RVL-RTCP-UKV

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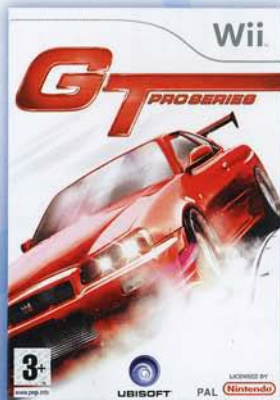
Wii

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Wii

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Wii

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Wii

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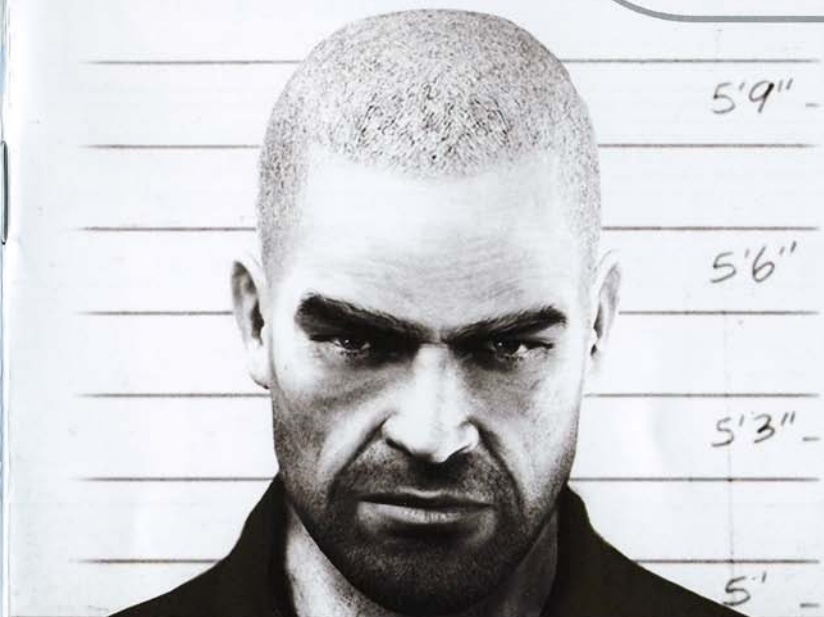
TOM CLANCY'S

SPLINTER CELL

DOUBLE AGENT

INSTRUCTION BOOKLET

UBISOFT

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.

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WARNING: Please carefully read the separate Health and Safety Precautions booklet included with this product before using your Nintendo® Hardware system, Game Disc or Accessory. The booklet contains important safety information.

TABLE OF CONTENTS

Control Stick

NOTE: If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote, that position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (–) Buttons on the Wii Remote for three seconds.
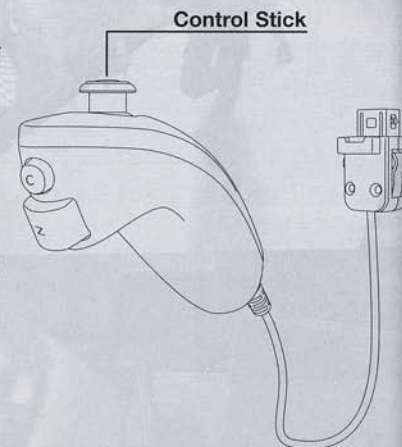
SETTING UP

The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to another language, the in-game default language will be English.

You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual.

Feed the cord on the Remote Wrist Strap through the Connector Hook. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Remote. Place your hand through the Remote Wrist Strap and hold the Remote firmly in your hand. Slide the strap lock up so that the strap will not fall off your wrist. Do not over tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Remote Wrist Strap in place.
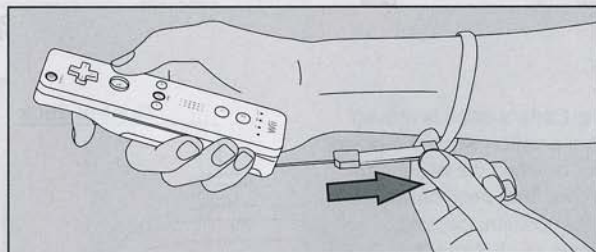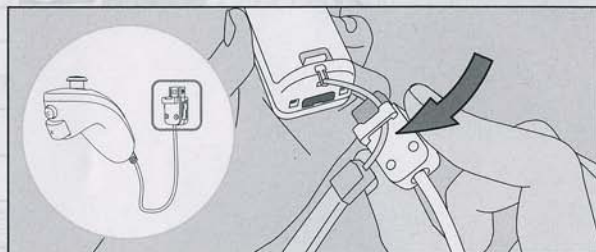
CAUTION: Wii gameplay with the Wii Remote and Nunchuk can involve rapid or vigorous motion. Please use the Remote Wrist Strap to prevent losing your grip on the Remote and causing damage to the Remote and surrounding objects, or injury to other people. Please ensure sufficient distance to avoid colliding with other persons or things. In addition, do not swing the Remote and Nunchuk more than necessary.

Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Remote and striking objects or people.
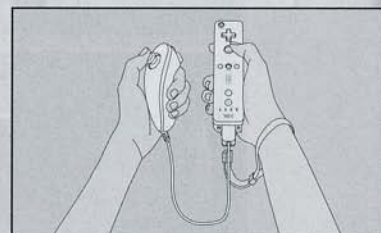
WARNING: Not suitable for children under 36 months of age. The Wii Remote Strap and the cord of the Nunchuk can coil around the neck.

Wii Remote Configurations

• The Wii Remote can be used by itself, or in different configurations when connected up to other Wii accessories. These configurations can be used right or left handed.

• The configuration will depend on the game you are playing. Review the instruction booklet for the game you are playing for specific controller requirements.
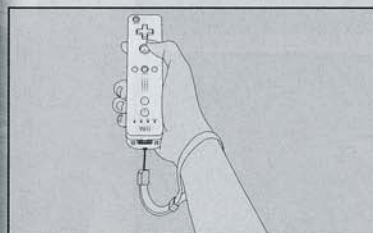
Wii Remote – Vertical Position   **Wii Remote and Nunchuk**

The player cannot control the Wii Remote if it is not registered on the Wii console. Press the SYNC. Buttons from the Wii Remote and the Wii console simultaneously to register the Wii Remote. The Wii Remote included with your Wii console has already been synchronised with the console. Therefore, the registration of the Wii Remote is not required. For more information please refer to the Wii Operations Manual.

One Time Mode Synchronisation

NOTE: This mode temporarily removes the **Standard Mode** synchronisation set-up for all Wii Remotes until the Wii console's power is turned off. When the power is turned back on again, **Standard Mode** settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the Wii console.

2. Select the Wii Remote Settings option from the **Home Button menu**, then select the Reconnect option.

3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the Wii console. The order in which you synchronise Wii Remotes will set the player order for multiplayer games.

4. The Player LED will blink during the synching process. When the blinking stops, the connection is complete.

COMMAND REFERENCE

Point at the Screen:
Move the Camera

Lethal Attack /
Primary Fire

Interact / Recharge

OPSAT/PDA Menu

Sticky Camera

Switch Vision

Zoom Mode

Quick Inventory

Equip Item

Pause Menu

Whistle/COOP Action

PRESS Ⓐ TO CONTINUE

Movement

Swing Nunchuk
Up or Down:
Jump

Crouch / Stand

KO Attack /
Secondary Fire

Twist Nunchuk:
Back to Wall / Switch Shoulder

PRESS Ⓐ TO CONTINUE

Twist Wii Remote (Gently):
Lock Picking

Swing Nunchuk Up or Down:
Jump

Twist Nunchuk:
Back to Wall /
Switch Shoulder

PRESS Ⓐ TO CONTINUE

Wii Remote
+ Button (plus button): Pause menu
- Button (minus button): OPSAT/PDA menu
+Control Pad Left: Switch vision
+Control Pad Up: Enter/exit zoom mode
+Control Pad Right: Quick inventory
+Control Pad Right (when in zoom mode): zoom in/out
+Control Pad Down: Draw/holster weapon
A Button: Interact/reload (when weapon drawn)
B Button: Lethal attack/primary fire single shot
B Button (hold): Primary fire full-auto
1 Button: Whistle/Co-op move
2 Button: Sticky camera
Point the Wii Remote at the screen: Camera

Nunchuk
Z Button: Non-lethal attack/secondary fire or OCP (when equipped)
Z Button (hold): Hold Breath (when sniper is equipped)
C Button: Crouch/Stand
Control Stick: Move
Swing the Nunchuk Up or Down: Jump
Twist the Nunchuk Right or Left: Back to wall
Twist the Nunchuk Right or Left: Switch Shoulder left/right (when weapon drawn)

INTRODUCTION

Story

Once, Sam Fisher was an agent of Third Echelon, assigned to infiltrate strongholds belonging to enemies of National Security, gather information and, where necessary, use his training to neutralise those enemies.

But times are changing. America's enemies are looking at new options, finding ways to make themselves more deadly. In order to stay one step ahead of its targets, Third Echelon is also changing, although Colonel Irving Lambert and Assistant Director Williams may be trying to steer in two different directions. And while Sam Fisher's foes are evolving and his allies are in flux, very soon Fisher's own life is also going to undergo a dramatic and permanent change. And once that happens, nothing will ever be the same again.

With his life turned upside down, Sam Fisher is on a new mission unlike any he has ever been sent on before. Where he used to penetrate defences and gather information from the outside, now he's on the inside, working with those he's sworn to destroy and finding enemies among his allies. He's risking everything for the sake of the greater good, even if it costs him his identity — or his life.

CHARACTERS

Third Echelon Team
Sam Fisher – Field Operative

Born:	Classified
Height:	5'10"
Weight:	170 lbs

As a Splinter Cell, an agent of Third Echelon, the NSA's most secret subgroup, Sam Fisher has been trained to secure his country's defence by mounting a good offence. In addition to their weapons and hand-to-hand training, Splinter Cells use the latest high technology and espionage techniques to infiltrate sensitive locations, retrieve information and execute operations the U.S. government cannot acknowledge.

Fisher has been on the front lines of espionage through several key decades of world history. He has not only survived, but excelled in his field through hard work, insatiable curiosity, and brutal honesty. He has little time for polite niceties and even less for lies. He is quiet, instinctive and observant, somebody who watches from the outside.

But in order to achieve the discipline necessary for his work, Fisher has had to bury certain parts of himself. He is a man of few words, a man with a strange and slightly dark sense of humour, a man with an adult daughter whom he loves, but hardly knows. He is truly himself only when he is on the job – he has, in a sense, become what he does. This is where his world makes sense, where there are allies and enemies, and the difference has always been simple and clear...until now.

Colonel Irving Lambert

Born:	1961 Batcave, North Carolina
Height:	6'2"
Weight:	270 lbs

Lambert is the Third Echelon director in charge of all field operations, answering only to one man. He became involved in the intelligence community as a young man, rising quickly in rank and responsibility. Serving in the Persian Gulf before and during Desert Storm, he co-ordinated intelligence and ran double agents. He moved on to Third Echelon, where he spearheaded the ambitious Splinter Cell program. Those missions scored several impressive successes, due in large part to the involvement of Lambert's subordinate and well-connected man in Washington, D.C., Lambert's recent proposals for changes in National Security structures and procedures have turned him into a political hot potato – and a potential liability.

Other Characters
Hisham Hamza

Born:	1979, Washington, D.C.
Height:	5'9"
Weight:	165 lbs

Relatively young for a man of his position, Hamza is part of a new initiative within the Department of Defence: The Interdepartmental Operative. Nominally a member of the CIA, Hamza's capacity for quick learning made him an excellent early candidate to act as a field liaison between the CIA and the NSA. Although still youthful and arrogant, his versatility is likely to make him a great agent one day.

Emile Dufraisne

Born:	1956, Opelousas, Louisiana
Height:	5'9"
Weight:	160 lbs

The product of a wealthy, traditional upbringing, Emile Dufraisne was always destined for great things. His belief that America needs to change in a fundamental way moved him to create the JBA, a group devoted to bringing about change through the destruction of the current, decadent order. Some would call him a terrorist, but Emile considers himself a patriot.

Enrica Villablanca

Born:	1977, Highland Beach, Florida
Height:	5'7"
Weight:	125 lbs

Once she was finished getting her doctorate, Enrica discovered she didn't really know what to do with her life. She did have very strong ideas about societal problems, and when she went looking for solutions to them, she found the JBA. As the only woman in the group, Enrica hides her uncertainty behind walls of professional competence and disdain.

Carson Moss

Born:	1972, Tulsa, Oklahoma
Height:	6'2"
Weight:	245 lbs

Of all the JBA members, Moss has been with Emile the longest. Emile is also the only person Moss respects, and he uses his position as the JBA's head of security to bully everyone else – except for Enrica. Although Emile once considered Moss to be perfectly reliable, recent security lapses have started to create a rift between them.

Jamie Washington

Born:	1979, Dothan, Alabama
Height:	5'11"
Weight:	165 lbs

Jamie is a study in contrasts. On the one hand, he's generally cheerful and easy-going around the people he likes. Once he decides he likes someone, he's a friend for life, unswervingly loyal. On the other hand, he's a vicious, cruel man who enjoys inflicting violence on other people, especially those who can't fight back.

B.J. Sykes

Born: 1974, Cincinnati, Ohio
Height: 5'7"
Weight: 150 lbs

Probably the least liked of all the JBA members, Sykes is an introvert who talks to himself because he doesn't like talking to others (and they don't much like talking to him). Although Sykes is notorious for jumping to paranoid conclusions, Emile respects his technical skills, and Sykes sticks around because he gets to play with the JBA's high-tech systems.

Cole Yeagher

Born: 1978, Grand Rapids, Michigan
Height: 5'10"
Weight: 160 lbs

Cole Yeagher is just about the most ordinary member of the JBA. He's not exceptional with any skill, but he can fix things competently. He's not a great friend to anyone, but he can get along with anyone most of the time. Normal guys like Cole are good to have around, usually, but they sometimes make costly mistakes.

Assistant Director Williams

Born: 1968, Toledo, Ohio
Height: 5'8"
Weight: 155 lbs

A relative newcomer to the NSA, Williams is the first occupant of a newly created executive position overseeing Third Echelon activities. Williams is an ambitious and skilled political player with friends in high places and an outspoken mistrust for Lambert. His position is seen by many to be an attempt to circumvent Lambert's authority over the daily operation of Third Echelon.

Sarah Fisher

Born: 1985, Frankfurt, Germany
Height: 5'5"
Weight: 125 lbs

Sam Fisher's daughter, Sarah, is the only surviving member of his family. Although Sarah's mother, Regan Burns, died in the 1980s, Sarah continued to use her surname for security reasons. After graduating from college, she returned to Maryland to be closer to her father and, in spite of his objections, she started using the name Sarah Fisher.

MAIN MENU

From the initial startup screen, you can select one of two modes and view the game credits:

- **Solo**
- **Co-op**
- **Credits**

Profile Screen

After selecting the mode, you will be brought to the Profile menu. Here you can either create a new profile or select the profile you wish to play with.

Solo Menu

Select this menu if you want to play in Solo mode. While in this menu, you will be able to choose from the following options:

- **New Game:** Allows a player who has selected or created a profile to start a new game. When starting a new game, you can set your difficulty level at Normal, Hard, Expert or Élites.
- **Load Game:** Allows the player to select and load a previously saved game. The only games displayed on the Load Game screen will be those for the selected profile.
- **Training Videos:** Learn about the controls, moves and features of the game.
- **Cinematics:** Watch any unlocked movies from the game.
- **Options:** Adjust the sound, video and controls settings.

Co-operative Menu

Play the Co-operative mode of Splinter Cell Double Agent. From this menu, choose one of the following options:

- **Campaign:** A series of Co-op missions.
- **Elite Mode:** Mode where the level of difficulty is increased. Unlocks once you have completed the Co-op Story mode.
- **Load Game:** Load your previous save.
- **Options:** Adjust the sound, video, and controls settings.
- **Hall of Fame:** Where the best scores are kept.

SOLO MODE

SAM'S ACTIONS AND MOVEMENTS

Some of the moves in Sam's arsenal are described below. Depending on your play style, you'll find some of them very useful in different situations. Don't be surprised if Sam can do more than you expect!

Basic Moves
Camera Movement

To move the camera, point the Wii Remote at the screen and move the Arrow cursor around. If you move while the Arrow cursor is offscreen, the camera will go back behind Sam automatically.

Crouching

Press the C Button to crouch. Movement is slower, but quieter, and Sam is less visible while crouching.

Mantling

Swing the Nunchuk up or down and push forward into low objects like crates or tables and Sam will crawl, or "mantle" onto them.

Climbing

To climb a pipe, ladder, vertical cable or fence, simply walk into it. Press the C Button to jump off.

Close Attack

In Splinter Cell Double Agent, you can choose between lethal (B Button) attacks and non-lethal (Z Button) attacks when you're close to the enemy.

Back to Wall

While close to a wall, twist the Nunchuk left or right to put Sam's back to the wall. Sam is less visible this way.

Shimmying

Jump by swinging the Nunchuk up or down to grab and hang from ledges above Sam's head. Sam can move left and right as well as pull himself up if there is room. Press the C Button to let go of a ledge.

Hand-over-Hand

Jump by swinging the Nunchuk up or down to grab and hold a horizontal pipe. Bring Sam's legs up to clear obstacles by swinging the Nunchuk up or down.

Inverted Neck Snap

When holding a horizontal pipe with legs up, move to a position above an NPC (Non-Player Character). Once the interaction window appears, press the B Button for a lethal attack or press either the A Button or the Z Button for a non-lethal attack that will leave the NPC unconscious. Press the C Button once to return to a hanging position and press it a second time to let go of the pipe.

Water Kill

When in water, get close to an NPC. When the interaction window appears, press the A Button to perform a lethal attack.

Zip Line

Jump by swinging the Nunchuk up or down to grab hold of a sloped wire or zip line. Sam will slide down automatically. You can also swing the Nunchuk up or down to raise and lower Sam's legs. Press the C Button to let go.

Throwing

Once Sam has an item in hand, press the +Control Pad Down to get ready to throw. A reticle appears in the middle of the screen. Aim the reticle at the spot where you want to throw the object. Press the B Button to throw the object. Press the Z Button to lob it. Sam can throw grenades or objects he picks up in the environment. To pick up an object, get close to it and press the A Button once the Pick up Object interaction appears.

Advanced Moves

Advanced moves are just as critical as basic moves. Mastering these will allow Sam to move through his environment with much greater safety and precision. Many of these advanced moves are combinations that allow Sam to attack. For information on equipping and using weapons, refer to the Weapons, Gadgets and Items section.

Rolling

Press and hold the C Button while running to do a roll.

Split Jump

If Sam is in a corridor that is not too wide and is relatively high, he can perform a split jump by facing the wall and swinging the Nunchuk up or down to jump. As an indication, Sam looks at walls where split jumps can be performed.

Drop Attack

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

Rappelling

To rappel, stand near the hook point indicated in the interaction window and select the Rappel interaction. Sam can move up and down the rope. Swing the Nunchuk up or down to kick off the wall.

Rappel Shooting

Sam can equip and fire his weapon while rappelling. Press the +Control Pad Down to equip the selected weapon. Only pistols and the SC-20K are usable while rappelling.

Hanging Shooting

Sam can equip and fire his weapon while hanging from a pipe. Press the +Control Pad Down to equip the selected weapon.

Split-Jump Shooting

Sam can fire his weapon and throw grenades while in the split jump position. Simply press the +Control Pad Down to equip the selected weapon.

Switch Shoulder

While in Aiming mode, twist the Nunchuk either Left or Right to switch shoulders. That way you can maximise your cover and get a better angle of fire on enemies.

Bash Door

Bashing a door is a risky proposition. While it will knock any guard standing on the other side of the door unconscious, it will also generate a lot of noise, which can prompt more guards to investigate. Use with care.

Open Door Stealth

If you want to make sure no one hears you, open the door in a stealthy way. You can make Sam open/close the door as fast as you want by using the Control Stick.

Lock–Picking

Sam will need to pick the locks on some doors. Lock–picking takes time, but is quiet and cannot be detected. To pick a lock, slowly twist the Wii Remote to the right or to the left until you hear and feel the first pin move. This means you're near the correct position. Continue gently twisting the Wii Remote until you see one of the pins release. Repeat this sequence until all pins are released.

Break Lock

When in a hurry, breaking a lock can save you precious seconds. However, speed comes at the cost of stealth. Breaking locks makes noise, which can attract guards. It also leaves marks that can be detected.

Non-Player Character–Linked Moves

Sam has several special moves that can only be performed on NPCs. Being able to get close to an enemy without being detected is necessary to execute these moves.

Move Body

Sam will need to hide dead or unconscious bodies in order to prevent them from being

discovered. Select the Body interaction to carry a body. Press the A Button to put it down quietly, or simply swing the Nunchuk Up or Down to drop the body in a hurry.

Grabbing

Grab an enemy by sneaking up close to him undetected and selecting the Grab Character interaction.

Human Shield

While holding an enemy, you can press the +Control Pad Down to equip your sidearm and fire at other enemies while using the enemy you are holding as a human shield. Note that you can move around with Sam while in this mode.

Interrogations

Some NPCs can be interrogated for useful information. While holding an NPC, select the Interrogate interaction to make him talk. Interrogations reveal all sorts of information that will help you on your missions. Be sure to interrogate as many opponents as possible!

Whistling

It's possible to whistle to distract a guard from his normal patrol. Press and hold the 1 Button and use the Control Stick to select the option marked "whistle". Release to confirm. This will draw the guard to your current location. Simply move out of the way and use this opportunity to either grab the guard or move on to your objective undetected.

Forced Co-operation

Some objects in the world can't be used by Sam, but there may be NPCs who can use the objects for him. To force an NPC to co-operate, grab him, drag him to the object you want him to use, and select the appropriate interaction from the selection menu. Sam can enlist the "help" of NPCs to open doors using retinal scanners or to reset the alarm level through the use of intercoms.

In-Game Interface

1. **Communication box:** Appears at the top of your screen when you receive a communication.
2. **Interaction system:** Appears when you can interact with an object or a person in the environment. To select an action, press and hold the A Button then use the Control Stick to scroll through available actions. Release the A Button to confirm.
3. **Life bar:** Sam's health/life.
4. **Objective bar:** Displays the next goal to reach in your mission.
5. **Icons:** Appear when a note is added to the OPSAT/PDA, when an objective is updated, or when there is an incoming call from headquarters.
6. **Stealth meter:** Shows how well Sam is hidden, taking into account light, stance and movement.
7. **Noise meter:** Indicates how much noise Sam is making. The small square indicates the level of ambient sound in the environment; if the meter remains below that threshold, Sam cannot be overheard.
8. **Selected weapon, gadget, item and ammo:** Displays the name of your current selection. Displays how much ammo you have in one magazine, as well as your total ammo count.

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9. **Timer:** Appears when a timer is triggered. When the timer reaches zero, it's a sign of bad news.
10. **Alarm indicator:** On the HUD above the visibility bar, it indicates the alarm level currently in effect. Each alarm level can alter the situation in significant ways, so be careful.

In-Game Pause Menu

During the game, press the + Button to pause the game and access the Game menu.
- **Resume:** Continue playing. You can also resume by pressing the B Button.
- **Save:** Save your current game session.
- **Load Game:** Load a previously saved game.
- **Restart Mission:** Restart the current level from the beginning.
- **Options:** Adjust the sound, video and controls settings.
- **Quit:** Quit your current game session and go back to the Main Menu. You will be asked to confirm this choice.

OPSAT/PDA (Operational Satellite Uplink)

The OPSAT is a compact, wrist-mounted version of a standard civilian PDA, designed for military use. It enables Sam to receive mission objectives and updates from Third Echelon headquarters. For missions where the OPSAT cannot be used, Sam will be outfitted with a more traditional PDA. Functionalities for both are the same.
During the game, press the - Button to open the OPSAT/PDA.
- **Objectives:** Displays all the current goals for your mission.
- **Trust:** displays the current level of trust from Third Echelon and the JBA.
- **Notes:** All the notes taken from emails, interrogations, and other sources are stored here.
- **Data:** The data that you recovered in-game, including e-mails, is displayed here.
- **Equipment:** See Sam's current equipment.
- **Map:** In Solo mode, displays a map of the current mission area.
- **Training Videos:** Learn about the controls, moves and features of the game.
- **Profiles:** Terrorists' profiles you unlocked by scanning fingerprints are stored here.

WEAPONS, GADGETS AND ITEMS

SC-20K Rifle

The SC-20K is Sam's main weapon. The weapon can be equipped with one of three attachments.

SC-20K Ammunition

The ammunition for the SC-20K is a standard NATO 5.56 x 45 mm round. Each magazine can hold up to 30 bullets.

SC-20K Attachments

The rifle can be equipped with three different types of attachments, each with a specific purpose. Attachments are unlocked as you progress through the game. Each attachment

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can be equipped by selecting it from the Quick Inventory. Only one attachment can be equipped at a time.

1.) Launcher Attachment:
This attachment allows Sam to launch different devices, each with their own characteristics.
The launcher can shoot five types of projectile:

Sticky Shocker
On impact, the Sticky Shocker releases a powerful electrical surge capable of instantly knocking out any individual. Shooting a Sticky Shocker into a puddle of water will affect any individual in contact with the water.

Sticky Camera
The Sticky Camera's main use is reconnaissance. It allows Sam to remotely monitor an area while remaining at a safe distance. The camera has zoom capabilities and is equipped with thermal and night vision. The camera can be triggered to make noise, which is useful in distracting NPCs. The camera can also release a cloud of knock-out gas capable of taking out multiple opponents at once. After the gas is released, the camera is destroyed.

Gas Grenades
The gas grenade produces hydrochloric fumes that will rapidly knock out anyone in its radius who is not wearing proper protective gear.

Airfoil Round
Made of high-density rubber, the airfoil round delivers enough kinetic punch to incapacitate a target for a few seconds. If aimed at the head, the airfoil round will instantly knock out the target upon impact. Two airfoil rounds fired back-to-back will also knock out the target, regardless of where they hit.

EMP Ammunition
This miniature device will render inactive any piece of electronic equipment that can be affected by the OCP. However, instead of being inoperative for only a short while, the device remains out-of-order indefinitely.

2.) Sniper Attachment
Equipped with a modified barrel, the sniper attachment fires a 20mm APDS anti-materiel round designed to penetrate hard targets and armoured positions. You will be able to hit long-distance targets with high precision. Although very powerful, the sniper attachment is also very loud and will alert any nearby guard when it is used.

3.) Shotgun Attachment
The shotgun's main purpose is close-quarter offensive situations. Just like the sniper attachment, the shotgun also generates a lot of noise. Be careful when you use it.

5-7 Pistol – OCP (Optically Channelled Potentiator)
The 5-7 SC Pistol features a single-action trigger and a 20-round magazine. It comes equipped with a silencer/flash suppressor.

OCP: This device is connected to Sam's sidearm. It can be used to disable certain electronic devices for a short period of time. Lights, cameras and computers can all be

affected. Give the OCP a try – it's Sam's new best friend. A green light on the side of the sidearm indicates that the OCP has successfully disabled a device. The OCP must recharge in between uses. The OCP is recharged and ready to use when the bar appearing in the weapon interface is full. Use the Z Button to fire.

SC-303 Compact Launcher
The SC-303 Compact Launcher is a compressed air-powered launcher designed to fire non-lethal ammunition. Using the same core technology as the SC-20K's launcher, the SC-303 is self-contained and about the size of a regular handgun. It comes equipped with its own OCP.

The SC-303 can fire:
- **Sticky Cameras:** For reconnaissance, distraction and incapacitation.
- **Rubber Bullets:** To stun or incapacitate.
- **Tranquiliser Darts:** To incapacitate instantly.
- **EMP Ammunition:** To deactivate electronic devices indefinitely.
- **Gas Grenades:** To incapacitate multiple targets.

EEV (Electronically Enhanced Vision)
This new and experimental device allows Sam to scan an area and reveal different properties of the objects in that area. The various properties are marked by icons.
Information displayed about objects in the EEV includes:
- OCP affected.
- Hacking available.
- Explosive danger.

The EEV can be activated by entering Zoom mode (+Control Pad Up), and then zooming up to Sam's head.
Other properties:
- The EEV can also be used as binoculars to scout at a distance through the use of its zoom capabilities, activated by entering Zoom mode (+Control Pad Up) and zooming using the +Control Pad Right.
- While the EEV is active, you can still move around, but at very low speed.
- The EEV supports the use of all vision modes: thermal, EMF, and night vision.

Other Equipment
Wall Mines
The wall mine is a motion-sensitive explosive device that can be attached to almost any surface. To deactivate and pick up a wall mine, wait for light to turn green and then press the A Button.

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

Smoke Grenade

This grenade gives off a cloud of smoke when it explodes. The cloud enables you to move forward without being spotted by guards and cameras.

Flash Grenade

This grenade temporarily blinds opponents when it explodes within their field of vision. Be careful however, as it may also blind Sam if he's standing too close upon detonation.

Hacking

Hacking can be performed by directly accessing a secure device such as a computer or electronic lock. It can also be performed remotely, through the use of the EEV, although this is more difficult.

- To hack into a computer, select Secure Access while in the computer interface.
- The goal of hacking is to match the green wave to the red one.
- Using the Control Stick, you can change the green wave's amplitude by moving the stick up or down and its wavelength by moving it left or right.
- Once the waves are correctly aligned, press the A Button to confirm.
- If the match is good, one of the indicator lights will turn from red to green. If not, it will blink red.
- The indicator lights on the right show you how many waves you must successfully match to hack into the system.
- When hacking, time is of the essence. If the timer runs out before you have managed to successfully match all the waves, an alarm will be triggered.
- Once you've managed to match all the waves in time, the indicator lights will flash green and you will be returned to the game.
- If, however, the timer reaches zero before you match all the waves, an alarm will be triggered and the system will reset. You will have to hack into it again.

Alarm System

Alarms can be triggered by electronic detection devices such as cameras and laser trip-wires or by NPCs using alarm panels. Failing a hacking attempt will also cause the alarm to sound. As the alarm level increases, additional security devices may also be brought online.

Detection Devices

Cameras

Cameras come in multiple versions: standard wall-mounted camera, wall-mounted night-vision camera and ceiling-mounted 360° camera. The cone of vision for night-vision cameras can be seen using Sam's own night-vision. All cameras can be deactivated using the OCP.

Laser Trip-Wires

These will trigger an alarm whenever the beam of light is broken. Laser trip-wires can be deactivated by aiming the OCP at the small sensors found on the walls at each end of the light beam.

Locking Mechanisms

Not all locks can be hacked or picked at the start of the game. Each lock requires the use of a customised tool to bypass it, and these tools will be handed separately to Sam during the course of the game, as the situation warrants it. So don't be surprised if some locks cannot be hacked at first.

Standard Lock

Can be opened by using the lock pick or broken using the knife.

Card Reader

Can be hacked using the Universal Hacking Device and its Magstripe Decoding Module. Sometimes a valid keycard can also be found lying around.

Electronic Keypad

Can be hacked using the Universal Hacking Device and its Code Descrambling Module. Sometimes a code can also be found when reading emails stored on computers or by interrogating guards.

Retinal Scanner

Can be hacked using the Universal Hacking Device and its Retinal Scanner Override Module. Guards can also be forced to use the scanner in order to unlock a door.

Interactive Lights

Lights with protective coverings (such as wire meshing) cannot be destroyed.

Headquarters (HQ)

The terrorists have created the Delta Atlantic Shipping Company as a front for their illegal activities and have elected to use the company's warehouse as their headquarters. As a recent addition to the organisation, Sam is called on to reside within the headquarters like everyone else.

Arrest Mode

At the HQ, guards will try to arrest Sam first. If a guard orders Sam to stay where he is, wait for him to come closer. At that moment, a series of icons representing the Wii Remote and Nunchuk buttons will appear on-screen. Complete one of the sequences by pressing on the appropriate buttons before the timer expires. If you are successful, Sam will either grab or knock out the guard, depending on which sequence you completed. If you fail either sequence, the guard will counteract Sam's lunge and complete the arrest.

Defuse Bomb

To defuse a bomb, press the +Control Pad Left and switch to the electrostatic monitoring. One of the wires on the device will appear whiter than the others. That's the active wire. Return to normal vision and use the Control Stick to select the active wire. Press the A

Button to cut it. This will start the timer. You'll then have to cut the remaining wires in the correct order by repeating the instructions above, before the timer runs out.

End Mission Screen
Objective Review
At the end of each mission, you will be given feedback on the completed mission's objectives. Each objective will be assigned one of three possible statuses: Cancelled, Failed or Completed.

Mission Statistics
Here you can check specific statistics from your mission, including the number of kills, civilians knocked out, alarms triggered, etc.

Trust System
As a double agent, managing the trust of both your employer and those you have infiltrated is essential for your own survival and for the good of the mission. Lose the trust of either faction and the mission is over.
In the game, the trust meter shows the confidence each faction has in you. If the meter leans more to the right, then you are in good favour with Third Echelon. If it tends to the left, then the JBA will like you more.
Earn trust from either side by completing objectives for them.
Primary objectives will invariably push the trust meter to one side, so try to compensate by completing opportunity objectives for the opposing faction.
If two objectives oppose each other, be mindful of which side you choose.
If the meter goes too far to one side, you'll be forced to prove where your loyalties lie by completing a special objective in a short amount of time. Fail to do so and the mission will be over.
Note that the level of trust also affects the equipment you'll receive at the start of each mission.
The JBA tends to hand out lethal weaponry while Third Echelon issues non-lethal devices. Keep the trust meter in the neutral zone and you'll receive a healthy balance of both.
Trust Statistics: This screen shows the result of your actions on the trust both Third Echelon and the JBA have in you. Actions, such as killing, triggering alarms and being detected can affect the Trust Rating, depending on the mission's context.
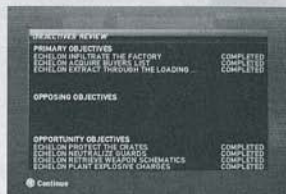
Team-mates
Sam and His Team-mates
A new addition to the Splinter Cell® franchise, team-mates are characters tasked with helping you accomplish specific missions. Although not directly under your control, they will tag along and do what is in their power to help you when necessary.
The following are some of the ways in which you can interact with team-mates.

Basic Interactions
Wait/Follow
By holding the 1 Button and then moving the Control Stick Right, you will be able to issue Wait and Follow commands to the team-mate. The Wait command allows you to make sure the team-mate stays in place while you go investigate elsewhere. The Follow command prompts the team-mate to follow Sam wherever he goes.

Revive Team-mate
When things go bad, Sam's experience in the field can always help. If the team-mate goes down, get close to him and press the A Button. He will get back on his feet in no time.

Co-operative Moves
Sam can get access to hard-to-reach places and manoeuvre around by executing co-op moves with the team-mate. In most cases, the player has the choice to initiate the move or ask the team-mate to do it. This is simply done by pressing the A Button when close to the co-op zone.

Dynamic Hoist
In this move, one character gives a short boost to the other. When that character gets to the top, he reaches down to pull up his friend.

Throw Over
With this move, one of the characters throws his friend over a wall or other large objects by giving him a sturdy short boost.

Stand on Shoulders
This move allows one character to stand on the other's shoulders, giving him a line of sight into a hard-to-get room or allowing him to place a charge, disable a device, etc.

CO-OPERATIVE GAME

Co-op Game Modes
Offered in Split-Screen, Co-op mode allows you to play with another player on the same screen using different Wii Remotes and Nunchuks.

Campaign Mode
Play the missions in order. Every mission contains a series of sub-missions that players will have to succeed in order to advance to the next one. Note that once a Mission is successfully completed, it will always be available through this menu. Successfully completing the Co-op Story mode will unlock the Elite mode.

Elite Mode
Elite mode is the same as Campaign mode, except that in this mode you have access to a knife, which you can use to kill enemies. Also, in Elite mode, you do not have any ammo for your firearms, but can sometimes be equipped with non-lethal gadgets. Elite mode is only available if the Co-op Campaign mode has been successfully completed.

Co-op Menus
Profile Selection
After selecting a game mode, you will be brought to the Profile menu. Here you can either create a new profile or select the profile you wish to use.

Co-op Menu
Select this menu if you want to play in two-player Co-operative mode. While in this menu, you will be able to choose from the following options:

- **Campaign:** A series of co-op missions unfolding in a specific order.
- **Elite Mode:** Mode where the level of difficulty is increased. Unlocks once you have completed the Co-op Story mode.
- **Load Game:** Load your previous save.
- **Options:** Adjust the sound, video and controls settings.
- **Hall of Fame:** Where the top scores are kept.

Co-op Game Screen

Life Meter
This represents how much health the agent has.

Stealth Meter
This represents how well you are hidden. It also indicates the amount of light in your area.

Noise Meter
Indicates how much noise the spy is making and how noisy the environment around the spy is.

Interaction System
This system appears on the interface when you can interact with an object or a person in the environment. This system is also used for specific co-op moves.

Selected Weapon, Gadget or Item
This displays an icon for your currently selected weapon and how much ammunition is left.

Communication Boxes
They appear on your screen when you receive a communication or are given the next goal to reach in your mission.

Objective Icon
This informs the player of an updated objective.

Co-op Action Button
When your partner is ready for a co-op action move or a co-op interaction, this icon will appear.

Timer
Appears when one of the agents is incapacitated and can be healed. When the timer reaches zero, your mission is over.

Alarm Indicator
This icon appears on the HUD to indicate how many alarms have been triggered during the mission. Each alarm sounded creates global repercussions, so be careful.

Co-op Moves
Many moves can be done in the Co-op mode of Splinter Cell Double Agent. They fall under two classifications: Co-op moves and contextual Co-op moves. Co-op moves can be completed anywhere in the level, while contextual Co-op moves are available only in specific locations.

Short Scale/Boost
To perform this move, take a crouching position and press the Co-op Action button (1 Button). The move that will be initiated depends on the situation. In some situations, you can boost your team-mate up onto a ledge or a pipe; in others, you can jump over an object.

To complete the move, get near your team-mate and press the 1 Button. The move will then be performed.

Tomoe Nage / Long Jump
The player initiating the move should stand facing the opposite direction in which he wants to throw his team-mate. Once the player takes position, press on the Co-op Action Button (1 Button) to initiate the move. At that moment, he can control the target at which he wants to throw his team-mate. A red target means that the move cannot be completed.

To complete the move, the other player has to get near his team-mate and press the 1 Button.

Human Ladder
To form a human ladder, one player must initiate the action using the 1 Button. To complete the action, the other player has to stand under the first player and press the 1 Button. The move will then be performed.

Contextual Co-Op Moves

(New Move) Persuasion
Some NPCs can be intimidated easily and a single interrogation will suffice to get the information. But some might require more intimidation so they are willing to spill the beans. This is where your team-mate comes in handy.

While you are interrogating an NPC who just won't co-operate, ask your buddy to join in and come closer to help persuade the NPC. Once your team-mate is close to the NPC, he can use the Persuasion interaction to show who's boss.

(New Move) Back-to-Back Climbing
To climb certain heights, you can execute a back-to-back climb with your partner. Look for two flat vertical surfaces facing each other, forming a narrow upward passage.

Begin by entering the space and facing a wall. Press the A Button to initiate the back-to-back climb so your team-mate can stand behind you, facing the other wall, and complete the move by pressing the A Button.

To move upward with maximum efficiency, you and your team-mate must move at the same speed using the Control Stick.

Stand on Team-mate's Shoulders

The player who initiates the move will take position; the other player will be allowed to use his secondary weapon while he is on his team-mate's shoulders and, under some circumstances, even place a charge or cut the wires of a camera with exposed cables.

Co-op Dual Rappelling

The player holding the rope can move left and right using the Z and B Buttons. The player on the rope can move up and down using the Control Stick and can also use a weapon.

Hang Over Team-mate

The player controlling the rope uses the Z and B Buttons to lower or raise his partner.

The player hanging from the rope can get cover and hide from incoming patrols by using the Z Button to lift himself up and hold on to his legs. He can also be lifted or lowered while in that position.

Heal Team-mate

During a mission, you or your team-mate may be knocked unconscious. Heal Team-mate will allow you to wake each other up. An Interaction menu will appear over your team-mate's body when he is knocked out. Select the Heal Team-mate interaction and press the Interact button (A Button) to heal him.

Note that you only have a certain amount of time to heal your partner and a restricted amount of syringes per missions, so be careful.

Share Equipment

When you are close to your partner you can share some equipment via the Interaction menu. Make sure you have selected the gadget you wish to share so that the Share interaction appears. Note that only objects marked in your Inventory can be shared.

Dual Bomb Defusing

To defuse bombs tied with a laser, both players must activate the Defuse interaction placed on each bomb. A close-up view of the bomb will then appear. On top of the bombs are some wires that can be selected and cut.

Only the hot wires must be cut. Activate your thermal vision to see which wire is hot. Quickly return to normal vision to select and cut the wire by pressing the A Button. Then go back to thermal view and repeat the process. Players must finish cutting their series of wires within a 1.5-second difference.

Simultaneous Actions

Some security devices or secure mechanisms might need to be activated simultaneously in order to gain access to a new area or to trigger an event.

Co-operative-Only Gadgets – The Jammer

The Jammer, also known as the OCP (Optically Channelled Potentiator), can deactivate electronic objects for a short period of time. To use the Jammer, equip your Pistol or the SC-303 Compact Launcher and point it at an electronic object. Then pull and hold the secondary fire of your pistol.

When you use the Jammer, a red light appears on it. If you target an object that can be disabled, the light will turn green. That light will stay green until the Jammer runs out of energy or until you move or release your secondary fire.

Co-Op End Mission Screen
Objective Review

At the end of each mission, you will be given feedback on the objectives of the completed mission. Each objective will be assigned one of two possible statuses: Failed or Completed.
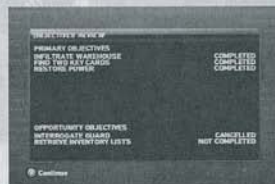
Mission Statistics

Here each player can check specific statistics from their sub-mission, including the number of kills, civilians knocked out, alarms triggered, etc.

Also, a success score will be displayed for the level you and your team-mate just finished. This score is based on both players' statistics. For example, if one of you kills a civilian, you will lose points, but if you simply knock one out, nothing will be subtracted. Stealth is always the way to go.

Mission Overview Screen

This screen appears after you successfully complete an entire Co-op mission. It displays the results of both players for each sub-mission completed.

Final Game Review

This screen appears at the end of Campaign mode. It displays both players' results in all missions.

Hall of Fame

The Hall of Fame is where the players can view their highest scores and then try to beat them. First, you must choose which mission high scores you want to view. Once you've selected the mission, you can view the best sub-mission scores for that mission.

The High Score table indicates the team score and the time played.

Tom Clancy's Splinter Cell Double Agent™

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Make sure to include all information on your system, your problem, and the game you are playing.

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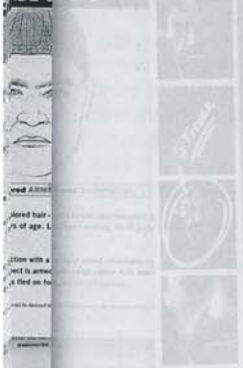
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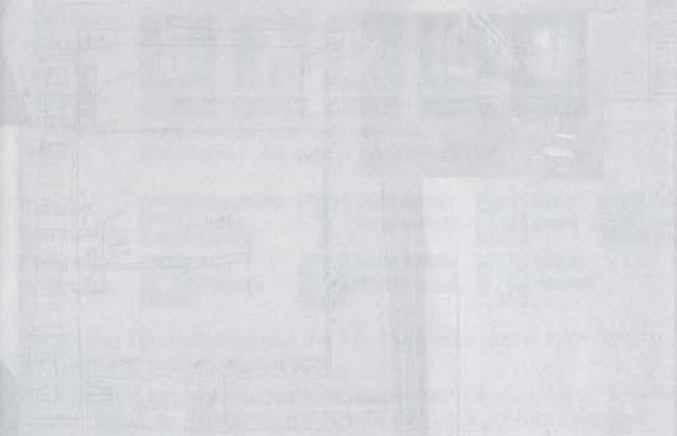
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NOTES

The PEGI age rating system:

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categories:
Les
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3+ www.pegi.info **7+** www.pegi.info **12+** www.pegi.info **16+** www.pegi.info **18+** www.pegi.info

Note: There are some local variations!
Note: Il peut y avoir quelques variations en fonction du pays!

Content
Descriptors:

Description
du contenu:

| @*! BAD LANGUAGE LANGAGE CHOQUANT | DISCRIMINATION DISCRIMINATION | DRUGS DROGUE | GAMBLING JEUX D'ARGENT |
| FEAR EPOUVANTE | SEXUAL CONTENT CONTENU SEXUEL | VIOLENCE VIOLENCE | |

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