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PC DVD-ROM

TOM CLANCY'S

SPLINTER CELL CONVICTION™

Install keycode

UBISOFT®

WARNING:
READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game -- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions -- IMMEDIATELY discontinue use and consult your physician before resuming play.

CONTENTS

GETTING STARTED

Installation

Installing Tom Clancy's Splinter Cell Conviction™

Insert the **Tom Clancy's Splinter Cell Conviction** DVD-ROM into your DVD-ROM drive. The Autorun menu will appear.

Click on "install Tom Clancy's Splinter Cell Conviction".

If the Autorun menu does not appear, double-click on My Computer, browse to your DVD-ROM drive and double-click on the autorun icon. The Autorun menu should now appear. Click on "install **Tom clancy's Splinter Cell Conviction**".

Once you have completed the installation, you don't need the disc to play **Tom Clancy's Splinter Cell Conviction**. But please keep the disc if you want install **Tom Clancy's Splinter Cell Conviction** on more computers or need to re-install the game later.

Uninstalling Tom Clancy's Splinter Cell Conviction

Click on Start, then click on Settings, then click on Control Panel. On Windows XP: in the Control Panel window, double-click Add or Remove Programs. On Windows Vista or Windows 7: double-click Programs and Features, then double-click **Tom Clancy's Splinter Cell Conviction** and follow the instruction on the screen.

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GAME SETUP

- On Windows XP, select Ubisoft/Tom Clancy's Splinter Cell Conviction/Tom Clancy's Splinter Cell Conviction from the Start menu. On Windows Vista or Windows 7, select Games/Games Explorer from the Start menu and double-click on Tom Clancy's Splinter Cell Conviction.

- When you start **Tom Clancy's Splinter Cell Conviction**, you first log in with your Ubisoft account. If you don't have a Ubisoft account you can easily sign up for one by clicking Register Now. Please note that you only need one Ubisoft account for your Ubisoft games.

- If it is the first time you are starting **Tom Clancy's Splinter Cell Conviction**, you will be prompted to enter your key code once you have logged in.

Tip: If you check the Remember Me box, you will be logged in automatically next time you play the game.

Online Save Games

This game has a built-in service that synchronises all of your save games online! With this feature you have a backup in the event that you need to re-install the game. It also allows you to continue playing from your last saved game on another computer with the game installed.

This service is a Ubisoft service and is free of charge.

Every time you exit the game, you will see a screen stating that the save games are being synchronized.

If you abort the save game synchronisation, the synchronisation will continue the next time you start the game. The save games are also stored on your PC, so you can still continue playing on that PC if the synchronisation is cancelled.

Controls

Player Movement	Key
Move Forward	W
Move Backward	S
Move Left	A
Move Right	D
Take Cover	Right-click (hold)
Crouch	Ctrl
Walk	Left Shift (hold)
Mark & Execute	**Key**
Mark	Q
Execute	E
Unmark All	T
Interaction	**Key**
Action	Space Bar
Attack	C
Gadget	F
Weapons	**Key**
Shoot	Left-click
Reload	R
Zoom	Middle-click
Alternate Weapon	2 / Up arrow
Pistol	1 / Down arrow

Gadgets	Key
Cycle Gadget Inventory	Scroll Mouse Wheel or Left / Right arrow
Frag Grenade	3
Flash Bang	4
EMP Grenade	5
Remote Mine	6
Sticky Camera	7
Portable EMP	8
Detonator	0
Sonar Goggles (toggle)	Z
Other	**Key**
Objectives	Tab
Pause Menu	Esc

PC Game Pad

Tom Clancy's Splinter Cell Conviction may be played using a 12-button, 2-axis game pad. Game pads are detected on launch, and automatically enabled.

The game pad can be disabled by turning off the Use Game Pad setting within the Gameplay Options settings menu.

While game pads are enabled, all HUD control images use game pad button images instead of keys. The mouse and keyboard may still be used while game pads are enabled.

INTRODUCTION

Overview

Now operating as a free agent, Sam follows the trail of his daughter's killer to the island of Malta. But what starts as a personal mission becomes part of something much bigger when Third Echelon intervenes. Sam is taken back to Washington for interrogation and learns explosive secrets about his past – and Third Echelon's future. Forced into an impossible situation and tormented with new knowledge about what happened to his daughter, Sam teams up with old brother-in-arms Victor Coste to unravel the deadly web of conspiracy that his family has become entangled in. Sam's personal quest and a threat to Washington itself collide as he dives deeper into the conspiracy. With time running out, Sam must face his past – or there may not be any future.

Characters

Sam Fisher

Once, Sam Fisher was an elite secret agent, the first Splinter Cell activated by the NSA's Third Echelon branch. But after the death of his daughter Sarah, and the deep cover operation where Sam was forced to shoot his friend and superior, Irving Lambert, all that ended. Sam walked away and went solo. Now, years later, he's on the trail of his daughter's killer, a trail that leads inexorably to the island of Malta. But Sarah's death is only a small part of an even greater mystery waiting there. With Third Echelon operating under new leadership and with a new agenda, Sam must find new allies – or decide if he can trust old ones – in his quest. And because Third Echelon's rules no longer apply to him, Sam will do anything he can in order to find…the truth.
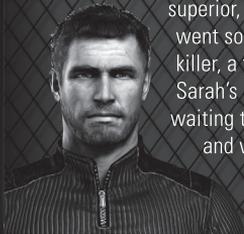
Anna Grímsdóttir

"Grim", once Sam's handler within Third Echelon and the confidante of former agency Director Irving Lambert, now plays a much larger role within the new Third Echelon. Working closely with new Director Tom Reed, Grim is the agency's conscience, as well as its most effective and ruthless asset.

Victor Coste

The man who knew Sam Fisher before he was a Splinter Cell, Victor Coste served with Sam in Iraq. Born on the rough-and-tumble streets of Pawtucket, RI, Coste is now working in private security in Washington, D.C. These days, he's the only man in the city whom Sam can trust to cover his back.
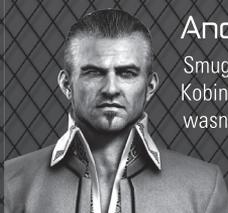
Andriy Kobin

Smuggler, gun-runner, entrepreneur, and all-around scum bucket. Andriy Kobin is the man to go to in Malta if you want anything illegal. But he wasn't always a high-flying international procurer. Once upon a time, he did dirty work on the Baltimore docks. But his past – and his mysterious connection to Third Echelon – are about to catch up to him. And so is Sam Fisher.

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Director Tom Reed

The new head of Third Echelon, Tom Reed has a very clear idea as to what the agency should be doing to protect the United States. Relentless, efficient, and energetic, Reed has revitalised Third Echelon and extended its reach in ways his predecessor never would have imagined – or been willing to do. Then again, Irving Lambert was the man who brought Tom Reed into Third Echelon, a decision with consequences that still echo years later.

Lucius Galliard

Businessman Lucius Galliard has a successful, diversified portfolio. He also has powerful friends – friends who have made him the point man in an explosive operation that threatens to shake the foundations of Washington. With private military company Black Arrow following his orders, Galliard is a man to be reckoned with.

President Patricia Caldwell

America's first female President, Patricia Caldwell was elected on a platform of bipartisan cooperation and disentanglement from pointless foreign conflicts. This has made her powerful enemies, from the corridors of power in Washington to the shadowy boardrooms of multinational corporations. Steadfast in her beliefs even when it would be easier to back down, Caldwell relies on a core team of people she can trust absolutely.

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HUD

EXECUTE ❶

20 ❷

⊙03

FRAG GRENADE

1- Execute Token
When you have earned the right to perform an Execute action, this token is displayed. You can always mark your targets, but can only Execute after you have performed a hand-to-hand takedown of an enemy.

2- Inventory
The inventory display details the weapons and gadgets you are carrying. You can swap between a primary and secondary weapon with the Up/Down arrow keys, and select gadgets to use with the Left/Right arrow keys. Alternatively, you have direct access to your weapons and gadgets on the number row. The ammo for the currently selected weapon and quantity of gadgets or grenades you have are displayed next to their icons.

3- Detection Arrows
The detection arrows show you the location of enemies that have a line of sight on you. A white arrow indicates an enemy who has not yet noticed your presence. A red arrow indicates an enemy who has detected you, and who is now responding to you.

4- Damage Direction Indicator
This indicator displays the source of any damage that you take.

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CORE GAMEPLAY

Mark and Execute

Mark and Execute puts the power of Sam Fisher in your hands. It is a way for you to pre-plan your attack, even the odds, and take down enemies before they know what hit them.

Mark targets with the Q key. You can mark enemies, traps, and explosives.

Once you perform a hand-to-hand takedown – through either melee, pulling a target over a ledge or railing, dropping on them from above, or grabbing a human shield – you earn the right to Execute (using the E key).

Mark and Execute is available from any stance, at any time, as long as you have unlocked the right to Execute. You can see that you have the right to Execute in the HUD, when this is displayed: **EXECUTE**

When you Execute, you will take down every target that you have marked that is in range and in line of sight. These targets are shown with a ⌄ above them.

Sam is more proficient with some weapons than others, so different weapons have different ranges and different numbers of Marks available.

Last Known Position

The Last Known Position is an indication of the last place the enemies saw you. Most enemies will focus on that position, suppressing it, throwing grenades and eventually flanking around to check whether or not you are really there. Once the enemies have decided that you are no longer there, they will start to search the environment.

The LKP automatically appears when all enemies lose sight of you. It will stay active until the enemies have checked if you are there or not.

Light and Shadow

When you are hidden in the shadows and your enemies can't see you, the screen display fades to black and white. While you're in this state, the only way they can see you is if you move right in front of them, they happen to shine a flashlight on your position, or you fire and create a muzzle flash. On the other hand, you can still see your enemies clearly even while you're lurking in the dark.

GADGETS

In **Tom Clancy's Splinter Cell Conviction™**, Sam Fisher doesn't just rely on his wits and training. There's an entire arsenal of grenades and gadgets that he has access to. Of course, since he's no longer with Third Echelon, getting a hold of some of those tools isn't as easy as it used to be. Some he'll find along the way, some will be provided by allies or fallen enemies, and some Sam will just have to improvise. Just because they're crafted from the environment, however, doesn't make them any less effective.

Mirror

The mirror is an improvised gadget. It allows you to see under doors to plan your attacks. While using the mirror, you can mark any target under the reticule.

To use the mirror, simply look at the bottom of a door, select the Peek Under action and press the Space Bar.

Snake Cam

The Snake Cam is essentially a fibre optic cable, attached to an imaging device. It allows you to discreetly view the action on the other side of a door by peering under the base. It has enhanced viewing capabilities far superior to those of the mirror.

To use the Snake Cam, look at the bottom of a door, select the Peek Under action and press the Space Bar. You can mark any target under the reticule while using the Snake Cam.

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Flash Grenades

Flash grenades temporarily blind and stun enemies that are close to them, or who are looking directly at them when they go off. This makes them a great tool for setting up your entry into a well-guarded area, or even helping to cover your escape from combat.

Flash grenades are equipped in the inventory using the Left/Right arrow keys. Throw them with the F key.

Frag Grenades

High Explosive Fragmentation Grenades are small anti-personnel devices, designed to be thrown. The explosive force and shrapnel can take out multiple targets in a small area.

Frag grenades are equipped in the inventory using the Left/Right arrow keys. Throw them with the F key.

Sticky Camera

The Sticky Camera is useful for allowing you to see an area remotely. You activate a Sticky Camera by throwing it into the environment. Once the Sticky Cam is deployed :

a Picture in Picture is displayed that shows you what the camera can see, and a

Remote Control is automatically selected in your inventory.

If you activate the Remote Control by pressing the F key, you will enter a full-screen view from the camera's perspective. From this view, you can mark enemies with the Q key, cause a distraction with Right click, or detonate the device with Left click.

Sticky Cameras are equipped in the inventory using the Left/Right arrow keys. Throw them with the F key.

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Remote Mine

Remote Mines are manually detonated explosive ambush devices. Once a Remote Mine is deployed, your inventory automatically switches to a detonator. Detonate the mine by pressing F or swap to the Remote Mine to continue placing more of them.

Remote Mines are equipped in the inventory using the Left/Right arrow keys. Throw them with the F key.

Sonar Goggles

The Ultra High Frequency Sonar Goggles use sonic pulses, combined with an advanced AI controller, that penetrate through objects and walls to provide an enhanced visual representation of the engagement zone. In other words, Sonar Goggles literally see through walls to identify humans – discriminating between armed targets and civilians – and detect explosives.

Sonar Goggles are activated and deactivated by pressing the Z key.

EMP Device

The EMP device is a short-range, low-intensity EMP generator that is capable of knocking out electronics without permanently damaging them. When you activate the EMP device, it takes out all of the lights and electronics in a small radius around you. You can use the darkness and confusion to make a quick escape – or to launch an attack.

The EMP Device is equipped in the inventory using the Left/Right arrow keys. Activate it with the F key.

EMP Grenades

EMP Grenades are a shorter-range, higher-intensity version of the backpack. As a consequence, the effects of the EMP detonation last longer, making this grenade a highly useful tool for preparing an entry into a hostile area. EMP grenades are also helpful for when you want longer, strategic control of an area.

EMP Grenades are equipped in the inventory using the Left/Right arrow keys. Throw them with the F key.

PERSISTENT ELITE CREATION®
(P.E.C.) CHALLENGES

Throughout the game, performing certain challenges will reward you with points. These can be spent toward upgrading your weapons and gadgets, as well as unlocking uniforms and upgrades for use in the multiplayer modes.

To view your challenge progress, either select Extras from the Main menu and then select P.E.C. Challenges, or check the Pause menu.

WEAPON UPGRADES

By completing P.E.C. Challenges in-game, you earn points that allow you to upgrade your weapons. You can upgrade your weapons in the Locker Room or in-game in Weapon Stashes.

There are a variety of weapon upgrades available. Each weapon can have up to 3 upgrades. Once an upgrade is purchased, it is automatically equipped.

Suppressor
Adding a suppressor to a weapon vastly reduces the audible and visual signature of the weapon.

Reflex Sight
Adding a reflex sight will provide you with an extra Mark for the Mark and Execute system.
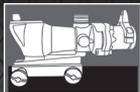
Laser Sight
Adding a laser sight makes aiming the weapon easier.

2x Scope
A 2x scope allows you to see farther while aiming with the weapon.

4x Scope
A 4x scope improves your zoom range even farther.

Hollow Point Ammo
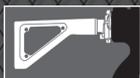Hollow point ammunition does increased damage.

Match Grade Ammo
Match grade ammunition is accurate out to a greater range, allowing you to Mark and Execute more distant targets.

Extended Magazine
An extended magazine increases your ammo count in the weapon, as well as the total amount of ammunition you can carry.

Gun Stock
Adding a customised gun stock improves the stability of your weapon during long bursts.

MULTIPLAYER
Co-op Story Synopsis

Four Russian EMP weapons have been stolen and need to be retrieved before they are sold on the black market. Third Echelon and their Russian counterpart, Voron, must work together to recover the warheads, sending American agent Archer and Russian agent Kestrel deep into the heart of Russia's dark and perilous underworld. Together, Archer and Kestrel will embark on a mission, requiring their cooperation and combined skill, that will test their mettle every step of the way, and their very conviction as Splinter Cells.

Character Bios

Archer: Third Echelon

Earning an economics degree at Harvard, Daniel Sloane-Suarez joined the NSA to pursue a career as an intelligence analyst. While at the Agency, Daniel interpreted signal intercepts connected to dozens of terror plots, and personally identified the leadership of extremist group, the Grass Liberation Front. Though Daniel proved to be a highly capable analyst, his deeply entrenched resentment of authority created considerable tension with his superiors at Fort Meade. Sloane-Suarez soon began to chafe against the bureaucratic confines of his job. Fortunately for him, his personnel file was flagged for potential field duty by recruiters for Third Echelon, and Anna Grímsdóttir quickly approved his admission to the group's gruelling training program. Eighteen months later, he was assigned his call-sign, ARCHER.

Kestrel: Voron

Most of Mikhail's military dossier is classified. What is known is that he is no stranger to death, misery, and misfortune. His parents were killed in a terrorist attack when he was six, he had a tempestuous and violent relationship with his foster father, and at the age of 14 he ran away from home to live on the streets of St. Petersburg for more than four harrowing years. After numerous run-ins with the local police, Volkov was arrested at age 18 and turned over to the army for his period of conscription. Unlike many conscripts, Volkov thrived in the brutal atmosphere of Russian army life, and was quickly transferred to a special counterinsurgency unit charged with tracking down and neutralising Chechen guerrillas and Wahhabist fighters in the Chechen capital of Grozny. After an incident where his entire unit was ambushed and subsequently captured, Volkov was forced to witness the systemic executions of his friends. He endured three days of unspeakable torture before the Spetsnaz came to his rescue. After reading his report on the incident, an SVR officer named Viktor Kovalev approached Volkov to discuss a new, special operations group dedicated to high-risk infiltration and information gathering. From that day on he was known as KESTREL.

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Game Modes

You can choose from five different game modes:

Co-Op Story

Play the cooperative story campaign with a friend through four unique environments, taking on the roles of Third Echelon and Voron characters Archer and Kestrel.

Hunter

Your mission is to eliminate all the enemies in a progressive sweep of the map. Getting detected causes enemy reinforcements to arrive, increasing the difficulty.

Last Stand

Defend an EMP generator against waves of enemies. The enemies will concentrate on destroying the EMP if you remain hidden in the shadows. Showing yourself causes the enemies to focus their attacks on you instead of the EMP. The EMP regenerates after successfully clearing a wave.

Face-Off

Face-Off is an Adversarial mode of spy versus spy, with enemies thrown into the mix. Earn points by killing enemies, and earn lots of points by killing the other player. Getting detected by the enemies causes your Last Known Position to be revealed to the other player.

Infiltration

Infiltration rules apply to this mission. Eliminate all hostiles in the mission area without being detected. Stay hidden in shadows and use stealth kills to prevent the enemy from spotting you. This game mode must be unlocked through Uplay. See the Uplay section of the game manual for more information.

Game Types
Play Online
Finds a public online match that meets your preferences of Game Mode, Map and Difficulty. This selection offers you the option to start your own game if no matches meeting your preferences are found.

LAN
LAN takes you to a list of games on your local area network. From here, you can create a game or join an existing game on your local area network.

Cooperative Gameplay
Co-Op Mark and Execute
Marked targets can be Executed by either player, and you will be prompted to join your team-mate in a Dual Execution when you both have visibility on any of the marked targets. Jumping into your team-mate's Execution allows you to engage the targets from your point of view, allowing both of you to have greater visibility on the same target. When performing a Dual Execution, the player that jumped on board does so for free and does not use an Execute token.

Revive
When your Health drops below a critical state, you'll drop to the ground immobilised and begin slowly bleeding out until your team-mate revives you. If your team-mate does not revive you, you will die and the game will end. While you are incapacitated, enemies will think you're dead and therefore not engage you unless you engage them. At any time, you can choose to sit up and draw your pistol to engage the enemies or cover your team-mate as he makes his way toward you. Getting shot while incapacitated causes you to bleed out much faster and die.

Chokehold

Enemies can grab you in a chokehold, causing you to lose health quickly over a short period of time. The only way out of a chokehold is to be freed by your team-mate. While being choked, you can perform a Window of Opportunity action by pressing the Space Bar. This causes you to dodge to the side and opens a clear line of sight for your team-mate to take out the enemy. If you haven't been freed after performing a window of opportunity, the enemy pistol whips you in response. This causes you to lose additional health and brings you closer to death.

UPLAY
What is Uplay?

Uplay is a set of services that give players extra value for their Ubisoft games.

With **Uplay Win**, you earn Units by performing specific Actions in Uplay-enabled games. Those Units can be redeemed for Rewards or saved for better Rewards later, across all Uplay-enabled games and across all associated platforms. Basically, the more you play, the more you win exclusive free content for your favourite games.

Uplay Help will give you guidance and tips to enjoy Ubisoft games at their best. Imagine being helped by the developers themselves and by other players or even helping other players yourself.

Uplay Share will allow you to create content from within the games and share it with your friends and the rest of the community, be it statistics, pictures, videos, or even in-game content such as maps.

Uplay Shop will be your destination to browse and buy additional content for your favourite Ubisoft games.

Uplay Menu

Use the mouse to navigate in this menu. Validate your selections by left-clicking on the appropriate menu actions, or with the Enter key, or Go Back with the Backspace key. Pressing the Esc key will exit Uplay and return you to the game menu.

Profile:

• **View Profile:** Get an overview of your actions in the games you played

• **Change Quote:** Edit your Quote

• **Change Icon:** Select a new Icon

Account Settings:

• **Email and Password:** Edit your Email and Password

• **Personal Information:** Edit your Personal Information

• **Opt-ins:** Edit your preferences for receiving communications from Ubisoft and its partners

Uplay Win Menu

Use the mouse to navigate in this menu. Validate your selections by left-clicking on the appropriate menu actions, or with the Enter key, or Go Back with the Backspace key.

• **Actions:** List of all the actions available in the game(s) and how many Units are assigned to each. A checked box indicates an Action already completed. Left-clicking on an Action explains how to do it.

• **Rewards:** List of all the available rewards and how many Units are assigned to each. A checked box indicates a Reward already redeemed. Left-clicking on a Reward allows you to redeem it, as long as you have enough Units to spend. Redeeming a Reward deducts the number of Units associated with it from your balance.

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- **Unit Balance:** History of all Actions completed and Rewards unlocked with a detailed balance of your Units. Left-clicking on an Action/Reward opens up its description.

For more information, content, and options, visit **www.uplay.com**.

Rewards Information

• **Uplay theme:**
  Redeem it and a new window will pop up. You need to choose the path to save the zip file and click on save (may change depending on your default internet browser). The compressed file contains the same image in different formats.

• **SCAR-H weapon:** You can take possession of it via the Main Menu – Side Mission – Locker Room – Arsenal

• **Russian Soldier Uniform:** You can take possession of it via the Main Menu – Side Mission – Locker Room – Uniforms

• **Infiltration Game Mode:** This mode will become available to you via the Main Menu – Multiplayer – Game Mode

SPLINTER CELL MATCH

View your story progression and compare game stats with your friends by visiting **www.splintercell.com**
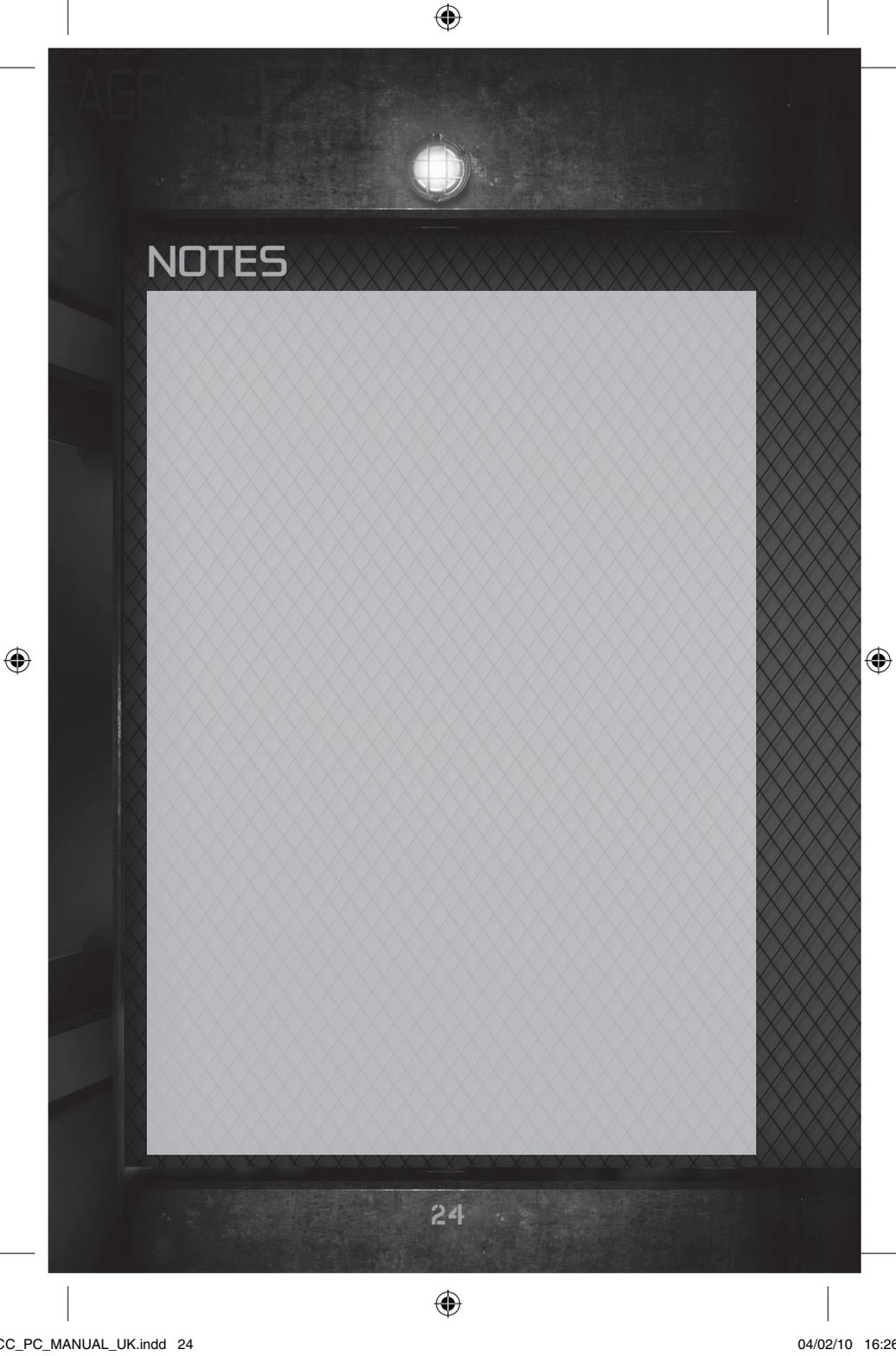
NOTES
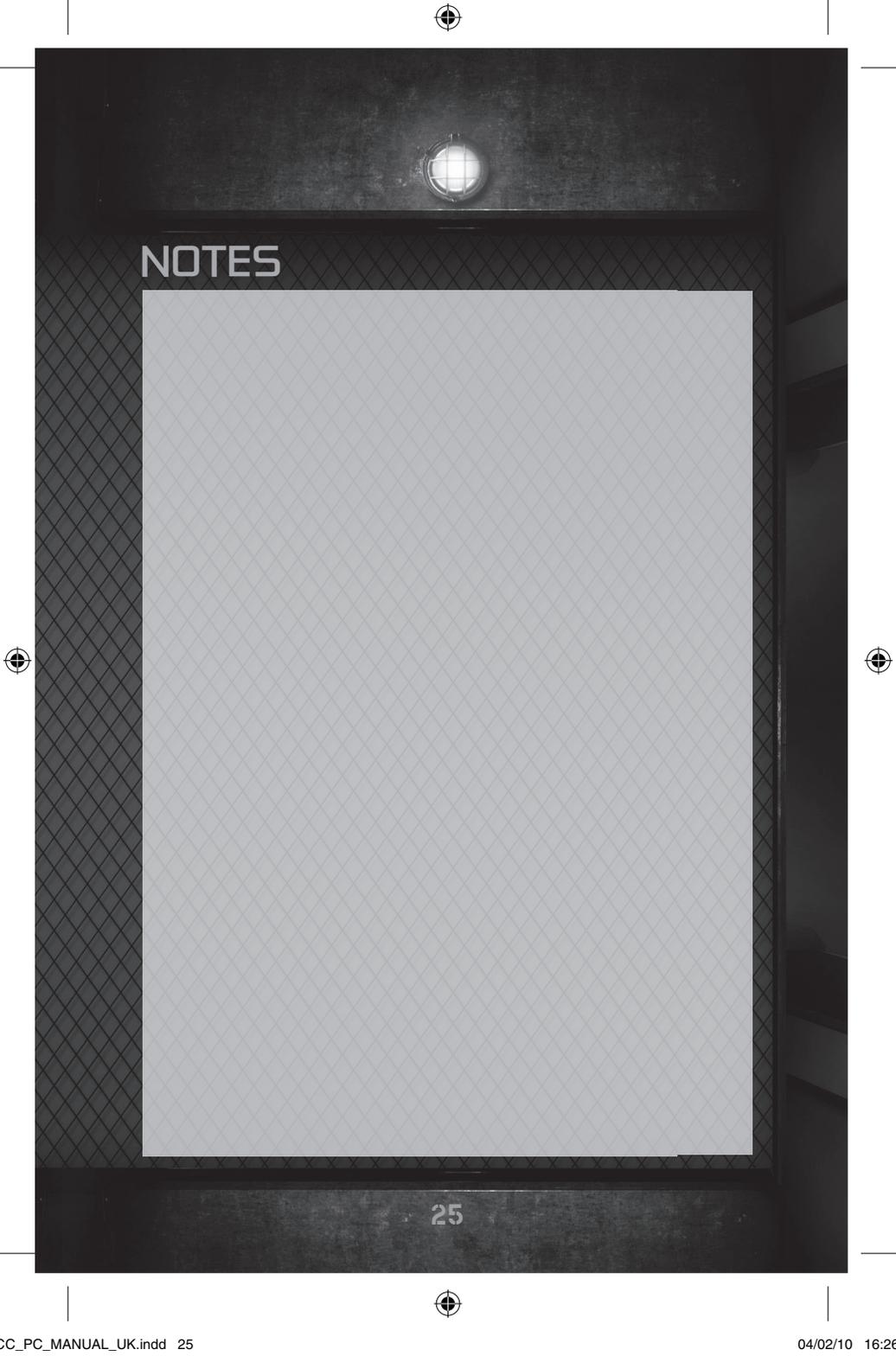
NOTES

TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please first contact our 24-hour on-line solution centre at **www.ubi.com/uk**.
Our 24-hour automated telephone service is available on **0871 664 1000**.

The Live service option is available from 11am until 8pm, Mon-Fri (excluding bank holidays).

Please make sure you are in front of your pc when calling our support team to enable us to troubleshoot your query for you.

PC Game:
If you experience difficulties running your pc game please contact our support teams first. When calling us, please ensure you are in front of your pc with the game installed, to enable us to troubleshoot for you.
Alternatively, if contacting us by web-mail, please attach your operating system file (dxdiag) to your incident so that we may have your system specifications.

Finding your dxdiag file
Windows XP: To open your DirectX Diagnostic tool go to: Start Menu – Run. Type dxdiag in the window, select OK and save your information.

Windows Vista: enter the Start Menu, type dxdiag in the search bar to locate the file.

Faulty Game:
If you believe your game is faulty, please contact our support team before returning your product to the retailer. A discrepancy between your operating system and the required game specifications may result in errors during game-play, such as:

your screen returning to desktop or freezing, jerky graphics or error messages.

Damaged Game:
If your game is damaged when purchased, please return it to your retailer with a valid receipt.

If your receipt has expired and you are within the 90 day warranty period please contact the Ubisoft support team for verification.

Australian technical support

Technical Support Info Hotline **1902 262 102** (calls are charged at $2.48 per minute including GST. Higher from public and mobile phones).

Please note that we do not offer hints & tips at our technical support centre.