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GETTING STARTED

System Requirements

Supported OS: Windows® XP (only)

Processor: 3 Ghz Pentium® 4 or AMD Athlon™ 3000 (3.5 Ghz Pentium 4 or Athlon 3500 recommended). Game optimized for Dual-processor-enabled computers.

RAM: 1 GB

Video Card: DirectX® 9.0c-compliant, Shader 3.0-enabled 128 MB video card (256 MB recommended) (see supported list*)

Sound Card: DirectX® 9.0c-compatible (EAX™ recommended). PC audio solution containing Dolby® Digital Live required for Dolby Digital audio.

DirectX Version: 9.0c or higher (9.0c included on disc)

DVD-ROM: 4x DVD-ROM or faster

Hard Drive Space: 8 GB

Peripherals Supported: Mouse, keyboard

Multiplay: Broadband connection with 128 kbps upstream or faster

*Supported Video Cards at Time of Release

ATI® RADEON® X1600/X1800/X1900

NVIDIA® GeForce™ 6600/6800/7300/7600/7800/7900

Laptop versions of these cards may work but are NOT supported.

These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, video cards, and operating systems, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

NOTICE: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

NVIDIA® nForce™ or other motherboards/soundcards containing the Dolby® Digital Interactive Content Encoder required for Dolby Digital audio.

Installation

Installing Tom Clancy's Splinter Cell Double Agent™

To install Tom Clancy's Splinter Cell Double Agent, follow these simple steps:

1. Insert the Splinter Cell Double Agent DVD into your DVD-ROM drive. The Autorun menu should appear. If the Autorun menu does not automatically appear, double-click on the My Computer icon located on your desktop and then double-click on the icon that corresponds to your computer's DVD-ROM drive. The Autorun menu should now appear.
2. Click on Install Splinter Cell Double Agent. The installation wizard now walks you

through each step of the setup and installation process of the game. Once you have created a directory for Splinter Cell Double Agent, the game is installed on your hard drive. The game automatically asks you if you want to install DirectX 9.0c (April update). You cannot play Splinter Cell Double Agent without DirectX 9.0c or higher on your computer. If you already have DirectX 9.0c or higher, simply check the No button and DirectX will not be installed. If you are not sure, click Yes, and the DirectX installer will perform its own verification.

3. After installing the game, select Ubisoft/Tom Clancy's Splinter Cell Double Agent/Play Splinter Cell Double Agent from your computer's Start menu, or double-click the Play Splinter Cell Double Agent shortcut on your desktop. Doing either starts the game.

Note: The Splinter Cell Double Agent DVD must be in your DVD-ROM drive to start the game.

Uninstalling Splinter Cell Double Agent

To uninstall Tom Clancy's Splinter Cell Double Agent, follow these simple steps:

- Select Ubisoft/Tom Clancy's Splinter Cell Double Agent/Uninstall Splinter Cell Double Agent from your computer's Start menu.
- If you uninstall Tom Clancy's Splinter Cell Double Agent, all previously saved games will remain on your hard drive unless you answer Yes to the "Delete all configuration and saved game files?" question.
- You can also uninstall Tom Clancy's Splinter Cell Double Agent by using the Add/Remove Programs control panel in Windows.

SOLO CONTROLS

Keyboard Controls

ESC	Menu/cancel
F1	OPSAT
F5	Quick Save
F8	Quick Load
1	Zoom/scope
2	Night vision
3	Thermal vision
4	Wave vision
W A S D	Move character/Navigation
Q	Contextual moves
R	Reload
E	Equip/use
Left/right SHIFT	Jump
Left/right CTRL	Inventory
Z	Quick OPSAT
X	Whistle
C	Posture
SPACEBAR	Action
ENTER	Action/confirm

Num Pad Controls

← ↑ → ↓	Move character/Navigation
2 4 6 8	Move character/Navigation
1	End
O INS	Posture
↵ DEL	Whistle

Mouse Controls

Move mouse	Move camera, menus, and UI navigation
Left mouse button	Primary fire / knife kill
Right mouse button	Alternative fire / knock out
Middle mouse button	Equip/use (click), Zoom in/out, Accelerate/decelerate (roll)

INTRODUCTION

Story

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

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

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

Characters



Sam Fisher - Field Operative

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

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

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

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



Colonel Irving Lambert

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

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



Emile Dufraisne

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

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



Enrica Villablanca

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

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



Carson Moss

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

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



Jamie Washington

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

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

Hisham Hamza

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

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

MAIN MENU

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

- Single-player (Solo mode)
- Multiplayer
- Credits

Single-Player Menu

While in this menu, you will be able to choose from the following options:

- **Load Game:** Select and load a previously saved game. The only games displayed on the Load Game screen will be those for the selected profile.
- **New Game:** Allows a player who has selected or created a profile to start a new game. When starting a new game, you can set your difficulty level to Easy, Normal, or Hard.
- **Training:** Review the basic concepts of Splinter Cell Double Agent, in the form of a psychological review of Sam Fisher's competence in the field.
- **Options:** Adjust the video and control settings.

Multiplayer Menu

Play the Versus or Co-op Challenges mode over the Internet or a Local Area Network (LAN). For details, see page 19.

SINGLE-PLAYER GAME

Sam's Actions and Movements

Some of Sam's stealth moves are described below. Depending on your play style, you'll find some very useful for different situations.

Basic Moves



Crouching

Press the posture key to crouch. Movement is slower, but quieter, and Sam is less visible while crouched.



Climbing

To climb a pipe, ladder, vertical cable, or fence, simply walk into it. Press the posture key to jump off. You can also slide down pipes and ladders by pressing [S].



Close Attack

You can choose between lethal (primary attack key) attacks and non-lethal (secondary attack key) attacks when you're close to the enemy.



Back to Wall

Click the contextual move key when standing or crouched to put Sam's back to the wall. Sam is less visible with his back to a wall. Click contextual move key again to revert to a normal position.

Back-to-Wall Peeking

While in a back-to-wall position next to a corner, you can peek by pushing and holding the contextual move key in the direction of the corner. From this position, you can equip your pistol by pressing the equip/unequip key. If an enemy is approaching, you can also perform a corner grab (see instructions in next section).

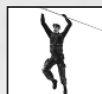
Enter Vent

Press the action key when near a vent to move Sam into it.



Wall Hang

Jump by pressing the jump key to grab and hang from ledges above Sam's head. Sam can move left and right as well as pull himself up if there is room. Press and hold the down directional key or press the posture key to let go of a ledge.



Hand-over-Hand

Jump by pressing the jump key to grab and hold a horizontal pipe. Bring Sam's legs up to clear obstacles by pressing the jump key. Press posture key to let go of the pipe.



Zip Line

Jump by pressing the jump key to grab hold of a sloped wire or zip line. Sam will slide down automatically. Raise Sam's legs by pressing the jump key. Press [C] to let go.

Throw Object

Once Sam has an item in hand, press [E] to get ready to throw. A reticle appears in the middle of the screen. Aim the reticle at the spot where you want to throw the object. Pressing the primary attack key will throw the object. Sam can throw grenades or objects he picks up in the environment.

Swimming

At select points in the game, Sam can swim underwater. The controls are different from when Sam is moving on land. Use the directional keys to move and the mouse to steer; press the jump key to ascend and to exit the water. Press [C] to descend.

For an extra burst of speed, press [E].

Advanced Moves

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



Split Jump

If Sam is in a corridor that is not too wide and is relatively high, he can perform a split jump by facing the wall and pressing the jump key to jump. Press **[C]** to drop. This position is particularly suited to performing drop attacks on enemies.



Drop Attack

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



Split-Jump Shooting

Sam can equip and fire his weapon while in the split jump position. Press **[E]** to equip the selected weapon.



Rappelling

To rappel, stand near the hook point indicated in the interaction window menu and select the Rappel interaction. Sam can move up and down the rope. Press the jump key to kick off the wall.



Rappel Shooting

Sam can equip and use a firearm or directional microphone while rappelling. Press **[E]** to equip the selected weapon.



Hanging Shooting

Sam can equip and fire his pistol while hanging from a pipe. With his legs down, he will shoot forward; with his legs up, he will hang upside down and shoot backward. Press **[E]** to equip the pistol while hanging from a pipe.



Inverted Neck Snap

Perform this move when holding a horizontal pipe or while suspended from a rope with legs up. To attack a non-player character (NPC), press the primary attack key for a lethal attack and the secondary attack key for a non-lethal knockout attack. Press **[C]** twice to return Sam to his feet below the pipe or rope.

Switch Shoulder

While in the Aiming mode, use the directional keys to switch your weapon from one shoulder to another. This way you will be able to aim at any angle.

Bash Door

When you choose Bash Door in the Interaction menu, Sam will quickly break through to another room. Note that this move will make some noise, but it can also knock out an enemy on the other side. Get your weapon out before bashing the door, if needed.

Open Door Stealth

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

Lock Picking



Sam will need to pick the locks on certain doors. Lock picking takes time, but is quiet and cannot be detected. To pick a lock, press two adjacent directional keys until you see and hear the first pin begin to move. This means the directional keys are in the correct quadrant. Continue pressing the directional keys, keeping in the correct quadrant, to release one of the pins. Repeat until all pins are released.

Break Lock

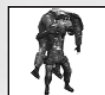
If Sam is in a hurry, he can use his knife to break open locked doors. To do this, simply select the Break Lock interaction. Beware — this is noisy, and broken locks will attract attention.

Optic Cable

Select this option in the Interaction menu to pass a small optic cable under the door. Through the OPSAT, you'll be able to see through to the other side. You can direct the cable's lens using the mouse. Night, wave, and thermal vision are accessible as normal. Press **[C]** to exit.

Non-Player Character-Linked Moves

Sam has several special moves that can only be performed on NPCs (non-player characters). Getting close to an enemy without being detected is necessary to execute these moves.



Move Body

Sam can hide dead or unconscious bodies in order to prevent them from being discovered. Select the Body interaction to carry a body. Press the action key to put the body down quietly, or simply press the jump key to drop it in a hurry. You can also press **[E]** to drop the body quickly and equip your weapon at the same time.



Grabbing

Grab an NPC by sneaking up close undetected and pressing the **[SPACEBAR]**. In this position, you can knock the enemy out by pressing the secondary attack key, or kill him by pressing the primary attack key.



Human Shield

While holding an enemy, you can press **[E]** to equip your pistol and fire at other enemies, using the enemy you are holding as a human shield.



Interrogation

Some NPCs can be interrogated for useful information. While holding an NPC, press the **[SPACEBAR]** to select the Interrogate interaction to make him talk. Interrogations reveal all sorts of information that will help you on your missions.

Corner Grab

While in the back-to-wall peeking position, Sam can quickly grab an NPC who approaches from the opposite side, and put him in a submission hold. From this position, Sam can interrogate the NPC (if the option is available), then dispatch him in a lethal or non-lethal fashion.

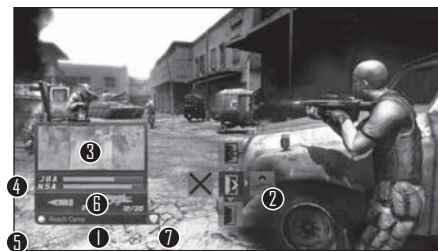
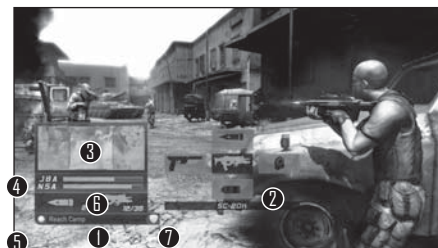
Water Stealth Kill

While Sam is swimming adjacent to a shoreline, he can pull unsuspecting enemies from the edge and drown them. When an enemy approaches, the Interaction icon will appear. Press the **[SPACEBAR]** to execute the move.

Ice Smash Kill

In certain underwater spots, Sam is able to spot enemies overhead through ice. When the interaction icon appears, press the **[SPACEBAR]** to punch through the ice, pull the enemy down, and stab him in the heart.

In-Game Interface



1. **Objective bar:** Displays the next goal to reach in your mission.
2. **Interaction / Weapon and Gadget Selection system:** Appears when you can interact with an object (weapon or gadget) or a person in the environment (interaction). Press the **[SPACEBAR]** to interact with the object when you see an interaction icon on the screen. Press and hold the **[SPACEBAR]** to choose from multiple interactions.
3. **Quick OPSAT:** A multifunction watch, the Quick OPSAT is the hub between the Sticky Camera and the SATCOM map.
4. **Trust meter:** Indicates your trust level with the NSA and JBA (for more on this, see the Trust section).
5. **Visibility indicator:** Colored indicators on the HUD show you how well-hidden Sam is, based on visibility and how much noise he's making. So keep out of sight, and stay quiet!
 - **Solid green:** While in the shadows, Sam is completely hidden.
 - **Solid yellow:** Sam is lit and visible.
 - **Flashing green/yellow:**
 - Sam is still either hidden or visible (green or yellow).
 - The flashing indicates danger; enemies are searching for Sam.
 - If Sam moves into shadow during combat and enemies lose track of him, the visibility indicator will turn green but flash until the enemy has finished searching.

– Flashing also indicates that Sam has been partially spotted before combat, allowing him to make a quick escape before being fully seen.

▪ **Flashing red:** Sam is in combat; enemies can see and fire at Sam.

6. **Selected Weapon, Gadget, Item, and Ammo:** Displays the name of your currently selected weapon. Displays how much ammo you have in one magazine, as well as your total ammo.

7. **Regeneration icon:** This icon appears when Sam is injured. It will flash as Sam's health gradually regenerates and disappear once he is back at full strength.

Trust System

Most missions will force you to choose between supporting the priorities of the JBA or the NSA. Depending on how you play the game, your trust level with both groups will go up or down.

The level of trust you earn for either side will have implications, including how other characters treat you, and what equipment and upgrades you can access.

Visually, the trust system is represented by bars that fill up or empty depending on the group you are supporting or undermining. The game is effectively over if either of the two bars drops to a zero value.

In-Game Pause Menu

Press the **[ESC]** key to access the in-game Pause menu. From here, you can navigate the below functions. Return to the game by pressing **[C]** or **[ESC]** again.

- **Quick Save:** Quickly save your current progress and be back in the game in a matter of seconds.
- **Save:** Save your current game session and decide which save slot you want to use.
- **Load:** Load a previously saved game. You can also load your quick saves using the Load Game option.
- **Restart Mission:** Restart the current level from the beginning.
- **Quick Retry:** Restart from the last checkpoint reached or save game, whichever is closest to your current progress.
- **Options:** Adjust the video and controller settings.
- **Quit:** Quit your current game session and go back to the Main Menu. You will be asked to confirm this choice.

OPSAT (Operational Satellite Uplink)



The OPSAT is a compact, wrist-mounted PDA designed for military use. It enables Sam to receive mission objectives and updates.

During the game, press **[F1]** to pause the game and access the Pause/OPSAT menu. You can resume by pressing **[C]** or **[F1]** again.

- **Objectives:** Displays the current goals for your mission. Press the **[SPACEBAR]** to get more details on the objectives.
- **Map:** Show a 3D map of the area of operations.
- **Data:** The data that you recovered in-game is displayed here, in various menus:
 - Image
 - Email
 - Sound file
- **Profiles:** Displays all the information Sam has gathered on the JBA members so far.
- **Equipment:** See Sam's current equipment.

Weapons, Gadgets, and Items

Heat/Night/Wave Vision Goggles

Since the beginning of Third Echelon's Splinter Cell® program, operatives have been outfitted with dual-purpose night- and heat-vision goggles — an indispensable tool for covert infiltration operations.

- **Heat Vision:** Press number key **[2]** to activate heat vision.
- **Night Vision:** Press number key **[1]** to activate night vision.
- **Wave Vision:** Press number key **[3]** to activate wave vision, a mode that allows Sam to quickly spot all electricity-using objects.

To access the inventory of weapons and gadgets, press and hold the inventory key. Use the mouse or the directional keys to select the desired piece of equipment; release the inventory key to confirm. Press **[E]** to equip or de-equip the selected weapon.

To switch quickly between the SC-20K and the pistol, press the inventory key quickly.

SC-20K Rifle



The SC-20K is Sam's main weapon. It fires standard NATO 5.56 x 45 mm rounds. Each magazine contains 30 rounds. Fire by pressing the primary attack key. Press once to shoot a single round. Hold to keep firing automatically.

Click the zoom key to enter or leave Scope mode.

SC-20K Scope Mode

While in Scope mode, you can fire as normal. You can hold your breath to line up a steadier shot by pressing and holding the secondary attack key. Sam can only hold his breath for a limited amount of time before he must breathe again.

SC-20K Launcher

This attachment allows Sam to launch different devices, each with its own characteristics.

The launcher can shoot three types of projectiles:



Sticky Shocker

- The Sticky Shocker releases an electrical surge when it hits its target.
- If you shoot a Sticky Shocker into a pool of water, the water and any NPCs in contact with it will be affected by the electricity.



Sticky Camera

- The Sticky Camera is used for surveillance operations.
- Once a camera is launched, the perspective will automatically switch to that of the camera.
- Once the camera reaches its designated target, you can control its point of view, allowing Sam to get a better view of the surroundings.
- The camera has zoom capabilities (control with the zoom key) and thermal, wave, and night vision lenses.
- Press **[E]** to make the camera emit noise that will attract the attention of NPCs.
- Press the jump key to make the camera release a poisonous gas. The gas will affect any NPCs nearby and render them unconscious. Once the gas is used, the camera is destroyed.



Airfoil Ring

- Fires a reusable plastic disc and can knock out NPCs if fired at the head.
- Sam can pick up used Airfoil Rings on the floor.



5-7 Pistol – OCP (Optically Channeled Potentiator)

The 5-7 SC Pistol comes with a single-action trigger and a 20-round magazine. It is equipped with a silencer / flash

suppressor. Fire a single shot by pressing the primary attack key.

OCP: This device is connected to the 5-7. It can be used to disable electronic devices for a short period of time. Lights, cameras, and computers can all be affected. A light on the side of the 5-7 will indicate whether the OCP hit a proper target. A green light indicates a successful hit while a red one indicates that the OCP had no effect on the targeted object. Press the primary attack key to activate.

Other Equipment

For descriptions of other equipment, see the Equipment menu in the in-game Pause menu.

Rewards

Gadgets that aid stealth will be rewarded based on successful completion of objectives in a stealthy manner.

Gadgets are awarded at the end of the mission (mission debriefings detail newly awarded equipment).

Hacking Gameplay

Hacking is performed directly on objects that can be hacked. Hacking allows you to access otherwise inaccessible information.

- The hacking interface is composed of four columns of numbers and a valid code line of four numbers at the bottom.
- A timer at the top gives the amount of time before the hacking attempt fails. If the hack fails, an alarm will be triggered.
- Two warning lights at the top indicate the number of attempts Sam can make before failing the attempt and triggering an alarm.
- Each column determines one of the four code elements. Sam must find the four correct code elements to hack the system.
- The hacking device will automatically search for the correct code. Each time it finds a potentially valid number in one of the columns, it will freeze it. Once a column is composed entirely of frozen numbers, it will be validated and one of the four code elements will be validated.
- This process might take longer than the authorized time given by the timer at the top. You can speed up the process by manually validating a frozen number using the highlighted cursor, which can be moved up and down and left and right in all the columns. Select a number and press the **[SPACEBAR]** to validate it. If it is a frozen code element, the column is immediately validated and it appears in the code element screen. If it was an un-frozen number the entire column is reinitialized and a warning light is triggered.
- When all the code elements are validated, the hack is successful.
- You can abort a hacking attempt at any time by pressing the posture key.
- Failing a hack attempt or aborting when the time is in the red zone will sound an alarm.

Safe-Cracking Gameplay

- Alternately turn the combination dial from left to right to align the tumblers inside the safe. When the tumblers are aligned, the lock is released and the safe opens.
- To turn the dial, press the left and right directional keys. This makes the dial rotate, driving the inner wheels – first the outermost wheel, then the one immediately next to it, and so on until the outer wheel starts rotating.
- When the closest wheel is about to reach the correct position, a small light will start to flash; when it reaches the correct position this light will stay on. Release the directional key to set the wheel where it is, then turn it in the opposite direction to start the rotating process again until the second closest wheel is at the correct position.
- **CAUTION:** If you turn the tumblers too far in the same direction the outer wheel will start rotating again and all progress made on the lock will be reinitialized.
- Following the same process you must set all three wheels in position. When the last wheel is locked into position, release the directional key – the safe opens.

Mine Assembling Gameplay

Sam may be asked to assemble mines. The detonator must be inserted in the mine using a mechanical arm.

- Use the primary attack key to control the speed and vertical direction of the mechanical arm. This allows you to place the detonator in the mine.
- Simultaneously use the directional keys to compensate for vibration in order to place the detonator in the very center of the mine.

Email Decrypting Gameplay

To decrypt an email, Sam must use his logic in order to decipher the code used by the sender to protect the message. The system of protection appears as a virtual cube divided into 24 tiles. A blue tile indicates a correct value; a red tile indicates an incorrect value.

- Use the primary attack key to rotate the cube on the horizontal axis and the secondary attack key to rotate the cube on the vertical axis
- Use the directional keys to select a specific tile.
- Use the action key to increment the value of the code on each tile.
- Once all the tiles are set to the right value, the cube will open and reveal its hidden content.

Bomb Defusal Gameplay

Defusing a bomb is achieved by using a mechanical arm to remove the detonator from its core. The explosive in the bomb is highly sensitive to heat and must be kept to a subzero temperature. In addition, the bomb core, a vertical tube, is protected by an array of laser beams.

- Use the primary attack key to control the speed and vertical direction of the mechanical arm. This allows you to grab the detonator.
- When this is done, slowly release pressure on the primary attack key to bring the detonator up out of the core tube; simultaneously use the directional keys to compensate for vibration in order to avoid touching the laser beams.
- Make sure you reach the top or cancel your operation before the temperature reaches the critical level.

End Mission Screen

Objective Review

At the end of each mission, you will be given feedback on the objectives of the completed mission. Each objective will be assigned one of three possible statuses: Canceled, Failed, or Completed. This will affect your trust level.

Rewards

At the end of each mission, you will be given rewards depending on your trust level. Make sure you get them all!

Mission Statistics

Here you can check specific statistics from your mission, including the number of kills, civilians knocked out, alarms triggered, etc. A success score will be displayed for the level you just finished.

MULTIPLAYER

Game Principle

The multiplayer game is based on two opposing teams of up to three players each: Spies versus Upsilon Mercenaries. Spies must infiltrate heavily guarded buildings, hack highly protected servers, and bring the stolen data back to their base. Upsilon Mercenaries must spot intruders, track down and eliminate them, and keep their systems secure.

Game Modes

Versus Mode

This mode opposes two teams of three players each (up to three human Spies against up to three human or bot Upsilon Mercenaries). A game is split in two phases: Infiltration and Exfiltration.

	SPIES	USPILON FORCES
GOAL	Reach the mission objectives, hack them, and bring back two complete files to the control drone.	Protect the mission objectives and eliminate any intruder.
VICTORY	Two files secured or all Mercenaries eliminated within the time limit.	All spies killed or time limit reached before two files are secured by the Spies.
INFILTRATION	Reach the objectives, hack them, and complete one file.	Protect the objectives by preventing the Spies team from hacking them. Track the enemies and kill them.
EXFILTRATION	Bring the complete file back to your control drone.	Retrieve the stolen file by eliminating the intruder before he reaches the drop zone (control drone).



Control Drone

The Control Drone will display video guides for your first games, and is the place to secure hacked data.



Complete File

Only complete files brought back to the drone will be secured.



Objective Icon

There are four objectives per map, displayed as colored icons: red, yellow, blue, and green.

Co-op Challenges Mode

Team up with 1–2 Spies to play various missions against AI Bot Mercenaries. Objectives vary with the different challenges:

TYPE OF CHALLENGE	Co-op Challenge Objectives
TRAINING COURSE	Tutorial Challenge. Play a 1-on-1 game against a bot. Download and secure a complete file within the time limit.
FILES RACE	Team Challenge. Download and secure as many complete files for your team within the time limit.
MAXIMUM PERCENTAGE	Team Challenge. Download as much data as possible within the time limit. No need to download complete files or to secure them.
25% MAX	Team Challenge. Download and secure two files for your team within the time limit. Every objective will only deliver 25% of a complete file.
DOUBLE AGENT	Individual Challenge. Play against the bots and also against the other Spies. Download and secure two files to achieve the mission.
BEST AGENT	Individual Challenge. Download as much data as possible within the time limit. No need to download complete files or to secure them. Remember: you're competing against the other Spies.

At the end of each challenge, you'll be granted a score depending on your performance and the results.

Good scores can be rewarded with a bronze, silver, or gold medal.

Achieving the first six challenges will allow you to unlock new challenges.

Stay tuned online for special events!

MULTIPLAYER CONTROLS

Press **[ESC]** at any time while playing to open the in-game menu, where you will be able to view and configure the keyboard, mouse, and pad controls.

Spy

- **Contextual Actions:** Depending on the context, a Spy can perform various actions, including open gadgets stock, grab a mercenary, and begin hacking.
- **Escape Moves:** A spy can perform escape moves when the context allows (through windows and fake ceilings, over low walls, etc.).
- **Hacking:** Toggle your hacking unit (by default, press the left mouse button) to see hackable items: lights, keypads, Mercenary, objectives. Press the right mouse button (default) to begin hacking.
- **Binoculars:** Press the mouse wheel to activate the binoculars and move it up or down to zoom in and out.

Upsilon Mercenary

Contextual Actions: Depending on the context, a mercenary can perform various actions including open the gadgets stock, use its grapple, perform a finish move, etc.

- **Snipe Mode:** Press the mouse wheel to enter snipe mode then move it up or down to zoom in and out.
- **Torchlight:** Use the mouse wheel to reduce or increase the torchlight scope.
- **Berserk:** The Mercenary can be grabbed by the spy but he's not defenseless; he can perform a close-range move and stun a spy nearby, even from behind.

Gadgets and Equipment

Spy Gadgets

A spy can only carry a single gadget in his inventory. Gadgets can be swapped and reloaded near the control drone by opening the gadgets stock.

Gadgets Stock	Smoke Grenade	Flash Grenade	Jammer	Health Needles
Open to swap or reload your gadgets.	Throw to create a smoke cloud and use it as cover.	Throw to dazzle a facing Mercenary.	Throw to deceive the Mercenaries nearby.	Use on yourself or to heal one of your teammates.

Spy Equipment

Night Vision Goggles

Night vision goggles amplify the ambient light, particularly emissions from the lower end of the infrared spectrum.

Thermal Vision Goggles

Thermal vision goggles amplify the upper part of the infrared spectrum — namely heat. This vision mode displays heat sources in red on the screen.

Spy Hacking Device

The Hacking device lets spies hack electronic devices or destroy windows and lights using wireless communication technology. Use it to download data from servers, hack digital locks, turn lights off, etc.

Upsilon Mercenary Gadgets

A mercenary only has a single gadget in his inventory. Flying drones and grenades can be reloaded by opening the gadgets stock.

Gadgets Stock



Open to reload your gadgets and equipment.

Drone



Use a flying drone to track a spy in inaccessible areas. The drone has an auto destruction system to eliminate the nearest targets.

Upsilon Mercenary Equipment

Torchlight

The torchlight can be used to peer into dark places in search of intruders.

EMF (Electromagnetic Field) Vision

Use EMF Vision to locate interference given off by electronic devices. If an object with functioning electronics (the Spy using special vision or his hacking device for example) is within the field of vision, it is picked up by EMF Vision and displayed in white.

Automatic Motion Captor

With Motion Captor, you can “reveal” air turbulence created by Spies or objects in motion. Whenever a moving object is located, a frame appears around it, making it easier to distinguish. If the object disappears from the direct field of vision, the frame gradually disappears. AMC is always on.

Snipe Mode

You can use the sniper scope on your weapon.

Fragmentation Grenades

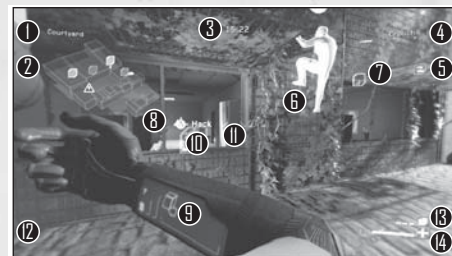
Use high-explosive grenades to get rid of intruders decisively.

Proximity Detector

The Upsilon gear includes a built-in proximity detector. It includes a range indicator, a visual outlining when the spy is in sight, and a sound signal.

Multiplayer HUD

Spy HUD



1. **Area name**
 2. **Minimap:** Displays objectives locations (small cubes), positions of your teammates (white points), Control Drone, ECC, etc. A hacked terminal will flicker on the map.
 3. **Timer:** Remaining game time.
 4. **Spies' name:** Displays the currently hacked data for each Spy.
 5. **Objectives:** Displays the already secured files.
 6. **Ghost:** Displays the way to objectives.
 7. **Enhanced Reality Objectives icons:** Display the relative position of each objective and the signal strength from your position. The stronger the signal, the faster you hack.
 8. **Contextual menu:** Shows a possible action or move, and the corresponding button.
 9. **Hacking device:** When a spy uses his hacking device, he sees information on his device: action to perform, speed of download, etc.
 10. **Hacking device's locked target:** The hacking device automatically locks the closest feasible target at the center of the screen. The locked target is highlighted in blue.
 11. **Hacking device's potential target:** Possible target for the hacking device. Possible targets are highlighted gray.
 12. **Game messages:** Displays various game hints.
 13. **Current gadget:** Displays the current gadget and remaining units.
 14. **Health bar:** Player's remaining health.
- Press **[F1]** to open the Strategic Map, which displays the current game status and level map.
- Press **[F5]** through **[F8]** to customize your HUD.
- Press **[ESC]** to access the game options.

Upsilon Mercenary HUD



1. **Area name**
 2. **Minimap:** Displays objectives locations (small cubes), positions of your teammates (white points), ECC, etc. A hacked terminal will flicker on the map.
 3. **Timer:** Remaining game time.
 4. **Spies' name:** Displays the currently hacked data for each spy.
 5. **Objectives:** Displays the already secured files.
 6. **Reticle:** Displays weapon precision, obstacle proximity.
 7. **Grenades ammunition:** Remaining grenades in your weapon.
 8. **Automatic Motion Captor:** Outlines Spy when in sight.
 9. **Game messages:** Displays various game hints.
 10. **Proximity radar:** Detects the Spies in proximity. The closer a spy is, the faster the frequency of the sounds. Displays three different ranges: (10 meter, 7.5 meter, and 5 meter).
 11. **Current gadget:** Displays the current gadget and remaining units.
- Press **[F1]** to open the Strategic Map, which displays the current game status and level map.
- Press **[F5]** through **[F8]** to customize your HUD.
- Press **[ESC]** to access the game options.

Multiplayer Menu

NOTE: Throughout the multiplayer menus, press Enter or left mouse button to validate your choice, **[BACKSPACE]** or right mouse button to go back to the previous menu or cancel an action. You will be asked to create a profile the first time you launch the multiplayer game. Just type in the name you wish to use and confirm.

To play against or with gamers from all over the world select:

- **Play Online:** To play via the Internet using the DemonWare game service.
- **Play on LAN:** To play over a Local Area Network.



1. **Home:** Options and characteristics that relate to your profile.
 - **Progression:** Advancement in your game. Your rank, your capacities, your statistics.
 - **Bonus:** Unlocked bonuses.
 - **Profile Management:** Switch, create, or delete profiles.
 2. **Quick Search:** Join the first game available.
 3. **Custom Search:** Set your preferences (map and character choice) and join/create a corresponding game session.
 4. **Co-op Challenges:** List of available challenges.
 5. **Help Zone:** See help videos and tips.
 6. **Live Zone:** Browse the latest news about Splinter Cell Double Agent Multiplayer. Also manage your friend list.
- NOTE:** Tutorial Co-op Challenges are the best way for new players to discover the game.

Player or Ranked Matches

Splinter Cell Double Agent Multiplayer includes Player or Ranked matches.

In the Multiplayer menu, press the **[SPACEBAR]** to switch from Player matches to Ranked matches. Ranked matches will impact your statistics and ranking.

Game Lobby



From the lobby, you see each player's status: Connected, Ready, or Waiting. Every player slot is represented by a cube. A blue/orange cube is an occupied slot. Select it and validate to compare your game statistics with your opponent's.

The Teams



The three cubes on the left of the screen are the Spies team.



The three cubes on the right are the Upsilon team.

Setting Up for Online Play

After selecting Play Online, enter your Ubisoft® account name, password, and Online Key, then click on Confirm to get connected.

Click on Create a New Account if you don't have a Ubisoft account yet. This will launch and direct your Internet browser to the appropriate page.

NOTE: Select the Save Password option if you want the game to remember your password. Validate the Auto-login option to automatically log in to the game using your Ubisoft account. These options can be found in the Profile Management menu.

From the Profile page, you can also consult the recent players list and your friend list. To add a player with whom you played recently, access the recent players menu. Select the player on the left part of the screen and select Send Invitation on the right part.

To join a friend, access your friend list menu, select a player on the left part of the screen and select Join on the right part.

While in the lobby, use your friend list to send an invitation (to join your game) to one of your friends. While inside a game session, press the **[ESC]** key to access the in-game menu; from there, you will be able to manage your friend list and recent player list as well.

IMPORTANT NOTE: You may encounter difficulties connecting to DemonWare if you're using a firewall on your computer. Here are the ports you'll have to open in order to play (consult your firewall documentation):

[UDP] 8888 and 8889

[UDP] 3074

[TCP] 3074

The first two ports can be configured via the default.ini file.

Register this game now and stay in the know!

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Thanks,
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Tom Clancy's Splinter Cell Double Agent™ Proof-of-Purchase



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A large, high-contrast black and white portrait of Sam Fisher, looking intensely at the viewer. In the background, a smaller image shows him walking through a dark, smoky environment.

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A silver Nokia N70 mobile phone is shown vertically. The screen displays a scene from the game Splinter Cell Double Agent, showing a character in a dark environment. Below the phone, there is a filmstrip-like border containing four small screenshots of different game scenes.

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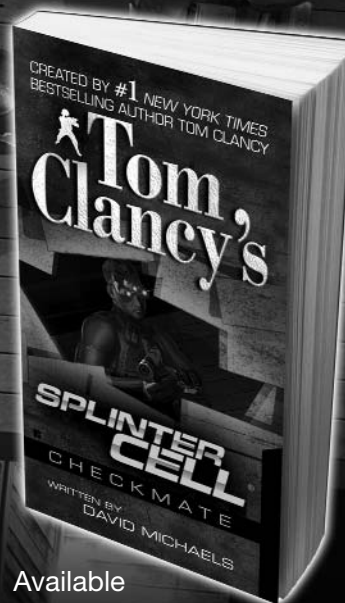
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