for a guard to approach the base of the stairs. When he stops, fire a sticky shocker at him and take him down.



Retrace your path back to Dougherty and carry him to the base of the steps where the zapped guard lies.



Drop Dougherty at the base of the steps, then continue along the walkway around the corner.



Stop before you reach the stairs at the walkway's end. Ensure that you are hidden in the shadows. Eventually, a guard walks up the stairs. Zap him with a sticky shocker.



Return for Dougherty and take him down the steps to ground level.



Drop off Dougherty by the dumpster, then head for the van.



While Wilkes and Baxter talk with a guard, sneak up behind the guard and grab him. Leave him unconscious in the shadows.



Return for Dougherty and carry him back to the van to complete the mission.

## Dr. John E. Baxter

**Aliases:**  
Jack Baxter

**Birthdate:**  
02/13/67

**Citizenship:**  
American

**AO:**  
Langley, Virginia

**Associations:**  
NSA

**Occupation:**  
Interrogation specialist

**Relevant History:**  
None

### Notes (from Grímsdóttir):

*You don't need to know much about this guy. Very creepy guy, basically uses pharmaceuticals to get information out of unwilling subjects. I met him at a Fort Meade Christmas party a year ago; he offered to bring me a glass of punch. I didn't trust him enough to drink it—I think I gave it to Wilkes.*





# KALINATEK

## BRIEFING

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



*Kalinatek  
 Headquarters  
 Langely, Virginia, USA  
 November 1, 2004  
 0124 Hours*

**Objective:** Recover the encryption key.

## INITIAL GOALS

- Infiltrate Kalinatek.
- Access Kalinatek's fire emergency system to open the fire doors surrounding Ivan.
- Find Ivan before the Russian Mafiosi kill him.

## ITEMS

- NONE

## GADGETS

- 5.7mm pistol (40)
- Optic cable
- Lock pick

## SC-20K [60]

- Sticky shocker (5)
- Sticky camera (5)
- Ring airfoil round (5)
- Sticky bomb (1)  
 (GameCube/GBA only)



## Infiltrating Kalinatek



You begin the mission in a parking garage next to Wilkes.



Move forward past the van...



...then crouch behind the yellow car.



Wait for the guard to walk toward you, then turn away. This is your chance to sneak up behind and grab him.



Quickly pull him toward the wall just ahead.



While holding the one guard, wait for the next guard to pass.



**TIP**

*If the patrolling guard sees either you or the body and is alerted, drop him with the SC-20K.*



When the guard passes by, knock out the guard in your grasp and head toward the small office.



Pick up a medical kit inside the office.



Exit the office and go through the nearby door. Ascend the stairs to the next level.



Continue up the second flight of stairs to enter the garage area. Grab the medical kit in the office next to the door.



**NOTE**

*In the PS2 and GameCube versions you need to go into a side room closet to the right before you can make it outside. Before doing so, take out the guards patrolling this level.*



Move to the right around the car and sneak up behind the guard next to the van. Take him down.



Pick up the satchel containing a data stick.



Throw the bottle toward the wooden crates behind the yellow car.



Get behind the nearby van and peek around the far corner. Wait for the guard facing you to walk away.



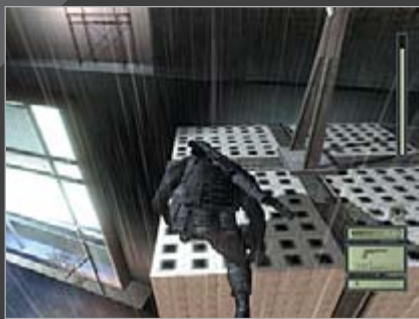
Move to the crate and climb on it.





## SAVE

*As you move on the crate toward the window, save the game.*



Turn right and step out onto the load of bricks.



Stand up and jump onto the rail above you.



Move hand-over-hand down the rail. Toward the end, you begin to zip.



Drop onto a platform. Turn around and leap across to the part of the building still under construction.



Approach the stovepipe and rappel down the building's side.



As you descend, two guards are conversing in a side office; don't kill them. Keep sliding down until you break through the glass ceiling below; you may need to shoot the glass with your pistol.



Crouch and face down the hall. Load an airfoil round and pull up your SC-20K.



A guard walks out of a doorway to the right and heads down the hallway in the opposite direction. Wait for him to come toward you. When he stops, fire the airfoil round.



Lower your weapon, stand up, and run to knock out the stunned guard. Pick up his data stick—you need the key code contained on it.



Carry his body to the hall's end and dump it.



Return down the hall, moving through the glass doors on the right and up to the keypad by the door.



**TIP**

*If you go through the metal detectors, you will alert a couple of guards who come around the corner and shoot you.*



Head to the next door, open it, and activate your night vision. Broken glass is scattered on the floor to your left; so hop onto the cart on your right.



Jump to the pipe and go hand-over-hand to the other side of the room.



**NOTE**

*In the PS2 and GameCube versions there is no broken glass in this room. Simply move to the opposite end and crawl through the open duct.*



Access the keypad and type in the code—97531. In the PS2 version, this door is not keypad locked.



Drop quietly at the end of the pipe so as not to alert the guards on the door's other side. To do this, press the Crouch button as you drop.



**TIP**

*If you fail to drop silently, and the tempo of the music increases, you still have enough time to get to the duct before the guards come into the room.*



Pick up some ammo for the SC-20K in the next room, if needed.



Slowly move to the duct and hop into it.



Move through the ducts to the other end and jump down into the room below.



**SAVE**

*As you exit the duct, you can save the game.*



You are in a waiting room at the end of a hallway.



The guards are killing the programmers in this area.





Head over to the light switch to turn off the lights.



When it's dark, move to the door, open it, and pull up the SC-20K. Aim toward the wall mine on the right wall next to the guards.



Switch to sniper view and shoot the wall mine while they're still talking.



The wall mine detonates and usually takes out both guards. However, keep the SC-20K ready to finish off any survivors. Stay in the doorway until the flames die down, watching the hallway's far end in case a third guard investigates.



When the fire fades, pick up the satchels from the bodies to retrieve a data stick and a wall mine.



A medical kit is in the blue hallway to the right.



Move to the light switch by the bodies and turn off the lights.



Aim down the hallway and wait for the third guard to round the corner.

## NOTE

*In the PS2 and GameCube versions there are only two guards on this floor.*



Use the sniper view to take him out at long range.



The area is clear, so head down the hall and around the corner. Continue to the elevator shaft and jump down.

## SAVE

*Save your game here.*



Exit the elevator shaft and move to your right.



Stop at the table to pick up a crate of five frag grenades. You'll need them later.



Move past the office where the two guards are shooting out computers.

### PS2 & GAMECUBE SIDEBAR



After exiting the elevator, sneak up behind the guard by the soda machine and knock him out. Turn off the lights and pick up the grenades on the nearby table.



Move down the hall and ignore the other guard shooting the computers in the office. Pause in the next hall and wait for a guard to move into view. Stop and wait for him to move down the hall to the left.



Stay put and take out the next guard that comes into view. Use the sniper view and take him out with one clean head shot.



Move down the hall to the left and into the office with the flames. Sneak up behind the guard watching over the programmers and knock him out. Disable the wall mines and talk to the programmers.



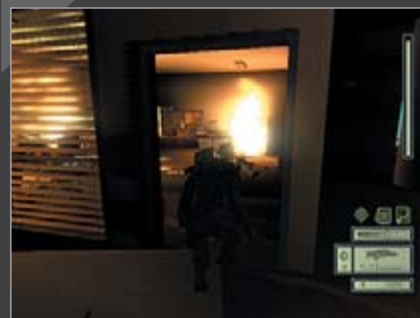
Continue to the end of the blue-lit hallway.



Stop and take aim at the red flashing light—a wall mine.



Use the sniper view and wait for a guard to appear. Shoot the mine and take out two guards with the resulting explosion.



Move into the office on the left and approach the far corner. A couple of programmers are cowering in the corner—flanked by two wall mines.





Approach the mine on the left and deactivate it.



Then move to the right and deactivate the second mine.



## SAVE

After disarming both wall mines, save the game.



The programmers talk to you and give you a key code. They also warn you of a time bomb on this floor.



## Disarming the Bomb

### NEW GOAL

Disarm the bomb planted in the archives room.

### PS2 & GAMECUBE SIDEBAR



After saving the programmers take a left at the hall and move through the next door. Take out the guard hiding behind the pillar.



Move to the keypad locked door and punch in 33575 to unlock it.



Carefully move through the flame-engulfed offices and shoot a couple of wall mines on the way. Make your way to bomb and defuse it.



Get to the time bomb. A counter in the bottom left corner of the screen gives you two minutes, so hurry.



As you race down the hall, stop in the janitorial closet on the left and pick up a medical kit. Continue to the hallway's end.



At the keypad, punch in the code—33575—to open the door and enter.



Turn the corner to the next hallway, but flames block your path.



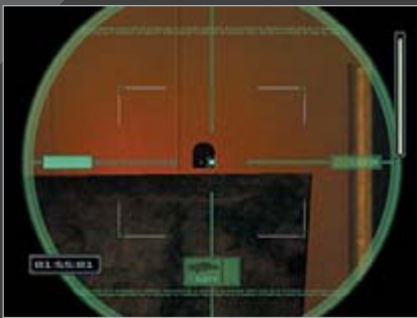
Instead of moving through the doorway, pull out your weapon and shoot out the bottom glass pane.



Crawl into the room.



A wall mine on the opposite wall blocks your way to the next doorway.



Pull up your SC-20K and shoot the mine from a distance.



Another mine is on the other side of the doorway. Shoot it as well.



Pass through the cleared doorway and into the next room. Move left so you can see another wall mine to the left of the flames.



Destroy it.



Move into the next room and spot the wall mine next to the opposite doorway.



Pull up your SC-20K and eliminate the final wall mine.



Quickly head into the hallway, turn right, and continue to the archives room's door.



Take out your lock pick and unlock the door. This lock requires you to get through six tumblers.



After entering, turn left and roll through the flames.





Approach the bomb on the far wall and deactivate it.



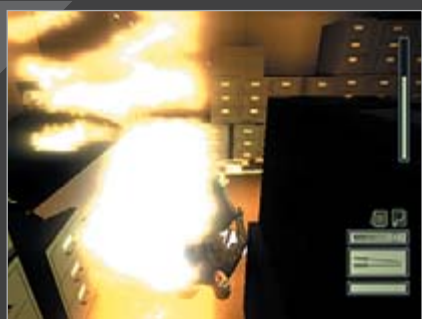
## SAVE

Save the game after deactivating the time bomb.

## The Fuse Box

### NEW GOAL

Restore power to the fire door circuit by accessing the fuse box behind the auditorium.



Exit the office by rolling through the flames.



Move out into the hallway and turn left.

## PS2 & GAMECUBE SIDEBAR



If you walk loudly outside the auditorium, the patrolling guard will come outside to investigate. Use the sniper view to take him down with one head shot. Pick up some more ammo from his satchel.



Sneak up behind the two guards inside the auditorium and knock them out.



Once the auditorium is clear, move along the far right side and jump over the ledge. Sam will grab a hold while a cutscene plays. Two more guards head into the auditorium. Pull yourself up and wait for the two guards to run up the stairs.



The two new guards will take up positions looking to the back of the auditorium. Sneak up behind them and knock them out.



Once both guard are down, move into the basement. There's one more guard here who detects your presence. Rush to the far end of the room and bank a grenade around the corner. This will take out the remaining guard.



Move to the fuse box and hit the switch. Pick up some ammo, a medical kit, and some grenades on the nearby table.





Back in the auditorium, take out the guard standing in the gallery box with the sniper view. Pick up his stachel to retrieve a data stick containing the key code for the door behind the auditorium.



Two guards overlook the auditorium. Sneak up behind the one in the gallery box first.



Grab him, then pull him into the dark hallway through which you passed. Knock him out.



Stealthily approach the second guard down the stairs. Drag him into the same dark hallway and leave him unconscious.



TIP

Both bodies must be hidden in the darkness away from the gallery box.



Head to the auditorium's left side, behind the stage, and down the stairs.



When you get to the bottom of the stairs, a couple of guards head your way.



Backtrack up the stairs and circle left around the stage.



Wait for the two guards to walk up the stairs and into the auditorium.



After the guards leave the stairway, drop off the ledge and move into the basement area.



Turn right and head for the room's corner, where you shoot out a fluorescent light above some spools of wire.



Go right and take out the next fluorescent light in the corner. This leaves one side of the basement in the dark.



Equip an airfoil and wait for the remaining guard to investigate the last light you shoot out. When he moves into your sights, fire the airfoil.





Quickly lower your weapon and run up to hit the guard and knock him out. Pick up his body and drop it in the dark corner.



Head over to the desk to pick up some ammo for the SC-20K, a medical kit, and a grenade box.



Move to the fuse box and flip the switch.



## SAVE

After restoring power to the circuit, save the game.



Head back toward the auditorium and pause at the top of the stairs. Three guards patrol the auditorium.



Equip a grenade and bank it off the wall so it lands inside the auditorium; this should take out one guard.



Move back down the steps into the basement and bring up your SC-20K, aiming up the stairs. Pick off the two remaining guards as they come into sight.



Take the satchel off one of the guards. It contains a data stick with a key code on it.



Find the door with the keypad behind the gallery box and enter the key code—1250.



Pass through a door and enter a lobby area. Two guards are opposite you on the upper level.

## PS2 & GAMECUBE SIDEBAR



At the load of the next map, stay on the ground level and wait for a guard to partially descend the nearby stairs. Hit him with an airfoil round to knock him out.



If the guard cries out, get ready to take on two more guards. Quickly move up the stairs and wait in the dark corner opposite the door. When the door opens, unload into the doorway with automatic fire to drop the two guards.



Move into the next hall and pass the infirmary and wait in the next corner. Hit the next patrolling guard with an airfoil at close range.



Move back to the infirmary and talk to the injured programmer. Before leaving, pick-up the two medical kits.



Make your way quietly up the stairs.



Move into the corner and shoot out the lamp. Pick up the grenade on the table.



Turn around and shoot out the recessed light above to make this corner black.



Crouch in the corner and aim the SC-20K toward the two guards.



Bring up the sniper view and sight at one of the guards. Drop him with a shot to the head.



The other guard moves into view and starts shooting into the darkness. Eliminate him as well.



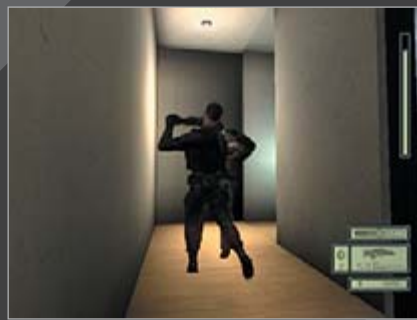
Continue down the hallway.



In the second office on the left is a programmer. He is not Ivan. Take him to the infirmary; he will give you info. After he dies, continue down the hall to the corner.



At the corner, pull up your SC-20K, load an airfoil, and wait for a patrolling guard to appear. Shoot him with the airfoil.



Quickly lower your weapon and rush forward to knock out the stunned guard.





Duck into the infirmary and pick up a couple of medical kits.



Quietly advance down the hallway past the server room with green glass.



Enter the room and sneak to the right of the computer bank.



Make your way around to the guard at the terminal.



Creep up behind and grab him, then knock him out.



Access the computer to open the fire door.



Exit the room and proceed through the fire door.



**SAVE**

*As you pass through the fire door, save the game.*



Move down the hallway, through a door, and up the stairs.

**PS2 & GAMECUBE  
 SIDEBAR**



At the next door shoot the light above.



In the next room are two guards. Use the optic cable to ensure they're looking away before you enter.



Crouch down and quietly enter the next room. Two guards are talking. Wait for now.



One of the guards leaves, and the other heads into the kitchen area. Wait until he stops at a counter, then sneak up on him.



Make your move and leave him on the ground.



Continue past the flames to the next door.



Inside the other guard is relieving himself.



Move in behind, grab him, and knock him out.



Hop into the air duct.



Crawl through to the other side. You hear a conversation between a guard and Ivan.



Bring up your pistol and shoot the guard in the head before he kills Ivan.



Drop down and speak to Ivan.

## Rooftop Extraction

### NEW GOALS

- Take Ivan's encryption key. Leave Ivan behind for the FBI.
- Rendezvous with the Osprey for extraction.



Exit the restroom, leaving Ivan for the FBI to deal with, and move down the hall into the lobby area.



Get on the elevator and take it to the top.





Exit the elevator, crouch, and move quietly into the room.



Carefully cross the room. Three guards are ahead and to the left, on the other side of the forklift.



Get into this position, pull out a frag grenade, and throw it.



If the frag grenade does not take them all out, it detonates flammable barrels and finishes off any survivors.



Pick up a satchel from one of the bodies. It contains a data stick with a key code.



Continue into the next room and into the corner with the stacks of drywall.



Hop onto the drywall, then onto the pallet of cinder blocks.



Continue to the platform, then jump across to the scaffolding.



Climb down the ladder and pick up the medical kit behind the scaffolding.



Move through the doorway opposite the ladder, turn right, and crouch down. Move forward until a couple of guards walk in.



With your SC-20K set on automatic, neutralize both guards.



When both are down, head forward and pick up ammo for both the pistol and SC-20K, as well as a medical kit next to the door.



## SAVE

*After exiting the room where you shot the two guards, save your game.*



In the next room head toward the pallet of cinder blocks.



Move past the cinder block's left side, toward the next room. Two guards walk in. When they see you, withdraw behind the cinder blocks in the room's center.

## PS2 & GAMECUBE SIDEBAR



In this room you'll have to perform the back-to-the-wall maneuver before engaging the next three guards.



From this spot, you can see both positions the guards take, and you are safe from fire. Aim through the window at the guard on the right.



Bring up your sniper view and take him out.



Shoot through the doorway to take out the guard at the left behind the forklift.



Move into the dark corner to the left of the doorway, and pull up the SC-20K.



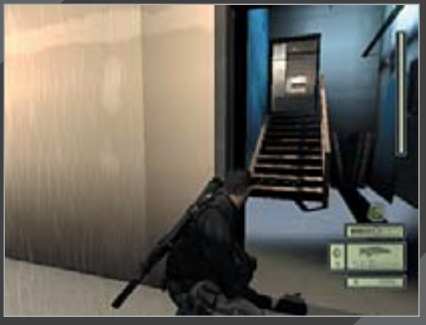
A third guard is at the top of the ladder. Eliminate him.



Climb up the ladder.



Drop into the next room, which holds two medical kits.



Follow the corridor around to a doorway on the left, leading to a stairway.



## SAVE

*After stepping through the doorway, there's a save spot.*





Rush upstairs and into the next room.



Run across the room to this pillar on the far right.



Crouch, pull up the SC-20K, select automatic fire, and aim around the corner to pick off two guards.



Slowly move forward and toss a grenade into the landing on the right. This should take out the remaining guard.



Move up the stairs and head left down the hallway to the next room.



## SAVE

*As you go through the doorway, save your game.*

## PS2 & GAMECUBE SIDEBAR



After using a grenade to take out the last guard, move up the short stairs and turn left to find the open air duct. Crawl inside.



Sneak up behind the guard in the next room and knock him out. Pick up the goods in the room and move to the door leading into a long hallway.



Enter the room and pull out a frag grenade.



Quietly sneak a quarter of the way into the hallway, then throw the grenade at the group of three guards.



When you throw the grenade, rush back into the room, hiding to the left of the door, ready to shoot any survivors.



Pick up the SC-20K ammo on the stack of plywood before you leave.



## TIP

If you need pistol ammo, look in the room to the right of the hallway.



Move down the hallway with your SC-20K ready. Continue around the corner to the left. A guard in the next area investigates the explosion, but he returns to his patrol.



Head to the door at the hallway's end and enter the next room.



Move quietly through the room to a dark area along the right wall.



If you have not already taken out the patrolling guard, load a sticky shocker. Wait for him to return and zap him.



## TIP

There are a couple of wall mines in this room. Be careful when moving through it.



Head into the hallway where the guard was patrolling, entering the unfinished room, which holds a medical kit and ammo for the SC-20K.



Continue through the doorway that leads outside.

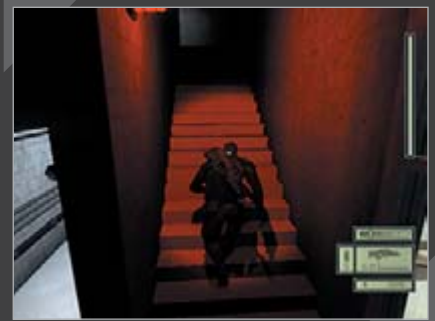


## SAVE

As you exit to the next area, save the game.



Make your way to the doorway on the right.



Head up the red-lit stairway.



Turn left at the top, pull out the SC-20K.

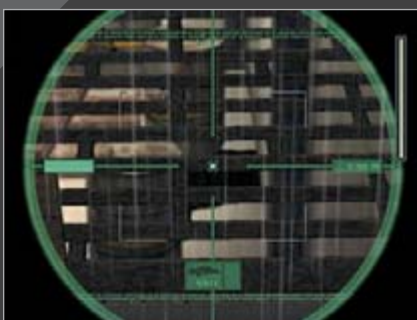


Load a sticky camera and fire it across to the wall as shown.





Use the camera to monitor the guards below. One stands still while the other patrols.



When the patrolling guard is near the barrels, deactivate the camera and aim at the barrels.



In sniper view, shoot at the closest barrel on the right. You punch a hole in it, and the liquid inside pours out. Quickly fire at the puddle to spark an explosion.



The barrels blow up, taking the two guards with them.



Pull back into the shadows at the top of the stairway and load a sticky shocker. Wait for the guard on the catwalk to head to the ladder, then zap him.



Climb down the ladder.

### PS2 & GAMECUBE SIDEBAR



Quietly move through the tunnel and equip yourself with a grenade.



With the grenade in hand and ready to throw, carefully side step to the right until you can see a barrel. Toss the grenade into the next room and back-track to the steps.



The subsequent explosions will take out all three guards, including the one on the catwalk above.



Continue across the room to a ledge, and drop onto the crates below.



Wilkes is holding off the guards on the rooftop, waiting for you.



Load a sticky camera and fire at the wall to the left.



One guard is on the scaffolding, firing at the Osprey.



The second moves between the ground floor and the scaffolding.



Turn right and hop onto the crate.



Turn left and aim toward the guard firing at the Osprey.



His head is visible between a couple of crates. The thermal vision helps locate him. Take the guard out with a head shot.



When he is down, climb on the crate in front of you.



Aim down to locate the second guard.



Try to hit him while he's still distracted by the Osprey.





Move across the room to the ladder by the forklift.



Climb up the ladder, cross the scaffolding to a second ladder, and climb to the top.



Continue along the scaffolding to a third ladder and climb it.



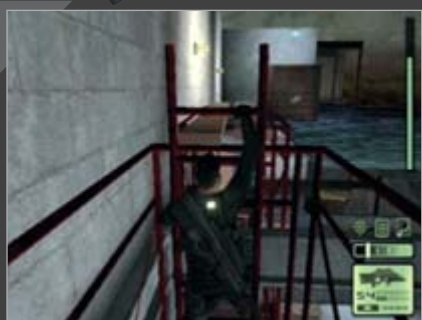
Jump across the rooftop to complete the mission.



Simply run across the room toward the first set of scaffolding. Climb the first ladder.



At the top turn to the right and look down on the floor for two guards. Take them both out before continuing.



Climb the rest of the ladders and jump across to the rooftop.



There's one more guard behind a wooden crate shooting at the Osprey. Take him out.



Jump up onto the crate, then turn right and jump toward the Osprey's open ramp. Grab a hold and pull yourself inside to complete the mission.



# POWERPLANT



*Nadezhda Nuclear Plant  
Kola Peninsula, Russia  
November 6, 2004  
1950 Hours*

**Objective: Trace the  
Microwave Relay**

## BRIEFING

*Data retrieved from Kalinatek reveals that Nikoladze uses an unconventional network of relays to communicate with Georgian terrorist cells. Background electronic noise surrounding the Nadezhda nuclear power plant in northern Russia makes it impossible to trace the network beyond this point.*



## INITIAL GOALS

- Infiltrate the Cooling Rod Room and trigger a meltdown alert.
- Investigate the Nadezhda communications center.
- Tap the Georgian Microwave Relay

## ITEMS

- NONE

## GADGETS

- 5.7mm pistol (40)
- Optic cable
- Disposable Pick (1)
- Camera jammer
- Lock pick

## SC-20K (60)

- Sticky shocker (3)
- Sticky camera (4)
- Ring airfoil round (3)
- Diversion camera (3)

## NOTE

*The Nadezhda Nuclear Plant mission is unique to the PS2 version.*

## Infiltration



The mission begins in a building just inside the plant's gate. Begin by slowly and quietly moving forward.



Quietly move up the short steps and turn right onto the slightly elevated catwalk. Inch your way out toward the ledge.



Just ahead, above the door, is a camera. A guard stands below.



As the camera pans to the right, walk off the ledge and drop attack the guard below.



Before the camera pans back, pull up your SC-20K and blast it.





Pick-up the guard's body and carry it into the shadows beneath the nearby staircase.



Move back to where you dropped on the guard and move through the gated area.



Pull up your SC-20K and shoot out the light bulb on the ceiling.



Now move over the window and open it. This alerts a guard standing outside, prompting him to move around the front of the building to investigate.



As the guard moves out of sight to the right, climb through the window and turn right.



Head straight toward the shadowed corner next to the dark colored pipes and wait. Make sure you're in the shadows.



Stay here until the guard returns to his post near the window.



There's one more guard to worry about at the far end of courtyard. Keep your left shoulder up against the wall and slowly inch forward. As long as you stay next to the wall, the guard ahead won't be able to see you.



As you get closer to the guard, keep your distance. Quietly move up against the machinery and around him.



Instead of taking him out, quietly move past him and proceed to the door just beyond his position. Open it and step inside.



Don't move too far into the next room. Just move forward enough until the door can close behind you. There's a guard patrolling the adjacent hallway.



Stay back in the alcove near the door and load an airfoil ring in the SC-20K. Aim straight ahead into the hallway.



As the guard moves in your direction, wait for him to stop right in front of you. Fire the airfoil round at his head to instantly incapacitate him.



Move the guard's body into the shadows near the door.



Now move toward the closet at the end of the hall and pick up a medical kit inside.



Exit the closet and pick the door's lock to the right.

### CHECKPOINT

*There's a checkpoint after you move through the locked door.*



Move outside and climb the red pole straight ahead, to the left of the door.



### TIP

*After picking the lock and moving outside, there's another supply closet straight ahead with a flare inside.*



At the top, climb another red pole to another ledge.



From here you can see the spotlight illuminating the next pole. Study the light's patrol pattern before moving ahead.



After the light illuminates the bottom of the next pole, move forward and climb it part way.



Pause midway up the pipe and wait for the light to scan the area just above. When it moves away, climb to the top.



### TIP

*To make this section easier, shoot out the spotlight. Doing this puts the two guards above on alert.*





At the top of the next ledge, quickly move left and through the open duct.



Crawl through the duct until you come to a dead end. There's an opening above, but don't climb out yet.



Turn around and load a sticky shocker in the SC-20K. Aim upward and wait for a guard to walk nearby. Zap him when he moves into view.



Hop out of the duct and move to the right, near some vents. There's one more guard on the rooftop to worry about.



Crouch next the one of the vents and bring up the SC-20K's sniper view to shoot the camera mounted just above the door. Shoot the light bulb just below it.



Shooting the bulb alerts the nearby guard, silently move along the far left side of the roof toward the dark corner by the two stove pipes.



Wait here for the guard to pass. He'll move toward his fallen comrade.



As he passes to the right, quietly move to the left and enter the door.



Inside, turn to your left and pick the next door's lock.



Move into the next room and turn right, dropping into the hatch.



Crawl through the duct work to reach the elevator shaft.



## SAVE

After dropping into the elevator shaft, you can save your game.



# Tracking Esfir

## NEW GOAL

- Get the access code from Esfir.



Ride the elevator all the way down while listening to the two technicians conversing inside.



When the elevator stops, move to the far right corner and drop off the side. Turn left and drop again, this time to the floor just beneath the elevator.



Move forward into the adjacent crawlspace. There's a guard patrolling the walkway above. Try to stay out of sight and move for the far corner straight ahead.

## CHECKPOINT

*There's a checkpoint as you move through the crawlspace*



At the corner there's an opening. While the guard is away, stand up and use the pistol to shoot out the camera.



Jump up through the opening and wait in this corner for the guard to return. Load an airfoil round in the SC-20K while you wait.



When the guard moves past you and heads down the short hall and stops, fire the airfoil round at the back of his head. If this doesn't take him down, rush forward and strike him.



Carry the guard's body into the shadows.



As you move forward, a technician will move toward you to investigate. Stay in the shadows and strike him as soon as he gets close. Make sure his body is concealed as well.



Move down the hall. Don't enter the door on the left. It's a break room and the technicians inside will sound an alarm if you enter.



Pause before the end of the hall and take out the camera at the far end.





At the next short hall to the left, take out another camera. Once it's destroyed, move down this short hall.



There's a medical kit inside a supply closet to the right.



Backtrack to the main hallway and drop through an opening in the floor in the far right corner; just below the camera you destroyed earlier.



Move through the adjacent crawlspace.



As you continue moving forward, there's a cutscene showing a technician talking to a programmer in the next room. The programmer is Esfir.



Stay in the crawlspace until you hear the technician and programmer walk away. Then move out and turn right, moving up the short steps.

## CHECKPOINT

*After exiting the crawlspace, there's a checkpoint.*



Wait in the dark corner near the steps until Esfir approaches the glass double doors. Quietly move in from behind and grab Esfir.



Pull him back into the dark corner and interrogate him. When you can't get any more information out of him, knock him out and leave his body in the shadows.



Exit through the automatic door and turn left. Shoot out the light bulb just ahead.



Move into the darkened corner and turn right to destroy the camera across the way. Now load an airfoil round into the SC-20K and wait for a nearby guard to investigate.



As the guard stops near the destroyed camera, fire the airfoil directly at his head. This should incapacitate him instantly; if it doesn't rush forward and knock him out while he's stunned. Move his body back into the dark corner.



After dropping the guards body in the dark corner, a technician may come around the corner to investigate. Wait for him to get close, then knock him out. Move his body into the dark corner.



Move down the hall, but stay out of the room to the right. It's another break-room filled with technicians itching to sound an alarm.



At the end of the hall, shoot out another camera. Once it's destroyed, move through the narrow hall to the left.



# CHECKPOINT

As you move through the narrow hall, there's a checkpoint.



At the end of the narrow hall, turn right and take out another camera.



Once the camera is destroyed, turn around and enter the code for the Cooling Room into the keypad: 560627.



Quietly move inside and descend down the metal staircase to the second landing.



From here, using the sniper view, shoot the camera mounted on the nearest cooling tank.



Then spot the camera on the farthest cooling tank and take it out; there's a technician standing directly below it.



Move down the rest of the staircase and grab the medical kit on the wall when you reach the bottom.



Stay in the shadows on the ground floor and move toward the technician.



Quietly climb the metal stairs, grab the technician from behind, and knock him out.





Starting at the far end (near the large staircase) use each of the four computer terminals to trigger a meltdown alert.



The alert triggers a cutscene showing some doors opening and technicians moving into action. It's now time to get out of here.



Before running for the exit, quickly grab a medical kit on the nearest wall and make your way for the large metal staircase.



Stay in the shadows on the way out, and let the guard running in pass you. As he moves to the far end of the Cooling Room, make a break for the staircase.



Quietly but briskly make your way up the staircase.



Exit the door from which you came and head straight out into the far hallway, toward the camera you destroyed earlier.



Make a left at the hallway and move into the stairwell on the right.



If you're seen by any guards while escaping the Cooling Room, keep running. You'll be safe once you reach the stairwell.



After reaching the stairwell, you can save the game.

## Tapping the Relay

### NEW GOALS

- Retrieve the FlashRAM shipping log for the power plant's waste disposal train.
- Investigate the Nadezhda communications center



Take the staircase up until you reach a hallway. Follow it to the left.



Before rounding the next corner, peek around to see an automated turret at the far end.



Time the turret's movements and as it pans away, rush into the red lit room across the hall. Rolling into the room makes for a fashionable entrance.



In the room, stay low and away from the large window on the left. Otherwise the turret in the hall may see you.



Move to the next room on the right and hold up in the shadows. A lone guard patrols the catwalk in the next room.



When he moves away from you and stops, quietly sneak up behind him and knock him out.



Now make your way for the programmer at the far end of the room. But don't knock him out.



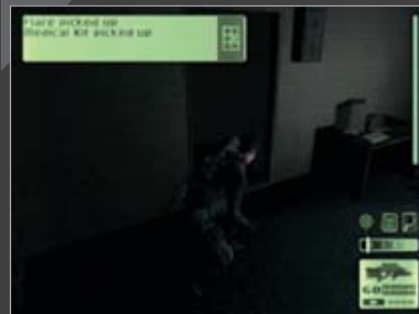
You may have to chase the programmer for a while before you can grab him. He'll eventually stop running and cover in a corner. Interrogate him, then knock him out. Be sure to grab the data stick in his satchel.



On the catwalk (near the fallen guard) is an open duct. Jump up and climb inside.



Move through the ductwork until you drop into an office.



In the office, pick up a flare, a medical kit, and some SC-20K ammo next to a plant on the way out.



After exiting the office you find yourself back in the same hallway as before, this time with the automated turret to your left. Ignore the turret and move right toward the glass doors.



*If you want, you can disable the turret's IFF. This will eliminate two guards at the end of the hall.*



Enter the code (151822) into the keypad, and move through the doorway.



## CHECKPOINT

*There's a checkpoint as you move through the next hallway.*



Move through the dark hallway and pick up a couple of chemical flares on the way.



The hallway leads into an open office area with another automated turret to the far right. While crouched, move through the broken pane of glass in the office straight ahead.



As you move into the adjacent office to the right, the automated turret may target you. Hide behind the desk and pull out the flare. Light and throw it to the far right of the room.



While the turret's distracted by the flare, grab the medical kit in the office and move out to the lit hall on the left.



Follow the hallway and pick up another medical kit at the end. Then enter the door to the right.

## CHECKPOINT

*There's a checkpoint as you move through the next hallway.*



In the next hallway there's a can on the ground next to a potted plant. Pick it up and move through the next door.



On the otherside of the door is a dark hallway with an adjacent room where two guards are patrolling. Pull back into the shadows and throw the can near the door way to get the nearest guard's attention.



Quickly load a sticky shocker in the SC-20K. As the guard moves into the hallway to investigate, zap him. Pick up a frag grenade from his satchel.



Now monitor the other guard's movements on the far side of the computer room. When he walks away, step into the room and move to the far right corner where it's dark.





At the corner, turn left and moves along the dark side of the room keeping the row of computers between you and the guard. Quietly inch your way toward the door at the far end of the room.



When the guard's back is turned, move to the door, open it, and quietly step inside.



In the next room there's a programmer at a computer with his back turned to you. Grab him from behind, interrogate him, then knock him out.



Use the computer the programmer was standing in front of to tap the microwave relay. Listen to Lambert then move through the door to the right.



## SAVE

After entering the door, you can save the game.

## A Train to Catch

### NEW GOAL

- Stow away on the waste train for extraction.



Move through the office and open the door to enter a stairwell.



Quietly move up the metal stairs and pause at the top of the steps, staying behind the closed gray door. Wait for a guard to come into view and return to his patrol.



Carefully follow the guard down the next hall and hold up in the shadows. Load the last sticky shocker in your SC-20K.



The guard will pause at the lit intersection in the hallway, and continue moving forward into a dark alcove where there's a computer. As he moves into this alcove, hit him with the sticky shocker while his back is turned.



There's another guard patrolling the lit hallway to the left, so don't rush forward just yet. Peek around the corner and wait for him to walk away before moving into the dark alcove with the computer.



As he moves away, move into the alcove and access the computer to retrieve a data stick.





Wait again for the other guard to move away, then quietly follow him down the hall. As he pauses at the end of his patrol, grab him and pull him back in the shadows before knocking him out. There's a medical kit in his satchel.



If needed, you can retrieve another medical kit in the supply closet in the hallway.



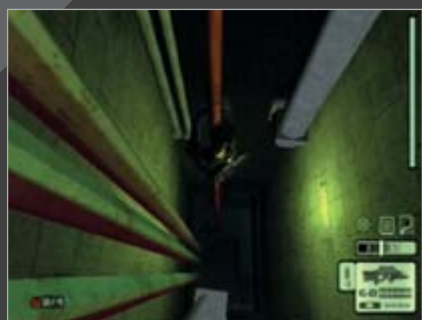
Move back into the hallway and follow it to a keypad locked door. Grimsdottir hacks the code and uploads it to your OPSAT: 795021.

## CHECKPOINT

There's a checkpoint after entering the keypad locked door.



In the next room, drop through the open floor grate on the left side.



Turn right and look for the red vertical pipe leading down. Step off the ledge to grab the pipe and slide down all the way.



You land on a piece of equipment in a large maintenance room. There are two guards patrolling here. Drop off the far left side of the equipment to reach the floor.



The nearest guard conducts a linear patrol between a pair of partially assembled air ducts lying on the ground. When his back is turned walk by and enter the furthest duct. Walk softly to the far end and peek out the opening to the right.



The next guard patrols an elevated walkway near the exit. Watch his feet and as he moves down the steps, quietly to the right make your way toward the door.



Open the door to escape and complete your mission.

# CHINESE EMBASSY



Chinese Embassy  
Yangon, Myanmar  
November 11, 2004  
2013 Hours

**Objective:** Find the Georgian-Chinese connection.

## BRIEFING

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



## INITIAL GOALS

- Rendezvous with the agency contact.
- Collect intelligence from the embassy with the laser mic.
- Avoid embassy fatalities or the mission will fail.

## ITEMS

- NONE

## GADGETS

- 5.7mm pistol (40)
- Optic cable
- Laser mic
- Camera jammer

## SC-20K [60]

- Sticky shocker (3)
- Sticky camera (10)
- Ring airfoil round (3)
- Smoke grenade (1)
- Diversion camera (5)
- Sticky bomb (1)  
(GameCube/GBA only)



## The Informant



You begin the mission in an alley where your new contact, Cohen, drops you off. Talk to her.



Move to the dumpster in the adjacent alley.



Jump onto the dumpster.



From the dumpster, jump onto the wall. Then drop to the other side.



Head down the alley to the alcove on the left and wait.





A guard passes by. After he walks past, sneak up behind him and grab him.



Pull him into the shadowy alcove and knock him out. Pick up his satchel to get a data stick.



Pick up a bottle on the alley's other side, opposite the alcove.



Approach the nearest dumpster on the alley's right side. Stop at the dark corner before you get to the dumpster.



From this corner, throw the bottle across the alley toward the dumpster on the left.



Press into the corner, hiding in the shadows, as you wait for the second guard to pass by.



Sneak up behind him as he approaches the alcove where you hid the other guard. Grab the guard, pull him into the alcove, and knock him out.



**TIP**

*Hide both bodies in the shadows before continuing.*



Continue down the alley.



At the intersection, head left. Stick to the shadows.



**TIP**

*It's possible to sneak pass the second guard by sticking to the shadows.*



A house separates the two streets. Go in and use the ladder.



**SAVE**

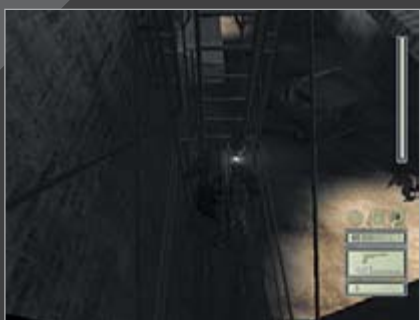
*After you climb the ladder you can save the game.*



At the top of the ladder, move to the right toward the scaffolding.



Crouch and move across the creaking boards. If the tempo of the music increases, stop and make sure you are out of sight.



Move to another ladder and climb it to the next level.



Make your way to the scaffolding's end, and out onto the end of a plank.



Turn right and locate the lightbulb across the street. Pull out your pistol, take aim, and fire. This tough shot may take several rounds before you knock it out.

### TIP

*Do not use the SC-20K to take out the lightbulb. Even though it is silenced and has a scope that would allow you to shoot the bulb in one shot, it is louder than the pistol and will alert the guards below.*



Position yourself under the wire crossing the street. Jump up, grab hold, and go hand-over-hand to the street's other side.



When on the other side, drop. Pick up the nearby medical kit.

### SAVE

*When you let go of the wire, save the game.*



Creep along the ledge.



At the ledge's end, jump across a gap. Stand up, move forward, and jump diagonally so you land on the opposite ledge and do not hit the wall of the other building.



Continue down the ledge, moving quietly—up and out of sight.

### PS2 & GAMECUBE SIDEBAR



Climb down the ladder, while keeping your eye on the guard below.



Hide behind this dumpster until the guard moves out of sight.





When it's clear, move to the dumpster that's against the low wall. Jump up onto it, then pull yourself over the wall.



Stick to the shadows in the next alley until you come to an intersection with two guards patrolling.



Round the corner and drop to the dumpster's side.



Crouch in the dark and wait for the two guards to pass by you, from right to left.



After they pass, move out and turn right. Follow the building's wall to the shadowy path crossing the street. Move slowly and quietly across the street, hidden in the darkness.



After you cross the street, turn left and head through the fence's opening.



Hide behind the palm tree until the nearest guard turns around and walks away.



Take out your pistol and shoot the light illuminating the area.



Approach the sewer access quietly, staying hidden in the darkness.



Climb down the ladder to the sewer tunnels below.



## SAVE

*When you move forward in the sewer, save your position in the game.*



Move forward to the intersection in the sewer and turn left. Open the inventory and select the smoke grenade from the SC-20K menu.



Move forward until you see three guards conversing at the tunnel's end.



Using the secondary Fire button, launch the smoke grenade in the middle of them. Activate your thermal goggles so you can see through the smoke. When they are on the ground and the smoke clears, continue forward.

**NOTE**

*In the PS2 and GameCube versions, the three guards in the sewer are more spread out. Use the gas grenade on the first one. Farther down the sewer, use an airfoil ring to incapacitate the second guard. When you encounter the third guard, stay in the shadows and move to off to the side; he'll walk right past you.*



*Stay out of your own smoke. It incapacitates the guards and causes you to lose health.*



Approach the bodies, pick up a satchel with a data stick, and turn right at the intersection.



Continue down the sewer at your own pace; no one else is down here. Don't take the side passages; they're dead ends.



When you get to this spot, with two planks and a box, look up to find a ladder leading to street level.



Slowly climb toward the ladder's top. Don't expose your head. A guard approaches from the left and looks at the sewer access.

**SAVE**

*As you ascend the ladder out of the sewer, you can save your game.*



When the guard leaves, climb out of the sewer, turn to your left, and head toward the scaffolding and a ladder.



Climb the ladder and exit onto the wood planks.



Move along the scaffolding so you can position yourself beneath the horizontal pipe.



Jump up, grab the pipe, and go hand-over-hand along the pipe to the end.





Drop and walk along the planks, making your way to the open window on the left.



Jump and pull yourself through the window, and into the building.



## SAVE

After climbing through the window, there's a save spot.



Equip your night vision to locate a vertical pole in the room's far left corner.



Climb the pole to the next level.



Move to the open doorway and speak with the CIA informant.

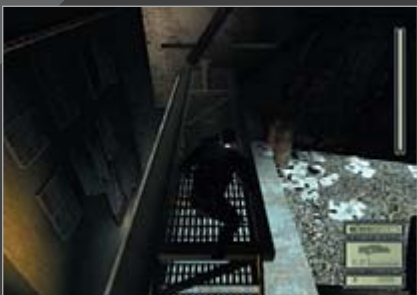
## Infiltrating the Embassy

### NEW GOAL

Follow the truck into the embassy grounds from the warehouse.



Cross the rooftop to collect a medical kit and some ammo for your pistol.



Climb onto the steel walkway and head to the stovepipe.



Use the stovepipe to rappel off the building.



Rappel to the street.



Turn left and head down the alley.



## SAVE

Save your game here.



Shoot out the light above the dumpster.



Select the airfoil for the SC-20K.



As the guard passes, fire the airfoil at his back.



Quickly lower your weapon and grab him from behind while he's stunned.



Pull the guard into the alley and knock him out.



Move through the alley toward the street.



Take up a position on the right side in the shadows and select a sticky camera for the SC-20K.



Aim the SC-20K at the wooden wall that faces down the street. When there isn't a patrolling guard nearby, fire the sticky camera onto the wall.



Looking down the street, you see two guards patrolling at street level.



One guard is on a balcony across the street.



Take out the light across the street next to the scaffolding.



Use the sniper scope to get a close aim at the lightbulb.



**TIP**

Hold down the secondary Fire button to stabilize your aim while looking through the scope.



Wait for the guard patrolling this end of the street to walk away, then proceed across to where you shot out the light.



Climb the ladder to the scaffolding.



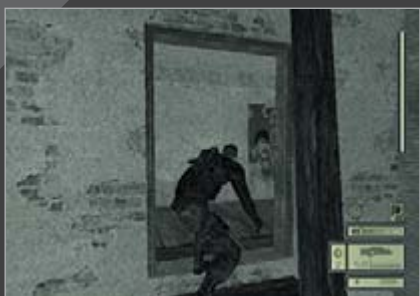


## SAVE

As you exit onto the balcony, save the game.



Move quietly along the planks, then turn left and jump onto the ladder attached to the building. Climb it to the top, then hop onto the scaffolding's next level.



Approach the open window on the left and climb through. Move through the building to the right.



Select the sticky shocker for your SC-20K.



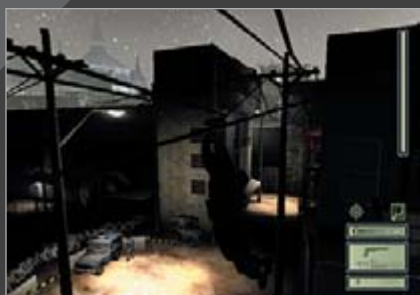
With gun drawn, crouch and maneuver around so you have a view of the open doorway. Wait for the guard to walk into your sights, then fire the sticky shocker.



Exit onto the balcony, draw your pistol, and shoot out the light.



Carry the guard's body inside and drop him in the shadows.



Climb on the crates and position yourself below the wire. Jump up and zip down the wire, across the street.



The zip line drops you onto an awning on the street's opposite side.



From the awning, drop to the street.



Cross the street, turn right, and move into the next alley on your left.



Move past the light, pick up a bottle, and continue into the dark corner on your left.



Crouch down, face the windows, and, when you see the light of the approaching guard, throw the bottle against the wall.



The guard hears the bottle break and comes to investigate.



Sneak up behind the guard, grab him, pull him into the corner, and knock him out.

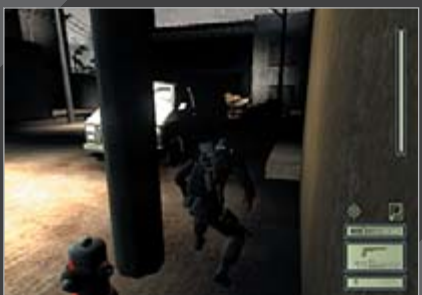


Continue through the alley, ignoring the ladders.

### PS2 & GAMECUBE SIDEBAR



At the end of the alley, jump up onto the dumpster and perform a double jump to reach the top of the wall. This will load the next level, allowing you to save your game.



You emerge at a street patrolled by two guards to the right. Wait till the closest one walks away, then move through the shadows toward the van.



## SAVE

Save the game as you approach the van.



Wait for the guard to move away, then move to the opposite side of the van and wait.



When the guard returns, sneak up from behind and grab him.



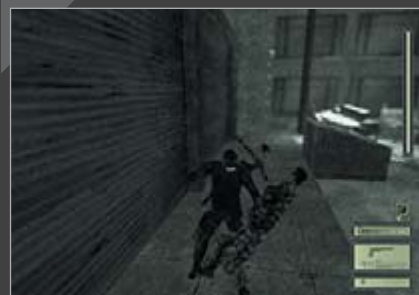
Pull the guard into the shadows and knock him out.



While staying in the dark, move to the corner on the right near the other guard's patrol. This guard is not present in the PS2 and GameCUBE versions.



When the guard moves past your position and stops, move behind and grab him.



Pull the guard into the shadows and knock him out.



Locate the camera near the gate. It is indestructible.



Crouch down and sneak through the open gate, staying to the left of the truck and duck in behind the gatehouse.





After the truck moves on, sneak into the gatehouse and grab the guard, pulling him back in the darkness to knock him out.



Now quietly move beneath the truck trailer near the patrolling guard. When he stops in his patrol, hit him with a sticky shocker.



When the guard with the dog approaches from the left, take aim and drop him with the sticky shocker. If the dog is alerted to your presence, drop him with an airfoil ring.

## PS2 & GAMECUBE SIDEBAR



In the PS2 and GameCube versions you won't have to worry about a dog. Instead of zapping the patrolling guard, simply walk past him while staying in the shadows.



## TIP



*With the guard knocked out, the dog will stay near his master. The key is to get away from the dog as quickly and quietly as possible. The dog may pick up your scent and follow you, but if you move fast enough, he returns to his patrol.*



Move along the wall, through the plants, and into the stream to the bridge's right.



Pass the gazebo and head left to cross the stream again. Drop into the stream and pull yourself up on the other side.



## SAVE

*After you exit the stream, save the game.*



As you move forward, you'll notice someone in an upstairs window of the embassy.



Pull out your laser mic and focus it on the left upstairs window to record the conversation.



**NEW GOAL**

Trail Kong Feirong to his car and laser mic it to intercept his conversation.



Wait for the limo to pull into the driveway and for Kong to get in.



As the limo pulls up to the gatehouse, focus the laser mic on the back door to pick up the rest of his conversation.

**Extraction**

**NEW GOAL**

Rendezvous with the agency contact.



Monitor the guards' patrols and wait until they are both moving away from the embassy building.



Move across the path to the darkened corner.



Turn right and move to the red-lighted corner.



Wait till both guards move away from the building, then move across the front of the embassy and round the corner to your left.



**NOTE**

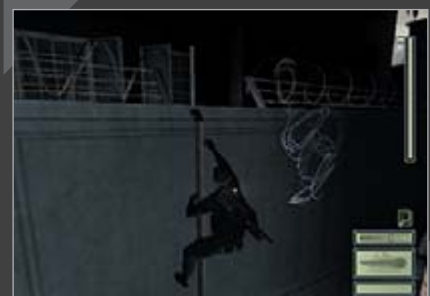
*In the PS2 and GameCube versions there is only one guard outside the embassy that you'll have to watch.*



Keep going to the far wall and continue monitoring the movements of the guards.



When the guards leave, move along the wall to the planter area behind the gatehouse.



Climb up the pipe and over the wall to the other side.



Activate your night vision to spot Cohen at the end of the alley. Speak to her to end the mission.



# MOUKE TSOE BO MEATS



*Mouke Tsoe Bo Meats*  
 Yangon, Myanmar  
 November 11, 2004  
 2252 Hours

**Objective:** Rescue the captured U.S. troops.

## BRIEFING

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



## INITIAL GOAL

- Access the antenna on the abattoir roof and destroy its broadcast ability.

## ITEMS

- Chemical flare (1)

## GADGETS

- 5.7mm pistol (40)
- Lock pick
- Optic cable
- Disposable pick

## SC-20K [60]

- Sticky shocker (2)
- Sticky camera (12)
- Ring airfoil round (4)
- Smoke grenade (1)
- Diversion camera (3)
- Sticky bomb (1)  
 (GameCube/GBA only)



## Stop the Broadcast



You begin the mission hiding in the shadows. Three guards patrol the area through which you must pass.



## CAUTION

Be careful when walking near the chain-link fences. If you are crouched and move into one, Sam stands and climbs. This is bad if you are trying to remain hidden.



Equip your diversion camera for your SC-20K. While crouched, move toward the gate. Halt behind the low concrete wall so the guard with the headlamp cannot see you.



Pull up the SC-20K and fire the diversion camera at the wall across from the nearest guard as the guard with the headlamp walks away.





Press the noise button for the diversion camera to lure the guard over. Then press the gas button.



Quickly release control of the camera, lower your weapon, and move up behind the guard while he is stunned. Grab him and pull him toward where you started the mission.



Once you have the guard in the shadows, knock him out and drop back to a crouch.



Head back toward the gate, halting behind the low concrete wall again.



When the guards walk away, move forward.



Then turn around and head for this corner.



Wait there until the guards move away, then move behind the barrels and on to the switch.



Activate the switch to open the two grates on the opposite side of the yard.

## NOTE

*In the PS2 and GameCube versions there are only two guards in this area. You can easily knock them out by sneaking behind them.*



Stay by the controls until the guards again pass to your left. Sneak up behind the nearest guard, grab him, and pull him behind the controls to knock him out.



Wait again for the guard with the headlamp. As soon as he starts moving to the left, trek out to the yard and drop into the underground passage.



Travel to the end of the passage and load a sticky camera.





Pull out your SC-20K, aim at the closest concrete wall, and fire.



With the camera view, watch the guard on patrol. Wait until he reaches the right end of his route and turns around.



Quickly turn off the camera view, lower your weapon, and jump out of the passage.



Make your way to the dumpster and hide behind it.



Wait again for the guard to begin his circuit and walk away from you. Turn around, facing the low wall with the building to your right. Double jump to get to the top of the wall.



Drop to the other side and move next to the dumpster.



## SAVE

Once you are alongside the dumpster, you can save your game.



In the Xbox and PC versions, wait for the guard to walk into the shack. In the PS2 and GameCube versions, there is no guard here.



Quietly follow him in, sneak up behind, and grab him.



Pull him into the corner and knock him out. Pick up the medical kit and the satchel containing a data stick.



Shoot out the light with the pistol to keep the knocked-out guard hidden.



Access the computer to retrieve another data stick.



The next phase of the mission requires you to cross a minefield. You can see the mines when using thermal vision. They strobe slowly in this view. You also have to watch out for the searchlights. The tough part is that you cannot see the searchlights in thermal view, and you cannot see the mines in any other view.



Wait at the door for the nearest spotlight to move away.



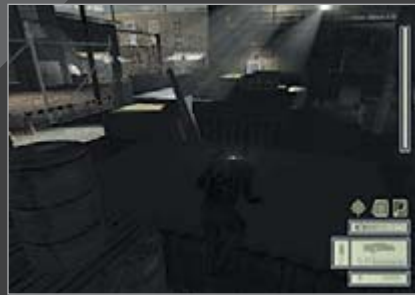
When the spotlight is past, move to this dumpster.



Continue to your left behind the crate next to the barrels.



Use thermal vision to spot the land mines.



When the spotlight shines elsewhere, jump onto the crate and go left.



## NOTE

In the PS2 and GameCube versions there is only one active spotlight at the far end. But you'll still need to stay in the shadows and avoid the mines.



Drop and move behind the next crate so you're not exposed to the spotlight.



When the spotlight moves away, start toward the gray container on the right. Be careful not to trigger any of the nearby mines.





Stand facing the container and wait for the spotlight to continue to your right. When the spotlight passes, leap onto the container and drop inside.



Inside the container, move to the opposite left corner.



Wait for the spotlight to sweep to your right, then hop out of the container. Get behind the dumpster straight ahead.



While behind the dumpster, wait for the second spotlight to pass to the left, then move toward the next gray container.



Load a sticky shocker into the SC-20K and target the guard on the wooden balcony behind you.



*Crouch while hiding behind objects. Otherwise, the spotlights will illuminate your position and prompt the guards above to open fire.*



After the guard is down and the second spotlight sweeps away, hop into the next container and crouch.



When the spotlight passes to the left, jump out of the container and move toward the wall straight ahead. This should provide adequate cover.



Wait by the wall until the spotlight moves left again, and follow it behind the next crate to the left.



*Stay out of the sight of the guards that can see you through the skylight.*



Wait for the spotlight to swing right and hop onto the crate before dropping off the other side. Don't make noise.



**TIP**

If a spotlight illuminates you, do your best to find cover—without stepping on a mine. Stay put until the alarm fades.



Move to the wall straight ahead and turn right.



Continue into the next area with two dumpsters. Don't worry; there are no mines in here and the spotlights can't see you. Pick up the medical kit by the dumpster.



Spot the opening above and jump on the dumpster opposite from it.



With your right side against the wall, run forward, jump, then jump to reach the crawlspace.



Pull yourself into the small opening and press on.



**SAVE**

While moving through the crawlspace, save the game.



Follow the crawlspace around to the next open area.



**TIP**

You have to cross a roof area. Because the roof is made of metal, you cannot cross it without alerting the enemy below. Therefore, you must find a safe and quiet path to the broadcast antenna on the other side of the roof.



Before the wooden walkway, turn right and walk across the blocks bridging the gap between the two ducts. Turn around and head to the intersection.





Wait for the light from the large sign to turn off, then follow the duct between the two skylights. Turn right and head toward the large sign.



Near the large sign, look for a large beam. Jump up and shimmy left.



Drop onto the duct below, turn around, and move between the two skylights when the light is off.



While the light is still off, move across the cement blocks (between the two skylights) and onto the rusty ventilation ducts.



Turn right and cross the plank over the skylight to the other set of rusty ventilation ducts.



## NOTE

*In the PS2 and GameCube versions, jump across to the rusty ducts below the cable; there are no planks across the skylights.*



A cable hangs overhead. Since you cannot get directly below it, you have to jump for it.



Go hand over hand across the cable to the end. Drop onto the farthest duct.



Turn left and make for the chain-link fence surrounding the antenna. Climb over it.



Interact with the antenna to disable it.



Nikoladze is informed that the antenna is disabled, and he dispatches two guards to the roof.



## SAVE

*After you disable the antenna, you can save the game.*

## Find the Hostages

### NEW GOAL

Locate the captured American soldiers and Chinese dignitaries.



Run forward to the door on the right.



Wait to the left of the door for one guard to dash out.



As he runs down the walkway, quietly sneak into the open door before it closes.



## NOTE

*In the PS2 and GameCube versions, you'll need to take out the guard that moves out onto the roof. After he's down, pick up his satchel to retrieve a data stick with a keypad access code.*



Move into the building and downstairs.



At the bottom, turn around and cautiously edge toward the computer.



There is a wall mine to the right of the computer. Approach and disable it. You then add it to your inventory—to be used later. Access the computer to pick up a data stick. There's also two wall mines and a grenade to the left of the computer. In the PS2 version, jump to the duct above to pick up a couple of flares, some ammo, and a grenade.



## TIP

*Remember, you can safely disable wall mines when the green light is on.*



## PS2 & GAMECUBE SIDEBAR



At the top of the stairs, the next door is keypad locked. Enter 770215 to unlock it.



Backtrack upstairs and through the other door. Immediately duck behind the barrels to the left and wait for another guard to pass by and exit the room; he heads out to the rooftop. You won't have to worry about this guard in the PS2 and GameCube versions.



Once the guard leaves, quietly descend the stairs and proceed to the door on the left.



In the next room, carefully jump onto the barrels to the left of the door.



Spot the beam above and jump to grab it. Pull up your legs and cross to the other side of the room.





Wait for the guard to move underneath you and to the sink.



Drop down on the guard. This breaks your fall and knocks him out.



Load a diversion camera, crouch, and fire it at the stall door. Press the noise button to attract the guard in the doorway to the right.



When he nears, release the gas. Disable your camera view, lower your weapon, and rush forward to grab the guard. Pull him back toward the other guard and knock him out.



Approach the wall switch and wait for a patrolling guard to enter the room.



As he enters, approach from behind and KO him.



Carry all the bodies into the urinal area and drop them off.



Before leaving the room, pick up the medical kit on a bench, access the computer, and turn off the lights.



Exit the room and head down the hall to the left.



Go around the corner to the left and quietly open the office door.

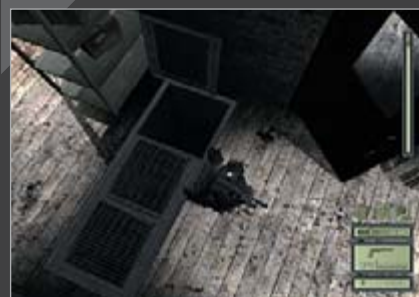


Sneak up behind the guard and grab him. Drag him into a dark corner to interrogate him. Knock him out when you're done.

## The Rescue

### NEW GOAL

Get to the hostages before the executioners do.



Exit the office, turn right, look down, and drop into the open duct.



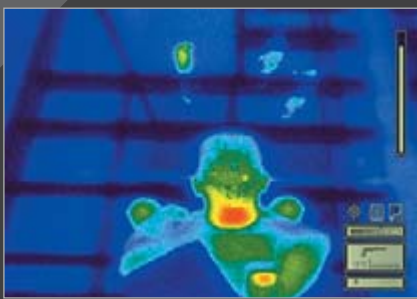
Move through the duct, careful not to make any noise.



At the end of the duct, climb the pole to the top and jump to the right.



You are now walking along above a narrow ceiling.



Activate thermal vision see three guards below.



Load a smoke grenade and move to the ceiling opening. Shoot the smoke grenade at their feet, then back away and let it do the job. Use thermal vision to see when they pass out.



Drop through the hole to the floor below. Search the satchels to find a medical kit and frag grenade.



Shoot out the lights and make sure all the bodies are concealed in the darkness.




Approach the door at the end of the hallway.

 **SAVE**

*As you near the next door, save the game.*



Open the door and enter the freezer.

 **TIP**

*The freezer, while well lit, offers poor visibility because of patches of fog. Thermal vision is your best means of seeing through the fog. Don't count on the fog to hide you; hide behind solid objects.*



Activate thermal vision and wait next to the low wall to your right. A guard enters the opposite doorway, then exits.

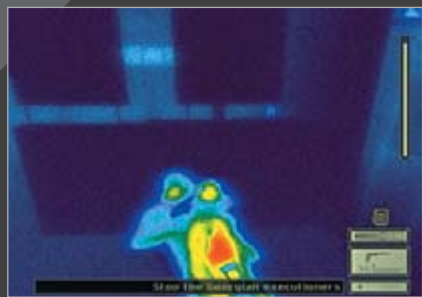


As soon as he leaves, head toward the corner to the right of the doorway.



Wait for him to walk in and stop.





Sneak up behind the guard and grab him.

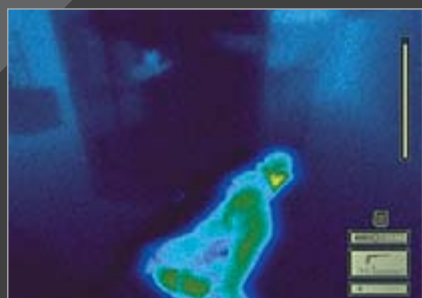


Drag him back toward the green door where you entered the freezer and render him unconscious.



**TIP**

*If the guard in the next room is alerted, he will start throwing frag grenades at the doorway. To prevent taking damage, position yourself next to the wall, away from the doorway. You can see the guard. He fires a few rounds with his rifle, then prepares to throw another grenade. When he lowers his rifle, rush in and take him out.*



Crouch and return to the doorway. Enter, move right, and hide behind the piece of equipment.



When the guard walks away from you, move in behind him and knock him out.



Head to the opposite side of the room, turn right, and hop onto the machinery.



Walk across and jump down next to the automated turret. Access the controls to deactivate it.



Enter the doorway next to the turret.



**TIP**

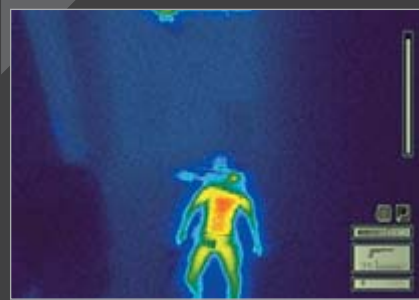
*Vinyl slats cover the doorways in between each of the freezer rooms. Guards can see and shoot through these slats. However, grenades and other objects, including your SC-20K's secondary weaponry, will hit the slats and drop rather than pass through.*



Continue through the room and halt to the left of the next doorway.



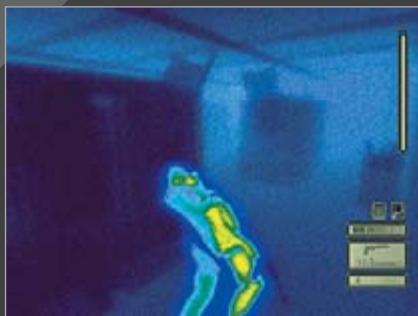
Move your view so you can see the guard on the other side of the wall. Wait until he faces toward the doorway, then turns away. This is your chance to sneak in and nab him.



Pull him back into the previous room, into a corner, and knock him out.



Reenter the room and move to your right, behind the equipment. A guard ahead turns right and left, staying in one spot.



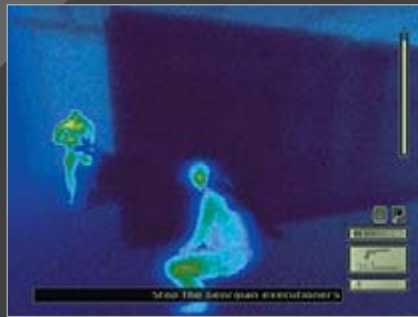
Approach, careful not to be seen. As soon as he turns his back, stealthily grab him.



Pull him behind the machinery where you were hiding and take him out of commission. Take the data stick from his satchel.



Now move past the doorway to the other side of the room. Turn right and head toward the opposite end.



Wait behind the machinery at the end, and rotate your view so you can see the patrolling guard. Pick up the data stick from his satchel.



As he walks away, shadow him and knock him out. Check his satchel to pick up a frag grenade.



Backtrack toward the center of the room and hop onto this low platform.



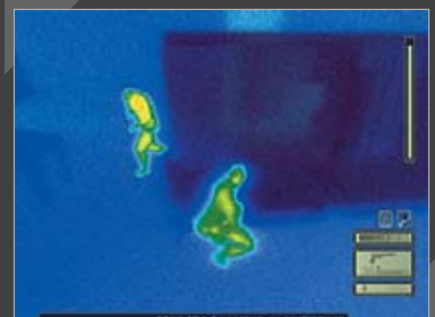
Jump and grab the track, maneuvering so you can pull up your feet.



Slowly cross over into the next room, where there's a turret to the left of the doorway and a guard off to the right.



Pass the machinery to a spot where you can descend.



Crouch and move next to the machinery. When you drop the guard comes looking for you. Ambush him as he comes around the corner.



Walk over to the table and pick up the medical kit.





Turn around and head past the machinery to the turret's controls. Deactivate it and pick up a nearby bottle.



Go into the hallway past the hanging sides of beef.



**SAVE**

Save your game here.



Continue down the hallway and stay to the right of the next doorway. A guard stands with his back to the doorway, and another patrols to the right.



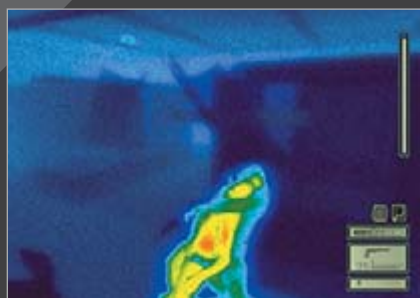
Wait for the guard to the right to walk away. Creep up to the guard by the doorway, grab him, and bring him where the other guard lies. Put him to sleep.



Return to the doorway and wait for the guard to the right to walk away. Then enter the room and go left.



Walk along the wall toward the stationary guard. Hide next to the barrel.



When the patrolling guard walks toward the doorway, stealthily grab the stationary guard and drag him toward the far end of the room, using the machinery as cover.



**SAVE**

While moving through the duct, you can save the game.



Traverse the duct to the next opening.



Hop out of the grate, pick up the medical kit in the room, and quietly move down the stairs.



At the bottom of the stairs, hide behind the wall to the doorway's right. A guard in the other room patrols from left to right. Wait for him to walk right, then slip through the doorway. Turn right and move.



You find controls that open a door below. Hide in the shadows. Let him make one more patrol circuit.



## NOTE

*In the PS2 and GameCube versions, you need to take this guard out before proceeding. If you have any left, use an airfoil round to knock him out.*



When he moves back into the corner to the right, move down into the chute and through the open doorway ahead.



## SAVE

*Save your game here.*



Continue down the chute to the end.



Stay to the right of the arch opening and wait for a guard to pass by, moving to the right.



Sneak up behind the guard and knock him out. A flare lies on the ground next to the shelf.



## TIP

*If the guard is alerted before you knock him out, another guard responds and comes through the doorway. You will know when this happens by the increased tempo of the music. Pull out the SC-20K, load an airfoil round, and wait for him. Knock him out after stunning him with the airfoil.*



Hide the body in the dark shadows within the stall.



## NOTE

*The next 10 steps are unique to the Xbox and PC versions.*



Move to the doorway and look around to the left. A guard patrols another room off to the left of the hallway.



Wait for him to head into the room, then move to the doorway's right—hiding in the dark. When he comes back to the doorway, he looks in the other direction before reentering the room.



Follow him back into the room, where he momentarily halts. This is your chance to grab him.



Pull the guard into a dark stall—the one containing the dead cow—and leave him unconscious.



Exit the room and cross the hall to the next row of stalls. Load the sticky shocker into the SC-20K, crouch down, and take aim down the passageway. Move forward carefully—be ready for a guard to appear at the opposite doorway.





When the guard appears, line up your reticule on his chest and fire the sticky shocker before he can respond.



Don't head to his body just yet. There is an automated turret in the last stall on the right. Move along the left side of the walkway and duck into the stall across from the turret while it faces away.



**Flares distract the automated turrets. Because they are programmed to track heat and motion, they lock onto the hot flare. Throw a flare in one direction, then move in the other while the turret shoots at the flare.**



In this stall, you can pick up a frag grenade, a flare, and ammo for the SC-20K—if you need it.



When exiting the stall, wait for the turret to turn away, then move behind the short center wall blocking the turret. Wait until the turret moves past you, then make for the hallway, next to the body.



Shoot out the light bulb in the hallway and carry the body into the shadows. There's a medical kit on a bench at the far end of the hall.

**NOTE**

*This is where the PS2 and GameCube walkthrough picks up again.*



Continue down the hallway to the next row of stalls. There are two guards in the center of the stalls, not looking in your direction.



Enter the first stall on the left, head to the back, and climb into the crawlspace.



Follow the crawlspace to the end and exit into a stall—behind two automated turrets.



Disable the IFF on both turrets and throw a flare toward the walkway to get the guards' attention. The turrets will gun them down as they come into view. In the PS2 and GameCube versions, there is only one turret.



Deactivate each of turrets by interacting with their controls.



*If necessary, hide the bodies of the two guards killed by the turrets so they are in the shadows and not easily seen.*



There is one more turret in this area—in the last stall on the left. This one you can just time. Wait for it to pan away from you, then move to the center wall. When it pans the other way, continue out into the hallway.



Move down the hallway to the right.



*You can save your position in the game while moving through the hall.*



As you hear guards approaching, duck into the little archway on the left with the spiderweb and press yourself into the dark corner.



A couple guards stop and talk in front of you. Stay still and keep your SC-20K trained on them in case they spot you. However, don't shoot them otherwise.



Once the guards pass, exit your hiding spot and continue down the hall toward where the guards came from. Go around the corner.



Enter the room, then maneuver around the low concrete walls, making your way to the room's left side.



Two paths lead to the back of the room—one in the center and one on the left. Plant the wall mine somewhere along the brick wall on the left, covering this pathway.



After setting the wall mine, move back and go down the middle pathway to the end. You are right between two automated turrets.



Disable the Identify Friend or Foe for each of the turrets so that the box is not filled. Do not deactivate them, though.



Pick up the medical kit on the bench next to the left automated turret.



Move past the automated turret on the right. Wait until the turret pans away from you, then rush along the wall, ducking into the next room.





Speak to the Chinese dignitary. Grinko orders his mercenaries to kill the hostages.



## SAVE

You can save the game after the conversation with the Chinese dignitary.

## Protecting the Hostages

### NEW GOAL

Protect the U.S. soldiers and Chinese dignitaries.



You need to slip past the two turrets and enter the opposite stall containing the U.S. soldiers.



## TIP

Grinko's men approach the two stalls using the middle and side pathways. You are more likely to kill them when they come down the middle pathway, because the turrets have a longer time to fire at them before they reach the stalls. The wall mine helps protect the side passageway, but you must prevent the mercenaries from reaching the Americans.



Assume a position so you can fire down the length of the side pathway. Crouch down and make sure the SC-20K is set for automatic fire. The wall mine takes out the first soldier. However, you may have to help the turrets with others.



After you repel the assault force, Grinko comes after you.

## Killing Grinko

### NEW GOAL

Kill Grinko.



Exit the stall with the U.S. soldiers, moving past the automated turret and down the middle pathway.



Stay crouched all the way to the low concrete wall ahead of you. Grinko shoots at you through the archways, moving between the center and right ones.



Pull out a frag grenade and wait for him to fire from the center archway. Throw the grenade so it lands in the hallway.



## TIP

Make sure the grenade trajectory is low enough so the grenade does not hit one of the ceiling beams and bounce back at you!



When the grenade detonates, the blast kills Grinko. Be prepared to finish him off with your SC-20K if the grenade only wounds him.



After Grinko dies, his mercenaries flee and your mission is complete.

# RETURN TO THE CHINESE EMBASSY



Chinese Embassy  
Yangon, Myanmar  
November 11, 2004  
0011 Hours

**Objective:** Discover President Nikoladze's secret.

## BRIEFING

Following the rescue at the slaughterhouse, Feirong prepares to flee the embassy with a near-complete nuclear device. The only hope to prevent war between the U.S. and China over alleged Chinese support of Kombat Nikoladze is for Third Echelon to find proof that Feirong is acting alone.



## INITIAL GOALS

- Infiltrate the embassy via the upper floor.
- Access Feirong's communications archives from the embassy's server in the basement.
- Killing Kong Feirong results in mission failure.

## ITEMS

- Frag Grenade (5)

## GADGETS

- 5.7mm pistol (40)
- Camera Jammer
- Optic cable

## SC-20K [60]

- Sticky shocker (5)
- Sticky camera (15)
- Smoke grenade (1)
- Ring airfoil round (5)
- Diversion camera (5)
- Sticky bomb (1)  
(GameCube/GBA only)



## Feirong's Computer



After receiving Lambert's briefing, speak to Cohen.



Turn around and head for the alleyway behind the restaurant.



Shoot out the lightbulb over the doorway with the pistol.



Crouch down, open the door, and turn off the light switch to the right of the doorway.



Sneak around the table in the center of the kitchen, staying out of the cook's sight. Turn right at the end of the table, pass by the windows, and continue to the ladder in the corner.





Climb the ladder to the storage room above before the cook turns on the lights.



**TIP**

*If the guards in the dining room are alerted by the cook, rush to the ladder and climb up. They will not follow and the alert dies down.*



Cross the storage room and climb the ladder to the roof.



Halt on the roof and wait for the guard in the opposite building to walk down one of the hallways to the right.



Cross the planks and hide to the doorway's right—wait for the guard to reenter the room.



Once the guard heads down the closest hallway, move into the building, across the room, and turn right down the farthest hallway. Take it to the balcony.



The balcony overlooks the embassy. Climb the pole to the side of the doorway.



As you climb, move up until you grab the wire. Move a bit along the wire to start zipping down to the embassy.



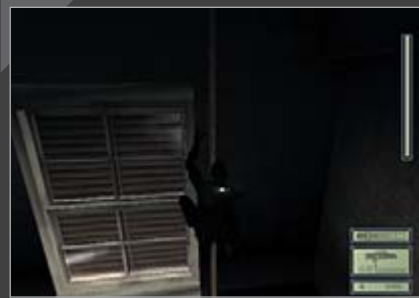
At the end of the wire, you automatically drop and grab the ledge.



Shimmy left, pausing between windows until the person inside moves away.



Continue shimmying around the corner, going as far as possible. Drop onto the ledge below.



Get to the pole and climb up.



Move into the access area until you reach a grate.



Drop through the hole into the room below.



### SAVE

Save your game here.



You land on a table as Lambert provides an alternate method for retrieving key-pad codes.

### PS2 & GAMECUBE SIDEBAR



Before moving to the janitorial closet, knock out the guard sitting in the chair with an airfoil round.



Trek down the hallway to the janitorial closet at the end and pick up a medical kit.



Pass through the hole in the wall.



Use the Back to Wall maneuver to move in between the walls.



At the end, equip night vision to locate a vertical pipe. Slide to the bottom and jump off.



You again need to squeeze through a narrow gap with your back to the wall.

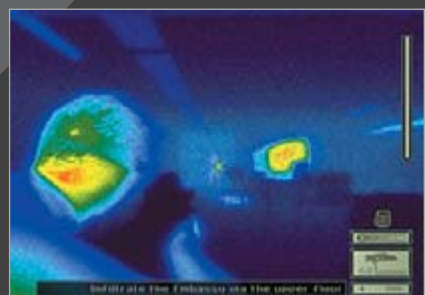


When you reach the end, push away from the wall, crouch, and pull out a frag grenade. Wait until the closest guard moves away, then toss it into the room.



### TIP

You need to neutralize all three guards in the computer room before they move to the far room to destroy Feirong's computer.



The grenade should take out two of the guards as well as the light above. Use thermal vision to see any remaining guards.



Then switch to night vision, pull up the SC-20K, take aim, and finish the job.



Cross to the next room, where Feirong's computer illuminates the area in red light.





Access the computer to complete one of your goals.

## Destroying the Trucks

### NEW GOAL

Detonate the gas tanks to destroy the trucks carrying Feirong's nuclear weapons.



Exit the computer room and head down the lit hallway. There's a maintenance closet containing two medical kits.



### SAVE

While moving through the hallway, you can save the game.



Pass through the next door and into the stairwell. Equip a sticky shocker for your SC-20K.



Ascend the stairs until you see a guard standing in the doorway with his back to you. Wait for the guard patrolling the room to look in your direction, then fire the sticky shocker at the back of the guard in the doorway.



When the second guard investigates near the doorway, hit him with a sticky shocker before he rouses his partner.



Rush to the doorway, pull out the pistol, and shoot out the camera near the ceiling.



If you shoot both guards near the doorway, they should fall out of range of the camera. However, if the camera sees them, an alarm sounds and two guards rush into the room from the stairwell.



Don't forget to carry the bodies into a dark corner and hide them.



Exit the large room and continue through the next and into the adjoining hallway.



Move through the unlocked doorway ahead. Continue through the room and around to the door on the left.



You enter a room with four bunk beds and two sleeping guards. Grab the medical kit by the guards, then go toward the door.



*Don't walk down the middle of the room between the bunks. Broken glass lies on the floor. If you step on the glass, the two guards awaken.*



Climb over the two bunk beds on the side of the room opposite the sleeping guards.



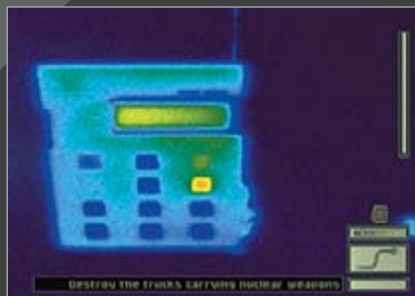
Exit the bunk room and make your way to the gray door on the left.



Pull out the optic cable and look under the door. Pan to the left and watch a couple of enemies punch a code into a keypad and enter the double doors.



After both guards walk through the doorway, move into the hallway and approach the keypad.



Interact with the keypad, then activate thermal vision to see the last four numbers pressed for the code—1436.



Open the door and step inside. The door prevents the guard and the turret to the right from seeing you.



Load a diversion camera into the SC-20K and take aim at the wall as shown.



Fire the camera, then use it to make noise and attract the guard.



Wait until the guard looks at the camera, then release the gas to put him to sleep.



Face the turret. Stand up and wait for it to pan away, then run around the door and past the turret. Continue to the controls and deactivate it.



Jump and grab the shelf above the turret.



Pull yourself up and jump onto a vase.





Use your pistol to shoot out the light above the automated turret.



Pull yourself up to the walkway and hide in the darkness behind the turret. There's a stationary guard to the right, and two patrolling guards heading in your direction.



## NOTE

*In the PS2 and GameCube versions, there's only one guard up on this walkway.*



As the patrolling guards move closer, deactivate the turret's IFF and watch as it mows down the three unsuspecting guards.



Look up to locate a horizontal pipe. Jump to grab it, then shimmy across.



As you begin crossing the pipe, a guard and an officer enter on the upper level across the room. Wait by the flags as the officer uses the retinal scanner and lets the guard into the next room.



Pull your legs up to continue across the railing. Then drop behind the officer.



## TIP

*When you drop, press the crouch button so you land quietly. Don't knock out the officer. You need him to open the door.*



Grab the officer and pull him over to the retinal scanner. Use him to unlock the door.



Knock out the officer, then quietly enter the room. The guard is at a computer with his back to you. Sneak up behind him, grab him and knock him out. Open the window in the far left corner of the room and drop out.



You land in a small courtyard. As you move toward the archway, use the pistol to take out the lights on either side.



Load a sticky shocker and move out so you can look through the archway. Wait for the guard to cross the bridge and stop. Fire the sticky shocker and knock out the guard.



**TIP**

Two other guards and a dog patrol are on the left side of the garden area. The longer you wait around, the greater the chance the dog will pick up your scent.



When the guard is down, rush into the garden area, toward the water. Go along the wall to the right of the bridge.



Move quickly through this shallow waterway. Don't worry about the other guards seeing you. If you are crouched, the edge of the waterway blocks their view.



Continue to the gate at the end. Open it and step inside.



Slow down and be quiet as you go through the passage and open another gate.



Move out so you can see the light, camera, and guard in the outside area.



First, shoot out the floodlight.



Then quickly take out the camera.



Wait for the guard to approach you, then fire a sticky shocker at him.



Carry his body to the barrels in the dark and drop it.



Head upstairs and enter the building.



**SAVE**

Once inside, save your game.



Pick up the medical kit, then go through the next door.



You enter a warehouse area. Go downstairs and toward the forklift.

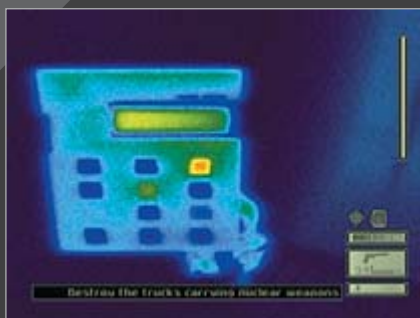


Turn left and head down the aisle until you see the guard entering his key code. Wait for him to go through the door.





Hop through the shelf and go to the keypad before the heat from his fingers dissipates. In the PS2 version you'll need to hop through a second shelf before reaching the door.



Access the keypad and activate your thermal vision to see the code.



Enter 9753 to unlock the door.



Quietly open the door and enter the room.



## SAVE

After entering the room protected by the keypad lock, save your game.



In the corner with the tables, pick up a medical kit and ammo for the pistol and SC-20K.



Approach the guard in the doorway. Wait for the patrolling guard to the right to walk away. Grab the guard, pull him into the room's far corner, and knock him out.



Turn out the light by using the switch by the door, and move to the corner between the tables. Load a diversion camera and fire it at the door.



Fire the camera, then make noise to attract the closest guard.



When the guard is next to the camera, release the gas so he loses consciousness. Drop the camera view and shoot the guard if the gas didn't work.



Pick up the body and carry it to where you left the other one.



Now duck through the doorway, turn right, and shoot out the camera with the pistol. With the camera out, the remaining guard becomes alert.



Withdraw into the darkened room, pull up your SC-20K, and fire another diversion camera at the door; just like you did before.



As the guard gets close to the destroyed camera, activate the diversion camera's noise maker. As he gets closer, gas him.



Exit into the warehouse area and turn right. Head to the end and turn left, ducking under a shelf.



Move forward, activate night vision, and locate the camera on the far wall. Use the SC-20K's sniper view to destroy the camera.



Head to the box on the cart and jump on it.



Turn so your right shoulder is next to the wall of boxes, then perform a double jump onto the boxes to your left.

### PS2 & GAMECUBE SIDEBAR



To reach the elevated catwalk, move to the far end (beneath the camera) and jump on the boxes. Turn left until you can see a palette. Jump up and grab it to pull yourself to the top.



Turn right, jump to the catwalk, then follow it into the next room.



Watch the trucks being fueled—the more fuel the bigger the explosion. The trucks are leaving, so hurry.



Stand up and race down the catwalk, then down the stairs.



At the bottom of the stairs, move forward, following the room to the left.



There is a window through which you can see both trucks. Pull up your SC-20K and take aim.





Using sniper view, aim at one truck's fuel tank, then fire.



Repeat the process with the other truck. Both go up in flames.

## Feirong's Data

### NEW GOAL

Access Feirong's computer to transmit the data to Fort Meade.



Move to the stairs and access the adjacent hatch on the floor. Open it and climb down the ladder.



### SAVE

While descending the ladder, save your game.



In the tunnel, a guard walks away from you. Load a sticky shocker and follow him.



Wait until he is in the shadows and shoot him in the back with a sticky shocker.



Move forward, keeping in the shadows until a guard approaches from the other end of the tunnel. Stay out of sight and don't hurt him.



### TIP

If you hurt the guard who shows up at the end of the tunnel, the mission fails. You need him to lead you to Feirong.



When he rounds the corner, begin your pursuit. Don't let him see you, but don't let him get too far ahead. Pick up the medical kit on the wall to the right.



The guard will access a keypad, go through a door, and wait for an elevator. Stay hidden until he is out of sight, then run for the keypad.



Use your thermal vision to see the last four numbers pressed. Enter 1456 to open the door.



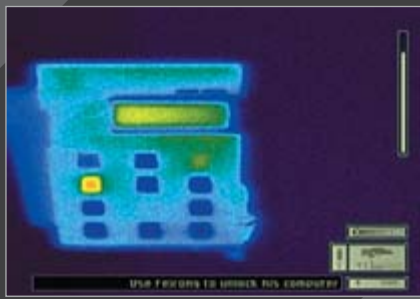
Press the elevator call button and wait for it to return.



Walk into the elevator and go to the top floor.



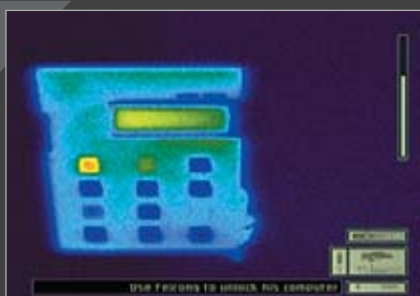
Move through the next corridor to another keypad.



Use the thermal vision to see the new code—1834. Enter it into the keypad to unlock the door.



Pass through the door to another keypad.



The key code for this one is 7921. Punch it in to continue.



Step into Feirong's office.

 **SAVE**

*As you step into Feirong's office, save the game.*



Load an airfoil round for the SC-20K, then go around the corner to the right, with weapon drawn.



Feirong is drunk—and suicidal.



He staggers from behind his desk to attack you. Fire the airfoil at his chest.



While he is stunned, run around and grab him from behind.



Interrogate Feirong.





Force Feirong to use the computer to complete your goal.



## Extraction

### NEW GOAL

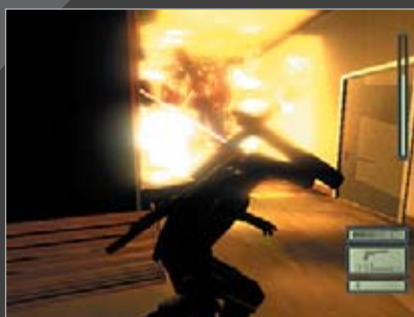
Meet Cohen for Osprey extraction at the helicopter pad by the garden.



Exit Feirong's office and turn left to go through the double doors.



*When traversing the burning embassy, crouch and slowly move. If you run, you may run into an explosion.*



Move toward the flames, then through the door to the right.



Follow the next corridor and roll between the flames.



Continue across the area and up the steps.



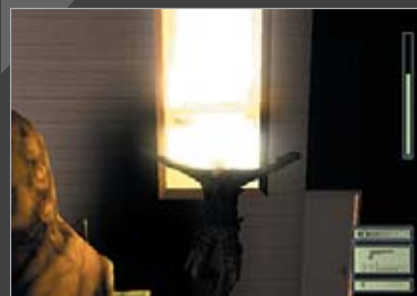
Turn right and step forward until the explosion clears the obstructions ahead.



Head downstairs to the window below.



Slide open the window.



Jump out the window to the ground.



Continue toward the Osprey to complete the mission.

# THE PRESIDENTIAL PALACE



*Georgian Presidential Palace  
T'bilisi, Georgia  
November 13, 2004  
0004 Hours*

**Objective:** Find Kombayn Nikoladze and The Ark.

## BRIEFING

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



## INITIAL GOAL

- Recover the Ark Interrogation File, the record of an interrogation conducted by Georgian agents representing President Cristavi, the current Georgian ruler. The file details an interrogation of one of Nikoladze's high-ranking mercenaries, possibly revealing the identity of The Ark.

## ITEMS

- None

## GADGETS

- 5.7mm pistol (40)
- Laser mic
- Lock pick
- Camera jammer
- Optic cable

## SC-20K [60]

- Sticky shocker (1)
- Sticky camera (3)
- Smoke grenade (2)
- Ring airfoil round (3)
- Diversion camera (2)
- Sticky bomb (1)  
(GameCube/GBA only)



## NOTE

*In the PS2 and GameCube versions, Sam begins the mission on a ledge just outside the complex.*



## Infiltrating the Palace



You begin on a cliffside below the Presidential Palace. You have far to go and it's a long way down, so don't fall.



The first step is to double-jump onto the platform. Keep your left shoulder against the wall, then press forward to catch onto the ledge at the top. Pull yourself up.



Walk to the platform's other side and look down at a series of three ledges. Drop and catch each ledge to break your fall.







At the bottom, turn around and climb onto the next earthen ledge.



Double-jump to a pipe. Face the wall, and keep your right shoulder to the outcropping. Then double-jump, pressing forward to grab onto the pipe.



Climb to the top.



Jump right and grab onto the ledge. Pull yourself onto the platform.



Leap to grab onto the horizontal beam. Then shimmy across to the right.



Drop to the ledge below, then move over and jump onto the second horizontal beam.



Shimmy to the end of the beam, then drop and snag the ledge below.



Scoot along this ledge and around the corner of the palace.



At the end of the ledge, jump and turn right to grab the edge of a platform. Pull yourself up.





Jump from this platform to another platform. The second platform is too far for a successful leap, but you can grab onto the edge of the platform and hoist yourself up.



Make another jump. Land on the next platform.



Drop off the platform and hang onto the edge. Shimmy to the right, past an obstructing wall, and clamber up on the other side.

 **SAVE**

*After you pull yourself up, you can save the game.*



Climb the pole ahead and pause at the top.

## PS2 & GAMECUBE SIDEBAR



The mission begins as Sam stands outside the Presidential Palace's outer wall. Immediately move to the stove pipe on the left before the patrolling guard gets closer.



In the GameCube version shoot the nearest spotlight, just above the starting position.



Rappel down to a drainage tunnel running below the palace grounds.



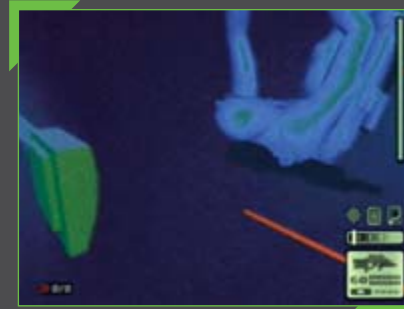
Cautiously enter the tunnel and activate your thermal vision.



A couple of intermittent infrared beams block your path ahead. Get as close as possible and time them. When they shut off, rush past them. Take a right at the intersection and stop.



The next obstacle consists of two horizontal beams. Crouch down and ignore the top beam. When the bottom beam shuts off, run past it.



The next beam is low. Grab the pipe above and pull up your legs. Advance past the beam, but make sure you clear it completely before lowering yourself.



Move below the beam on the ceiling and approach the next one. It flashes off and on really fast, so get close to it before rushing past. Once you're on the other side, stop; there's a wall mine just ahead.





Approach the wall mine on the left slowly and disable it.



Find the ladder on the ceiling and climb it up into the palace grounds.



At the top of the ladder turn right toward the hedge and activate your thermal vision; there's a guard dog just on the other side.



As the dog picks up your scent, load an airfoil round in the SC-20K. Wait until the dog gets close and fire.



The accompanying guard will enter the area as well. Stay hidden in the shadows behind the tree and wait for him to leave.



As the guard moves back to his patrol, quietly follow him through the hedges. While he's walking through the darkness, rush up from behind and knock him out. Pick up a data stick from his satchel.



At the corner, turn right and shoot out the lamp right next to the armored security camera.



At the camera, turn right and stop just before the next corner. Side step to the right until you can see another lamp—shoot it.



Just ahead is a well lit courtyard with a large fountain. There's another armored security camera at the far end near the gate. You'll need to stick to the shadows to get past it.



Quickly move past the right side of the opening in the hedge and rush to the dark corner to the right.



Continue moving along the shadows on the right side and pause near the park bench. Watch the camera's movements and when it pans away, continue along the perimeter toward the gate.

**NOTE**

*In the GameCube version there's a guard and a dog on the other side of the gate. Time your movements and stick to the shadows to avoid being seen. Once you open the gate, wait till the guard moves to the right, then move through the gate, turn left, and rush toward the grate leading into the basement.*



At the gate, input the keypad code (2126) to unlock it. Open the gate and move inside.



Turn left and head for the grate leading into the basement.



Wait for the spotlight and the guard with the dog to move away from you.



Once it is clear, lift yourself onto the walkway, move right, and drop back down, grabbing onto the ledge. Shimmy all the way right.



When the guard and dog head toward the pipe, pull yourself up.



A sniper lurks in the tower with the spotlight. If the spotlight shines on you, the sniper starts shooting. Avoiding the spotlight keeps the sniper at bay, but another option is taking out the sniper. At the far end of the walkway where you leave a scent trail for the dog, use the sniper view of the SC-20K to neutralize the sniper. You cannot shoot out the spotlight, but don't have to worry about being shot. The spotlight still triggers an alarm if it shines on you.



Hop over the railing and move along the iron fence to leave a scent trail for the dog.



Return over the railing, drop onto the ledge, and shimmy left toward the pipe.



As you move left, the dog picks up your scent by the fence and leads the guard over there. They exit the courtyard as a result.



When you reach the pipe, wait for the spotlight to shine elsewhere, then pull yourself up. Traverse the walkway toward the tower.





Hop over the railing and wait for the spotlight, guard, and dog to move away.



Move quickly but quietly along the fence line to the hedges across the courtyard.



After entering the hedges, take a right and follow the pathway around.



At the end, you spot a guard with his back toward you, looking at the fountain.



Sneak up behind the guard and grab him. Pull him into the dead-end corner and knock him out. Pick up the satchel. It contains a data stick with a key code on it.



Load an airfoil and face down the hedge walkway. About this time, a dog comes around the corner, tracking your scent. Fire the airfoil to stun the dog while staying hidden in the corner. The guard approaches a bit before returning to his patrol.



Use the SC-20K to put out the lights by the fountain. Wait for the guard patrolling near the gate to move away, then shoot out the two lights near the gate. This darkens the area, allowing you to function unnoticed.



Advance to the gate with the keypad while the guard is away. Punch in the key code—2126—to open the gate.



Enter through the gate and wait by the lights you shot out. The open gate alerts the guard, but he eventually returns to his patrol.



When the guard moves away from the gate, make your way toward the lit door and the end of the walkway.



To the right of the door is a grate. Slide it open and crawl through.



## SAVE

As you squirm through the opening, you can save your spot in the game.



You find yourself in a basement room. Pick up the medical kit on the wall. Head upstairs.



On a desk in the next room lies another medical kit. Stash it and exit into the gallery.

## PS2 & GAMECUBE SIDEBAR



Move to the middle of the gallery and hide behind the display case just opposite the double doors. Wait until the two patrolling guards move away, then quietly move to the doors.



Just inside the doors is a guard at the base of the stairs. Fire a diversion camera over his right shoulder and activate the noise maker. When he turns around, gas him.



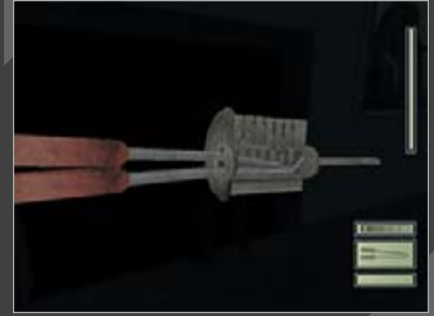
Continue across the middle of the gallery to the double doors on the opposite side.



## TIP



**Don't move along the sides of the gallery; laser sensors block the way, ready to sound an alarm if tripped. Put on your thermal goggles so you can see them.**



Pick the lock to get through the door into the next room. This room appears later in the PS2 and GameCube versions.



Inside the room, snag a disposable pick.



Take out your pistol and shatter the light in the room.



Walk to the door, open it, and stay put. Two guards pass right in front of you.





As the guards move away, reenter the gallery and use the display cases for cover.



The guards continue moving away from you. Use this opportunity to head to the double doors on the left side of the gallery. There is a red light above them. Avoid the laser sensors along the sides of the gallery.



Go through the doors and turn right.



**TIP**

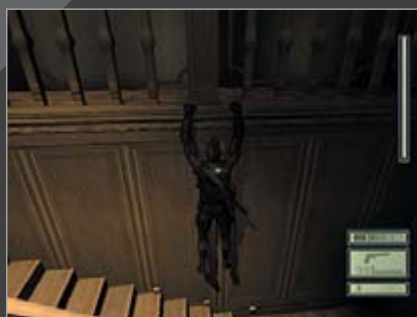
*Do not flip the light switch in the room with the stairway. It turns off the lights in the gallery, alerting the guards and attracting them to your location.*



Approach the base of the stairs, but do not climb them. The first few stairs have laser sensors.



Move to the corner as shown and double-jump.



Grab the ledge and shimmy left. After passing over the sensor stairs, drop down.



More laser sensors cross the top of the stairs.



Jump onto and over the banister to pass the sensors.



**SAVE**

*As you exit the stairway, you can save your game.*



Move to the door to the right and open it.

**PS2 & GAMECUBE SIDEBAR**



As you move through the next hallway there's a locked closet. Pick the lock and go inside to grab a disposable pick.



Enter and hide in a short alcove to the right. This room has two elite guards patrolling the walkways across from you and two palace guards in the area below.



While waiting for the elite guards, equip a sticky shocker.



As the guards reach the left end of their patrol, head to the right and move along the walkway, following the lower guard. Do not expose yourself to the guards below. Hug the wall as you move quietly.



When you reach the alcove under the stairs, hide there and wait for the lower guard to pass.



Make your way quietly up the stairs to the upper walkway.



Immediately pull out your SC-20K and shoot the guard at the end of the upper walkway with the sticky shocker before he turns around.



Wait for the lower guard to resume his patrol beneath the walkway, then head to the unconscious guard and pick up his satchel.

### PS2 SIDEBAR



When entering the room with the two patrolling elite guards, hide in the alcove and pull out your pistol. Fire at the chandelier until the room is dark.



Once the room is dark, follow the first guard around and grab him from behind when he stops by the staircase at the opposite end of the room.



Quietly move up the staircase and wait in the dark corner at the top. When the next guard stops and turns his back, grab him and knock him out. Pick up his satchel for the next door's key code.





**GAMECUBE SIDEBAR**



Use the pistol to shoot out the lights in the chandelier. This will cause the nearest guard to move downstairs to investigate.



As he moves downstairs, move around the walkway toward the stairs leading up.



Use a sticky shocker to incapacitate the second guard moving in your direction. Pick up his satchel to retrieve the keypad code for the next door.



Use the key code on the data stick you retrieved on the keypad to unlock the door—70021. However, don't open it yet.



Slide the optic cable under the door to view the guards in the next room. Wait until the two guards move away before opening the door.



Carry the unconscious guard into the room while hugging the wall to the right. In the PS2 and GameCube versions, keep the unconscious guards in the previous room.



**SAVE**

*As you cross the doorway, save your game.*



Drop the body in the dark corner.



Wait for the two guards in the main hallway to walk away. Equip a disposable pick.



When the guards move away, fall in behind the guard on the left and follow him. The guard on the left stops to look down a hallway. Stop when he stops so you aren't close enough for him to hear you.



Turn down this hallway to the left and move under the camera.



**TIP**

*An armored camera that rotates 360 degrees monitors this hallway.*



While the camera is facing toward the main hall, use the disposable pick on the door to the left. After it is unlocked, duck inside before the guards in the hall return.



### SAVE

After you enter the dark room, you can save the game.

### GAMECUBE SIDEBAR



After moving through the keypad-locked door, use the pistol to shoot the light. The sound may attract a nearby guard, so stay in the shadows.



As the guard moves toward the broken light, sneak up behind him and knock him out.



Now load a sticky camera in the SC-20K and fire it at the wall by the staircase leading down—so the camera can view the long hallway.



Scan the hallway with the camera until you can spot the lone patrolling guard. When he turns around and walks toward the far end, deactivate the camera and quietly follow him at a distance.



Stay along the right side of the hallway and pass the first display case.



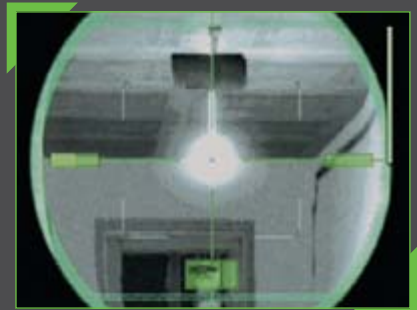
Pause near the right side of the second display case and pull up the SC-20K.



Wait until the guard is at a distance and shoot out the light by the display case. Use the sniper view to ensure a hit.



Now move below the light you just shot and turn toward the short hallway to the left where you'll find another patrolling guard and an armored camera suspended from the ceiling.



Use the sniper view on the SC-20K to take out the light in the hallway first—this will render the camera blind.



To better spot the guard in the dark hallway, activate the thermal vision and load an airfoil round in the SC-20K. When he moves within range, hit him with the airfoil to stun him.



If needed, strike the stunned guard to knock him out. Pick up his satchel to retrieve a medical kit.





Activate your night vision so you can see the laser sensors. Wait until the lower sensors shut off temporarily, then crouch and pass under the upper sensors.



Stop at the corner and look right at more laser sensors. The sensors in the middle turn on and off. Wait until they are off, then stand and jump through the other two sensors.



Crouch and move quietly around the fish tank and wait by the bookcase as shown. After the conversation, a light turns on and a guard enters the room.



Move around to the left side of the bookcases and peek around the corner.



Creep up behind the guard with his back to you. Knock him unconscious.



Access the computer, retrieve a data stick, and receive new instructions from Lambert.



### The Ark

#### NEW GOALS

- Use Nikoladze's retina to unlock the safe inside the vault in the library.
- Retrieve The Ark from the safe inside the vault in the library.
- The death of Nikoladze before retrieval of The Ark will result in mission failure.



Go through the door near the computer. In the next room, you find a medical kit.



Return to the room with the computer and head back through the laser sensors to the door.



Wait at the door and peek down the hallway. Watch the guards patrolling the main hall. Wait until both guards head right.



#### TIP

At times the guards in the main hallway get out of sync. In that case, wait until the closest guard heads right.



Watch the camera and pass it while it looks away from you.



Take a left into the main hallway and head to the end by the double doors. Wait to the right of the doors in the darkened corner.



A guard walks out the door right past you. Duck through the door before it closes.

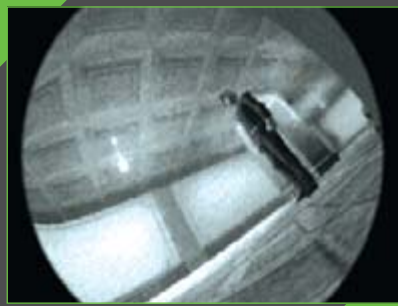


An armored camera monitors this hallway. Fire the pistol at two ceiling lights to plunge the hall into darkness.



Move to the end of the darkened hall and through the double doors.

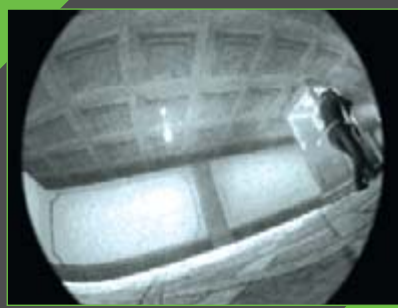
### GAMECUBE SIDEBAR



Approach the door at the end of the hall and use the optic cable to spot a guard on the other side.



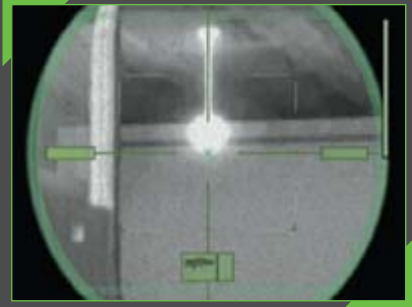
Open the door then, move back into the shadows. This will alert the guard, prompting him to patrol the room.



When the door closes, use the optic cable again to make sure the guard has moved away.



Open the door and shoot the light straight ahead. Quickly enter and stick to the shadows. In addition to the patrolling guard, there's also an armored camera in the center of the room.



Spot the light at the other end of the room and use the SC-20K's sniper view to take it out. Now you have a clear path to the door at the end of the room.



Maneuver your way through the room and avoid the patrolling guard stumbling around in the dark. Open the door on the far left side of the room.



**SAVE**

Save your game here.



Trek through the hallway to the door with the keypad.





## PS2 & GAMECUBE SIDEBAR



All you have to worry about here is one patrolling guard. Stick to the shadows and evade him. The elevator is out of service, so you'll have to use the stairs to the right.



Hide behind this pillar and wait for the guards to pass.



Shadow the last guard and pull him back toward the pillar to strike a knock-out blow.



Repeat the process to knock out the other patrolling guard.



All that remains is to sneak up behind the stationary guard in front of the elevator's entrance. Render him unconscious.



Enter the key code—66768—to unlock the door. Open it. In the PS2 and GameCube versions this door isn't locked.



With your pistol, shoot out the light in the next hallway.



Move into the dim hallway, heading left.



Pull out the SC-20K and turn out the two lights near the elevator shaft in the middle of the room when the guards are not underneath them.



Wait until the two patrolling guards move left and away from you. This is your chance to move past the light by the pillar and into the dark left side of the library.



Press the elevator call button and get on the elevator.



Press the down button to descend to the lower level.



### SAVE

*As the elevator descends, you can save your spot in the game.*



At the bottom, immediately exit the elevator and head left. In the PS2 version, turn right at the bottom of the stairs.



Take up a position at the end of the bookcase, crouched and facing toward the center aisle of the library.



### TIP

*For this shootout, keep your SC-20K on semi-automatic. You need to conserve ammunition, and full automatic will just eat it up.*



The first guard shows up in the center aisle at ground level. Quickly shoot him.



In the center aisle, a second guard follows the first. He's near to you, too.



After taking out these first two guards, back into the corner of the library and aim through the bookcase at the guard on the stairs.



Bring up your sniper view and aim at his neck for a good shot.







Once all four are down, go around and pick up satchels containing a data stick, a medical kit, and a frag grenade.



Head through the passageway to the right of the stairs.



Follow the passageway around to the left and then down to a large basement area.



Move forward through the big basement room. Walk up to Nikoladze.



When you get close enough, grab Nikoladze and interrogate him. He won't say much.



Force him to use the retinal scanner and open the vault.



Afterward, Georgian soldiers come and demand the Ark. Nikoladze shows them that it is not there and tells them you have access codes. He is then escorted away.



## SAVE

*After the Georgian soldiers arrive, you can save the game.*



The soldiers want the code from you. Lambert tells you to wait for a blackout in five seconds. Prepare to pull out your SC-20K when the lights go out.



## TIP

*Stay still during the sequence where the soldiers talk to Nikoladze or you will be shot.*



As soon as it is dark, shoot the soldier to the left while he is distracted.



Take cover behind some crates to your left. Be ready to take out a soldier who comes toward you.



Stand up and fire a smoke grenade as shown to knock out another soldier.



Watch him through the scope to make sure he goes down, or finish him off if he is not incapacitated.



Carefully move forward and to the right while crouched with weapon drawn to take out a soldier behind the pillar.



Take a position behind these crates to spot the soldier at the exit to the basement.



Use the sniper view to take aim and drop the last soldier.



Exit the room, following the passageway back to the library. In the PS2 version, the last soldier is inside the library. Use caution.



### Kill Nikoladze

#### NEW GOAL

Kill Kombayn Nikoladze.



Proceed through the open double doors in the library to an outside courtyard.



#### SAVE

As you exit the library, there's a save spot.





Halt once you exit the library. Load an airfoil round and watch the guards patrolling on the left side.



As the guards move away, go around to the left toward a vertical pipe.



Climb the pipe to the balcony.



At the top, jump to the right and grab onto the railing. Hoist yourself up and onto the balcony.



Crouch down and hide in the corner with your SC-20K aimed toward the guard on this level. Wait for him to come toward you, then turn around. This is your chance to fire the airfoil and stun him.



Quickly lower the rifle and run up to grab the guard. Let him have a nice nap in the corner.



Head down the other end of the balcony.



Pick the lock and go through the door.



Shoot out the three lights along this walkway.

### PS2 SIDEBAR

At the far end of the walkway is a group of soldiers facing your direction. Fire a gas grenade at the far end to incapacitate the whole group.



### SAVE

*While moving through the walkway, you can save the game.*



Nikoladze is in the room on the other side of this window. He is sitting in a chair with his back to the window.



Advance to the far end of the walkway and aim at the window.



Use the sniper view to locate Nikoladze. You can occasionally see the back of his head as the curtains blow. Shoot him to complete a goal.

## Final Extraction

### NEW GOAL

Rendezvous with the Osprey for extraction.



Activate your night vision and wait to the right of the nearby door. A guard exits the door and walks away from you.



Slip in through the door before it closes.



### SAVE

As you head through the door, save the game.

### PS2 SIDEBAR



Pause when the dining room comes into view to the left. Two guards are inside. Eventually, one guard moves into the kitchen, while the other stays in the dining room.



When the guard in the dining room walks away, move down the stairs and take a position in the dark corner. As you hear his footsteps get closer, fire a diversion camera so it faces out into the dining room. Attract him with the noise maker and gas him.



Quickly make your way across the dining room toward the double doors to complete the mission.



Go downstairs and pause at the doorway to the dining room.



You see three guards enter the dining room and head your way.



