



## Introduction

Are you lost in the maze of political and technical intrigue that goes along with every Tom Clancy hit? Don't know where the hell to go or what to do? Missing objectives? Then don't whine, don't complain, or bother writing to your Congressman (name something they did for you -- personally -- lately).

Instead, head to IGN and grab our Splinter Cell Chaos Theory Strategy Guide, complete with all the bonus and extraneous objectives. In addition, IGN's Splinter Cell Chaos Theory Walkthrough covers both Solo Mode, Co-Op mode, and the ever-lovable Spies Vs Mercenaries. With IGN's guide you get:

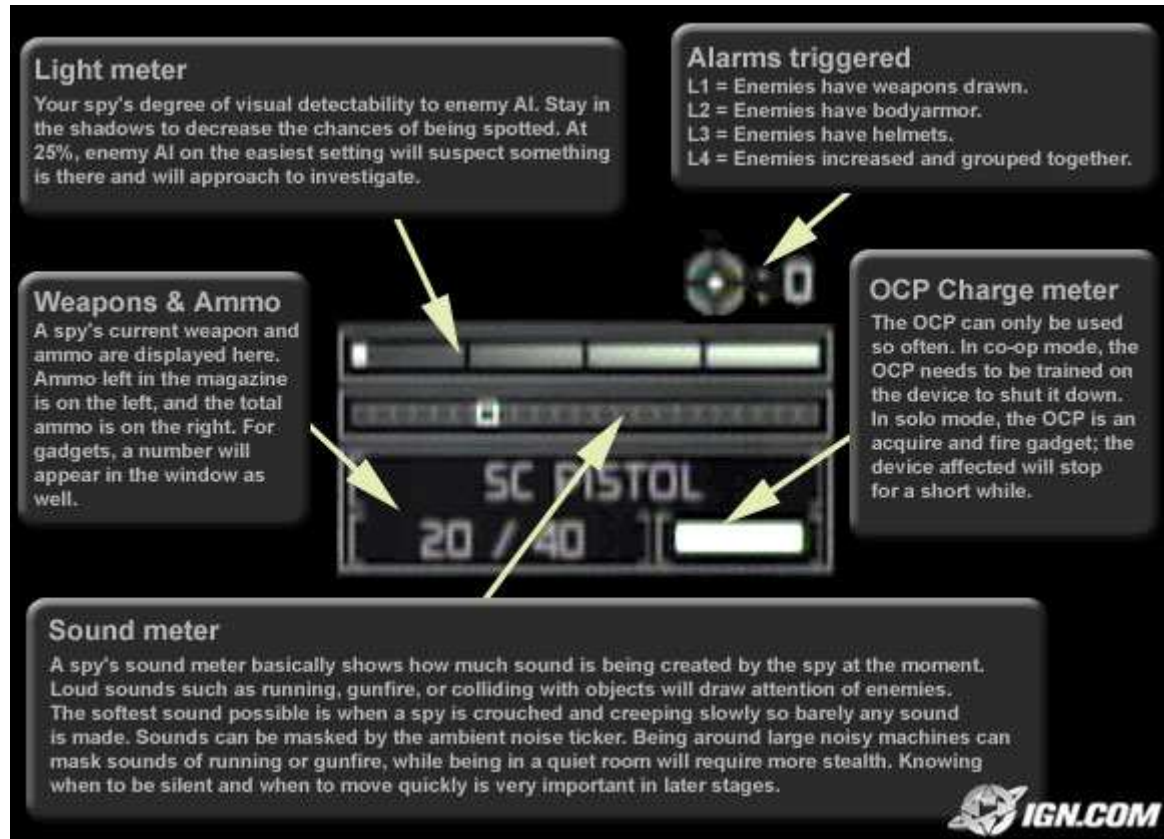
- A complete list of objectives. The red bold ones in the walkthrough are the bonus objectives. The black bold ones are the primary ones.
- Quality screens taken of important areas of a mission -- it shows you the environment you should be in and what steps you need to take to avoid detection and being another terrorist statistic.
- A path of least resistance in each mission, plus an IGN brief over the overall element of the mission. Additionally, alternate paths are shown, in case you wandered off the tour.
- A rundown of each kit, so you know which one to take along for maximum ease of completion.
- A lengthier explanation of the spy's basics, since well, we all fell asleep in spy school and had to cram from the books anyway.

# Tools & Basics

The training videos in your Xbox or PC version of the game will be quite thorough in what you can and cannot do in the game for Solo and Co-operative modes. It's often been said that *Splinter Cell Chaos Theory* is really three games in one: Solo & Co-op mode, which players use one set of controls to guide their spies to complete objectives; and the Multiplayer spies and mercs, which use differing sets of controls. For the campaign, focus on honing your skills for Solo and Co-op modes. The AI behaves realistically, but differently, from human gamers.

## Saving The Game

Saving the game can be done at any time in the PC and Xbox versions of *Splinter Cell Chaos Theory*. Be sure that you leave a "save history" in a stage. For example, you save or quicksave before attempting to hack a keypad. If you are successful and there are no enemies nearby, consider logging a save so you have a place to fall back on. Later, make another save when you progress further into the game. Missions are automatically made available on your profile, so there's no need to keep a save for each mission so you can retry your favourite mission -- simply opt to "Load Mission" and replay the mission as you desire.



## Environment

Different environmental elements will affect your spy, enemies, and the enemies' reaction to your spy. When opening a door, be sure to close it; a passing enemy will notice doors that have been "altered" from their original starting positions. Likewise with lights, windows, and stationary guards. Wet environments like large puddles on the floor are conductive of electricity. Your spy's sticky shocker device can electrocute several enemies if they are in water (IGN does not recommend you waste your time looking, making or trying this). On the subject of water, rain produces a lot of sound that can drown out your spy's movements -- lightning can briefly illuminate your spy for detection. Keep all these things in mind as you gauge if your spy is "safe" and unseen, or if he's in danger of being sighted.

## Light

"Light is your enemy; darkness, your friend". That single tag line (from another stealth game) is the first lesson in *Splinter Cell*. Being seen equates with being shot at since all the enemies in the game are armed or can call upon more soldiers to detain your spy. Stay near darkness and ward off light by using your pistol's OCP function. Lights can also be shut off by switches or more prosaically, shot and destroyed by a gun. The meter should always be at 25% or less for best results at visual stealth. **Note that certain cameras and enemies can see your spy if they are using nightvision detection.**

## Sound

The other side of the coin is the sound your spy makes when engaging a mission. Certain actions produce a greater level of sound than others; walking on a *tatami* mat will go by unnoticed by most enemies while running down a tiled hallway can alert even sleeping or dozing guards and sentries. There are different levels of sound your spy can produce -- the quietest level is when your spy is crouched and moving (tip-toeing) slowly. The loudest amount of sound that can

be generated is through gunfire (of any kind) striking any hard object (this includes lights). Keep the sound below the ambient sound ticker and your spy will be considered "part of the background" and can operate undetected (unless seen).



### **Vision Modes**

There are four vision modes in campaign to worry about. Normal vision is what you can perceive with your own eyes. Light areas are clearer in this mode than dark areas -- if you turn up your television's brightness, you can also "see" vague patches in darkness as well. Call it a poor man's nightvision.

- Normal sight is best since you can perceive the spy's surroundings in a manner you're familiar with.
- Nightvision (above, top right) washes everything in green. While it works well to delineate environmental elements, it is a poor substitute for normal sight since patches of light and dark cannot be distinguished. Additionally, even a mildly bright light can blind you easily.
- Electrical (above, bottom left) is limited in that it only highlights electrical devices in white while leaving everything else in blue. When you need to locate a camera or to tell if a light can be interfered with using the OCP, use this mode.
- Thermographic (above, bottom right) is used primarily to locate enemies. Since human bodies emit body heat that can be picked up easily. The problem with this mode is that any heat source can throw you off. Try looking for a guard near a fireplace and you'll be hard pressed to find him, let alone snipe him.

### **Movement**

The left stick or keyboard "WASD" keys make your spy move in the direction you want. PC players may have a run or walk modifier as well. Sucks for you unless you buy a gamepad with analog joysticks. Check out [IGN's Gear Site](http://gear.ign.com) ([gear.ign.com](http://gear.ign.com)) for some recommended gamepad choices on the PC. This input gauges your ascent and descent on vertical elements, and allows a spy to move along ledges and pipes.

### **Camera & Aiming**

The right stick and the mouse controls your camera. Swivel it around the spy to get a peek around corners. Ubisoft was smart and decided to limit your "peek around" to only what your spy normally sees -- so there's no exploitation of bad

corners. This input also allows your spy to aim his weapons. Set them to the maximum turn rate if you can take it, since it gives you very good response time.

### **Wall Press/Siddle**

Click the left stick (PC guys, look at your binds) and your spy will press against a smooth wall. While in this state, the spy is harder to see in some instances but can only move along the wall (siddle). Some places uses this move automatically since the spy needs to move through a narrow area. While siddling, the spy can look around corners by going to the edge and holding the direction of travel towards the corner.



### **OCP & EM Disruption**

The OCP function of the SC pistol allows spies to disrupt the electron flow of electric devices. This in turn intereferes with the device's functionality. The OCPs in Solo-mode and in Co-op mode work differently. Basically, train your SC pistol on the electrical device you want out of commission for about 15 seconds and hit the alt-fire (LEFT TRIGGER on Xbox) to "zap" the light. A green light on the SC pistol tells you the device was successfully disrupted, while a red light means that you missed. In Solo-mode, the device will cease to function for about 15 seconds or so. In Co-op mode, the alt-fire button needs to be held down to keep the device from functioning. If the second spy cuts across the line of fire, the SC pistol runs out of OCP juice, or if the spy doing the jamming strays off target, the device reactivates, which can have various consequences -- up to and including death.

### **Zoom**

Zoom in with your spies' weapon by pressing the right stick. PC probably has this on Z or the mouse wheel. Zoom is non-selective and has preset zoom levels. Without a weapon, zooming in is possible through the spies' range finders, which also serve as a wireless frequency hacking tool. Train your scope at a PC and if hacking or usage is allowed, several icons will appear. Select the one that is best for the situation and go. Only Sam Fisher has the benefit of a range finder. The other spies in Co-op and Multiplayer have to rely on good eyesight to gauge what is in the distance.

### **Map Navigation**

Solo mode's 3D map in the game is by far your most reliable method of knowing "where to go" in the game. It is much more reliable, than say, any 2D version of a map in *any guide* since that map is constantly updated in real-time. Refer to it when you are in a safe area (the game does not pause if you are in the Goals and Map menu). The map will show you where all the areas in the game are, include the locked-off areas (the areas that are unlocked when certain conditions are met). The glowing room is where your spy is; the red dot is where the next primary objective is.



### **Jumping & Mantling**

Jump and mantle by using the jump key. The spy cannot jump very high or very far, so jumping is more used for negotiating small differences in height on a level. When hanging on a pipe, press the jump jey to go from hand over hand to monkey climb. From this position, it is possible to strangle guards while hanging on a pipe. In certain narrow alleys or passages, a spy can jump near a wall and he will automatically engage in a "split-anchor". While in a split-anchor, a spy can drop on an enemy below (crouch key) and knock them out.

### **Weapons & Reloading**

Weapons can be swapped using the white key (PC check your binds). Tapping white or quick change can swap between the last two gadgets or weapons selected. To reload, a weapon must be equipped. Press action to reload a weapon. To change the SC-20K's attachments (each spy can only take two attachments on a mission), tap the quick change key *while the SC-20K is equipped*. There are four attachments in the Solo mode:



- **Foregrip attachment** - This attachment has nothing special about it, although it may make your aim slightly more steady, it offers too little function compared to the launcher attachment.
- **Launcher attachment** - This attachment is the only attachment that lets your spy fire gadgets like the sticky camera, shock round, or airfoil. Without the gadgets, the attachment is useless.
- **Shotgun attachment** - A compact 12 gauge shotgun holding seven shells built under the rifle. A loud and powerful weapon. Too bad Sam Fisher was not part of *Operation Mad Jackal*.
- **Sniper attachment** - A specially built 20 mm (same diameter as the cannon) sniper rifle that can punch through wood and thin sheets of metal. It can only be fired when the weapon is placed in zoom mode.

### Interaction

Spies can interact with different elements. Hold the action key and use the mouse or stick to cycle through the available actions, or exit the menu by heading back into the game. Release the action key over the action you want your spy to perform. Doors have several interactions -- open door, close door, open door stealth, bash door, pick lock, break lock, optic cable, or use/hack keypad.

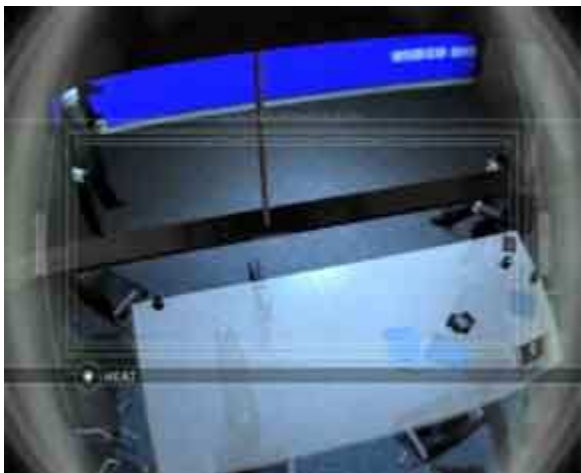
- **Open/Close Door** - Self-explanatory. Note that doors that start off open should remain open unless you want to spook enemies. Naturally, enemies cannot see past closed doors, but your spies can with thermographic vision.
- **Open Door Stealth** - Quieter than open door. This lets you maintain how fast or slow you want to open the door by how much you move forwards or backwards. Note you can close the door by moving completely backwards.
- **Bash Door** - A simple but effective maneuver. It is very loud however. Any enemy on the other side of a door being bashed will be knocked out instantly. Similarly, your spy will be knocked out instantly if he is in the way of a door bash. You can lure enemies and bash doors into them if you are clever.

- **Pick Lock** - Locks can be picked by using your Xbox's vibration function (PC players must rely on audio cues more) and tilting the WASD keys or joystick in correct positions to make the tumblers drop. Picking a lock is time consuming, but it is quieter than breaking a lock. It is also less noticeable to pick a lock and leave behind a closed (unlocked) door.



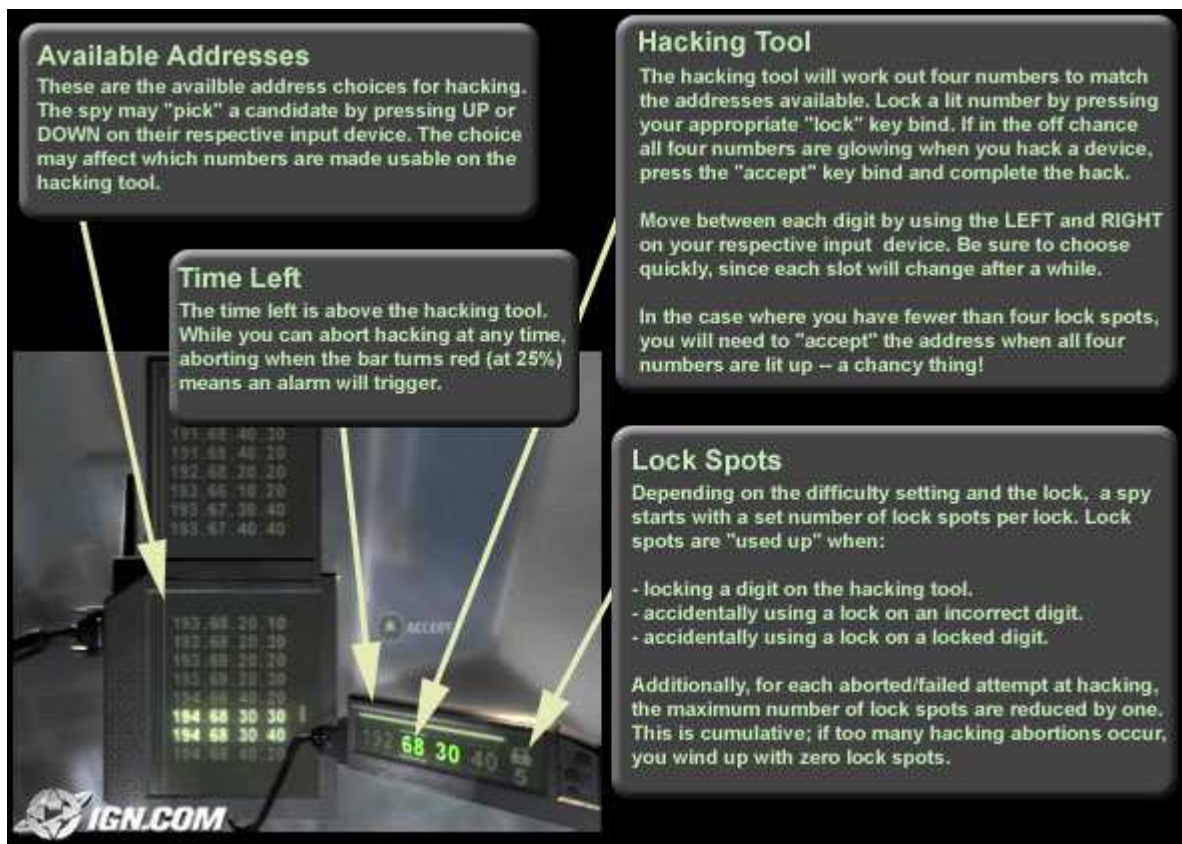
- **Break Lock** - Gone are the "disposable lockpicks", and this action pretty much makes your spies' Ka-Bar a real multi-purpose tool. Breaking locks is IGN's preferred way to do things if you're in a hurry (we broke all the locks we came across unless there was an alternate way around a locked door; we had our fill of lockpicking from the *Thief* series) but you should try using the lockpicks when possible to minimise detection. By the way, did we mention broke locks because we already played through the game about six times before it launched and wanted to speed up things to get screenshots?

- **Optic Cable** - Certain doors and vent coverings have enough space to wriggle an optic cable through to spy on the other side. It's best to use this ability to check and see if the other side is clear of enemies before opening it. However, prick up your hearing as well, since an enemy who is coming through the door from the other side will notice that he cannot open the door if your spy is threading an optic cable through the door -- the next thing you know, your spy is dead and a squad of enemies is around your spy's dead body.



- **Using keypads** - Using keypads is merely a matter of finding the correct code. Why aren't any written down in the guide? Because unless you actually have the keycode while playing a mission, you will never be able to use the code (even if you know the code never changes). A minor hold-over from the previous game -- but luckily, the passcodes you find are automatically displayed over the correct keypad. This means, if you take your time to interrogate, eavesdrop, and hack each enemy, enemy conversation, and PC you come across, you will get almost every

passcode you require in a level.



### Hacking Keypads & PCs

Hacking is explained in the training video, but for some reason, few people take the time to understand what it's saying. Either listen to Sam Fisher's driving narrative about IP addresses, or you can read a summary of what to do in the illustration above. Note that as you progress into the game, PCs will become harder to crack. This is reflected by the hacking tool having fewer lock spots and the timer bar going down at an accelerated rate. **You should consider saving before attempting to hack; if you fail and trigger an alarm, just reload your game.** Naturally, save your game if you successfully hack a PC, keypad or retinal scanner.

### Whistle

Although purely extraneous, the whistle or make sound key is useful for drawing enemies towards your current position. Since enemies will move towards your *last* position where the sound was made, a clever spy will move around the quarry and sucker punch them in the back of the head.

### Pick Up & Throw Objects

True to stealth, Chaos Theory allows you to pick-up disposable objects like cans, bottles, or rocks and throw them to lure enemies. In conjunction with the whistle key, you can have your spy determine whether you want enemies to come towards or away from you. Once you have an object in hand, press the gun-action/ready key to throw the object much like a grenade. Note that objects in hand are dropped automatically if your spy attempts to grab, fight, climb or mantle.

### Palm Strike

The non-lethal attack is done with the left trigger (PC players check to see if your right mouse button or secondary keys cover this move). A palm strike will instantly render a human opponent unconscious. Since this does not count as killing an enemy, you can use it to subdue civilians and persons you cannot kill. Hold the trigger or key to transition to a fireman's carry after the attack; this also prevents the body from dropping and making noise. You can only do this transition if you approach an enemy from behind while standing.

### Knife Attack

This little attack makes your spy (in Solo and Co-op mode only) a lethal fighting machine. Get up close to an enemy and press the right trigger or left mouse click. Even if the enemy is alerted and firing, you can kill your enemy instantly with this move. Nasty -- now you know why cops shoot any suspect running at them with *anything* in their hands. This attack will kill enemies instantly and make a load of noise if the body is allowed to drop, so be careful when and where to use it. Hold the trigger or key to transition to a fireman's carry after the attack; this also prevents the body from dropping and making noise. You can only do this transition if you approach an enemy from behind while standing.

### **Grapple Moves**

If you press action to grab an enemy, you can sleeper hold him (non-lethal) by using the same key for the palm strike (above) or bludgeon the captive using the knife key (above). Note that both of these moves are non-lethal -- however, the bludgeon counts as a "lethal kill" on your mission score. Additionally, only the sleeper choke allows you to hold the trigger to transition smoothly into a firemans' carry so you can quickly pick-up and dump the body.

### **Pipe Moves**

While on a pipe, the spy moves faster when doing the hand over hand. When he uses both hands and feet to grab the pipe, he is harder to see but slower while moving. Only when in the "pipe hugging" stance may a spy draw his weapon -- he may also move above an enemy and sleeper choke him, or simply break his neck.

# Solo Mode - The Lighthouse

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
| Lighthouse   | Freighter     | The Bank       | Penthouse       | Displace Intl |
| Hokkaido     | Battery       | Seoul          | Bath House      | Kokubo Soshō  |
| Co-Op - Bank | Co-Op - Seoul | Co-Op - Bunker | Co-Op - Station | Multiplayer   |

## Primary

Rescue Bruce Morgenholt (cancelled)

Recover or destroy information on masse kernels

Discover where the guerillas got their arms and equipment

## Secondary

Terminate Hugo Lacerda (cancelled)

## Opportunity

Scan SSC codes of weapons crates (5)

## Bonuses

None

## Equipment

Redding's Recommended Kit. Take the Assault Kit only if you are not too concerned about stealth and if you are playing on Normal.

- **Isolate** - The first goal is to get to Morgenholt, although that changes rather quickly. Once the objectives are more specific, destroy the info on the laptop and exfil to the top of the lighthouse.
- **Simplify** - There is light resistance in this stage. No alarm system to make enemies tougher and there are at most two enemies in any one given room or area. Let the enemies wander on their patrols and ambush them one by one. Given the chance, interrogate your hostages to get useful information from them. Once that's done, you can dispose of the package and ignore any and all war farcical conventions set in Geneva and Hague.
- **Complete** - The main mission objectives are few -- check on Mrgenholt's condition, destroy the laptop's info and then flee. Bonus objectives are just icing on the cake.



Enter caves and wait for two enemies at the rope bridge. Use your thermal vision to watch their movements. When one leaves the area to head back into the compound, ambush the enemy and interrogate. When the chance arises, interrogate your enemies for information. On subsequent plays, you can easily kill or dispatch them without consideration if you're familiar with the info they are going to give you.





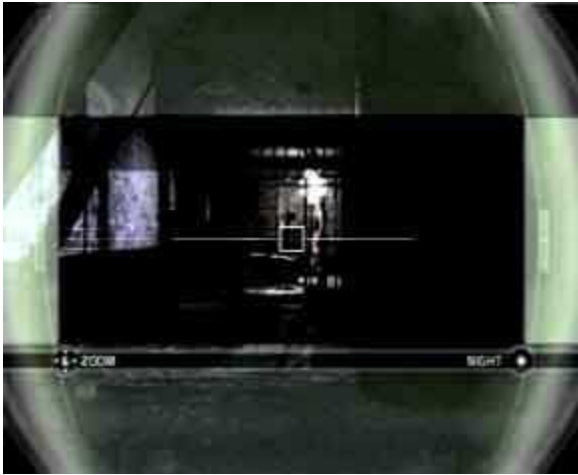
Crossing the rope bridge will place your spy head to head with the enemy patrolling a lit hallway. Instead, IGN recommends you head along the low path to get into a cave entrance leading up to where the gunfire is.



Despite the presence of light, you can hide on the left side of the jail and sneak up on the terrorist when he checks the bottles he's firing on. Interrogate him about the weapons if you like. The more lucrative thing in this room is to tag **weapon box 1 of 5** near the deisel generator. If you do not wish to approach the box itself, use the scope and fixate the reticule on the box to accomplish this objective.

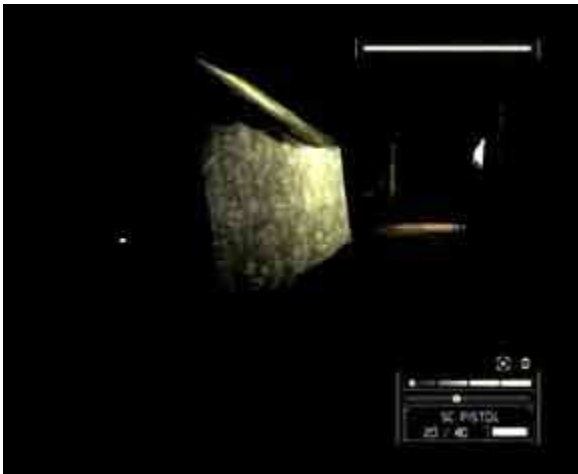


Head upstairs but be wary of your light meter. Stay in the dark and you can jump on the guard as he patrols the lit hallway. Feel free to OCP or shoot out the lights to darken your entrance, but it is not completely necessary. Dispatch the guard and look for **weapon box 2 of 5** next to a second deisel generator. If you do not wish to approach the box itself, use the scope and fixate the reticule on the box to accomplish this objective.



At the top of the other set of stairs is the torture room. A medical kit will be right past the door on top of the "wet stairs". Open the door, go through and shut the door behind to avoid arousing suspicion. Wait for the torture session to end and ambush the lone guard coming up the "wet stairs". A good place to hide is the set of crates at the bottom of the "wet stairs" since you can either airfoil or sticky shocker the guy. Interrogation is possible, but the enemy in the torture chamber has the same info.

Enter the torture chamber and take care of the sitting guard. Sitting enemies are usually grab only, but sometimes, your spy can execute them through the palm strike or knife attacks. If all else fails, you can always take out your SC pistol and shoot them in the head while they are sitting or sleeping. Cut down Morgenholt's body if you like, and then head outside. You may want to save your game at this point.



Outside, the rain makes audio detection of your spy hard, but not impossible. Run up too close or too fast and the enemies are alerted to your presence. Notice that the majority of the images are rather dark (above). Flip your alt-vision to get a better gauge of your surroundings. Wait for the two terrorists to have their change of guard, then be ready to ambush the lone enemy inside the first tent. Cut the material when asked and sneak in to grab the enemy. Interrogation here will reveal that Lacerda has departed -- so much for that order. Take out the guards here and look for **weapon crate 3 of 5** in the second tent.



The next outdoor area automatically gives the cancel order for "Kill Lacerda" provided the conversation goes through without you interrupting. Whack both of the guards here and scan **weapon crate 4 of 5**. It is on the ground near the low wooden walkway across the top of the fort's walls. The guard leaning against the crates can be struck from the side, or shot. Either way works fine.



Head upstairs to the barracks and kill both guards there. The sitting guard can be grabbed -- the sleeping (prone) guard can be hit using the palm strike, knife or shot in the head. A medical kit is in this room, as well as a frag grenade and some ammo for the SC pistol.



From the barracks, go along the wooden walkway across the top of the wall to the room with the laptop. Take out the guard here and then use the computer so Grim can do some of her handiwork. **This will complete the objective regarding the masse kernels.**





Head past this room and wait for the two guards to leave -- the other method is to place a sticky camera (available with most kits) between the two guards while they are talking and then gas them before they finish their chat. This will take out both guards with no trouble. A third guard will be in the small room midway down the spiral stairs; interrogate or take him out. The **weapon crate 5 of 5** is in the small room next to the cannons in this area.



Head down to the lighthouse by zipline or by rocky path. A lone sentry is at the base of the lighthouse -- take him out before entering the lighthouse. **To complete the objective about the terrorists' weapons**, enter the lighthouse and eavesdrop on the radio operator. If you decide to kill him or dispose of him before the radio chatter completes, you can search the floor above the radio room for a scrap of paper that completes the objective for you.



Leaving the first stage is harder than leaving some other stages -- notice that the lighthouse has two lights (above), one high, one low. You cannot shoot out either one, so your best bet is wait for the lone sentry at the top to be directly in front of the ladder before you have your spy mantle up and make the move to the exit (which is to the left in both shots). Shut down the lights or mantle up and over the lighthouse fence to re-enact the movie shown in the load screen.



# Solo Mode - Cargo Freighter

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
| Lighthouse   | Freighter     | The Bank       | Penthouse       | Displace Intl |
| Hokkaido     | Battery       | Seoul          | Bath House      | Kokubo Soshō  |
| Co-Op - Bank | Co-Op - Seoul | Co-Op - Bunker | Co-Op - Station | Multiplayer   |

## Primary

Read the bill of lading  
Get the transit ledger  
Terminate Hugo Lacerda

## Secondary

Find who is Lacerda's South American contact

## Opportunity

Put trackers on weapon crates (6)

## Bonuses

Interrogate Hugo Lacerda

## Equipment

Redding's Recommended Kit. Even if you want to take the assault kit, the close confines of the ship allows your spy to take down enemies quickly using the knife or palm strikes. The extra sticky shockers and airfoil rounds with the stealth kit may be more useful here than sheer firepower.

- **Isolate** - The goal is to locate Hugo Lacerda, kill him, and then leave. All the other extra objectives are along the way, so there's not much you can do but follow the script.
- **Simplify** - How you go about locating Lacerda will determine if you can achieve the other objectives, since disturbing his room where he spawns will result in him trying to locate the source of the disturbances. Instead, try to stick with our walkthrough to get a high completion rating.
- **Complete** - After terminating Lacerda, don't be in too much of a hurry to leave since the bonus objectives involve some exploration. The last note of advice: save. Save often. Back-up every two quicksaves with one regular save.



Get rid of three guards on patrol on the ship's exterior. The first guard is to the left of the anchor spool. Wait for him to appear and then grab him. Note that you choose to ditch enemies over the railing, you get a lower mission rating for "killing" your enemy rather than simply sleeper holding him. Interrogate him, then leave the body somewhere dark (or overboard).



Grab the second guard when the third enemy finishes the conversation. Dump him overboard like in the pre-stage movie or take him somewhere away from the stairs. The third guard can be ambushed when he crosses the small corridor below the ships' forecastle. Simply wait for him to appear and pounce on him when it suits you. Provided no alarms are sounded, you should be OK to go into the ship's interior.



The sleeping guard outside the first cargo hold can be knocked out using a palm strike. More practically, you can just shoot him in the head. Slide open the door and edge along the ground through the narrow spaces between crates until you locate a pine coffin-like box on the ground. This is **weapon crate 1 of 6**. Placing trackers can only be done in person, so you will need to move your spy close to place the tracker. Continue through the hold and climb up the ladder to the corridor to the machine room. About here you'll get Redding's transmission about the ship taking in water.



The flooded hallway here is an indication of what's going on with this tub. Food for thought -- how come Han Solo's "tub" never had "leaks and problems"? Enter the machine room and deal with the guard. The vent above (see above illus.) is the only way to the pump station. Enter it.



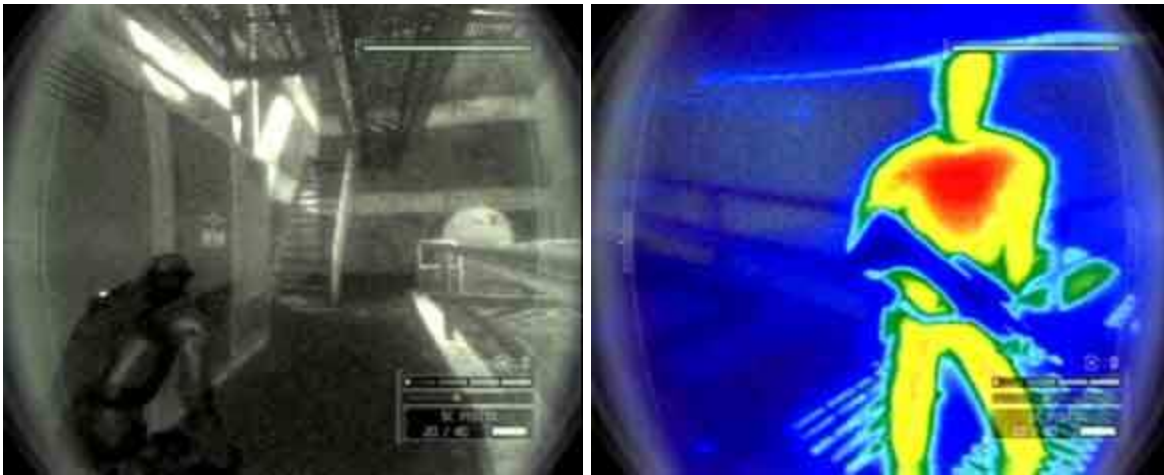
Once in the pump room, look around for a pipe (over the catwalk) the spy can latch onto and then pipe-hug. If you can't find it, it is OK -- simply stay in the dark and be ready to move away from the guard as he approaches. Alternately, you can knife him as he rounds the corner. Dispatch the guard on the catwalk and then drop down to take care of the other guard. Dump both bodies in the darkest area of the room, since more guards will enter after the next objective is completed. If you want to be completely safe, destroy the single light above the pump controls to darken the majority of the pumping room.

Activate the pumps and head back into the vent. You can also access the flooded cargo room with the bill of lading by exiting the pump room normally and looking for door near a med-station. **The bill of lading is on a crate inside the second cargo hold.** The crate is at the top of the room. After reading the bill of lading, two enemies will be spawned from the engine room and will walk down the corridor outside cargo hold two towards the pump room.



Avoid the guards heading down the hallway by hiding in a dark alcove on the right after leaving the second cargo hold; a tunnel leads under the hallway to the engine room. You can also spawn the enemies and retreat to the pump station to ambush them both. Save your game before entering the engine room.

The engine room is leaking gas. If anyone fires, the game is over. Use an optic cable to make sure there's no one on the other side. Darken the entrance by zapping the red light atop the door, then enter the room. Be sure to close the door to avoid arousing suspicion. There's at least one enemy patrolling the lowest level of the engine room. Interrogating him is not necessary, but you should take him out.



Head along the sides of the engine room to the other side to reach the stairs. Head to the second floor and use a combination of vision modes to detect and track your enemies. There are two. One is on the middle level catwalk. Ambush him by following him and ripping his throat out when his back is turned. The third enemy is at the very top level. Head for the stairs and again, ambush him when you feel comfortable. If you want to quicksave after each stealth-take down, do so. Note that if any enemy fires, the whole ship explodes.



After engine room, there are stairs leading to the ledger office. Behind those stairs is a side hall to a small head and bunk room (similar to a U-Boat). That area has an enemy and **weapon crate 2 of 6**. Place the tracker and head upstairs to the ledger office.



While the guards are talking, quickly switch the monitor's screen off (or shutdown the computer) in the adjacent office. Pull out the sticky camera and place it between the sitting guard and the standing guard. Gas both for best effect. Note that there's an alarm panel next to the sitting guard -- missing will trigger an alarm. **Hack into the PCs for the transit ledger objective.** Go through the cabinet's files if the PC is destroyed (if the guards start firing -- it could happen) and



you can satisfy the same objective.



Head past hallway leading to the ship's sickbay. If you require health, there is an enemy guarding a medical kit inside the sickbay. Stand by the door, ready to release your action key on the bash door command and whistle. When the enemy is near the door, release the command and watch that body fly. Once outside, look under the stairs for **weapon crate 3 of 6**.



Although you can head to the bridge and crew quarters right away, make a detour to the ship's galley on deck 2. You can also approach this area from the other side (after taking out the people on the bridge) which may prove easier to manage since there is more dark areas to operate in. Enter the ship's galley and messhall. You can lure the guards to the dark area of the hallway by shooting out the lone light and leaving the hall door open (this is in reference to the first entry method -- not from the direction of the break room and captain's quarters). Take out the guards in the mess hall and enter the galley. There you will find **weapon crate 4 of 6**.



In the same area as the mess is a small break room with two guards. They never move from their area since they're like the majority of people -- lazy and not giving much of a damn about their job. Interrogating them yields nothing and it is more trouble than it is worth. Ignore them and head into the interior stairs to the crew quarters.



Up the stairs from the break room is **weapon crate 5 of 6**. It is at the top of the stairs. Tag it and move on through the crew quarters. Note that the weapon crate is very near the captain's quarters. If you disturb anything in there, Lacerda will start acting strangely when he and his two bodyguards spawn. Instead, head past the crew quarters and into the bridge. On the way, you may choose to deal with the lone enemy sitting inside his room listening to loud rock music.



On the bridge, wait for the captain to finish speaking and moving. If your spy enters the bridge from the outside, the captain may not move. Grab the captain and interrogate him about the whereabouts of Lacerda. **This bags the locate Lacerda objective**. If you somehow kill the butt-snipe before the information is passed into Fisher's grubby mitts, you'll need to detour outside the ship and locate a communications room with the passenger list on a PC inside (below, left illus). There are three more guards in the area outside the bridge, and unless you already know where each guard moves to, it's wiser to take your wrath out on the captain.



Head to the captain's quarters (near the weapon crate mentioned before); it is the largest room on deck 3 (above right illus). Enter the set of rooms and stick your optic cable into the room with Lacerda and eavesdrop on the raging little idiot to **bag the bonus about Lacerda's South American contacts**. While you're at it, wait for Lacerda to excuse himself to grab a drink at the mini-bar and grab him from behind. **Interrogate Lacerda** for another bonus. Kill him in the bathroom and leave his corpse there. If you feel petty, head into the mini-bar room, switch off the lights and knife the guards as they come to inspect the darkness.



Head to the back of the ship, avoiding or dealing with the three guards in the superstructure. The last bonus crate is on the rear deck, below the extraction point. There are three guards who will investigate noises if they sense something wrong; slide down the long ladder and move towards the ladder leading to the extraction point. Hop over the railing at the base of that ladder and drop down -- you should be mostly in the dark. Ambush all three guards by any stealthy means, tag **weapon crate 6 of 6** among the pile of crates on the rear deck, and then head to the extraction point.

# Solo Mode - Panama Bank

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
| Lighthouse   | Freighter     | The Bank       | Penthouse       | Displace Intl |
| Hokkaido     | Battery       | Seoul          | Bath House      | Kokubo Soshu  |
| Co-Op - Bank | Co-Op - Seoul | Co-Op - Bunker | Co-Op - Station | Multiplayer   |

## Primary

Enter the bank  
Steal \$50 million in French Bearer Bonds  
Determine what bank purchased the weapons for Lacerda  
Authorise the vault access from three security panels  
Find Lacerda's South American contact (If not done previously)

## Secondary

Look for suspicious or wacky transactions

## Opportunity

Plant eight fake e-mails implicating bank employees of the Ocean's Thirteen break-in

## Bonuses

Delete the camera archives in the bank

## Equipment

Redding's Recommended Kit. The stealth kit is helpful on a replay, but not necessary. Unless you like provoking fights with the bank's guards, the miniscule amount of ammo in the pistol and SC-20K will be enough to take down certain lights permanently. The extra gear in sticky shockers and airfoil rounds make silent sniping very lucrative.

- **Isolate** - The main goal is to break into the bank after triggering three control panels. Look for these first and nevermind the other objectives until you're ready to take them out.
- **Simplify** - The bank features more guards and passive sensors than the previous stages. Use the OCP to down cameras or a bullet to douse lights, but do *just one* action. Usually, you can get away with just using the OCP since it is silent, it doesn't cost you any ammo, and it does not draw guards into an alert state as quickly. Besides -- there is a way to shut down all the cameras in the bank once you reach the second floor, and leaving lights alone gives you enough atmosphere to take screens and admire the graphics of the game.
- **Complete** - Get through the vault first, then head back for extra objectives once all the cameras are dead, when you can run about the whole place without giving a damn. Guards can all be knocked out without causing alarm by sneaking up to them and sleeper choking them.



The area outside the bank is your entry and exit point. Make a note of it since you will be coming back out. If you trigger more than two or three alarms, extra enemies will be waiting for your spy once you come back out. Take out all three enemies in the yard by grabbing and clubbing them from behind. Interrogation here tells you about the motion detecting lights along the wall. If you want an easy time, head to the bank's side where a switch kills power to everything. This draws the guards' attentions more, so ambushes are better. The enemy near the lamppost can be palm struck from the side without an alarm. Clear the area and head to the side of the bank.





Although you can break into the bank via the front doors, the camera just inside will spot your spy before the guard there can even trigger the alarm. Instead look for the ladder to the bank's roof on the bank's side. Disable the camera by zapping it and then run for the ladder next to the side door. There are no cameras or enemies on the roof, so break the lock in the power shed and disable the magnetic locks. One of the bubble skylights should be open now, with a rappel point available. Use the rope to **enter the bank**.



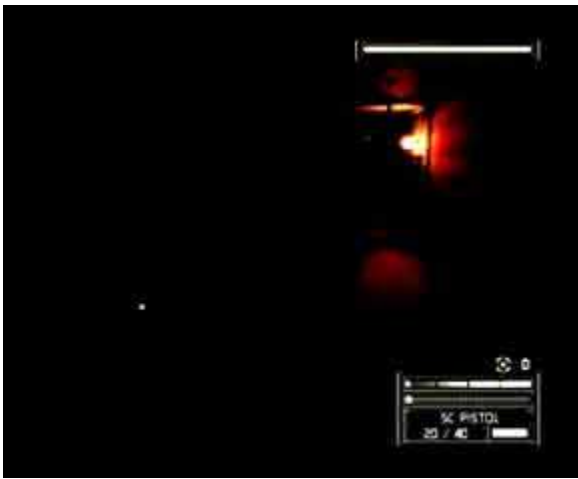
Drop down into the teller area and don't move. Use the rangefinder (scope) and fixate it on any of the PCs in the teller area. Disable the lasers so you can move more easily. This is the first floor of the bank and is the same floor as the vault's entry. Make a note of it!



Locate the sleeping guard near the retinal scanner and have him lend his services as a door opener. Dispose of his carcass when you're done with him. Although it is tempting to go into the unguarded hallway (across from the retinal scanner) it is a bad idea since it is well lit and a camera is nearby, along with three guards. Instead make a detour to the bank lobby.



Although you can get back to this area once the cameras are killed, there is a passcode you'll want to pull from the PC in the lobby. The camera does not see anything behind the lobby desk, so hit the guard and use the PC there. Since the game keeps track of the passcodes for you, we'll just tell you where to nab passcodes -- each passcode shows up automatically when the correct door is approached, so you don't even need to keep that close of a tab on each code. Just try to interrogate, hack, and eavesdrop on every PC and enemy for passcodes and you'll be pretty much set. Besides, where passcodes fail, you can always hack the lock. With the save and load, you're all good. While there, hack the lobby PC to place **fake e-mail 1 of 8**.



Head past the retinal scanner and into the back hall (above, left illus). You may want to save your game. Disable the camera in the backhall (a more permanent solution where you break the lights will draw two guards to inspect the noise) and pick the lock on the door opposite the camera. If you break the lock, the enemy will become suspicious. Quickly open the unlocked door (it leads into a storeroom) and enter the vent to the left of the door.



Move through to the bathroom, then re-enter the vent (so your spy can see forwards) and head back to the storeroom. During this time, your spy will have picked up traces of a conversation that gives a door code to the treasurer's office and you can pretty much be assured that when you head back to the storeroom that a guard will either be inside or will enter the storeroom. Grab him and do some select questioning. The other guard will be in the main security room on the first floor. For now, ignore the hallway with the door leading to the main security room on the first floor (above right illus). Look for the treasurer's office and the vault security room first.



The above hallway is where the vault entrance is, along with the associated security office. Break into the security office near the vault entrance and stealth choke all three guards inside. While there, hack the PCs for more info and be sure to place **fake e-mail 2 of 8**.



Head across from the vault security office and enter the treasurer's office. Inside, you can fulfill the **secondary objective relating to wacky transactions** by rifling through the cabinet. The treasurer's office has **vault control panel 1 of 3**. Activate it but don't leave until you hack the PC inside and place **fake e-mail 3 of 8**. Under no circumstance, should you amble over to the very brightly lit French Rococco style door as seen in the above right illustration. That's the way back.



Assuming you hacked all the available PCs in the area, you should have a code for the first floor security office. This works well, since all you need to do is zap the camera and enter the keycode to unlock the door. Enter the room (above left illus) and stay in the dark while closing the door behind you. There are two guards here unless you disabled one of them earlier. Deal with the problem and hack the PC in this room for **fake e-mail 4 of 8**.



Past the first floor main security office are the stairs to the second floor. Head upstairs and carefully avoid the guard patrolling the second floor reception area. To get past the lasers, knockout or grab the guard to disable the lasers. As long as you have his body with you, your spy cannot trip the lasers.



Before leaving the reception area head around the desk to shield your spy from the lasers and dump the body temporarily. Hack the PC at the reception desk for **fake e-mail 5 of 8**. Take up the body once more and drop it in the dark hallway. Lure or knockout the second guard and take either body across the laser trapped floor to the employee break area.





There's a med-station at the break area. Heading past it is a lounge for employees. See the camera examining the lounge? Zap it and head towards the back area of the very large, very bright second floor security room. As long as you stay in the dark, you should be safe from both human and mechanical eyes.



Disable all the guards in the main security office and plant the **fake e-mail 6 of 8**. Before leaving, enable the **vault control panel 2 of 3**. Don't miss the **opportunity to destroy the video evidence of the break-in** by hacking one of the many PCs in the same room. At the same console, you can even **shut down all the cameras in the bank**, giving you less of a headache as you go about your business. Once you are done in this room, leave and continue down the hall.



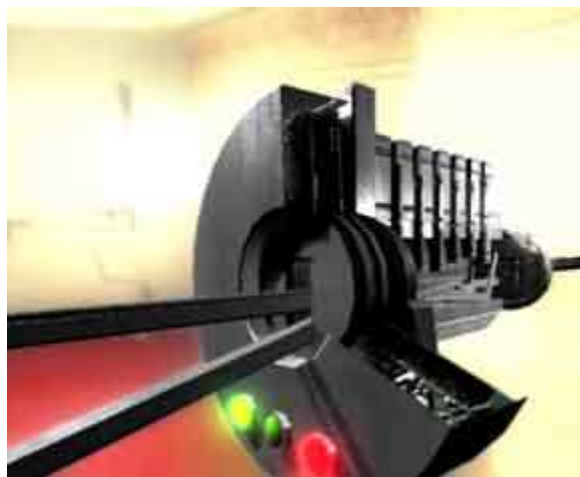
Head to the president's office and use **vault control 3 of 3** as well as planting **fake e-mail 7 of 8** in the bank president's PC. The only enemy if no alarms are triggered is the lone sentry in the garden below the president's office. Climb over the balcony and drop down while watching for the sentry.



Interrogate him if you can for the keypad's door code. With no cameras to worry about, and almost all the guards in the level incapacitated, the only thing to watch for are lasers and passive sensors. If you need a space to hide from the garden enemy, try the dry well in the center of the yard.



Get back to the main vault and get the telemetric lockpick from the safety deposit box room. Did you miss eavesdropping on Lacerda and learning about his South American contacts in the previous stage? Hack the PC in the safety deposit box room (above left illus) for **Lacerda's South American contact objective**. Grab the gear from the safety deposit box and head for the main vault.



The telemetric lockpick is no different than your normal lockpick, but you need to wait for the second pick to "catch up" or you wind up not being able to open the locks simultaneously. Place the pick on either of the locks and then get your spy's butt over to the other lock. Pick each tumbler as normal, but stop wacking your joystick when the light turns red.

*When the light is green, the trap is clean.* In your spy's case, it means the telemetric pick caught up and you can work on the next tumbler. If you work on any tumbler when the light turns red, the locks reset and you start from the beginning. Once the locks are picked, place the det-pack on the vault's door and detonate the charge from a safe distance.

Once inside the main vault, head to the end of the vault and hack the PC there. Don't forget that you can save at any point in the game. Place the **fake e-mail 8 of 8** in the vault's PC and steal the French Bearer Bonds from the glass case in the center.

On the way out, watch out for the laser tripwire at the main vault's door. Exfil to the front gates where you started to complete the mission. \$50,000,000. That's half the pay-off from Mercenaries Playground of Destruction, but the job's twice as easy.

# Solo Mode - NYC Penthouse

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
| Lighthouse   | Freighter     | The Bank       | Penthouse       | Displace Intl |
| Hokkaido     | Battery       | Seoul          | Bath House      | Kokubo Soshu  |
| Co-Op - Bank | Co-Op - Seoul | Co-Op - Bunker | Co-Op - Station | Multiplayer   |

## Primary

Get to Zherkezhi's penthouse

Find out who the mercenaries work for

Access Zherkezhi's server to determine who is Dvorak

Locate Dvorak

Retrieve a hardcopy output for a single execution cycle

## Secondary

Discover who is in charge of Zherkezhi's protection detail

## Opportunity

Tap all the infrared cameras in Zherkezhi's penthouse (6)

## Bonuses

Retrieve architectural plans for the building

## Equipment

Redding's Recommended Kit. The stealth is a good idea, but not until you know the whole stage's layout. The assault kit is not very helpful since you cannot kill anyone in the first third of the mission and leaving dead bodies in the penthouse only promotes not going after those extra objectives.

- **Isolate** - The goal is to investigate the PCs in Zherkezhi's penthouse and in Dvorak's building. All other objectives are rather moot.
- **Simplify** - Guards here work in concert with infrared cameras -- lure the guards to isolated spots to dispatch them; this goes for National Guard as well as PMC operatives, although you should avoid killing American National Guardsmen. Since cameras now see in the dark, it is highly imperative to listen for the audio cue of a camera moving about. Electrical vision also helps as you trace power lines back to their source.
- **Complete** - After meeting the Dvorak and Zherkezhi objectives, head back to the busted lift in the Zherkezhi building to extract from the mission.



Since you cannot kill any of the guards here, your spy will only be able to palm strike the enemies up close. Use of lethal force will instantly reduce the mission rating to 0%. If you don't care much for rating, then kill the National Guard as you desire. On the same note, you can dismiss all the bonus objectives since your rating will never be increased above 0%. Grab or lure the first guard and take him out. Avoid the other guards on the street by going up the fire escape ladder and then sidling across on the ledge and down a pipe to an alley.





Once you drop down, you can slowly take out the other three remaining guards -- they are the only enemies outside. When all three are taken out, you may enter the building for another stealth exercise.



Enter the building's lobby and eavesdrop on the status of the lift repair. Taking out the repairman will not affect the repair -- so you can douse him and his squad buddy with a stick cam if you like. A more traditional method is to head into the unoccupied hallway *during the conversation* (the hallway is patrolled at any other time) and wait for the patrolling guard to swing by before you introduce him to Mr. Ka-Bar.



Note that the shadow your spy casts can be seen and detected by the enemy, so don't approach the repairman from the back hall -- approach or lure him from the other side and drop him. Before taking the lift, explore the back room for a flashbang grenade. You may want to use this later or not at all. Head into the lift and work it, or you may climb up and take the ladder up. Once the lift starts, drop back into the lift car and ride it all the way up.



Exiting the lift is dangerous, since a guardsman is there. Move your spy into the path of the lift door so it auto-opens when it attempts to close. It should also be dark enough to remain hidden. Take out the guard when the chance arises. Nothing else is here in the storeroom, but that accounts for all eight soldiers in an American guardsmen squad.



The rooftop has a loud chopper -- use it to mask your approach to guards. Take out all three guards on the rooftop and look for a large neon sign that has a zip line that leads to Zherkezhi's building. A power switch in a nearby shed can shut off most of the lights on the rooftop, but alerts the guards to your presence. Instead, you can hop over the pipes and ducting on the roof (jump key) and approach all the guards virtually unnoticed.



Once your spy zips across to the next building, **completing the reach Zherkezhi's penthouse objective**, Echelon's "Fifth Freedom" may be applied to the various PMC operatives in the building. However, interrogation prior to termination will result in more useful information. Be sure to interrogate one of the guards in this area (the balcony sentry is easiest, followed by the snoozer at the PC) to **complete the who do the mercenaries work for objective**.

The broken lift (near the loud music) here is your spy's exfiltration point. After certain conditions are met, you will need to reach this lift to complete the mission. Get at the guards either by sneaking at them when they are alone, or by cutting the plastic sheet (right side above, right illus) that bars way to a room with a vent. This vent leads to a dark area where you can knife or capture people with ease.



Once the two waking guards are dealt with, take your time getting to the sleeping enemy near the PC with the red screen saver. Interrogate as many or as little of the men you like but be sure to hack the PC with a red screen saver for the **architectural plans** objective.



Past the PC with the plans is a rooftop with **infrared camera 1 of 6**. Note that you can see the camera's cone of vision by using nightvision, but sometimes washout occurs (above) when the camera is near any mild source of light. Avoid the camera's cone of vision, or zap it. Just remember that these cameras can see in the dark, so your light meter is a useless metric when determining stealth against infrared cameras.



The stairs near the first IR camera is a junction between the stage's exit, Zherkehzi's apartment and Dvorak's building (above, left illus). The left door leads to Zherkehzi, the stairs to the exit, and the right door leads to Dvorak. The storeroom before Dvorak's building (above, right illus) is magnetically locked, so you need to enter Zherkehzi's place first.



Loud music is being played in the penthouse's guest room, and you can lure the guard by either whistling or shutting off the lights near the switch. Try doing the latter since you can drape the area in darkness. Note that if you do, you draw attention from the merc in the room, a second merc outside in the portico, and possibly a third guard that has a secondary objective. Linger near the light switch and pounce on each enemy as the chance arises. Saving helps if you're nervous.

If you choose to whistle instead, try to do it in the middle of the hall behind the sitting enemy. A pipe in that hallway allows you to get the drop on any enemy foolish to walk under your spy. It's as easy as Snap, Crackle, and Pop.



When you deal with all the guards who come into the room, head towards the open window in the guest room after shutting off the light (we're talking about enough moonlight to watch college girls swimming nekkid at Camp Crystal Lake). Mantle over the window and grab the merc patrolling the balcony outside the guest room for the **secondary objective who is in charge of Zherkehzi's protection detail**.





Enter the penthouse's living area from the portico (above, left illus) but watch for **infrared camera 2 of 6**. Zap it so you can get close and plant the tap (above, right illus). Try not to make too much noise, as your spy is right below two enemies in a greenhouse. Alerting them now would be a bad mistake.



A laundry room has a med-station, if needed. **Infrared camera 3 of 6** is in the living room, but the guard in the living room is more of a threat. If you have a sticky shocker, whistle and fry him once he reaches the hallway. Otherwise, palm strike him and take him out.



**Infrared camera 4 of 6** is in the hallway adjacent to the living room and it may be the first camera you find if you choose to go into the penthouse through the broken lift. It overlooks the exit from the broken lift from the floor below. Tapping this camera from the living room is easy since it can't see you. Tapping it from the broken lift requires you to zap it before you can approach it without alerting it.



From camera #3, it's easy to see the spiral stairs from the lower penthouse to the upper penthouse (above, left illus). Zap camera #3 and head upstairs. There will only be two enemies in the greenhouse if you triggered no alarms.

**Infrared camera 5 of 6** overlooks the multi-screen PC in the bedroom. Nothing is on that PC, but tap the camera.



To the left of the camera is Zherkehzi's panic room. Inspect the closet wall for a door switch that opens a short tunnel to a panic room. The panic room has a PC that can disable the magnetic locks to the building where Dvorak is.



The last camera is in the greenhouse past the bedroom. Two guards are here; lure them both and smash them using the split jump maneuver or simply muscle through them. If you darken the hallway, you can use the split-anchor to waylay incoming enemies; naturally for the screenshot, we left the light on (above, left illus). **Infrared camera 6 of 6** is in the greenhouse just past the door.



Head back to the guest room with the loud rock music to access the Dvorak building. It's near the stairs where camera #1 was in this guide. The left door leads to Zherkezhi, the stairs to the exit, and the right door leads to Dvorak. The storeroom before Dvorak's building (above, right illus) is no longer magnetically locked after your visit to Zherkehzi's panic room PC.



At the Dvorak building, there is one guard on the rooftop (the same level as your spy), two more mercs in the windows (above your spy, so don't think about firing), and one more inside the building. For now, your most immediate threat is the patrolling guard on your level. You can ambush him by following him to the dark end of the roof and disabling him.

Do you have two airfoil rounds? You can silently take out the two enemies in the window by locating the power switch in the corner of the rooftop and shutting down the power (you can turn it back on later). Look into the windows of the building and airfoil each merc. If you save before hand, you'll know when to reload if your airfoil rounds miss or don't take.



You can also attempt to enter the building via the windows. Going through the building's main door is unwise and IGN does not recommend you do that. There're three wallmines guarding the area -- one near the window that leads to a PC in the upper level, and two inside the building. Disable them by moving slowly and close to them and then disabling the mine when the light is green (release action when the light is green).



Move too fast and you trigger the mine. Inside the building, you can deal with the guards if you did not do so before. Ignore the PC unless you need to use it as a distraction or shut it down to deny it as a light source. Interrogating the guards here will let you get the access code for the keypad, but it is not necessary if you're skilled with hacking.



Save and hack the door and talk to the old man about Dvorak. To get the cycle output, talk to the old guy to help cover two of the five tubes. Above each tube are blinking lights. As they turn from green to orange, hit the switch above them to disconnect them. If the tube's lights do not turn red and fry out, then you can move to the next tube. To begin, start the main server after talking to the old man and having him agree to help you. Be sure not to kill him, regardless how you feel about his accent; killing him will cause you to fail the mission immediately. Switch all the tubes (including the old man's) and the cycle output is retrieved from the printer near the old man (above, bottom right).





Exfil at the busted lift in Zherkezhi's building to complete the mission. That extract command is there somewhere. Just don't walk in front of any cameras.

## Solo Mode - Displace Int'l

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
| Lighthouse   | Freighter     | The Bank       | Penthouse       | Displace Intl |
| Hokkaido     | Battery       | Seoul          | Bath House      | Kokubo Soshu  |
| Co-Op - Bank | Co-Op - Seoul | Co-Op - Bunker | Co-Op - Station | Multiplayer   |

### Primary

Don't kill anyone during this mission  
 Retrieve the server access code  
 Get to the main server and hack it  
 Find information linking Zherkezhi and Displace

### Secondary

Find out the real identity of Milan Nedich

### Opportunity

Upload tracers into the Displace servers (3)

### Bonuses

Recover technical reports into ongoing Displace projects

### Equipment

Redding's Recommended Kit. Since you cannot kill anyone in this mission, consider the stealth kit for your mission. You will only be able to use bullets for breaking lights, and the stealth kit has more than enough ammo for that purpose. The extra airfoils and sticky shockers will go a long way to help you stay stealthy.

- **Isolate** - Your spy cannot kill anyone in this mission, so stealth is the key. The goal is to break into the building and access the main server, then the corporate offices before escaping.
- **Simplify** - Since you cannot kill anyone, bring along a suitable kit. The stealth kit's extra sticky shockers and airfoil rounds can help take down guards. The key is not to trigger any alarms or alert enemies, or you might as well reload your game; alerted guards cannot be taken down without a shocker device, gas, or a palm strike.
- **Complete** - The electrochromatic panels are only problematic if you switch them on and off without noticing who is around you. Almost every office has switches that affect these panels -- don't switch objects without first noticing if enemies are around to notice the change in environment.



Head across the rooftop and ambush the patrolling corporate guard. Remember that the sleeper choke can migrate into the fireman's carry if you hold the key -- use it and you can quickly transport and dump bodies here and there. The merc in the power cage can be snuck upon by going over the fence in the dark area (above, right illus) and punching him in the back of the head. Shut down the power to the fan by flipping the breaker in the cage.



With the fan stopped, rappel down the wall and follow the duct to a floortrap. *Do not open the floor trap.* Stick an optic cable in and listen in on the conversation. Wait for the people inside -- Displace executive and the New York City Mayor -- to leave before opening the trapdoor and dropping down.



The doors and windows in Displace are electrochromic, meaning they can be transparent or opaque at the flip of a switch (or OCP). Check out sites like [www.toolbase.org](http://www.toolbase.org) or [www.pge.com](http://www.pge.com) for more about these energy-saving devices for your home and office (note, they cost more than blinds and drapes, but these windows impress chicks more). These windows should be opaque unless you want enemies to see your spy. Make them transparent only if you're in the dark or have no fear of being seen.



Instead of heading across the bridge to follow the exec and mayor, opt to drop off the bridge outside of the meeting room. Be sure to drop on top of the patrolling guard downstairs (above, left illus). There's a medikit in this break room. This is a good room to foray out to ambush enemies.



Look for the operations room (check for signs) and take out the lone guard there. Try whistling at the corner of the dark hallway and then palm striking him when he comes around to investigate. If you are doubtful of your skill, save your game before attempting the move. At the top of this lecture-style operations room is a PC with **Displace server 1 of 3**.

For all the computers in this room, remember to turn off any PCs that needed to be booted up so you can hack it -- the exec and the mayor will wander into this room after a short while of being followed and they will suspect things if PCs are randomly turned on and off.

While here in the Operations Room, hack the six billion other PCs (about a half dozen really) to work towards the **VIP Detail Reports objective**. There are several more PCs for this bonus objective to be met, so keep following the guide for their locations. Clear out all the PCs in the operations room and head back to level 2 (where the meeting room was with the executive and mayor).





Follow the executive and the mayor and stop before the door. The executive demonstrates the electrochromic glass and if your spy is in plain sight, he can be sighted. When the coast is clear, hack the keypad and follow the two to the hallway outside.



Place a sticky cam on the side of the door in such a way to hit both men when they come back. Eavesdrop on them by the lifts on level 2 and ambush them on the return. Although you can remotely hack the executive's laptop from the rangefinder, it gives you fewer lock spots to use and endangers your spy since he has to see the laptop to zoom in and hack it. Instead, gas the two idiots using the sticky camera's gas cannister and hack the laptop up close and personal. The laptop has the main server's codes as well as keycodes for the keypad doors on level 1 and 2. This completes the **access the main server algorithms objective**.



Head back to level 1 and take care of the guard in the foyer. The cameras are all "normal vision" cameras and should only be zapped. Taking care of the foyer guard pretty much clears out level 1 (except for the server room, which is locked for now). After dealing with the foyer guard, you can head back up to level 2 by carefully moving along the glass



panels to get to the level 2 guard station. It is far easier though, to shoot out the monitor on the PC shown the left illustration above and the guard will come to investigate.



Go back up to level 2 and sneak by the camera. If you did not deal with the guard, prepare to rush him and knock him out. There are two ways onware in level 2 -- into the break area or into the training gym. Enter the training gym unless you are fond of lasers and hacking retinal scanners while a camera is ready to chime an alarm any second. Enter the training gym, deal with the guard if he is in the way, and enter the exercise room. Take out the enemies inside and hack the PC in the exercise room to get at **Displace server 2 of 3**. While you are in the exercise room, hack the other PCs for the **VIP Detail Reports**, if any.



There is a vent in the locker room that leads to the employee snack area on level 2. Take it to eavesdrop on the *Prince of Persia* easter egg. One of the guards will remain in the break room while the other leaves for the gun range.



Take out the merc in the break room, or better yet -- grab him and use him to disable the retinal scanners. Note that this

route is filled with lasers and only leads out to the level 2 security desk; you may not want to go through this much trouble to "clear a path".



There are two enemies at the gun range. Allow enough time to pass and one of them will retire upstairs and sit down at a PC, giving your spy free reign to attack the second enemy (on the lower level). Grab the guard at the gun range and knock him out. The second guard at the top of the stairs can also be knocked out.



A small room at the top of the stairs has **Displace server 3 of 3**. This room and the gun range has a ventilation system that leads to the main server room. Before leaving though, be sure to hack the gun range PC for another **VIP Detail Report**, this one regarding the gun turrets. Most of the VIP reports are here and there.

A vent from there or the gun range leads to the main server room, but don't leave until a second gun range PC with the turret data is hacked for a bonus objective (the VIP reports). At this point -- before you move further into the level, you may want to create a permanent save. Many players are caught off guard by the next few events, which involve a lot of light, and a lot of precognition.





Rappel into the main server room. Although you can activate the PC (above right) and not trigger anything, try not to. The windows here are electrochromatic, meaning you can OCP the panels and see two enemies waiting beyond the locked door. Consider placing a sticky camera near the PC in the main server room to gas the technician. As soon as your spy "uses the PC" and triggers Grim's transmission, get the hell back on the rope and start climbing. Don't stop until you are safe back in the duct above the room. This mostly completes the **access main server room objective**, but you still need to get outta here.



The technician and guard below will not notice the intrusion. If you're spying on the technician, watch him turn the panels opaque and turn to the PC to start working. If you want to keep your sticky cam, simply climb back down and ambush the technician (he is armed, so don't mess it up). Otherwise, just gas him if you are not terribly interested in his keycodes or his nervous dialogue. Place the technician's body in the corner of the room closest to the doors; this will allow the wall to hide his body from the guard (above right). Sneak out and take the guard to continue.

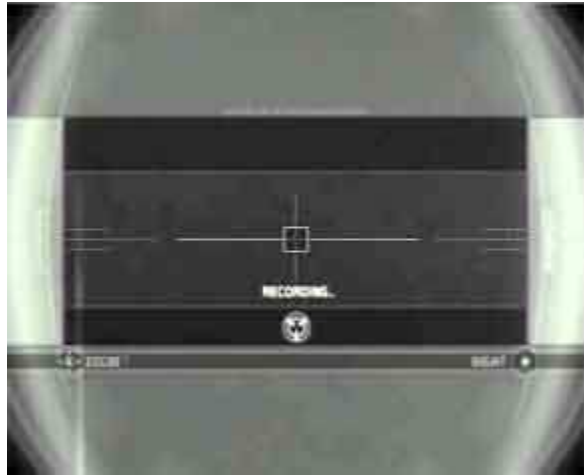


The power is on, so use the lifts to access level 3. Before you do, consider saving the game one more time. There is a

difficult secondary mission objective to fulfill and you only have one chance to meet it. At the top of the lift, get off and head left to eavesdrop on a conversation. Wait for it to finish and ambush the enemy coming around the corner. Place the body around the corner, where the two guards were initially, so you can ambush the *second* merc who will come around the other side of the lift's hallway (below). Try to interrogate him beforehand, since he drops you a helpful keycode for the CEO offices.



You can toy with the lights all you want, but for the most part, you can leave them alone. Ambush these two moving guards and be ready to complete the secondary objective.



Face your spy so that the lifts are on his right (as pictured above). Follow the hallway around until you catch the whispers of a conversation around the corner. Aim the range finder/scope at the source of the sound (it isn't hard to decipher, just look for the loudest sound return) and when your scope says, "Recording ..." then you are well on your way to getting the **secondary objective, the real identity of Milan Nedich**.





If done correctly, the PMC operative inside the room talking to the executive will remain seated in the room, and not wander outside back to his office. You can safely ignore these guys, but if you want to take them out, airfoil the seated guard, then rush in and palm strike the executive before he draws his sidearm.



Go through the offices and interrogate all the people you can. The main door to the CEO offices has a camera watching it, so having a keycode from the guards is very helpful, or you will need to disable the camera, then locate the light source to break it permanently to allow you enough time to hack the keypad.



Enter the CEO offices, take out the last person inside and hack Milan Nedich's computer to complete the **find any relation between Zherkezhi and Displace objective**. Exfil at the fire escape door in the offices you passed before (the one with the keypad door in the cubicle area) and complete the mission.

# Solo Mode - Hokkaido

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
| Lighthouse   | Freighter     | The Bank       | Penthouse       | Displace Intl |
| Hokkaido     | Battery       | Seoul          | Bath House      | Kokubo Soshu  |
| Co-Op - Bank | Co-Op - Seoul | Co-Op - Bunker | Co-Op - Station | Multiplayer   |

## Primary

Find the real identity of Milan Nedich (from previous mission)

Terminate Milan Nedich

Abduct Zherkehi (cancelled)

Terminate Douglas Shetland (cancelled)

## Secondary

None.

## Opportunity

Retrieve hidden microphones (6)

## Bonuses

None.

## Equipment

Redding's Recommended Kit. If you are not too keen on stealth, or simply want to try out the sniper attachment early, try the assault kit. While unnecessarily loud, it will be able to punch through some of the lighter wooden walls in the stage. However, if you choose stealth, you will have a one-shot-drop ability with the sticky shocker.

- **Isolate** - The goal is to find and kill Milan Nedich. It doesn't matter who he is, he's destined to be "liquidated" (as the KGB-GRU would say). Locating Zherkehi is the otehr primary goal. All other goals are unimportant to exfiltration.
- **Simplify** - Since the place is more about ancient Japan than modern Eurotech, you need to be more careful with the lights. Not every light can be switched off or affected by the OCP. Some lights are candles, bonfires, or even the sun. If the Simpsons have taught us anything it's that you cannot extinguish the sun; you can however, avoid it in Chaos Theory.
- **Complete** - The guards here will overlap their patrol routes and have access to alarms. If you're not sure where a guard will wind up, wait in the darkness and observe their motions. You won't get a fast completion time, but neither will you trigger unnecessary alarms. The bonus microphones are easily tracked using thremal or electrical vision -- look for them in the room when mentioned in the guide.



The first guard can be snuck up on when he turns around. Your spy cannot grab him yet -- wait until he turns from the light and then make your move while standing on the same level. The edge of the rock garden has some suitable hiding spots. Moving into the place, a terrorist will light a candle in the room then proceed outside to the courtyard where two SUVs with loud music will be parked.



You don't need to extinguish the candle if you move quickly and decisively on the dark side of the room to the SUVs. The two guards next to the SUV will be chatting about car crap. Cut short their conversation if you like with a sticky camera's gas attack, or attack them when they are alone. The parking area is dark enough to let you move around without much fear of discovery. There are two guards on the ground and one more in the building overlooking the car park, so watch out if you decide to open fire. If you missed the secondary objective in the previous mission, use the scope to scan (or get close to scan) **the two license plates on the SUVs to get the real identity of Milan Nedich objective.**



There are three ways into the residence. One is under the "ninja flooring" that leads to a hole inside the building. The second method is a more traditional bag and tag -- grab and ambush individual guards and work your way into the home. The final method is to locate the vent in the building next to the car park and crawl through. This last method leaves you quite exposed between two sets of guards and near a lit hallway, so it is not recommended unless you are already familiar with the stage and decide to mess around. IGN will be using methods #1 and #2 to get rid of the guards quickly.



In the above left illustration, you see the vent where method #3 takes you -- right next to an ofuro (bathtub) with several guards. Instead, head back out and grab the lone guard near the ninja flooring -- he will start spouting crap about your spy being a ninja. Girls, if you are reading this, note that some guys never grow up.

Take out the second guard either by hiding in the dark corner of the exterior walkway or by going under the floorboards and coming up through the hole in the hall to ambush him. Dealing with these two guards will allow you near free reign with the third and fourth guards looking for bugs inside the residence. Deal with the guards and locate **microphone 1 of 6** in the room shown in the above right illustration. The place to look is behind the wall scroll by the potted plant.



Advance to the red noren (curtain) you see in the distance and stop. Use thermal imaging and advance into the room when the guard has his back turned. Wait in the corner for him to reappear in the room next to the kitchen and slam him to the ground.



The small garden has nothing, but you can use it to hide if threatened with discovery. Ambush the two guards as they go about their patrols in the eating area. Before leaving this eating area, look for **microphone 2 of 6** behind a wall scroll by the bathroom's door.





There are two ways out into the large garden. through a vent in the bathroom or through the sliding door in the kitchen. The kitchen has SC-20K ammo and a med-station. You can also turn off the light and step outside, without disturbing the guards. The vent is a little riskier and it places your spy next to the sprinkler valve controls. Head out either way and you can ambush the guard patrolling the porchway by using the overhanging pipe (snap!). The guard in the garden can be snuck up upon by going behind the tree and grabbing him when the servant faces the other way for his martial arts demonstration. Interrogating either guard reveals some minor details about Milan Nedich, but is unnecessary. Palm strike the servant if you're feeling vicious.



Inside the central palace, Milan Nedich will not stop talking on the phone until your spy enters the crawlspace next to his room, or if you open fire on the enemies using a firearm. If you enjoy stealth, set up a sticky camera near the desks inside the bedrooms -- a more motivating goal is to look for **microphone 3 of 6** in the wall next to a phone in one of the bedrooms (above right illus). When you're ready, save the game and head for the room with Milan Nedich and his three goons.



Normally, you can see the silhouettes past the windows, but we assassinated everyone for the photo shoot. Enter the crawlspace in the side of the room and head to the end of it. You can listen in as much or as little as you want of the conversation -- it makes little difference.



Exit the crawl space and deal with the guard -- Milan Nedich can be grabbed as shown in the stage's loading video. Simply reach through the paper walls by pressing action behind the guy. Assassinate him after the interrogation. Standard BlackOps procedure. This completes the **plant Sam Fisher's foot up Milan Nedich's ass objective**. The other two guards outside can be snuck up upon or ignored altogether. Locate the vent on a white wall in the area to get to the servants' quarters.



The first guard is near the greenhouse. Turn on the sprinklers and approach him when he turns away. There is one additional guard (watching the big screen TV) and a servant who can cause alarm in this immediate area. In the big screen TV room, locate **microphone 4 of 6**.



Disable the servant and shoot the sitting guard in the back of the head. Look for **microphone 5 of 6** in one of the servant's bedchambers. Again, it is behind a wall scroll. Locate the room illustrated in the above right photo. Slide the door out and quickly hop over the railing to get into the dark.



The garden here has two guards patrolling. One on the lower level who moves to the upper story and the second who wanders in and out of the rooms in the upper story. You can approach the upper floor by mantling up the railing and whacking both guards with a sticky camera when they meet in the doorway. These are the last two guards in this area, so use what you feel most comfortable to clear the area. On the lower floor, an art room (above right) has **microphone 6 of 6**. Use your vision modes to scan for it in the room.



Use the med-station in the upper floor and enter the vent to get to the teahouse. Watch the encounter between Zherkezhi and Shetland. The guard patrolling outside can be shocked or sniped. Your choice -- take your pick.



Since your spy cannot get back up to the teahouse, you need to deal with the final three guards to the extraction point

(where you started the level). You can sneak up on the two closer enemies by taking out the lantern with a bullet, then palm striking them. If you brought along the sniper attachment with the assault kit, you can punch through the wooden palisades and kill enemies taking cover behind them. Head back to where you started the mission to exit.

## Solo Mode - Missile Battery

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
| Lighthouse   | Freighter     | The Bank       | Penthouse       | Displace Intl |
| Hokkaido     | Battery       | Seoul          | Bath House      | Kokubo Soshu  |
| Co-Op - Bank | Co-Op - Seoul | Co-Op - Bunker | Co-Op - Station | Multiplayer   |

### Primary

Determine if the Koreans intentionally launched the missile  
 Tap the launcher BIOS  
 Stop the missile launch (cancel)  
 Acquire the abort codes  
 Abort the missile

### Secondary

- None

### Opportunity

Get repair and shipping logs (4)

### Bonuses

Rig warheads to explode on contingency (2)  
 Interrogate the battery commander

### Equipment

Redding's Recommended Kit. The shotgun is a more helpful attachment here. Consider the stealth kit if you already know the stage's layout. Extra sticky shockers make the level slightly easier and is better than the shotgun if you tag the enemy on the nose. The recommended kit has just enough shockers for the timed session of the stage -- so you have little lee-way if you are an inept spy. The assault kit is overkill in this level. The sniper attachment can kill clear across the room, but the report is enough to trigger an alarm. If you really want to use an assault kit, wait until the next stage!

- **Isolate** - The goal is to reach the missile's central command center and to see if the DPRK was crazy enough to fire on a USN stealth ship. No one wants to start World War III, so getting this information is extremely vital. Killing or knocking out enemies before they spill their guts is a bad idea. Try to interrogate, instead of immolate.
- **Simplify** - This is an enemy missile base, complete with stormtroopers. Your spy is not a geriatric Jedi with an English accent, so don't start picking fights you can't win. Stay silent and if you have to attack, make sure that no one else is around. The cameras here all work on normal vision, so permanently crippling the lights through gunfire is a valid strategy.
- **Complete** - The timed section of the mission is quite easy to see. IGN will warn you to save the game before this happens so you have a fall back position in case you mess up. We will also help you prepare your path so you can run from point to point without worrying about lights, cameras, enemies, and alarms.





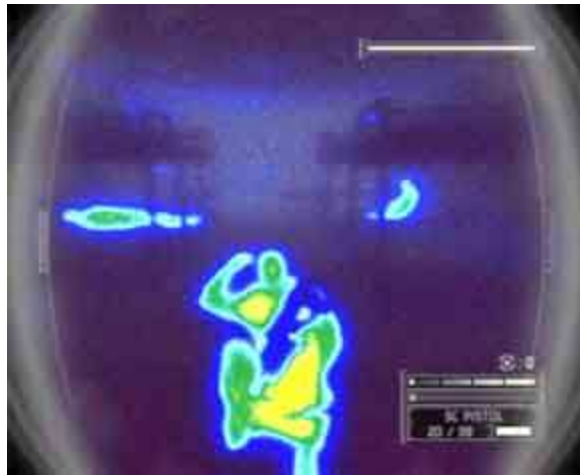
Drop down into the bunker. There are two guards in this area. Although it is unnecessary, you can interrogate one of them for a keycode for the entrance. There is a better way to get inside the base though (prospective U.S. mil-base architects and engineers take note).



Head to the front of one of the parked lorries (trucks) and locate the maintenance pit. Drop down and follow it to the very end. You should be able to locate a vent hole that can be opened. This lets your spy enter the security room just past the entrance bunker (above, bottom right). Wait in your dark corner if you do not see anyone at the PC terminal. An enemy will come by and sit down after enough time passes. Take out the guard and hack into the PC if you like (there's nothing useful). As usual, quicksave before each hacking attempt and quicksave afterwards if you are successful.



In the small clerical area past the bunker entrance, sleeper choke the enemies at their PCs and locate the corner office, half-closed with blinds. Enter it and dispatch the guard. The PC in this corner office (above right) has **repair & shipping log 1 of 4**.



Move past this area into the upper barracks. Flick on thermal to see the two guards. The prone guard can be silently taken out using the palm strike. Get rid of him first. The sitting guard is hard to approach non-lethally. Leaving him alone may cause him to trigger an alarm if the enemies past him make noise. For security, shoot the guy in the head and you'll have one less problem to deal with. Note to active soldiers on CQ -- don't fall asleep.



Turn off the barrack's lights to keep your spy safely undetected. Quickly open the door, step through and close it once more. A camera will be in the area overlooking the storage room. A second guard may be here and will eventually migrate into the missile loading control room. Sit tight and wait for the store room soldier to come wandering by, then grab him. Checking for the other soldier is wise -- a quick scan using thermal tells you if you're alone or dealing with a pair of enemies. Douse the light in the storeroom if you want -- this lets you grab the sniper ammo and the SC-20K ammo easily from the middle of the room.



The missile loading control room has one enemy, a med-station, and **repair & shipping log 2 of 4**. Sneak up on the guard listening to the country music and interrogate him for information. Hack the PC for the bonus objective and note

which way the cameras are pointing in the missile loading bay. There's a better way than heading directly downstairs.



In the corner of the storeroom, there is a trapdoor that opens to a maintenance tunnel that leads under the missile loading bay. Follow it through and use a bullet from the SC pistol to permanently douse the light at the exit ladder (above right). This drapes your spy in the dark and allows you to take out the two guards in the missile loading bay without a problem.



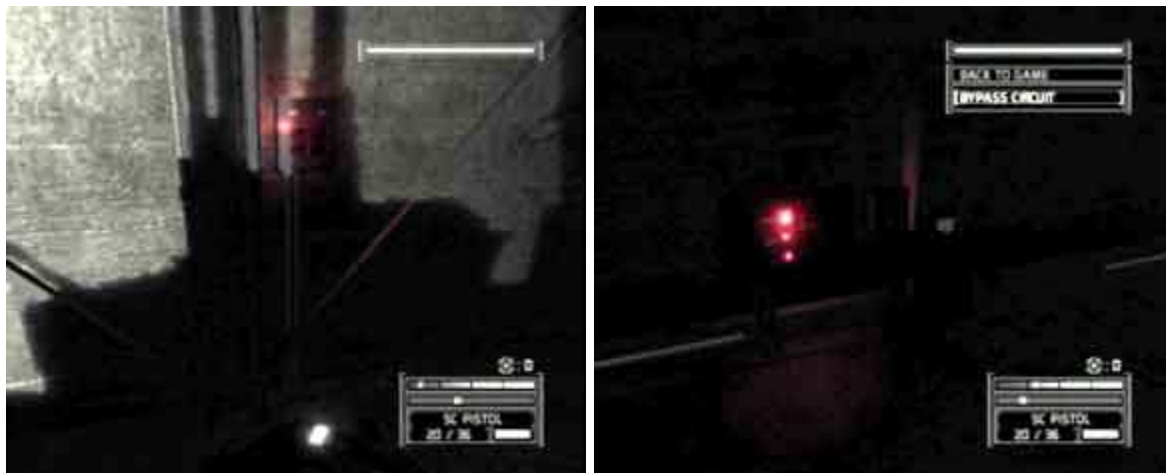
Normally, when you see your buddy drop dead near a hole in the ground, you'd hit the alarm. Luckily, the enemies in the game are not so smart. While lurking in the dark, equip your SC-20K and a shotgun or sticky shocker. Aim up and clack the first fool wandering by to inspect the sound of the broken light. His buddy will wonder about the body, come to investigate and become yet another "national intelligence statistic" (above right). Get out of the hole, but do not wander too far. A camera is around.



The two cameras in the missile loading bay cover the driver's side of the missile truck (i.e., the missile's right side, since



it was loading onto the truck ass first). The second camera watches over the impenetrable doors to the missile storage bays (east and west). Stay on the passenger side of the missile truck and zap one of the cameras (above left). Stay on this side and mantle over the railing to the lower floor of this room. Stay in darkness as much as possible.



Bypass the lights in the room by using the switch behind the forklift on the lower level. This basically allows you to move into the cameras' cones of vision in the missile loading area. Locate and bypass a second circuit to the side of the missile truck. This moves the missile out of the way so your spy can use a hand over hand move along the missile rack's track.



You can barely see it in the above left illus., but mantle on top of the missile truck and hand over hand along the track to the east and west missile bays. Drop down into the red flashing area. You'll be safe, but you can always check with a sticky camera. Should you use one, pick it up when you drop down.



There is an access hatch in the hallway. Drop into it and bypass both missile bay circuits in order to to open emergency



hatches to get in. The "normal" way is also open and possible, but too well lit and too populated by those wacky North Koreans with assault rifles.



Opening one of the missile bay emergency hatches will draw the ire of a repair tech in the bay area. Let him get close, then either shoot him in the head or mantle up and grab him as he turns away. The other soldiers in the area give approximately the same information, so you can dispatch this enemy quietly and quickly. Beware that if the enemy is too close to the bright area, the cameras can see your handiwork and sound an alarm.



Although you cannot recognise them, there are two cameras inside protective domes -- very similar to the ones used in department stores. This makes it hard to see which way the camera is actually facing, but if you can locate the domes and fry it with the OCP, you can hear the "click-click" of the cameras trying to work their motors. For your information, a camera is placed near each of the doors leading into the missile command room from the missile bays.

While on this notion of cameras -- they both overlook the **warheads your spy can bypass for a bonus objective**. Zap each camera and wander over to the open warheads. There is one warhead in each of the bays. Bypass both and head off into darkness. If you zap the cameras as close as possible, you have just enough time to do the bypass and run to darkness before the camera reactivates and triggers an alarm. If you're nervous or unsure, save the game before you try this.



Zap one of the cameras and enter the control room. IGN chose to enter the east bay's door first, to deal with the guards near the very bright map panel. Take out the guards and don't miss the ammunition for the shotgun near the large lift between the rooms. There's also a grenade of some sort (above right). The fact the type is not mentioned signifies how unimportant it is to actually completing this mission with a high mission rating. Interrogating the enemies here will tell you about the main lift leading to the bunker commander's room at the top.



If you're comfortable with doing some parts over again, save the game. Head into the west room and look for a vent that goes above the main lift. Rather than riding a lift normally, bypass the circuit (*note -- you can only do this once per direction*) and ride the lift to the top. Try acting quickly from here on out since a bonus objective can be easily missed if you miss your cue or mess up the timing.



Enter the duct that leads over the command center's entrance (a retinal scanner is in that room, along with an enemy and a camera). Drop down the ladder and wind up behind some computer screens in the main control room.

If you instead, wind up in the hallway pictured to the right, you came down the wrong ladder. Although you can still eavesdrop on the conversation, it will be harder to interrogate the base commander since you cannot reach him quickly after he stages his impromptu execution.

Assuming you wind up behind the computer panels, start moving. By the time the base commander executes his subordinate, your spy should have fled to a noisy air vent. Open the vent and drop down into the room. Properly timed, you can grab the base commander as he walks up the stairs to his office. **Interrogate the commander for a bonus.** If you miss this chance, you can get him to come out later, but you risk alerting him if you fail to knock out the other two soldiers in the room.

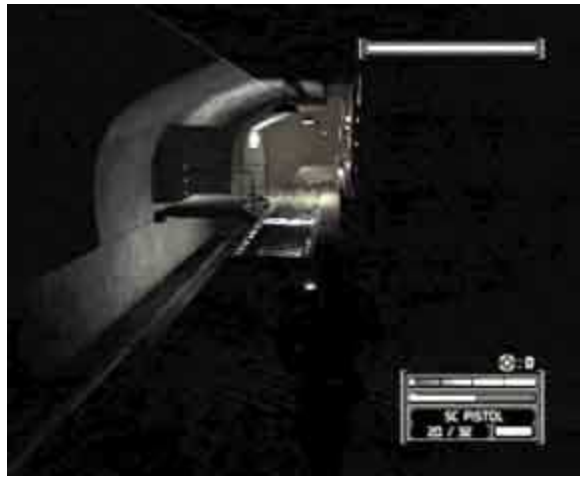
Note that a third soldier from the retinal scanner room may come in if enough noise is generated. The worse case scenario is if you somehow alert the enemies and interrupt the execution -- in this case, the soldier tagged to die will simply stand around and is one more enemy you need to get by. Consider reloading your game if this happens.



Grab the commander in the area pictured above left. Take out the rest of the guards in the room. The one who is moving between the upper and lower level of the room should be the first candidate. The PC at the top tier has **repair & shipping log 3 of 4**. Interrogate the operator sitting at the PC for more information if you missed out on the conversation. In the off chance you machinegunned the enemies in the room and there's no living witnesses for Lambert to show to the Joint Chiefs, you'll need to hack the PCs in the room for the objective. Try not to destroy any PCs before that happens. This satisfies the **condition to determine if the DPRK deliberately launched their missile**.



If you feel trite, spiteful or resentful towards the AI, you can take out the lone guard in the retinal scanner room. Otherwise, get your butt back into the vent and bypass the circuit (*note -- you can only do this once per direction*) and head back downstairs.



Grim transmits about the missile BIOS. To prepare for that, head to each of the doors facing the missile bays and shoot out the lights to darken the areas nearest the dome cameras (above left). This lets you run from one end of the base to the other without pausing for cameras or alarms; this lets you beat the timer and be attentive only to any remaining enemies in the base. Head to the missile bay with the open doors and travel down the maintenance hall (above right).



To open the missile launcher's maintenance hatch, head downstairs (be sure to OCP the light) and enter the control room. Two enemies will be here, assuming no alarms were triggered. Take out both as you see fit and be sure to hack the PC in this room for **repair & shipping log 4 of 4**. After you do, head back upstairs and access the missile launcher. **This completes the access the missile BIOS objective.**



To stop the missile launch, move across to the missile bay on the other side. You will find the door open and a new guard looking around for the cause of the broken light. Dispatch him using any method -- you are not under the clock just yet. Select the SC-20K's sticky shockers and head along the maintenance hallway. **Stop and save the game when you see a red panel you can bypass the circuit on.** Once you bypass the circuit, the missile launches and you have three



minutes to get the abort codes from the control room downstairs and return to the missile command center to abort the missile. *Failure is not an option.*



As soon as you see that missile whoosh, time starts ticking. Locate the entrance shown in the above right illustration to place your spy as close to the PC with the abort codes. OCP the light, and switch back to the sticky shocker.



Open the door and sticky shock or punch out the technician near the abort code PC (he usually is to the right of the door or just in front of the door). Sticky shocker the other two enemies in the room and locate the PC with the abort codes near the door you entered. **These are the missile abort codes.**



To avert World War III, take the abort codes back to the missile control room. Remember the room with the enemies by the bright map panels (above right)? The PC for the missile abort is the left most PC on the long console. Use that PC with the abort codes and **complete the abort missile objective**. To leave Hidden Pirate Peninsula a.k.a. the Korean Peninsula for good, head back to the missile launcher you opened the maintenance panel on. A rope will be available.

# Solo Mode - Seoul

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
| Lighthouse   | Freighter     | The Bank       | Penthouse       | Displace Intl |
| Hokkaido     | Battery       | Seoul          | Bath House      | Kokubo Soshō  |
| Co-Op - Bank | Co-Op - Seoul | Co-Op - Bunker | Co-Op - Station | Multiplayer   |

## Primary

Get the drives from the national data trunk <sup>1</sup>  
Interrogate an DPRK special forces member <sup>1</sup>  
Get to the rooftop to transfer data to Grim <sup>1</sup>  
Get to the EWAC crash site <sup>2</sup>  
Deny the data from being captured by the enemy <sup>2</sup>  
Designate and verify the EWAC for destruction <sup>2</sup>

## Secondary

Hack into mobile HQs <sup>1&2</sup> (2)

## Opportunity

Cut power to the propaganda speakers <sup>1</sup> (3)  
Power down the portable radar <sup>2</sup> (5)  
Get the data on the enemy UAV <sup>2</sup>

## Bonuses

Destroy the enemy armor <sup>2</sup> (2)  
Rescue the EWAC pilots <sup>2</sup>

<sup>1</sup> Part one of Seoul

<sup>2</sup> Part two of Seoul

## Equipment

Unless you have some conscientious objections about warfare, you will want to take the assault kit. You will not have access to any of the traditional sticky cameras, airfoil rounds, gas grenades, or other launcher equipment, but you will be a very deadly, very capable soldier of fortune. Although you can pass this mission without the assault kit, this is the only suitable stage for it, since the sniper attachment gives you unprecedented take down power for enemy UAVs and you need frag grenades for taking out tanks. Unlike Snake, your spy will not survive being scraped by any amount of gunfire from an armored fighting vehicle; keep that in mind.

- **Isolate** - The goal is simple in Seoul; access the hard drives at the national data trunk (where all the data from a country are processed and transmitted in and out of a country) and get it back to Echelon. This includes preventing the data from falling into enemy hands, no matter what the cost.
- **Simplify** - Enemies here are all alerted and will open fire since they do not recognise your spy as a combatant. Sneak by them, or shoot them if you require such action.
- **Complete** - No OPLAN ever goes unchallenged. As soon as all hell breaks loose, recover or destroy the data from the NDT and remember not to leave any witnesses.

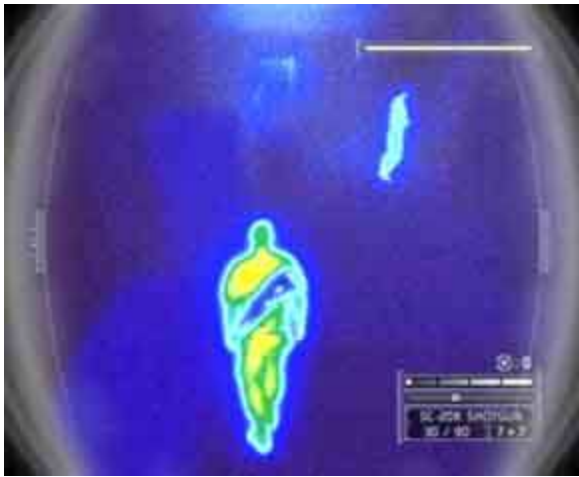
## Part One



Head out the door and locate the rappel point. There are no enemies yet. Pay heed to Redding's warnings about booby-traps. No real booby-traps are ever so plain and direct, but the present of prox mines is something you should gear up for in multiplayer.



Approach the alley with caution. There is a green sliver on the left side of the above left illustration. Near the spy's head. That's the wall mine. Move slowly up to it and disable it when the light is green and take it into the inventory. As your spy mantles over the wall, a new **objective to interrogate an DPRK special forces member** is added. Move past the truck beyond the camo-netting and stick to the driver's side of the street.



A special forces fool will wander out towards the alley where your spy dropped in, then proceeds to take a leak on the side of the street. Grab him from the back and interrogate to complete the objective. Take down the other enemy however you like, then look for the **propaganda broadcaster 1 of 3** on the street where the guy urinated. Cut the wire and move on.



Climb the pipe and move over the door to the next area. Drop down to the street and move past the truck's headlights when the sniper on the floor (above right) turns his back. Mantle up on the scaffolding and take him out. While on the sniper's perch locate a pipe to climb on; this in turn allows your spy to drop on top of the truck.



There are two more enemies around the mobile HQ. Take them out from the top of the truck or from behind. Take the shotgun shells from the crate near the truck. Enter the truck to **plant a tap on the mobile HQ 1 of 2**. While there, look for a road side cafe with a **propaganda broadcaster 2 of 3**. Cut the wire on that and move slowly to the flaming alleyway, watching for wallmines.





Beware of the flaming alleyway. A wallmine is behind a box near the ladder. Disable the mine (above right) by approaching it slowly and defusing it when the light is green). The toy animal is for fun, but makes a squeaky noise when thrown.



Consider saving after you climb the ladder and cutting the wire to **propaganda broadcaster 3 of 3**. Enter the vent into the NDT building and descend the ladder. If you can move quickly enough, you can remove the drives from the PC in the NDT (above right) before the door is blasted by angry DPRK troops. **Complete the objective by taking the NDT drives** from the center's PC and moving back to the ladder to wait.



Ambush the guard nearest the blown door (the enemy at the PC is too engrossed to move). Eliminate both enemies from the game and move out past the blasted door. At the top of the stairs, a soldier is patrolling the upper offices. If you feel like it, get rid of him before heading to the corner of the upper hallway (above right). Two enemies will appear from the lift as your spy nears it -- consider placing a wallmine on an adjacent wall and then moving away.

If you want to sneak by, duck into the side room and pick up some goodies. If you choose to place a wallmine, you can back out to the corner and toss a frag around the corner and watch the fireworks. Any way you do it, ride the lift to the next section.

## Part Two



The second part of the mission involves cleaning up after bad Air Force pilots. Granted, there's little pilots can do against smart missiles nowadays, but the dumb ass should've pulled up and dumped chaff as soon as the transmission was done -- wham, bam, thank you ma'am. Mantle over the side railing and duck under the catwalk. The metallic whizzing sound you hear is a DPRK UAV that has a chaingun that can kill you in about two seconds.

There's also a guard who patrols up and down the catwalk. Move under the catwalk (it will protect you from the UAV's red sighting beam) and silently take out the guard near the other loud beeping machine. This machine (above right) is **portable radar set 1 of 5** that you need to deactivate by using the scope to access it remotely or by getting up close and personal to deactivate it. Note that if the PC is destroyed, the objective cannot be completed.

The UAVs in this level are annoying, but you can temporarily disable them using the OCP or permanently wreck them using the sniper attachment. Since the attack is so loud, consider getting rid of the human enemies around the area first before destroying the UAV. On the other hand, alerted enemies are not so bad, if you fired from a prepared and concealed position.



Blast the UAV if you like and move to the next building by zip line. Move carefully into the alley and disable the wallmine on the right side.



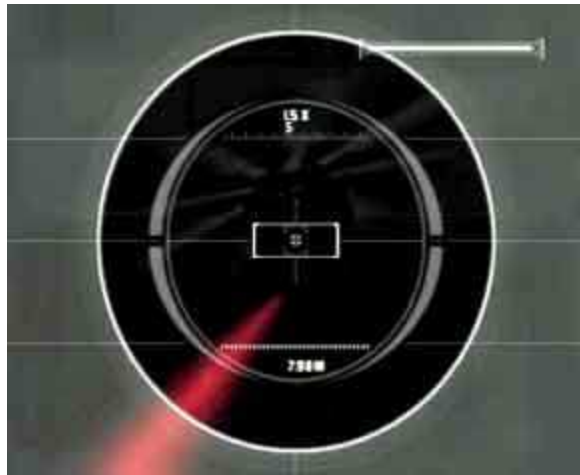
As the conversation is going on between the two idiot soldiers, quickly move along the left and hand over hand along the pipe to the other building. Your spy should drop down into an area of darkness. Club the guard as he nears your area. This will leave two more guards -- one in the building and one near the radar station.



You can sneak up on the enemy at the **portable radar set 2 of 5** and take him out, or simply use the scope and shut down the radar set from a distance. The light from the PC will linger however, so you need to be aware of that. Although you can enter the building via the front door, stay on the level where the radar set was and pick up some ammo and grenades. A back alley leads to a drop off to the building's interior.



Hang off the ledge and drop down if you think the coast is clear. A sticky camera helps if you have a stealth oriented kit, but saving and loading also allows you to do stupid tricks and do-over your mistakes. Ambush the guard inside the building and bust the only working door into a blown up bathroom.



There is a UAV patrolling the street outside the blasted bathroom. Either take it out now using the sniper attachment, or fry it using the OCP and scan the **portable radar set 3 of 5** from up here. With that out of the way, even if the soldier near the set fires and destroys the PC, you will have shut down the radar set.



There is a med-station on the second level of the broken bathrooms. Grab it and use up as much of it as you want -- you cannot return. Hop across the gap to the other building (with the radar) at the lowest level of the bathrooms.



Move into the rooftop only after taking out the lone sentry there. Thermal sees him easily as he comes through the door and the low walls make it easy to hide from him. Inside, the building you are in turns out to be a restaurant.





If you do not care much for interrogation (the next two enemies have little to say), drop three or four levels (one at a time) and toss a frag down. It should be able to kill both soldiers immediately. If you prefer to sneak, use the dud bomb to hide when the moving guard patrols. Ice both enemies and you have free run of the restaurant until you step outside.



The basement of the restaurant has a med-station. The PC with the broken UAV has the **bonus objective gather data on the enemy UAVs**. If you are stealthy, you can opt to download the file remotely if you like. There are two ways out of the restaurant -- the door or a vent. Take the vent, since it lets you drop in on an uninvited guest.

Outside, an ROK soldier will appear and kill a truck driver. If you came through the restaurant's vent, you should be pretty safe on your perch. In fact, you can grab the pipe hanging above your and place your spy over the dumb bastard. Drop and knock him out when you have a chance. Although you can kill as many ROK soldiers as you like, doing so will instantly flat-line your mission rating to 0%. You might as well forget about completing all the side missions and objectives as well.

Before leaving this area, be sure to grab the ammunition and grenades in the back of the DPRK truck; you will need at least two frag grenades to meet a bonus objective later.



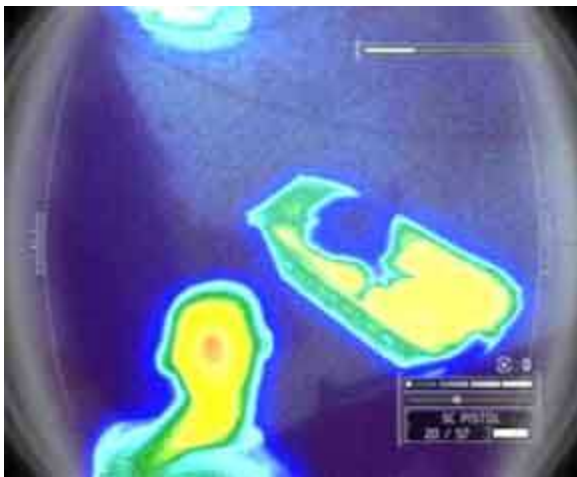


After you climb the fence, consider saving after you disable the wallmine on the left wall of the alley. The ROK troops are firing on the DPRK soldiers here, but strangely, the gunfire is not considered "background noise", so you will need to watch your step when moving against your supposed "buddies". The ROK soldiers move from the corner of the building to the flaming wreck to the only way onward, so you need to time your move and grab them or knock them out when you have a chance. Dispatch all three here (flashbangs are OK) and quickly move to the right of the alley's exit.



The bright area here allows you some distance between the DRPK soldiers and your spy. If you are not intent on passively knocking out or bypassing everyone, you can use your sniper attachment here to pick off the turret gunner and any other enemy on the street. Once you've pacified the area to your satisfaction, head into the alley with the blue sign (above left) and climb to the upper level. Shoot out the lower sign across the street (above right) and zip line across to see the IFV.





Assuming you pegged the gunner and the other soldiers around the IFV, you can use the OCP to douse the light at the front of the tank and move quickly to the tank's side and up the ladder. There, you can blow up the tank, but take care of the guard at the top first. Deal with the guard by going behind him or shooting him, then deactivate **portable radar set 4 of 5**. Pull out the frag grenade and save the game. Lob a grenade (while standing) into the open hatch of the tank to take it out. **This will be the enemy armor 1 of 2 objective**. Note that if your spy is standing above the tank, the grenade gets placed where the reticule is located. Take the 20 mm sniper ammo near the radar station as well.



The next area is one-way. If you were badly wounded, head back to the "molest-aurant" and "molest" yourself some health through the med-station in the basement. Head back to the radar station and move on when you are at full health. A UAV will be patrolling the street outside the next area. If you choose to make the thing explode now, do so away from the window. After the dust settles, the enemies outside will be cautious, but not firing. If you choose to be stealthy, then OCP the damn thing and move quickly outside and ledge your spy down on the open balcony. Do not try to snipe at enemies from the top of the building -- they have better aim than you do most of the time and will kill your spy easily.



Work over the street -- there are at least four enemies. One is the broadcaster, one is up the street near the second mobile HQ (but not quite), and two more are patrolling near the mobile HQ already. Note that once you destroy the UAV and put them on alert, they will move about. Stay calm, cool, and take down each enemy as you move up the street. Up close, the shotguns are quite effective although don't neglect your SC-20K's bullets either. **You can't miss the second mobile HQ objective**, since Grim will deny you progress until you've tapped it. Tap it and visit the med-station and ammo area in the truck. Keep a frag handy as well.



Things happen quickly in the next few minutes. If you are unaccustomed to doing things quickly, save in the alley as shown above left. This way you can re-load and re-try on your time. Move to the end of the alley and wait for the light to flicker out. An enemy will usually come running from right to left -- he's going to meet a few more of his DPRK chums. Leave him be and head right along the wall and around the downed EWAC. Climb the pipe in the corner of the street (above right).



At the top of this pipe, you will be able to shut down **portable radar set 5 of 5** (above, top left). Here too, you can peer over the edge and find you are in a perfect spot to throw a frag grenade (while standing) into the **enemy armor 2 of 2** to fulfill a bonus objective. As soon as you do, you will alert all the other enemies. If you are doing stealth, consider using



your sticky shockers and airfoil rounds on all the enemies here before tossing a grenade.

You can also toss a grenade from the scaffolding, but the tank may actually detect your spy and shred you (above, bottom right). Once alerted, the remaining enemies will converge on your position. Luckily, your sniper attachment can fire through the wooden planks (the platform before the zip line). Zap each enemy through the wood and you should be OK to do the second bonus objective.



The two EWAC pilots, though inept, need to be rescued for a bonus. **Rescue both EWAC pilots** by placing their worthless carcasses in the side alley. Be careful how you do it though -- a lone enemy will spawn in the side alley when you approach with the first pilot. Knock out the enemy and place both pilots into the alley for the bonus. Climb on top of the scaffolding near the tank to designate your target and complete the mission.

# Solo Mode - Shinujuku Bath House

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
| Lighthouse   | Freighter     | The Bank       | Penthouse       | Displace Intl |
| Hokkaido     | Battery       | Seoul          | Bath House      | Kokubo Soshō  |
| Co-Op - Bank | Co-Op - Seoul | Co-Op - Bunker | Co-Op - Station | Multiplayer   |

## Primary

Gain entry into the bath house  
Discover who is Shetland's contact  
Eavesdrop on the meeting  
Disarm the bombs (3)  
Carry out the Fifth Freedom on Douglas Shetland

## Secondary

Find out who gave the I-SDF their orders

## Opportunity

Tap the phone lines in the bath house (3)

## Bonuses

Download the Chaos Theory

## Equipment

Redding's Recommended Kit will suffice. The assault kit is too much for this level, since you want to be stealthed in the initial and final parts of the mission. Even when facing against multiple enemies who are already alerted, a well placed gadget can get you by. For a keener challenge, you can stick with stealth, but you should keep several sticky shockers handy to take down armed and menacing foes.

- **Isolate** - The goal is to locate Shetland in the bath house. How you go about it is up to you, but the bath house is an enclosed space with few options to stray. Once the action heats up, the choices you have are even smaller.
- **Simplify** - Enemies are all around the bath house. Since many of their patrol routes overlap, you will need more patience and restraint in dealing with them when the time is right. Waiting for the right moment to strike is more crucial in this stage -- the final section of the mission is positively murder.
- **Complete** - Once the timed section starts, you have a limited amount of time to meet the objective before you fail; after wards, you can take all the time you need to clear the stage. A mix between a slow method approach and quick reflexes is required. For many novice spies, this is where the game becomes serious.



Start off in the alley and hang on the dark side of the street. Even if an enemy looks like a technician, chances are they are PMC operatives and carry firearms. Only the Japanese servant dude in the robes is a civilian (and Dvorak's keeper), so keep that in mind. Any person is a potential threat. If possible, grab the technician immediately after you leave the alley. If grabbed from the back and left, you can avoid arousing suspicion from the other two mercs further up the alley (above right).



The starting alley is a good spot to place bodies and/or carcasses. One of the mercs will patrol up to the entrance of the starting alley and a split-anchor is possible, but risky. A better tactic is to simply grab the merc when he turns back to the street. The second merc can be dealt with up close or through a ranged device -- the only thing to be wary of is the random lighting in the middle of the street (above right), which can give you away at the wrong time. Before leaving the street here, try to place **phone tap 1 of 3** on the phone switcher box near the basement stairs.



At the end of the street is a floor hatch that leads down into the sewers. Go through it to **complete the enter the bath house objective**. The ladder at the end of the sewer tunnel opens up into the generator room (above right). Before things can light up (as shown in the illustration) move quickly away from the hatch exit and to the next spot shown below.



If the lights come on before you can move from the hatch exit, use thermal or nightvision to make sure the merc in the room is facing away before you move. Head to the broken wall shown (above right) and press against the wall to darken your spy completely. Wait for the merc to walk by and either interrogate him or dispatch him as you desire.

In the next room, a fan is blow drying some sheets (the old fashioned way). There is a guard (illus. left) that is sitting watch. Get his attention by using the OCP on the fan. When he goes to investigate, take him out.

The most important thing here is to abstain from firing your own weapons. Any gunfire from the basement will be heard by enemies on the first floor. This is due to a game's approach to stealth, which almost never takes into account of the sound-proofing between floors. Opening fire may draw the attention of the other guards upstairs and may make the stage slightly more interesting if alarms are incurred.



At the top of the stairs, stick the optic cable through and make sure the two mercs and the servant are not around. When the coast is clear, step through the door and close it behind you. Provided you do not move far from the basement door, your spy is safe for the moment. One of the mercs will sit at the first floor reception (above right). If you choose to grab him there, move quickly back into the dark or the second merc may see you.



The second merc and the servant are in the waiting area under the skylight. Assuming the servant does not open the blinds for cleaning (as shown here), you can quickly punch out the merc, then the servant. Neither yield good information, so punching them out quickly is a good idea. That done, this area immediately past the basement is cleared of enemies.





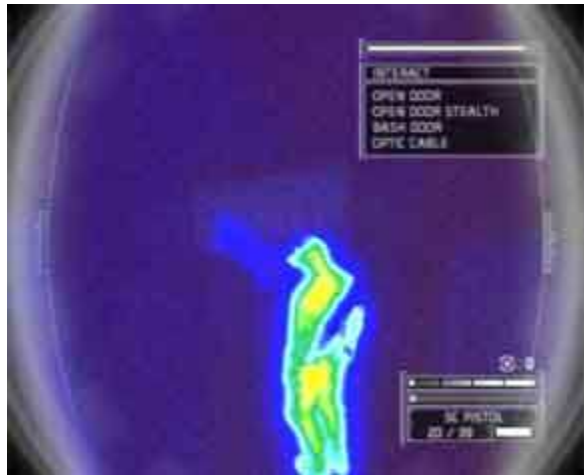
Heading to the bright front area of the bath house is a no-no (above left) since there are at least two mercs on guard there. A better method is to locate the large storeroom near the waiting area and go through the ventilation duct there. A small med-station is in the storeroom, if you had to fight your way into the bath house.



Drop down from the vent into a small storeroom. This is behind the front desk (above, top right). Since the room is already dark, wait for the mercs outside to finish their chat and move on their patrols. One will sit near the PC at the front desk. Get rid of him when you have an opening. The second merc is outside the front doors. He can see through the glass, so lure him into the bath house by using the OCP on the radio on top of the lobby vending machines (above, bottom left). Whack him and step outside.



Heading up the stairs (inside the bath house) is a bad idea since there is a camera watching the stairs. Although you can get by by blasting lights and the lone merc patrolling the hallway, there is an easier way (aside from shutting down the camera from the PC in the lobby). Outside the bath house, you can look up and see an open window on the second floor.



Use the awnings and the power line to zip across to the window (from across the street). Interrogate the servant if you have a chance, since you get a keycode. Once the servant is dealt with, save your game. Move to the room's door and using thermal vision, whistling, and the bash door command, get rid of the guard patrolling outside.





Outside the hallway, locate the door with the keypad and head inside. Rifle through the PC or the cabinet next to the PC and **complete the who is Shetland's contact objective**. Before leaving, locate the vent in the bath house owner's office and drop into the room where two ISDF operatives are working.



Grab both ISDF operatives and either **interrogate them for the who gave the I-SDF their orders objective** or use any of the PCs in the room to complete this easy objective.





With all this crap done, head back to the waiting room at the top of the stairs from the basement. Before entering the locker room, dim the light in the corner so your spy can walk around and remain hidden (above, top right). The lone merc in the locker room (above, bottom left) can see your spy from the large mirror (why is there such a large mirror in a mens' locker room is a mystery -- if your school had one, send IGN a picture so we can laugh at you). You need to move quickly once the merc starts on his patrol route to terminate him; otherwise, you can follow him into the washroom and deal with him there (above, bottom right).



The hallway past the locker rooms is where you can take several forks. The left path (above left) leads to the pool (which is empty and under repairs) while the right path (above right) goes through several smaller rooms including the dry baths and massage parlor (the legal version). Let's go through the left path (the pool) first.







The pool has two mercs guarding the area. Wait in the dark alcove (above, top right and below left) for one of them to stray into the area then deal with them. The alcove is a safe spot and you can use thermal vision (not shown) to keep tabs on the other guard. In the off chance you don't like the alcove, you can try going on top of the catwalk where the two guards are talking. One instance had us palm strike one merc (who was alerted and climbed onto the catwalk), whose body then immediately fell and knocked out the second merc who was at the foot of the ladder. Before leaving the pool area, check the corners (above, below right) for a phone box; engage **phone tap 2 of 3** before leaving the pool.



Since leaving two enemies behind in the dry bath is unnerving, head back and get rid of them. The light at the end of the hall can be shot out; afterwards, just head in and have some neck snapping fun while remaining in the darkness.



Should you decide to go through the dry baths, your spy will come across the massage area. A single servant is in the room, along with some SC-20K ammo and a med-station. Ambush the servant and you have a relatively safe room to fall back to if you need it.



The cold baths are past the massage room and the pool -- two separate entrances lead into the cold baths and a third exit takes your spy to the steam baths (generally the way you want to go). The cold baths has two mercs and a servant. Depending if you caused enough noise or annoyances, they may be in different positions in the room. In the corner of the cold baths, there is a valve wheel that floods the whole room with steam. Steam impedes normal and night vision, but thermal vision cuts through the fog easily. If you can make your way to the corner with the valve, you can ambush all the enemies in the fog without being spotted (above, bottom right).



Head to the steam baths but do not enter it prematurely. Lure the merc inside by using the OCP on the light in the hallway. A split-anchor attack will deal with the problem (above right). The problem in the steam baths is that a sentry gun is waiting to blast spies who walk across their line of sight.

To get by it, step into the steam baths and immediately turn left. Turn this valve to drench the room in steam. Under cover, move through the room and approach the PC on the left side. Note that without the cover of steam, the sentry gun will still open fire on your spy despite taking precautions and heading to the side of the room.

Shut down the sentry gun from the PC and you can turn the steam valve back off if you like. It doesn't affect anything, but the steam looks and sounds realistic enough to make most players sweat while playing.



The reception area past the steam baths has a phone box that can take on **phone tap 3 of 3**, but watch out for the patrolling ISDF guard (below panels). Your spy can hide in the doorway and ambush him, or hide behind the panels and sneak by. It is more prudent to take him down though.



Head to the end of the hall and locate the hall with the candle and barrier. A ISDF guard will come down and investigate the blown candle if you choose to blow it out. A good opportunity to bash him over the head.





If you choose to enter the bathroom instead, you can turn off the light there and make it a foray room. There is at least two ISDF guards (including the one mentioned in the candle hallway above) as well as an armed technician. In fact, one ISDF guard is just around the corner in the above right illustration.



Approach each enemy and take them out one by one. The goal is to reach the back hall next to the place where Shetland will be meeting his contact. Try to locate the vent (above right) in the back hall so you have an easy way to progress.



When you exit from the vent, your spy will be in the dark, but partly submerged. Take out the ISDF tech if you need to, then locate the vegetation heavy area of the garden and look for another vent that leads to your next objective. Go through and watch what happens. **This completes the eavesdrop on the meeting objective.** While you are in the vent, use your scope/range finder on the laptop in the meeting room and operate the PC. This nets you a bonus objective, **download the Chaos Theory**. If you choose to use the PC personally, you can do so if desired. Back out of the vent. Save the game if you have a chance.





Provided you did not alert any enemies, try to save your game permanently. You may need this save as a fallback spot later on, so don't overwrite it. Crawl through the vent near the water pool and sneak past the enemies into the other room. Note that enemy gunfire has no environmental ambience, so keep an eye on your sound meter and move carefully but swiftly to the next room. Keep moving around the gun battle. As long as you do not show yourself audio-visually (breaking the light or sound meters), the enemies here will simply fire one another and ignore you. Reach the bathroom you may have come across before.



Follow the hallways around and locate a second smaller bathroom (above left) that has a med-station at the doorway. If you can manage it, head into the meeting room to pick up some ammo and grenades. If you did not download the chaos theory before from the vent, **download the Chaos Theory** from Shetland's laptop now. Head into the small restroom and provided you are all OK, save the game. This again is a fallback position. What ever happens now, *keep this save game*. Work off the wallmine around the corner in the bathroom and pocket it.



The room past the restroom has three of Shetland's mercs who look like they are using thermal vision, but they are actually using older forms of nightvision that rely on infrared radiation (thus the red haze emitted from their goggles). As freaky as they may look, they can be defeated by either traditional gunfire -- if you brought the assault kit, you can use the sniper attachment to punch them down.

Otherwise, select a flash grenade and throw it into their midst once they are in range of each other. *Quickly* rush in after the flash goes off and palm strike or knife all three mercs before they can recover. If you are using a stealth kit, flash and gas grenades can help -- although melee attacks are best for your spy.

Don't move too quickly after this adrenaline pumping scene, as a second wallmine can end your spying career past this very tough encounter (above right). Note we removed the wallmine (it used to be on the left side) and put it back up to make a point. *Walk*, never run, in any new area unless you absolutely don't care in multiplayer.

After disabling the wallmine, head back to the restroom and use up any remaining medical potions. You will need them in the next section and after you're done with that, you will have no use for the med-station. After this is all done, consider saving one last time to create your double-sure, absolute, fallback point.



You will be using quicksaves to save your progress from here on out, so if you *do not have a permanent save* to fall back on, you're screwed. After defusing each bomb, you should quicksave immediately so you can quickly pick up where you left off in case you die.

Although you can pick or break the lock at the cage, don't bother. Instead, climb up and over the fence and drop down quickly. Locate the first set of stairs leading up to the catwalk, but do not climb them. You have 90 seconds. Don't worry about time -- yet.

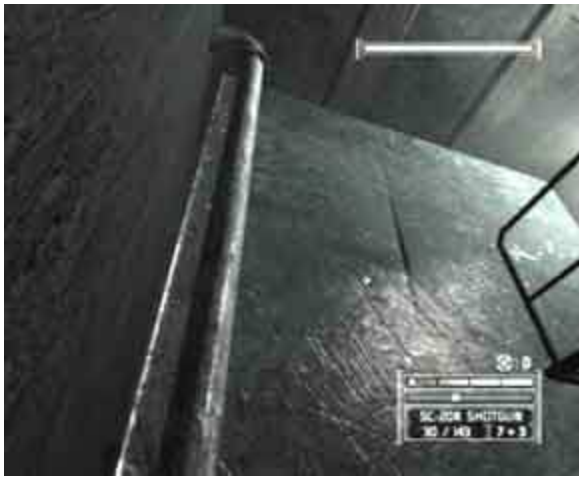


Go under the catwalk and slide past the ducts to the **time bomb 1 of 3**. Notice that as soon as your spy starts the defusing animation, he cannot break out of it, but at the same time the timer freezes. Listen to Shetland's spiel while disarming and as soon as he ends his speech, the bomb should be defused. Try to quicksave your game here.

A newly spawned PMC operative (again with IR nightvision, so don't bother hiding in the dark; just don't make loud noises) will appear on the upper catwalk at the top of the stairs. He will start patrolling the catwalk and will eventually see your spy (since the catwalk wraps around over where the first bomb is). Move silently, but swiftly back out to the stairs and head up. If you are quick, you can catch the merc and deal with him using melee. As much as you disagree, try to take the merc's body over to the top of the stairs and leave it there (above right). *This will cause the next set of enemies to be where you expect them to be.*



At the top of the stairs, mantle up and over the black box structure. Your spy will be near a standpipe he can slide down on. From this vantage point, you can also see how the catwalk is laid out in a Z-pattern. Drop down from the black box structure and wind up in a cage area (above right) where **time bomb 2 of 3** will be. Disarm it at your leisure. Wait for Shetland's spiel to end and try to quicksave immediately after it.



If you left the body of the merc (the one who appeared after the first defusing) at the catwalk near the second bomb, the two newly spawned Displace mercs will investigate the body and most likely see your spy in the caged pit. This is why you placed the dead body at the top of the stairs to begin with -- bait.

Climb back up the standpipe near the second bomb (above left) and you should be able to see the two new mercs milling about. Take the SC-20K's sticky shockers or simply gun them down from your perch. Do it quickly, or they may see you and open fire (above right). If their backs are turned, you may even try to disable them using melee attacks. Stay on the catwalk after this little "problem".



Stay on the catwalk and select a sticky shocker if you have any left (otherwise, it will be difficult to take down the last merc without killing him). The **time bomb 3 of 3** will be on the same level as the catwalk past a small stack of obstacles (above left and right). Simply hop across the gap and tag the bomb when you have your weapon(s) selected (for long range instant take down). Immediately after Shetland's last speech, try to quicksave and snap the camera at the door shown below.





Shetland unlocks the last door and a new merc will appear. Note that if you did not deal with the other three mercs from previous defusings, you will be caught in a cross fire.

Aim the sticky shocker (or sniper attachment, whatever you like) at the door and whack the merc as he steps out. If you want to fight this guy at close quarters, you will need to move -- *very fast* -- off the bomb platform and up the second set of stairs to get to the merc quickly.

Provided your spy is still alive, move through the final hallway slowly (wallmines) and climb the ladder to catch up to Douglas Shetland. Some movie style bee-ess follows and at the end, you have the choice of pulling the trigger (right) or holstering your gun and using a "real do-it-your-selfer" to **apply the Fifth Freedom on Douglas Shetland**. Either way, you win -- Shetland does not.

## Solo Mode - Kokubo Soshō

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
| Lighthouse   | Freighter     | The Bank       | Penthouse       | Displace Intl |
| Hokkaido     | Battery       | Seoul          | Bath House      | Kokubo Soshō  |
| Co-Op - Bank | Co-Op - Seoul | Co-Op - Bunker | Co-Op - Station | Multiplayer   |

### Primary

Do not kill anyone until the ROE is lifted  
Contact the detained American personnel  
Enter the base's war room  
Record the meeting in the war room  
Access the general's laptop via the EEV  
Hack or destroy Otomo's server to stop the launch  
Rescue and arrest Admiral Otomo, then exfil with him

### Secondary

None

### Opportunity

None

### Bonuses

Access the I-SDF server before it is destroyed

### Equipment

Redding's Recommended Kit. This is because of the single frag grenade you may use liberally later. You may also want the assault kit for an extra challenge, since you cannot kill anyone in the first section of the mission. The stealth kit is a viable kit as well, but denies you quick progress through one critical scene with the timer already ticking since you have no frag grenades.

- **Isolate** - There is absolutely no killing on this mission until the timer starts ticking. This means all the neck snapping moves you'd like to pull off is a no-no and will end the mission immediately. The goal is to reach the war room (in the basement) but you first need to reach the Americans in the compound first.
- **Simplify** - Since you cannot kill anyone, use every means necessary to non-lethally eliminate your enemies. Provided you do not do anything crazy, rash or out of bounds, this stage is rather easy.
- **Complete** - The timed section is the hardest. IGN will reveal the nasty surprises in store for you in the guide. As usual, create a fall back save point before the timed area; IGN will notify you when and where to create the best fall back save.



Since you cannot kill anyone, it's best to stay hidden. Go up to the large garage door and use thermal vision to make sure the coast is clear of enemies before opening it using the keycard device to the left of the door. The two guards here patrol together, so you will need to knock out both of them or somehow lure them apart. Follow the hallway inside but stop when you hear the whirring of a camera. This camera is infrared and can see in the dark -- use night vision to see its cone of vision and sneak by it (or zap it with the OCP) when possible. Since the human guards can still hear or see your spy, take care to move silently in the dark.



There are two ways into the base -- the locked door near the infrared camera leads to a maintenance tunnel that empties out into the restroom, or a second hatchway that empties out into a very bright (and guarded) hallway nearer to the Americans. IGN will let you decide which way is better. We'll show you the "bathroom route" first.



The vent empties into a bathroom; before you exit the vent, wait for the guard to wash his hands and pass by (at least he washes his hands). Wait for him to completely leave the washroom, as a mirror near the entrance allows him to see your spy (above right) if you stumble after him. You can douse the lights later, but the area near the base's lobby is

dark enough for you to move around without being detected. This lobby is the same as if you went the other way (you will need to go upstairs, as opposed to downstairs, to get to the first objective). Let's head back out to the exterior hall for now and follow the "hallway route".



Assuming you ignored the door at the infrared camera and did not empty out into the bathroom, your spy can locate a small vent that allows access into the base's upper floors via a narrow shaft (below, top right). IGN recommends this "hallway route" entry method, since you can avoid unnecessary detours.



At the top of the shaft, mantle over the wall and watch the janitor (note the janitor is armed). When he has his back turned and is mopping towards the spot where you jump down, punch him out and be sure to hold your key to transition to the fireman's carry. If not, the sound of the dropping body will alert the stationary guard. Take out the two enemies in this shiny hallway (note you can even use the pipe as seen in the above, bottom right illustration) and exit the hallway.



Outside the bright and shiny hallway are (or will be) two guards. One has his back turned at the end of the hallway (he's dead, we killed him before the photograph was taken) and a second is berating the Americans in the small room (above right). If you move quickly while the guard is talking to the prisoners, you can take down the first guard in the hallway and remain in the dark.

When the second guard goes to his post in the hallway, he will have his back towards your spy. Get cracking. Disable the light or the camera inside the room and talk with the Americans while staying in the dark as much as possible. Destroying the light is better since you do not have to worry about the camera spotting you. **This completes the contact the detained American personnel objective.**



If for some reason you want to avoid the two sentries guarding the prisoners, you can take this vent at the corner of the hallway to gain entry to the room where the prisoners are held. This is also the way you will likely take if you came through the bathrooms and need a stealthy way to get to the prisoners.

When you are done talking to the prisoners (or if you need to get up there and talk to them), use the stairs shown above right. There is at least one guard on the stairs and three more on the ground level near the door to the basement.



Whether you come through the bathroom or the brightly lit hallway, you will wind up on the ground floor of the base. Take out each of the guards as quietly and quickly as possible, then check their PCs for useful camera data and other info. The two PC desks are linked by a single air vent (above left) and you can use this vent to get behind otherwise tightly secure rooms.





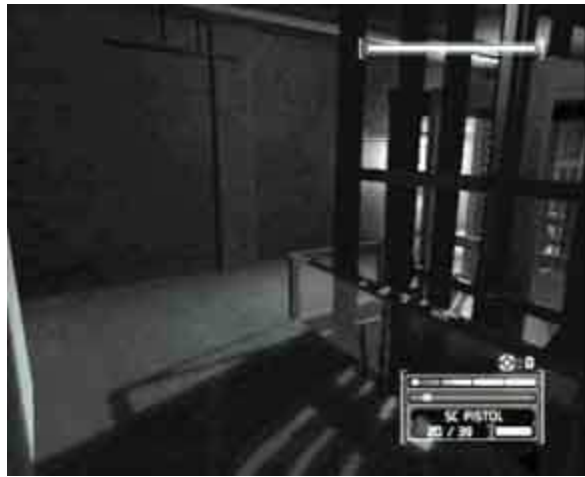
As soon as the Americans are spoken to, the door to the basement is unlocked. **You may want to save the game at this point, since the game unfolds differently depending if your spy is caught and interrogated or if you complete the mission without sounding any alarm.** IGN recommends not being caught, since it basically puts enemies on full alert and almost doubles the number of guards you face. On Extreme difficulty, the mission becomes very difficult to complete if the guards are alerted. So the best way is to make like a Larch and not be seen (little Monty Python joke there).

For starters, when you pass the basement's doors, turn right at the spot shown (above right) to turn off the escalators and lights in the hallway. This helps you remain undetected.



Although you may not be able to see it, there is an infrared camera hidden in the dome at the bottom of the escalator. If any of the three guards are knocked out there, it's alarm time. Wait for one of the three guards to head up the escalator and ambush him at the top (stay behind him or you may get shocked). If any guard spots you in the basement, the mission continues as if your spy was interrogated and you go about it completely different from what we have in the guide.

After you get rid of the first guard at the top of the escalator, loiter at the bottom of the escalator then watch and the camera's cone of vision and the second guard's patrol.



If you have an airfoil round, consider using it on the second guard when he is directly under the camera dome. This will give you enough time to zap the camera and move the body somewhere -- preferably up the escalator. Otherwise, it will be hard to get behind the second guard without alerting the third guard (above left) who patrols the hallway between the lift and war room.

Get rid of the second guard and hide in a dark area near the rear hallway. The third guard patrols the area shown in the illustration (above right). Although you can dispatch him at first opportunity, try to grab and hold him instead. You can use this final guard to help unlock a retinal scanner down the stairs.



Take the final guard to the retinal scanner at the bottom of the stairs (watch that camera's vision) and unlock the door. A med-station is in the bathroom near the lifts and war room, but chances are you will not need it just yet.



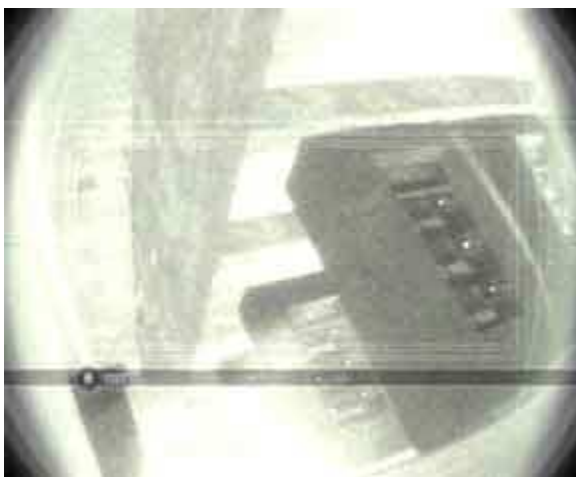
There is a store room past the retinal scanner, as well as a server room. *If you were never captured and interrogated,*

there will be two enemies inside the storeroom -- one on the PC and one checking the shelves. Ignore both but be sure to take the free sticky shockers from the shelf to the right of the door. Head back outside and try not to trigger any alarms.

*If you were captured and tortured*, you will need to pick the cuff's lock. Console owners have an advantage with the force feedback controller (PC gamers will have no such advantage and will need to rely on audio-visual cues). Pick the lock, get up and knock out the interrogator. Bash the door in the store room and locate the box (above right) for your equipment. The bathroom mentioned in the above panel will have a med-station to repair your lifebar.

Note that the enemies will be alerted and will be using lethal weapons instead of the shockers. You will start in the store room and will need to access the server room to unlock the war room.

Assuming all goes well, head back out from the storeroom and locate the server room (below left). If you were not captured, there are no enemies in the room and the servers are raised and accessible. If your spy was captured and tortured, there will be two guards in the room, and you will need to hack or use a retinal scanner to raise the servers from the floor to use them to unlock the war room. With this much work involved with being captured, you can see it is far easier to remain free and clear the mission quickly.



The server room will always have two infrared cameras regardless if you were or were not captured. These things are nasty and will see your spy as soon as the door to the room is opened. Check the cameras by using the optic cable (and night vision) as shown above. Open the door and quickly hide against the first wall of servers to avoid being detected.



The panel you want to use is the blue one on the second server wall. To get to it safely, you need to disable the camera closest to the door using the OCP and make your move to the blue panel before the camera re-lights. *If you were captured, like a sucker, then you need to use the retinal scanner in the back of the room to raise the servers.* Even after you do this, if any of the cameras in the server catches sight of your spy, an alarm is triggered and the servers drop back down into the floor. Neat? Not really. Using the server here will unlock the door to the war room (above right). Head out of this death-trap server room when you're done.



Head past the newly unlocked doors to **complete the enter the war room objective**. The war room has two infrared cameras and two guards (one moving, one stationary) if no alarms were triggered and if your spy was not captured. Both cameras aim away from the war room's exit (the way you came in) so you can sneak up on the guard at the right and ambush him or simply airfoil the fool and leave his body behind the camera. Stand under the camera (the right is ideal) and zap it using the OCP.

Move silently and quickly past it and turn the corner. Unless you're completely lost, you can knock out the remaining guard shown in above right and be done with it. Look above when you're done.



Climb up above the locked entrance and locate a vent to crawl into. Head to the end and wait for the cutscene. **This will complete the record the meeting objective**. After all the story bullstuff is done, bring up the rangefinder and zoom in on the laptop on the right side of the illustration (above right). **This completes the access the general's laptop via the EEV objective**. Wait for the second appearance of "big head man" on the large screen and exit the vent.

To get back out, simply edge over to the side of the war room and zap the camera. Once you do, run past the cameras and make a sure-fire, permanent, fall-back, super back-up save near where you entered the war room (right).

If you need health, take it from the bathroom near the war room and save again. The important thing here is that once you call the lift and head down into the base, you will not only be on the clock, but you will not be able to come back up. If you brought along the recommended or assault kit, select the frag grenade. If you intend to sneak by or only have a stealth kit, select the SC pistol (you may need the OCP in a hurry) and call the lift.



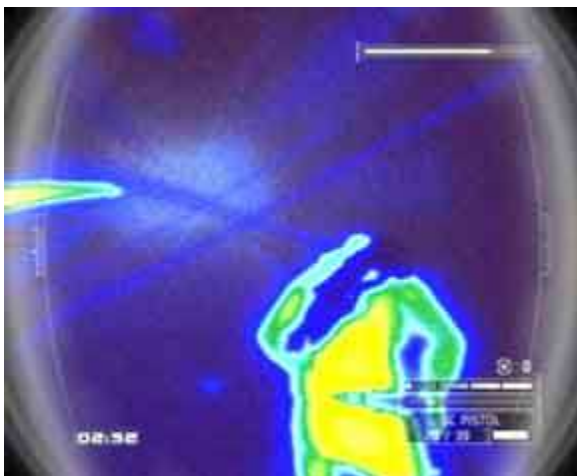




Inside the lift, the restriction to kill is lifted. Feel free to kill anyone you need to, although that will lower your mission rating. When the grating (above left) falls off, hop off and be ready to fall (above right). Consider mounting a quicksave before touching the ground. As soon as your spy hits the ground, a three minute countdown starts and does not end until you complete your next objective. Three minutes does not sound like much, but it is more than enough time if you know what the hell you're doing.



At the bottom of the lift shaft, if you are holding a frag grenade, head right. You can throw a frag grenade around the corner and enjoy the giant explosion. If you are going for stealth, you will need to head left at the bottom of the lift and quietly wait for the guards to finish tagging wallmines before you can move (they move in a counter-clockwise patrol). This wastes precious time -- a bad thing if you want to claim a bonus objective later on.



Head through the sliding door and turn on your thermal vision. Avoid the lasers by ducking and moving through the hallway in a zig-zag fashion. Tripping the lasers will pull down a gun turret that will pretty much end your mission on Hard or Extreme (above right).



Get to the end of the hallway and should you trip the turret, simply use your OCP to disable it and move on. Once you complete your next primary objective, you will not be coming back this way. The next room has two alert enemies (behind cover) and a moving gun turret. Zap the gun turret quickly near the column (above right) and look along the left wall for a hole in the ground.



The hole in the ground (above left -- the spy is in it already in this shot, as you can see, it even protect him from the turret's gunfire) duck and head under the grating to the end. Although no one can see you, try to move silently. If you draw the attention of alerted enemies, the mission can be over rather quickly. Mantle up at the tunnel's exit and you can see the two enemies who are waiting for you. Melee both quickly and let their bodies fall -- time is money.



The server is in the corner of the room (above left). Interrogating either of the enemies here will tell you about it. To get the bonus objective, you need to **hack the server before you destroy it**. Since time is tight, you only have this one chance to do it. Consider a quiksave before you do this. Once you hack the server, place a charge on the server and

head back to the hole in the ground. Detonate the charge to **complete the destroy server to stop the launch objective.**

The timer is stopped and destroying the server has shutdown all the gun turrets; however, two more enemies will appear on the far end of the hall. Head back below the floor and navigate the tunnel -- slowly as not to alert anyone -- and mantle back up the other side. Deal with these two suckers and you pretty much have free reign over the room.



Confront "the boss" and look for the small room shown (above right) when you can move your spy once more. Inside that small room is a hole in the floor that leads to where "[Harakiri Seppukumaru](#)" is lying on the cold, cold ground.



Get up to the boss and rescue his butt. Once the package is stabilised, head over to the large windows with the fishes. Place a charge on the window and move as quickly as you can away from the window (you have ten seconds). Once the charge blows, just wait for the windows to give and your mission will be complete.

# Co-Op Mode - Panama Bank Electric Boo-ga-loo

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
| Lighthouse   | Freighter     | The Bank       | Penthouse       | Displace Intl |
| Hokkaido     | Battery       | Seoul          | Bath House      | Kokubo Soshō  |
| Co-Op - Bank | Co-Op - Seoul | Co-Op - Bunker | Co-Op - Station | Multiplayer   |

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- Co-op spies can swap equipment but not choose their starting equipment. Each spy gets a different set of gear at each mission (depending on if the spy is the host or guest). Swapping equipment is done just like in multiplayer. Only the SC-20K and SC pistol cannot be swapped.

## Blue Spy Load Out

SC-20K (30 Rounds)  
SC Pistol (60 Rounds)  
Sticky Camera x2  
Sticky Shocker x1

## Red Spy Load Out

SC-20K (30 Rounds)  
SC Pistol (60 Rounds)  
Sticky Camera x1  
Flash Grenade x2  
Smoke Grenade x2

## Entering the Bank

There are three guards outside the bank; get rid of them if you choose since the exit is where you start this mission. The only way into the bank is through a second floor window. Use a team high jump and ladder move to get on high ground. This is the copy machine room. An enemy will usually patrol in here from the billiards room -- if you can smash his face in, the better for you.

Remember this copy machine room -- it is the same room you need to leave the bank by when your mission is completed. Before shooting off lights (the presence of more ammo encourages this), try to look for switches as you did in solo mode; this conserves ammo and preserves the peace. Noises still alert enemies to your spies' presence.

## Head to the Foyer

Make a left upon leaving the copy machine room and head through the door; note that there is a switch directly across from the copy machine's door to shut off the tell-all light near the camera by the billiards room. Head through the halls and you'll wind up at the top of the main stairs above the front desk. Get rid of the two guards (one on the stairs, one by the front desk) and try to hack the PC at the front desk for a keycode. The large gate that bars entry into the laser filled expo room can be raised only after you acquire the proper codes and can access the gate control panel past the gate.

## The Second Floor

Head back to the second floor, then enter the billiards room and then into the Salon where the soccer game is being televised. If you want to be sure of not being ambushed, execute both guards here while they enjoy the goal or they may appear unexpectedly if alarms are triggered.



Head out of the salon and head down the hall. Watch for the camera near the double set of busted lifts. Shoot out the lights before luring out the two guards in the security office. Don't miss out the small office across from the security station. The PC there has more passcodes. There are two ways to the third floor. Take the stairs past the gallery or take the private lift in the conference room. The stairs are a safer bet, assuming you can zap the camera. The lift can be hacked now or used later.

### **The Third Floor & Retinal Scanners**

The third floor has the archive near the security office at the top of the stairs. Since you need two bodies (one being the vice president) for the retinal scanners, grab the guard in the security office (he's the closest one) and have the other spy grab the vice president in the room with the classical music.

If you somehow screw up and wind up only with the vice president, there are three more guards in the locker room down the hall. Pick one up or hack the retinal scanners to enter the archives. Get rid of the vice president by doing a sleeper choke on him. Any other move will kill him and scrap the mission. If you happen to interrogate the vice president, you get the keycode for his private lift (between floors 2 and 3). This lets you exit the bank later, but is of little help to you now.

### **The Archives**

The records are on the lower level of the archive. It's in a cabinet or on the PC. Check both and be sure to terminate the sentry at the top of the library. A light switch near the archive entrance can darken most of the room.

### **Raising The Gate**

Head to the locker rooms and pick up some ammunition. Don't bother going through the second locker room (the door is one way), and instead, swing past the vice president's office and work towards the end of the hall to locate a fallen grate cover.

There marks the spot where a vent can be reached via the team's high jump. This leads to the top level of a storeroom. Exit the storeroom and head right. The next long hallway has at least three guards patrolling its length. Use the side rooms to get close and terminate them. Head upstairs to the upper floor.

Locate an open vent that is over the gate control panel and do a hangover to open the gate. The code is 2341 if you did not get it. Alternately, just hack the pad and the gate will open. Since you cannot just drop down, hop over the balcony at the top of the expo room and go to the opposite balcony. Ride the lift down to the expo room -- make sure to shoot out the lift's light if you triggered four alarms, or the guards in the expo room will kill the occupants inside the lift.

### **The Server & Exfil**

The expo room will only have enemies if alarms are triggered. Use the OCP from each spy's pistol to disable the lasers in the expo room. Be sure the moving spy does not cut across the line of sight of the spy jamming the laser or an alarm will sound. Terminate the two enemies in the server room and retrace your steps from the foyer to the copy machine room. Head back to the trucks to clear the mission.

# Co-Op Mode - Seoul

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
| Lighthouse   | Freighter     | The Bank       | Penthouse       | Displace Intl |
| Hokkaido     | Battery       | Seoul          | Bath House      | Kokubo Soshō  |
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Sticky Camera x1  
Sticky Shocker x3  
Airfoil Round x3  
Flash Grenade x2

## Red Spy Load Out

SC-20K (90 Rounds)  
SC Pistol (60 Rounds)  
Sticky Camera x4  
Frag Grenade x2

## Getting To Jong #1

The first soldier will fire haphazardly -- but notice that his gun does not count towards the environmental ambience. Sneak up to him and take him out, or let him carry through his conversation with the other two soldiers inside. Counting this enemy, there is one soldier on the ground level inside the building and one more on the second (unreachable) floor. Take down all three and try to get to the PC inside the guard room for some intel.

The sentry gun can be disabled by using the OCP from the hole outside the building. Disable the sentry gun and drop into the next room's hole. Do a team high jump and ladder move to the next area.

The spy you are sent to capture is a real civilian, so he will not fire if he sees your spies; however, there is one enemy patrolling the lower floor and one more patrolling the top floor. Try to grab them and interrogate them for intel before getting rid of them. Any keycodes you memorise can be used in a session later -- they never change and may be used regardless if you acquire them normally (as in the first Splinter Cell).

"Jong" will be found on second floor washroom. Interrogate him by grabbing the character. Once the objectives change, you can strangle or kill him at your leisure.

## Finding Info On Jong

To get this objective, you either need to interrogate the DPRK officer outside the keypad locked door, or hack into the PC in the computer room you can reach through a vent. The officer is easier to reach, but he is difficult to grab and interrogate; the PC is easier to hack or use, but more time consuming. Take your choice.

Break past the keypad door and get both surviving soldiers. Be sure to interrogate the officer for a bonus objective before enacting the Fifth Freedom. If your team was trigger happy and killed everyone outside, locate the vent in the area where the officer shot his subordinate for incompetence.

The lone guard in the PC room can be doused simply by landing on his head when he is near the PC. Mantle and climb over the fence in the officer's yard to move on.

### **Disabling The SAMs**

Disabling the SAMs is optional -- you do not need to do so, but it's rather easy. Two SAM carriers are in the square and your team needs to place explosives on the launcher's "lynch-pin", we requires teamwork. An option to split up by having one spy rappel down the wall while the other goes across the zip line is available -- use it if you do not want to time both spies going down the same zip line with friendly fire on (the first spy will die when the second spy lands). You can simply time your descents by good communication.

Take out the two guards near the first SAM. There is a sniper if any alarm is triggered, so wait for a good moment to strike. After the guards finish talking, one will remain near the SAM while the other patrols on the other side. Simply execute a double pronged attack and worry about it later. You have about six minutes before the SAMs start firing and the objective is cancelled.

Do a human totem move by placing one spy in the rear arc of the SAM, crouching and pressing action. The second spy can push action to complete the team move. The player on the top may place the det-pack. Abort the human totem pole and move away from the SAM before detonating the charge.

Head for the lighted pit at the end of the arcade before detonating the charge. The spy who placed the charge is the only one who can detonate it. Go through the sewer tunnel and move slowly but swiftly; there are three guards on the ground for the second SAM. Take out all three guards on the ground at the second SAM site, and do the human totem pole as before.

The exit is the sewer hole next to the SAM; unfortunately, the player who placed the charge will need to move behind cover (such as the fountain) and destroy the SAM before he can head down the ladder to rejoining his teammate. Go through the sewers to the next street.

### **The Fish Market**

Another bonus objective is near here. Turn off the lights in the fish store; the guards do not enter it. If your team is malicious, knee-cap the soldiers outside. Before leaving, claim the ammunition and use the med-station if required.

Outside, the boat with the sentry gun next to it is an escape boat. You can disable the boat for the bonus objective by punching a hole in the boat's engine. Use one spy to cover the sentry gun with the OCP while the other spy disables it.

Head around the wharf either via the awnings or simply down the sleeping soldier with a sniper exercise. The next alley has a truck and the internet cafe.

### **Internet Cafe, Jong #2, & Exfil**

The truck has some smoke grenades you may find useful inside the brightly lit internet cafe, but they are not necessary unless you are going for a timed or "speed run". Mantle over the fence and enter the cafe.

Take out the two soldiers on the lower floor -- interrogation gets you a keypad passcode -- and identify Jong when he runs to the second floor. Grab him and exit through the back stairs of the second floor (this lets the spy holding Jong bypass the fence) to get to the truck. Naturally, once all the enemies in the cafe are dealt with (there are two on the upper floor), the rest of the mission is a wrap.

# Co-Op Mode - Chemical Bunker

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
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Airfoil Round x3

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SC Pistol (60 Rounds)  
Sticky Camera x1  
Frag Grenade x2  
Flash Grenade x2

## Bunker Exterior

The only enemies in this exterior part of the battery are in the missile launch pits. Although there is only one to begin with, triggering any alarm will cause more to spawn out -- a good reason to stay unnoticed. The best method is to knock out the enemy from the top of the ladder before heading down.

To get down the empty silo, a switch at the bottom of the adjacent (armed) launch tube must be pressed. Rappel down the launch tube with the missile and locate a red switch at the bottom. Head back to the empty silo and use the switch to call up the missile cradle. This can be used as a lift. If you are nervous and do not want to knock out your partner, send one spy down, then call the cradle back up. The spy at the bottom can press a second switch to lower the cradle and his teammate into the bunker.

## Investigating the North Koreans

An enemy patrols the lit hallway. Use the pipe overhead to engage in some neck snapping fun. Enter the vent at the end of the hall and move into the lift shaft. Climb the long ladder to locate another vent leading into the monkey labs.

Do not wait for the scientist to turn around; drop down and interrogate the scientist while he shoves monkey love into his test subjects. The curiously gray shaded panels in the monkey labs are electrochromic panels -- do not OCP or turn the switch to make the transparent, or the soldiers in the other room will sound an alarm.

Take down the other three guards in the hallway outside and clear the area of enemies. Try for interrogations since some enemies may have the keycode for the freezer. You need to come back to the freezer adjacent to the monkey labs later, so hack all the PCs and unlock all the doors in this area. With the place devoid of enemies, so you may want to put



all the bodies you create from this area into the freezer.

## The Autopsy Labs

The laser trapped hallway is cleared via the pipe over the hall; a spy will need to OCP a laser for his partner to go through. Don't trip any lasers, or your whole team will be dead in about two seconds. At the end of the hallway, hack the control panel to disable the sentry gun to see what we mean. This will also drop all the lasers in the hall and make it easier to come back through this area.

Move into the area above the large lab and try not to make a mess in the autopsy lab below. A camera there triggers alarm after alarm if it sights activity. To get past the scientist and the guard without triggering any alarms, have one spy drop through the vent into the small security office. The second spy should be ready to OCP or shoot out the bright computer panels in the lab. The spy in the security office should shoot the soldier in the head -- this causes the scientist to come into to investigate. If the spy at the top can douse enough lights near the door to the security office and then either drop down and knock out the scientist or keep the camera busy, the scientist has no chance to raise an alarm.

Be sure not to miss the bonus objective in the security office -- the monkey autopsy tape -- on the desk. There are two doors out of the autopsy lab: one leads to the cryochamber, a lift, and a very annoying camera. The second leads to a maintenance style hallway with a science lab. Head for the tunnel with a science lab.

## The Viral Protocol & Blood Samples

Take care of the patrolling guard outside the lab control room first (in the tunnel). To get to the controls without being spotted, the spies will either need to shoot out the lights and the PC monitor. The viral protocol is in the science lab near the maintenance tunnel. Have one spy pull the switch while the other spy enter the door. Note that if the spy who enters is killed in the science lab, there is no way to effect a rescue.

Grab the viral protocol in the lab, dealing with the two enemies inside the lab, then head back upstairs to the freezer via the tunnel's backstairs. Watch for cameras in the hallway leading back; douse all the lights to travel through with no alarms. The blood samples are in the freezer next to the monkey lab. **Be sure to have one spy take the O sample, or you have a dead game.**

As noted in the notes of the viral protocol, the blood sample O needs to be a part of the vaccine. Have one spy pick up the right most sample in the freezer (the O sample) and let the second spy take any other sample. Head to the cryochamber to formulate the vaccine.

## Making The Vaccine

Head for the cryochamber past the autopsy labs -- the enemy can be lured past the camera and clobbered. The camera requires teamwork to disable the camera while the team sneaks by; the light here is indestructable.

Note which cryochamber your spy enters. Each cryochamber is labelled A or B (just above their doors). Read the notes and move the cursor to the color indicated in the notes when the cryochamber is in operation.

- The spy who entered chamber A needs to press Red, Red, Green.
- The spy who entered chamber B needs to press Aqua, Blue, Aqua.

Each spy must enter their color samples in a "zipper" fashion, meaning spy A enters red, then spy B enters aqua. Spy A must then enter red a second time and spy B must enter blue. Failing at any time will unleash a cryo-leak that deducts a large amount of life from each spy (there is no escape, so don't try).

Once the vaccine is formed, a guard will exit from the lift next to the camera. Lure him into the area and try to teamwork the camera once more so the team can enter the lift without causing an alarm. Head up once safe inside the lift.

## Retrieving The Vaccine

At the top, beware how you exit the lift -- the hallway is very bright and there are three guards patrolling the hallway. Try to grab one guard and then have the other spy disable one of the others while saving the last enemy for grabbing. This lets your team use the two retinal scanners easily, without hacking.

The top of the cryo chamber is damaged and filled with electricity. Use the Tomoe Nage maneuver to vault over the electricity (you can take out the guard with this move if you like) and do a hangover to grab the vaccine. The door to let the other spy through is one-way, so have the spy who was thrown across open the door from the other side. Once all

this is done, head down the smaller lift to the missile bay.

## Defusing The Warhead

*BOOOOOOOOOOOOOOOOOOOOOOM!* Is what you will hear if you mess up on the warhead. Get rid of the three enemies around the missile area and try not to rush enemies since there are no more med-stations. Two are on the top near where your team enters the missile storage racks; one more soldier will be patrolling the lower level.

To get to the warhead, one spy needs to operate the crane holding the missile from the control room. The other spy must guide him (it is faster on split screen). Once the missile is safe in its cradle, try to quicksave your game.

Have each spy defuse the warhead from both sides of the warhead. Use electromagnetic vision to find the one wire that is glowing (on your side) and have both spies cut their wires within two seconds of one another. Not doing so will result in quite a hilarious death, but chances are you probably won't want to do this that often.

Grab the item afterwards and locate an open trap door near the stairs to the control room; head down the ladder to the final part of the stage.

## The Boat Dock & Exfil

Both spies can avoid all the enemies here and head to the raft at the end of the docks, but if you're feeling lucky, by all means use up your ammo here to start World War III. Sticky shockers, if you haven't used them, can down enemies instantly. Airfoil rounds are only useful if the enemies are not surprised, not wearing helmets, and if they are hit in the head. Kill or avoid everyone and leave the mission on the small raft.

# Co-Op Mode - Grand Central Station

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
| Lighthouse   | Freighter     | The Bank       | Penthouse       | Displace Intl |
| Hokkaido     | Battery       | Seoul          | Bath House      | Kokubo Soshō  |
| Co-Op - Bank | Co-Op - Seoul | Co-Op - Bunker | Co-Op - Station | Multiplayer   |

The most exciting part of Chaos Theory is the co-operative mode. Four missions are created specifically for two players to double team the enemy AI. Unlock solo mode, you need to be aware what your buddy is doing and how fast -- many puzzles (with lethal consequences) require good teamwork and communication, so being the "strong, silent type" of spy will only get you a quick and messy retirement (with no pension benefits). Talk with your buddy about what to do, where to go, or you might as well keep playing solo mode in your illegally zoned backwoods cabin built out of stolen construction materials.

Play training (on split-screen) with a friend (or you can play alone using both controllers). Most of the training exercises are non-fatal, so you can experiment as much as you want without serious consequences. Some differences in Co-op Mode from Solo Mode:

- Spies can die up to two times without consequence. Each spy has a revival drug that can be used once (on each other or taken from the downed spy). This gives you greater leeway with messing around.
- Team moves are vital to the completion of the missions. Both spies move together into new areas or not at all. Sometimes spies are given the option to split up, but that is only in one small area. Big tip about splitting up -- don't. All team moves are discussed in training, so play the training stage if you want to know more.
- Co-op spies have a different OCP. It needs to be constantly trained on a device to stop it. Any interruption (someone in the way, running out of OCP energy, missing) will cause the device to flare up again.
- Co-op spies do not have the scope or rangefinder. This means no remote hacking, but this also means you need to rely on the SC-20K to look ahead.
- Co-op spies can swap equipment but not choose their starting equipment. Each spy gets a different set of gear at each mission (depending on if the spy is the host or guest). Swapping equipment is done just like in multiplayer. Only the SC-20K and SC pistol cannot be swapped.

#### **Blue Spy Load Out**

SC-20K (60 Rounds)  
SC Pistol (40 Rounds)  
Sticky Camera x1  
Sticky Shocker x3  
Airfoil Round x3  
Flash Grenade x3

#### **Red Spy Load Out**

SC-20K (60 Rounds)  
SC Pistol (40 Rounds)  
Sticky Camera x3  
Frag Grenade x2

### **Going Through The Sewers**

Go through the sewers carefully -- there are few med-stations and a lot of enemies (at least four) are in the next area after the sewers. Use the pipes to take down the sentries in the sewers and get to the point when Lambert makes a transmission about bombs.

Your team will be near a branching path where one spy can rappel down a wall while the other spy may continue to a different area to meet up. Rappelling down will place one spy closer to the PC with the bonus objective, but it is unnecessary. Instead, have *both* spies continue down the sewers and mantle up the scaffolding.

Both spies should drop down into a silent train station. Proceed to palm strike or knife everyone you come across. There are three enemies who are patrolling, one who is near the PC with the bomb schematics and a final enemy in a small shack near the PC. The PC near the corner train shed has bomb schematics, a bonus objective.

### **The First Bomb**

To get to the first bomb, locate the train tracks with a sentry gun at the end. Disable the turret using OCP and send a spy to disable the gun. Enter the door the gun was guarding to see the first bomb. The red laser is the trigger for the first bomb. To disable it, both spies need to cut the wires at the same time and each half of the bomb. Since there is no way to get to the other side, your team needs to execute the Tomoe Nage move to send one spy over the laser.

Do the move correctly to KO one guard, then melee the other guard. Try to quicksave your game here, since it is easy to die. Each wire has a brief electric charge that passes through them, heating them up before the next pulse is sent. This means you can use electrical or thermal vision to find the wire you need to cut.

To defuse the bomb, use thermal or electrical to identify your wire and cut your wire within two seconds of the other guy. Quickly select thermal or electrical to get the next wire and cut that second wire (again in two seconds of one another) before the bomb's safety detonator runs down and explodes. Keep doing each wire until the bomb is defused. You may also want to save after this exercise.

### **The Second Bomb**

With the laser removed, form up the team. A ledge at the end of the tunnel requires a team high jump and ladder move to get past. There are several soldiers in the turbine room; two on the lower level and two on the upper level. There's also a camera standing watch near the second bomb; try to douse all the lights or you get alarms from carelessness.

It's easier to take down the moving guards near the turbine room's entrance using melee than it is to shoot it out. Deal with the enemies here and defuse the second bomb much as you did the first. A good idea is to use thermal vision, since the heat lasts longer than the electric pulse, then cut the wires on a player's count. Make every effort to commit to cutting, or it's BOOOOOM all over again. Move into the next hallway for some ammunition and a med-station. Head to the final bomb in the subway station.

### **The Third Bomb**

The last bomb is in the trainyard. At least three enemies are on the platform and one of them gets rather near one of the bomb's halves. Shooting it out here will simply result in more enemies showing up from the stairs. Take down the guards by going around the platform (note you cannot jump over the laser) and clearing the area quickly and neatly.

Defuse this last bomb much as you did the previous two bombs and consider making a save afterwards. Head upstairs and get on top of the ticket booth. Drop in and open the way onwards.

### **Eavesdropping**

To eavesdrop on Colonel Chu, both spies need to remain undetected prior to the phone call. Head to the phone kiosk as shown in the pre-stage loading movie and quickly (but quietly) do a team high jump and ladder. The phone kiosk is made of glass in the middle, so any spy trying to go up or down will be spotted if enemies are looking this way.

Head to the edge of the kiosk and do an overhang. Place the bug and quickly get back up. The phone event will not occur until both spies back up a bit from the edge. It is important to keep an eye on the light meter at this point; try to

remain in the dark and avoid any lit spots. Once the Colonel hangs up; you can be spotted and not fail -- however, that lowers your mission rating and you miss out on a bonus objective.

### **Shadowing Chu & The Vaccine**

Watch for Colonel Chu to move (slowly) away from the kiosk and use thermal vision to keep a look-out for enemies coming into the kiosk area. Observe their behaviour and drop down when the coast is clear. Shooting them from the top of the kiosk is an option, but chances are that any return fire will kill your spy.

Don't forget that enemies can see through the kiosk, so if a spy drops down, there's a chance he can be seen by the enemy. If one spy does drop down unseen, get rid of the guards by approaching them along the shadows created by the station's arches.

Both spies should cautiously follow Colonel Chu to the locker area. Although you can kill Chu prematurely and not fail the mission, try to grab him and get the keycode if you have no intention of following him. Otherwise, you will need to hack the locker keypad.

Along the way, or after you deal with Colonel Chu, be sure to grab the ammunition in the small storeroom in the hallway. Open the locker with the vaccine. The spy who drinks it is the one who will be tasked with the next objective.

### **Securing The Viral Carrier**

The viral carrier is in the bathroom of the metro police station. Follow the sound of the puking and shoot the enemy at the toilet to "decontaminate" the area. This lets the other spy approach without losing life. Meet up in the restroom and do a team high jump and ladder move to the next area.

### **Exfil**

The final part can be handled as a pure assault mission if desired, although you can still take out people stealthily. Head down the escalator and incapacitate or kill everyone there. The exfil is the glass cover over the train. Break the glass (you can just jump on it) and drop onto the train to complete the mission.



# Spies Vs Mercs

|              |               |                |                 |               |
|--------------|---------------|----------------|-----------------|---------------|
| Lighthouse   | Freighter     | The Bank       | Penthouse       | Displace Intl |
| Hokkaido     | Battery       | Seoul          | Bath House      | Kokubo Soshō  |
| Co-Op - Bank | Co-Op - Seoul | Co-Op - Bunker | Co-Op - Station | Multiplayer   |

Splinter Cell Chaos Theory offers several modes of play. Unless you actually know three other "Chaos Theorists" who can LAN with you, chances are your challenges and matches will occur on Xbox Live.

Ubisoft reserves the right to change or modify their product without warning, so chances are any information in a printed guide such as this one may become obsolete in a year or two. Since IGN is only paying their freelancers to write their guides *once*, we'll just cover the essential basics for their multiplayer section.

Your best source of multiplayer information is actually IGN's ever lovable [Splinter Cell message board or the Insider Xbox board](#); there, gamers who play these games constantly hang out (like some kinda cyber-lobby) and help each other out, as well as notify one another of Xbox Live changes.

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## Game Types

There are two basic game types in multiplayer -- death match and "mission" modes. In deathmatch, the spies try to kill mercs (and vice versa) in a pure frag-fest. Some gadgets normally available in mission mode is not used in deathmatch. Simply deplete the other team's reserve of lives (like [Super Smash Brothers Melee](#) -- best ... fighting game ... ever) and your team wins.

In mission mode, the spies try to achieve various objectives (discussed in the exam and training programs) while the mercs prevent the spies from doing that by killing off their players. Naturally, depending on the game type and various other settings, you will find the spies or the mercs may have a slight advantage.

- **Deathmatch** - Mercs have the advantage, usually. Some spy players however, are so good they're scary. This is especially true of [David Clayman](#) and possibly [Peer Schneider](#).
- **Mission Mode** - This mode depends upon other settings.
  - **Time Limit On** - Mercs have the advantage. Merc players who can clamp down on objectives can lock down the map on spy players and simply wait for time to expire. Once it does, the merc team wins if the spies do not achieve all objectives.
  - **Time Limit Off** - Spies have the advantage since they can simply wait. And wait. And wait some more. Unless the mercs are able to find and kill the spies at each objective, the mercs will lose eventually.
  - **Spy Lives Equal Merc Lives** - Depending if the timer is on or off, the side with the better players will usually win. However, skilled spies have a knack of killing mercs instantly instead of simply injuring them. The spy team has a slight advantage with this setting.
- **Veterans Vs Newbies** - Newbies should ideally play spies -- they need the extra mobility to avoid their enemies and they learn the map so when they play as mercs, they know where their prey will head for. Veteran players should play mercs since they pretty much know the level and can anticipate where spies can appear.

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## Spy Gadgets

### Chaff Grenade

Maximum of 5. If assigned to the top or left slots, it can be hot used by pressing the quick action keys. Chaff grenades basically handicap the operation of electrical devices such as cameras, passive sensors, and laser emitters. Note chaff grenades do not affect the laser's beam -- the chaff explosion needs to cover the emitter or nothing will happen. If the shocker gun is deployed, this grenade can be lobbed into the distance.

### Smoke Grenade

Maximum of 5. If assigned to the top or left slots, it can be hot used by pressing the quick action keys. Smoke grenades are used to create a blinding cloud of smoke that obscures normal vision. Additionally, any mercenary not actively using

a gas mask in the cloud may lose consciousness from the chemicals; spies are immune to the sleep toxin. Note smoke grenades only obscure vision, not cameras and other sensors that rely on other methods of detection (such as motion). If the shocker gun is deployed, this grenade can be lobbed into the distance.

### **Flash Bang**

Maximum of 5. This is a nonlethal explosive that blinds and deafens all mercenaries looking at the explosion. If assigned to the top or left slots, it can be hot used by pressing the quick action keys. If the shocker gun is deployed, this grenade can be lobbed into the distance. Flashbangs are useful if you want to distract a merc while your partner assassinates them from behind. They are also helpful if you are not an "aggressive-spy" and focus on completing mission objectives rather than depelting the team's stock of lives. Spies are immune to the effects of the flashbang.

### **Sticky Camera**

Maximum of 5. This functions exactly the same as in Solo and Co-op mode, where a remote camera is deployed to watch for enemies. A spy may only deploy one sticky camera at a time. Each camera contains a one-shot gas emitter. The camera self-destructs to release the gas. Note this camera can only stick to walls and floors, not to mercs or other spies. Spies are immune to the gas attack emitted by the camera.

### **Spy Bullet**

Maximum of 5. This is the bugging device from Pandora Tomorrow; it works pretty much the same way. Basically, a spy bullet shows positions of a mercenary hit with it (the bullet is non-lethal) and is useful if you want to highlight a merc's position for your partner or if you want to know where a merc is. Press the indicated key to listen in on the mercenaries' communications in online matches. The effects of the bug are short, so use it to stay away from the mercs or use it to help you find a merc and kill him.

### **Alarm Snare**

Maximum of 5. This is a special bullet that creates artificial disturbances that trigger alarms and sensors. The sounds it makes are instantly recognised as artificial but it can be used to trip alarms and confuse players who are too far to notice the deception.

### **Heart Beat Sensor**

This device from Rainbow Six Raven Shield displays a character's heart beat. Scary? It's probably a DARPA project you haven't heard about lately. The detection range is 15 game meters, but only what ever is in the direction your spy's view is facing (the camera). Swivel your view around to sweep the area. Since the range is so short, it's best to use it in tight, cramped (not necessarily small) stages.

### **Optic Camouflage**

This little gadget makes your spy invisible to the naked eye. However, it cannot fool cameras, mines, lasers or sensors which rely on alternate methods of detection. The optic camo has problems as well; moving too fast, jumping, running, attacking, falling, or zip-lining fizzles the suit and destroys the illusion. The same can happen if the spy is douse in the smallest amount of water.

The suit draws from the same power source as the spy's shocker gun so drawing a weapon will make the spy appear once more. Finally, the suit can only be used if the energy meter is topped off. The duration of the invisibility is approximately 15 seconds. Note that although your spy can "cloak" when hacking, the altered reality of a merc's HUD will still identify hacking in progress; so most merc players are not fooled.

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## **Spy Vision Modes**

### **Night Vision**

This is the low-light vision mode that uses ambient light (such as starlight or candlelight) to allow a spy to see in the dark. It highlights dark environments very well, but lacks the ability to discern small areas of brightness (unless it is extremely bright). Characters and most moving objects usually blend into the background in this vision; there's often no substitute for your own eyes. Spies using this mode should use caution, since mercenaries can locate a spy using night vision by using their EM vision mode.

### **Thermal Vision**

This uses infrared waves to pick up heat sources such as that of a human body. Source of heat will be highlighted quite brightly (say in a foundry furnace). However, in cold or temperate stages, mercenaries and you spy ally are easily detectable using this mode. Like night vision, this mode is detected by the mercenary's EM vision mode.

### **Shocker Gun Laser On/Off**

The shocker gun can turn its laser on or off (down on the D-Pad for consoles). Flick the laser on and off briefly (leave it off) or a mercenary may see it and trace it back to the origin. As a rule, try not to use the shocker gun unless you are trying to disable a camera, mine or sensor.

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## Mercenary Gadgets

### Camera Network Manager

This is a portable browser that lets a mercenary tap into a special network of cameras. He may cycle through each one looking for spies or other activity, much like having a whole bag of permanent indestructable sticky cameras (without the gas attack). While engrossed in spying, the mercenary is at a total standstill, so he should ideally place his back against an object or wall and make sure a spy cannot get above him or the mercenary player will be killed before he knows it. This item has infinite uses, but it becomes useless if there are few cameras in a stage or if a spy is nowhere near the cameras (or knows where they are). The cameras for this item are special, and are easily recognised by their bulky casing.

### Gas Mask

This is a compact gas mask that lets mercenaries maintain consciousness while inside a smoke cloud. The amount of air in the supply tank is limited, so a merc should only use it when entering or attacked by a smoke grenade. When the gas mask's internal air reserve is not being used, the merc breathes outside air. Finally, the gas mask does interfere with vision, making the fire mode of the assault rifle impossible to see.

### Tazer

A short range electrical stunner that immobilises a spy. It is similar to the spy's shocker gun, but because of the higher voltage of the tazer, the spy suffers damage from being hit by a tazer. Note if a spy drops from this attack, the merc can easily kill the spy player. A big tip from those veteran IGN editors -- don't waste time taunting a spy player after a tazer hit; just kill the spy and claim your ranking points.

### Mine

Maximum of 3. A triple mode static semi-reactive defence device (i.e., a mine). Mines can be set to proximity, laser, or poison (new). A prox mine basically detonates when a spy gets too close. Spies can disable this type of mine by shooting it, or by creeping close and disarming it. Prox mines have a large red blinker on it, so mercenary players need to get creative where they can place them. Laser tripmines basically have a detection laser to trigger the explosion. Spies can detect this mine through its laser and it is useful in some instances. Poison mines are a new type of mine that is made of composite materials (meaning it's harder for a spy to spot one) and acts like a laser tripmine, except there's no laser. Instead, a poison dart shots out to hit the spy. Misplaced or badly placed mines can be removed and placed else where by a mercenary player.

### Frag Grenade

Maximum of 4. A lethal explosive that pretty much spells the death of anyone caught in the effective blast range. A very useful weapon for covering areas lower than you; the metal clanking though, pretty much warns spies about the grenade, but the killing power is unrivalled. Frag grenades are almost a must-have against aggressive spies.

### Flare

Maximum of 10. A portable chemical flare that sheds a lot of light for a short while. Flares stick to walls, floors, and other objects. Flares are no longer restocked from the ammunition boxes. For mercenary players who like to operate in pairs, this is a great way to flush out spies.

### Spy Finder

Maximum of 3. A dual mode spy mine. The default mode behaves pretty much like Pandora Tomorrow; it sets up a laser tripmine that lets mercs listen in on spy communications when they trip the laser. The new second mode sets the spy finder as a proximity sensor which is harder to detect since it lacks the laser. Although it only detects a spy's presence, mixing your spy finders' modes make them much more effective against spies.

### Backpack

This is the "extra item" option. It holds 2 mines, 2 grenades, 2 spy finders, and 6 flares. Naturally, since the backpack occupies one of the four item slots, your merc will naturally be missing one of the devices listed above. This is a good option for mercenaries who know their maps; simply place mines everywhere and load up on grenades.

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## Mercenary Weapons

### Assault Rifle

25 round magazine, 125 rounds total. 2x, 4x, and 6x zoom. Mercenary players can change their weapon they use in the match in their equipment screen. The assault rifle has five fewer rounds than before in each magazine, but it actually has five more rounds total than in Pandora Tomorrow. The assault rifle can change from autofire to burstmode with the flick of a switch. Zooming allows for fairly accurate placement of shots; a player may still hold their breath for a bit to place a good shot. Take the assault rifle if you are playing the Orphanage -- veteran players will enjoy the long range gunnery exercise.

### Submachinegun

60 round magazine, 360 rounds total. No zoom. If you enjoy hosing the place down when a spy player is trying to kill you, take the submachinegun. With 60 rounds and a large reserve of ammunition, your merc can splatter the spy if one is careless enough to stay in front of your merc's sights. The SMG can fire auto or burst, but cannot zoom. All in all, it is

a good weapon to have in small stages or if you like to fight at short to medium ranges; a large reserve of ammo also means you can concentrate on hunting spies rather than looking for ammo boxes.

### **Shotgun**

6 shells. 50 shells total. No zoom. If you enjoy making one shot kills and have a god-like aim, the shotgun can take down a spy in one shot despite having only six shots and needing a delay to bring in the next shot. However, you should know that a spy is lethal at close range, so make sure you do not miss. Having this weapon pretty much makes the frag grenade overkill for stupid spies -- take more detectors if you haul a shotgun into a game with newbie players.

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## **Mercenary Vision Modes**

### **Torchlight On/Off**

The flashlight is the merc's basic tool to see in the dark. Veteran spy players will probably be able to kill a merc after locating him by tracing the torchlight. The torch is used to navigate dark areas, but the area it illuminates is very small. Spies who are up close should probably be marked by a laser instead of a torch.

### **Laser On/Off**

This temporarily marks a spy on a merc HUD if it sweeps over a spy. The laser is useful since it makes the spy show up on the map and alerts the other mercenary who will no doubt come trudging towards the fight. The laser doesn't illuminate anything else, so use it in semi-lit areas to track spies. It is naturally useful to use this when your merc is being assaulted by a spy and you expect to die or get knocked out; by highlighting the spy, you mark him on the map for your merc ally.

### **Motion Tracking**

This mode allows a merc to track any movement of any object. The bright grey squares on a red background will easily let mercs see what is moving and what is not. Careless spies who move when they think a merc is not using this mode get caught. Here's the hint: both merc vision modes are exclusive of the torch. If a merc is in a dark room with no torchlight turned on and you cannot see any laser, chances are he is using enhanced vision.

### **EM Detection**

This mode allows a merc to detect any spy using their enhanced vision modes. The spy will literally glow blue. Careless spies who think a merc is not using this mode get caught while they look around. Here's the hint: both merc vision modes are exclusive of the torch. If a merc is in a dark room with no torchlight turned on and no laser is visible, chances are he is using enhanced vision.