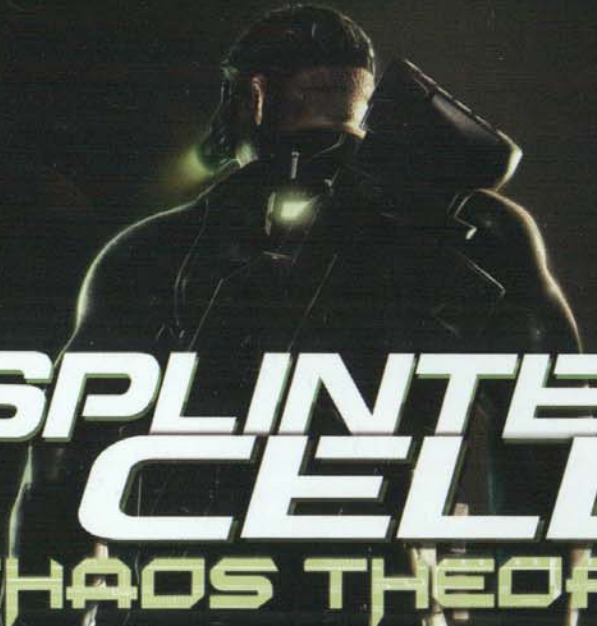


 TOM CLANCY'S



# SPLINTER CELL

## CHAOS THEORY

Coming March 2005

[WWW.SPLINTERCELL.COM](http://WWW.SPLINTERCELL.COM)

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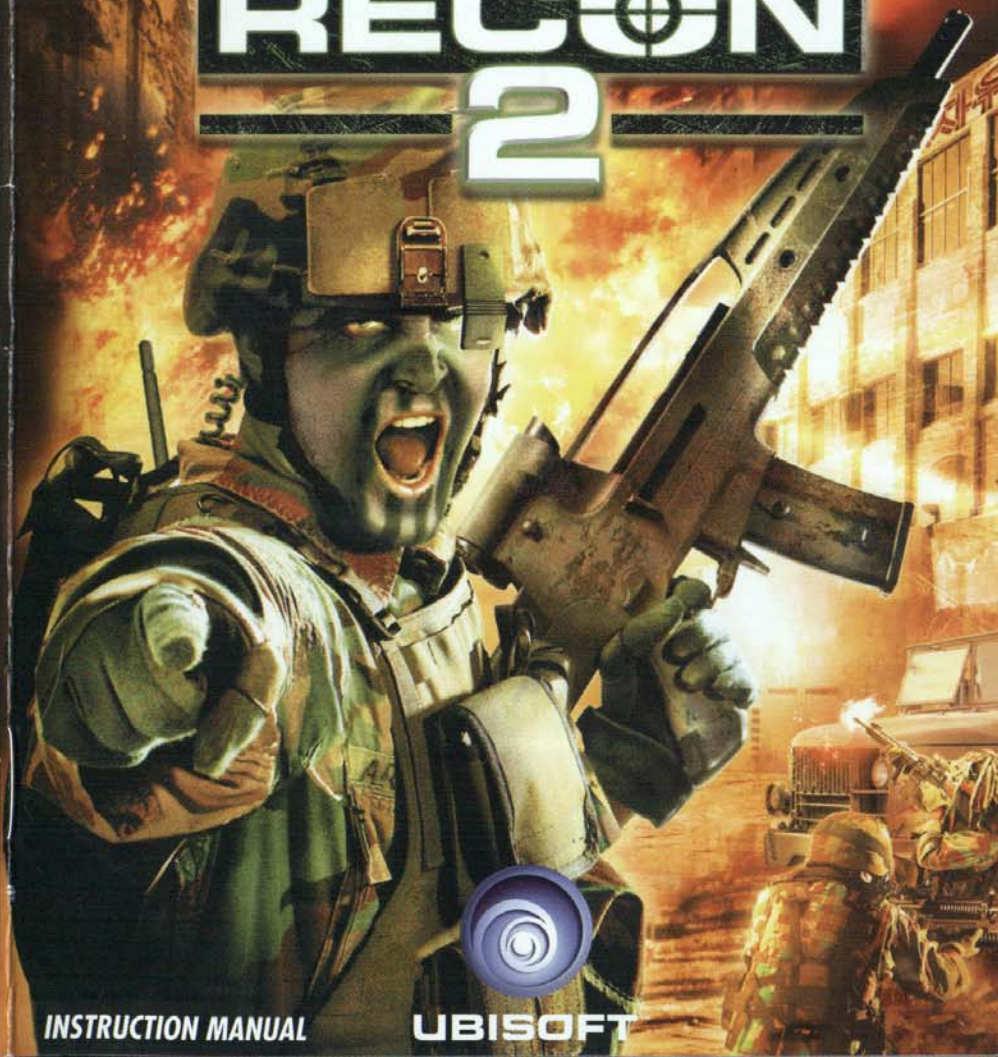
 XBOX

LIVE ONLINE ENABLED

 TOM CLANCY'S

# GHOST RECON

## 2



INSTRUCTION MANUAL

UBISOFT 



## SAFETY INFORMATION

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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TOM CLANCY'S

# GHOST RECON® 2

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## XBOX LIVE™

### Take Tom Clancy's Ghost Recon® 2 Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a friends list with other players, see when they're online, and receive invitations to play games. For games in multiplayer mode, ask your friends to play and talk to them in real-time while you play.

### Downloadable Tom Clancy's Ghost Recon® 2 Content

You can download items such as new levels, missions, weapons, vehicles, and more to your Xbox console, for games with downloadable content.

### Connecting

Before you can use Xbox Live, you must connect your Xbox console to a high-speed or broadband Internet connection and sign on for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, go to [www.xbox.com/connect](http://www.xbox.com/connect).

## GAME CONTROLS

### Xbox Controller 5



## WHAT IS GHOST RECON® 2 ?

In Tom Clancy's Ghost Recon® 2, you play Captain Scott Mitchell, leader of an elite U.S. Army unit known as the Ghosts. You lead the Ghosts through a campaign in near-future North Korea, where military leaders have risen in revolt. Elite units from around the world are sent to hamstring the rogue elements and keep the conflict from spreading.

Armed with top-of-the-line equipment, you'll be facing enemy soldiers on a variety of battlefields.

**Be warned:** In the world of Ghost Recon, one shot can kill.






## MAIN MENU



*The Main Menu is displayed when you start the game.*

You can scroll through the following choices:


- **Options:** Select system options to customize your gameplay experience.
- **Single Player:** Start a single player game.
- **Multiplayer:** Enter or host a multiplayer game.
- **Live Sign-In:** Sign in to Xbox Live.
- **Profile:** Create, edit, or activate a user profile.

Use the D-pad  to scroll through your choices, and the **A** button to select the one you want.

### Options

In the Options screen, you can set various preferences for how Ghost Recon will look and sound on your Xbox video game system. Use the D-pad  to highlight the option you want to change. Then, use left and right on the D-pad  to modify the settings. Press the **A** button to accept all the changes.

## PROFILES

Your profile relays your history and character on the Xbox video game system, keeps a record of your gameplay stats and advancement, and keeps track of the way you appear in multiplayer games. You can have multiple profiles on an Xbox console, but only one profile can be active at a time. The active profile will register stats and advancement as you play. To select a profile, scroll through the list using the D-pad , then press the **A** button to accept. To create a new profile, press the **X** button. To delete a profile, highlight it and press the **Y** button.

### Create a Profile

The first step of profile creation is naming it. Use the left thumbstick to select letters and the **A** button to accept them. The **Y** button deletes letters. Use the triggers to scroll through the available character sets. Once you've named your profile, let go of the left thumbstick. The word "Accept" will appear in the centre of the screen. Press the **A** button to accept the profile name.



### Select a Profile

When you select a profile, a new series of choices appears on-screen. These are:

- **Activate:** Sets the selected profile as the current one.
- **Appearance:** Allows you to change the soldier character you'll be using in multiplayer play.
- **Controls:** Lets you choose a control scheme.
- **Special-Features:** Allows you to look at unlocked special content, including images and movies.
- **Game Options:** Allows you to set in-game options, including Auto-Aim, Invert Look, Vibration Function, View, and Voice.

## SINGLE PLAYER

Selecting Single Player starts solo play. There are several Single Player game modes available, including:

- **Campaign:** The campaign is the continuing story of the game. You can save your progress in the campaign and pick it up again later.
- **Quick Mission:** Once you've unlocked a mission, it becomes available for Quick Mission play. The following game types are available in **Quick Mission mode**:
  - **Firefight:** Take out all the enemies on the map.
  - **Recon:** Try to move stealthily through the map, completing objectives without alerting enemy soldiers.
  - **Mission:** Replay the mission as a standalone.
  - **Lone Wolf:** Use high-tech equipment and take on the mission solo.
  - **Defend:** Hold your position against waves of oncoming enemies.
- **Training:** Training teaches you the game skills you'll need to succeed. You can go back to it to practice anytime.
- **Profile:** You can also access your profile from the Single Player menu.



## Campaign

The campaign follows the Ghosts on their North Korean assignment from beginning to end. The campaign also tracks your progress and the extras you've unlocked during play. You can have as many campaigns as you want, but only one campaign can be active at a time. Progress recorded in one campaign doesn't affect the others.

You can either start a new campaign or select one of your existing ones, picking up your progress where you left off. Each new campaign must be named, and you'll also need to set its difficulty – Normal or Hard. You can't change difficulty once it's been set.

## Quick Mission

When you select Quick Mission, a list of available game types will appear on-screen. Select the one you want, and a list of available maps for that game type will be displayed. You can browse through the maps with the D-pad  $\leftarrow$  and make your selection by pressing the **A** button. Select your difficulty level. You'll then be taken to the Action Phase.

## The Action Phase

In the Action Phase, you get to play the game. You won't automatically fail a mission if team members go down, but it'll make the mission more difficult.

## Equipment Setup

In the Action Phase, the first thing you must do is select the gear you'll bring on the mission. To change the default loadout, use the D-pad  $\leftarrow$  to choose a slot. Scroll through the choices with the D-pad  $\uparrow$  to find that slot. Press the **A** button to accept your choice. When this is done, hit the **A** button again to get into the action.

## THE HUD

Once the game has started, the heads-up display (HUD) elements appear. They provide information about the game world.

These elements consist of:

**1 Reticule:** This shows where your shots are going. The longer you aim without moving before firing, the closer to the centre your reticule pips will be, and the more accurate your shots will be. The reticule also changes colour when it passes over a friendly soldier.

- 2 Squad Indicator:** This shows the current health of your squad and their current order. A box represents each squad member. The colour of the box indicates the member's health – green for healthy, yellow for wounded, red for in need of a medic, and grey for out of the action.
- 3 Radar:** The circular radar screen is centred on you. It sends out a pulse every time a new enemy is within range and line of sight. This reveals the relative positions of friendly troops and enemies. An objective highlight also appears here, indicating the direction of your next target.
- 4 Weapon Indicator:** This shows your current weapon and ammo count, along with your total ammo count. Your rate-of-fire (ROF) indicator is located to your right. The more bullets are shown, the higher your ROF will be.
- 5 Stance and Health Indicator:** This box is coloured like the squad health indicators with a silhouette in it. The silhouette shows your current stance, while the box around it indicates health status.
- **Fire Indicator (not shown):** These appear around your reticule when enemies are firing at you or at your allies. The location of the indicator reveals the direction the fire is coming from.
  - **Objective Indicator (not shown):** Sometimes, you'll see a highlight over a target or a section of terrain. This is your objective indicator. It leads you to your next goal in the mission.






## **Zoom**

At times, you may want to zoom in on a target from a distance. In order to do so, click the right thumbstick. Your view automatically toggles to the view you'd see through your weapon's sights. To zoom back out, click the right thumbstick again. Some weapons don't have a zoom mode. Others have multiple zoom levels. Browse through them by clicking the right thumbstick.

## **Moving**

The most important actions you undertake during the game are moving and firing. By default, the left thumbstick controls your movement, while the right thumbstick controls where you look. Use these two to control your direction, movement, and view.



## **Stance**

To change stance, press up or down on the D-pad . Each stance has its benefits and drawbacks. Moving upright lets you move faster, but you present a larger target and are less accurate. When crouched, you move slower, but are a smaller target and have better aim. A prone position grants you the highest accuracy, but the slowest movement. You cannot fire when you are fast-crawling.

## **Rolling**

To roll, move the left thumbstick all the way left or right while prone. This lets you cover ground while presenting a smaller target to enemies.

## **Peeking**

Peeking allows you to look around corners without exposing your entire body. To peek, press left or right on the D-pad . Release the D-pad  to go back to normal stance.

## **Shooting**

To fire, pull the right trigger. Depending on your ROF, holding the trigger down may cause you to fire repeatedly.

When throwing a grenade, holding the trigger down all the way will throw the grenade full strength. A light tap of the trigger will release the grenade in a weak, underhanded throw.

## **Reload**

To reload your weapon, tap the **A** button. This replaces your magazine with a full one.




## **ROF**

ROF determines how many bullets your weapon fires when you pull the trigger. Not all weapons have every ROF available.

The modes include:


- **Single Shot:** One bullet per trigger pull.
- **Three-Round Burst:** Three bullets per trigger pull.
- **Full Auto:** As long as you hold the trigger down, you'll keep firing.

To change your ROF, press and hold the **A** button. Use the D-pad  to select the ROF you want.

## **Change Weapons**

Different weapons are appropriate for different situations. Tapping the **B** button swaps your current weapon for your primary weapon. If your primary weapon is already active, you'll be equipped with another weapon.

## **Select Weapon/Equipment**

Select Weapon allows you to pick the weapon or item you want from your personal arsenal. To bring up Select Weapon, press and hold the **B** button. A radial menu will appear on-screen, with icons for each of your equipped items. Select an item by using the D-pad .

## **Night Vision**


To turn night vision on or off, tap the **X** button. It allows you to see much better in the dark than you would normally, but it's difficult to use during the day.

## **Select HUD Options**

Different HUD options can be toggled on or off, depending on your preference.

These options include:

- **Objective Indicator:** Toggles the objective indicators on or off.
- **Range Finder:** Toggles the range finder on or off.
- **IFF:** Toggles the IFF (identify friend or foe) indicator on or off.

To select your HUD options, press and hold the **X** button. Select an option using the D-pad .





## Reference Map

Pull and hold the left trigger to bring up the reference map. This gives you a top-down view of the mission territory.

## Dynamic Command System

As you look around the world, your reticule will pass over different objects. Some of them have commands associated with them, and passing your reticule over them will bring up an order indicator in the lower part of the screen.

To order your squad to follow the current command, tap the **Y** button.

### Commands include:

- **Medic:** Provide field medicine to a wounded teammate.
- **Attack Vehicle:** Attack a particular vehicle.
- **Advance:** Move to the selected spot.
- **Regroup:** Fall back to your position.
- **Plant Demo Charge:** Plant a demo charge at the selected spot.
- **Use:** Use an item.
- **Laze Target:** Designate a target for an airstrike.
- **Protect:** Guard any friendly soldiers.
- **Escort:** Link up with a friendly soldier.

## Command Menu

In addition to the dynamic commands, there are some set orders you can issue to your team. Press and hold the **Y** button to bring up the Command menu. **These orders are:**

- **Flank Left:** Move to the targeted location from the left.
- **Flank Right:** Move to the targeted location from the right.
- **Hold Position:** Cancel the current order and hold position.
- **Suppress:** Lay down fire on the targeted area.

You can issue the following two orders to your team without using the Command menu:

- **Hold Fire:** Press the **○** [White button] to make the team hold their fire.
- **Regroup:** Press the **●** [Black button] to have the team reform on your position.

## Dynamic Actions

In addition to commanding your squad, you can perform actions yourself. Icons will appear when you can perform a dynamic action. Move the reticule over the desired target, and then click the left thumbstick.

### The dynamic actions are:

- **Medic:** Patch up a squad member who's been wounded.
- **Emplaced Weapon:** Get on a mounted machine gun and use it.
- **Plant Demo Charge:** Plant a demo charge.
- **Swap Weapons:** Swap your primary weapon for one from a downed soldier.
- **Resupply:** Use a supply dump to load up on fresh ammo.
- **Clamber:** Climb over or onto obstacles.

## Lone Wolf Actions

When you play Lone Wolf mode, you trade your team of Ghosts for high-tech equipment. **There are three main elements of Lone Wolf gear:**

- **Gun Camera:** This lets you use the gun to look around corners and fire without exposing yourself. Activate this weapon by pressing the **●** button. Use the D-pad **⊕** to move the camera, and the right thumbstick to aim it. You can deactivate it by pressing the **●** button again.
- **Ranged Grenades:** These can be set to airburst at a specified range, which is useful for clearing out enemies behind cover. To use them, you need to lock in a range. When the range finder shows the desired distance, lock it in by tapping the **Y** button. If the grenade hits something before reaching that range, it'll explode on impact. Unlocking the range causes the grenades to detonate on impact.
- **Combined Arms:** This element lets you designate targets for airstrikes. To use Combined Arms, put the reticule over the target and press the **○** button. A missile will be called in to blow up the target.





## Voice Command

As long as your Xbox Communicator is plugged in, you can issue several commands by saying the appropriate voice command into the attached microphone.

Advance:	"Advance"
Flank left:	"Flank left"
Flank right:	"Flank right"
Regroup:	"Regroup"
Suppress:	"Suppress"
Hold position on:	"Hold position"
Hold position off:	"Move out"
Plant demo charge:	"Demo target"
Laze target:	"Laze target"
Use item:	"Use"
Medic:	"Medic"
Attack vehicle:	"Attack vehicle"
Escort:	"Escort"
Protect:	"Protect"
Hold fire on:	"Hold fire"
Hold fire off:	"Weapons free"

Or

In addition, you can control your character by issuing some voice commands instead of using the controller. **These include:**

### Command

Map (toggle):	"Map"
Reload:	"Reload"
Switch weapons:	"Switch"
Single shot:	"Single shot"
Burst:	"Burst"
Full auto:	"Full auto"
Equip primary weapon:	"Primary weapon"
Equip secondary weapon:	"Secondary weapon"
Equip mission-specific weapon/rocket:	"Mission weapon"
Equip grenades/explosives:	"Explosive"
Night vision (toggle):	"Night vision"
Action (dynamic):	"Action"

## Action Menu

You can pause the game by pressing the **○** button. This brings up a menu of choices that affect the state of the game. The choices available vary depending on where you are in the game.

### AAR

Once you've finished a mission, you'll be taken to the **After Action Review (AAR)** screen. This indicates your mission statistics and score. The higher your score, the more points you receive for unlocking extras. You can toggle between your stats and team stats by pressing the **Y** button. From here, you can also choose to replay a mission, or proceed.

### Save and Load

To save a game, press the **○** button and then select Save from the menu. To save a game, you'll either need to give it a new name or use the current one. Using an existing name overwrites the current saved game. You can have as many saved games on your Xbox console as you want, and you can load a saved game with any profile.

To load a game, press the **○** button and select Load. A list of available campaigns and saved games will be displayed. Scroll through this list with the D-pad **⬆**, and select the one you want to load with the **A** button. Doing so will interrupt your current game and load the selected one instead.

### Campaign vs. Saved Game

Campaign automatically saves your progress through the sequence of missions. When you load a campaign, you start at the beginning of the first unfinished mission. You can save a game at any moment of a mission, and a saved game can be activated with any profile. When you load a saved game, you start at the point in the mission where the save was made.

## XBOX LIVE SIGN-IN

Selecting *Live Sign-In* lets you connect to *Xbox Live*. This will record your scores and Give you access to *Xbox Live* features. If you have enabled Auto Sign-In on your Xbox video game system, you will automatically be signed in when you start the game.





Once you activate your Xbox Live account, you have several choices.

#### **They include:**

- **Friends List:** Access your Xbox Live friends list.
- **Players List:** See a list of players from your current Xbox Live play session and provide feedback on them, or ask them to become a friend.
- **Team:** Access team features, including the ability to create a team. You can only belong to one team at a time.
- **Leaderboards:** Compare yourself to other players, and learn the identity of the best of the best.
- **Download Content:** Download new content for Tom Clancy's Ghost Recon® 2.
- **In-Box:** Read and respond to various messages received while signed in to Xbox Live.
- **Competitions:** Set up, join, or play in a competition if you are a member of a team.
- **Sign Out:** Sign on of Xbox Live.

#### **Leaderboards**

Tom Clancy's Ghost Recon® 2 supports leaderboard functionality. Leaderboards take two forms. Top 100 leaderboards show the top 100 scores for a given map and game type. There are also several weighted, skill-based leaderboards. These list all players, and are updated as you play on Xbox Live. Your ranking on these leaderboards changes, depending on your performance against other players.

#### **Competitions**

You can also set up competitions on Xbox Live. Competitions are team-based and require that the team officer sign the team up for the competition, although anyone can create a competition. Only Squad game types are available for competitions.

Each side will be able to field one to four players in each match, depending on the options the competition creator has established.



You can see which competitions your team is currently signed on for, or look for new ones, through the Xbox Live menu. You can also choose to host a competition, which means setting the play parameters, time of the competition, number of competitors allowed, and more. Not showing up for a scheduled competition results in a forfeit. You can't force a competition match to start early, and if both sides forfeit, they're both eliminated and their opponent for the next round gets a bye.

## **MULTIPLAYER**

Multiplayer mode allows you to play with or against other players. You can test your skills in competition or work with friends to take on AI challenges.

#### **Entering Multiplayer**

To start Multiplayer play, either as a game host or as a player, select Multiplayer in the Main Menu. This will take you to the Multiplayer menu, where you can **choose from the following options:**

- **Local Play:** Split-screen play on a single Xbox console.
- **Link Play:** Link play between two or more Xbox consoles.
- **Live Play:** Xbox Live play.

#### **Multiplayer Game Types**

A variety of Multiplayer game types are available in Local Play, Link Play, or Live play modes. You can choose to play Co-op, which pits you and your friends against enemy forces, working together to accomplish a goal. In Solo play, every player is out for himself. Squad game types allow groups of players to challenge each other. As you select which game type you want to play in the server settings, you will see a brief description of each one.

#### **The multiplayer game types are:**

- **Co-op Defend:** Work with other players to defend your base against AI enemies.
- **Co-op Firefight:** Work with other players to wipe out all enemies across the map.
- **Co-op Recon:** Work with other players to accomplish recon objectives.
- **Co-op Mission:** Play a mission with other players as your squad.





- **Co-op Battle:** Co-op Firefight with respawns enabled.
- **Co-op Garrison:** Co-op Defend with respawns enabled.
- **Co-op Scout:** Co-op Recon with respawns enabled.
- **Solo Seek & Destroy:** The first player to get a kill is the target. Becoming the target by eliminating the current one, or eliminating other players as the target gets you points. Get the most points and you win.
- **Solo Hamburger Hill:** Control the centre zone for as long as possible. The longer you hold it, the more points you get.
- **Solo Last Man Standing:** Be the last soldier alive on the map.
- **Solo Sharpshooter:** Every man for himself as you try to rack up the highest body count.
- **Squad Domination:** Work with your team against other squads to control bases across the map. The longer you hold them, the more points you get.
- **Squad Hamburger Hill:** Work with your team to control the centre zone. The longer your team holds it, the more points you get.
- **Squad Last Man Standing:** The last team with someone still alive wins.
- **Squad Search & Rescue:** Work with your teammates against other squads to bring hostages back to your base. The team that rescues the most wins.
- **Squad Sharpshooter:** Eliminate the opposing team for points. Respawns enabled.
- **Squad Siege:** One team defends a base, and the other team must get someone into it. Respawns disabled.

### Local Play

Local play allows up to four players on one Xbox console. When you enter Local play mode, the screen is divided into four squares. Each corresponds to a controller that commands that quadrant of the screen once play starts. Press the **A** button to activate a controller.

### Link Play

Link Play lets you connect several Xbox consoles at a time and play with or against friends. The Xbox consoles must be linked either directly or through a network hub.



To access Link Play, select it from the Multiplayer menu. Select your profile. To view a list of games available on your linked network. You can highlight one and join by pressing the **A** button, or press the **X** button to create your own.

**Remember,** you can play split-screen in Local Play, Link Play, or *Live Play* mode, which is why you'll be given the opportunity to activate additional controllers in Link Play mode.

### Creating a Game

When you choose to create your own game, you first access the Game Mode screen and then the Server Settings screens. You can scroll through and adjust them just as you would for Local Play. Once this is done, press the **A** button to get to the Game Lobby. If you're hosting the game, press the **A** button to launch it and the game will start.

From the Lobby, you can go back to edit your game settings by pressing the **Y** button. Other players can see the settings by pressing the **Y** button, but can't change them. If you want to observe rather than play, press the **X** button in the Lobby.

### Live Play

Choosing Xbox *Live* play is just like joining Link play, except that you need to go through the additional step of signing on to your Xbox *Live* account.

**When you sign on to Xbox *Live* multiplayer, you'll be presented with three options:**

- **Create Match:** Create your own game and serve as host. This functions like creating a game in Link Play.
- **Quick Match:** Let the system pick an Xbox *Live* game for you and get into the action immediately.
- **OptiMatch:** Set up the options available to customize the type of game you wish to play.

Tom Clancy's Ghost Recon® 2 Proof of Purchase.

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## NOTES

To use these codes, start up a single player campaign. When the mission starts, pause the game and go into "in-game options" and go under "enter cheats" and enter the following:

Code	Effect
B,B,X,A	God Mode (Individual)
B,B,X,Y	Pass that current mission
B, B, X, X	Refills used (can be entered multiple times)
B,B,X,B	Team God Mode



## NOTES

