



Splinter Cell: Conviction Guide

by [Jeremiah Jeb](#)

Sam Fisher's adventures continue in Splinter Cell: Conviction, the fifth installment in the acclaimed stealth action series. Featuring new controls and much more action-oriented gameplay, it's a whole different experience. Looking for some tips on beating the PEC challenges? Wondering about what upgrades each weapon has? You're in luck with this guide.

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Splinter Cell: Conviction Equipment & Basics

Weapons & Equipment

Game Modes & Controls

In Splinter Cell: Conviction, your character can carry one handgun and one secondary firearm (machine pistol, assault rifle, etc.). In the single-player story mode, Sam's gadgets depend on the scene. In the other modes, your character can carry two different types of gadgets.

Play through the game (both single-player story mode and cooperative story mode) to earn more weapons. Finish PEC challenges to earn PEC points, which can be used to purchase upgrades. Of the 38000 PEC points total, only 26900 PEC points are required to obtain all the upgrades, uniforms, and camouflage texture variants.

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Handguns

Weapon	Marks	Magazine	Upgrade A	Upgrade B	Upgrade C
Mk.23 (Silenced)	2	12 rounds	Extended Magazine (300) - 18 rounds	Laser Sight (250) - more accuracy	Hollow Point Ammo (250) - more power
MP-446 (Silenced)	2	17 rounds	Reflex Sight (400) - 1 more mark	Laser Sight (250) - more accuracy	Match Grade Ammo (250) - more range
Desert Eagle	2	7 rounds	Laser Sight (250) - more accuracy	Reflex Sight (400) - 1 more mark	Match Grade Ammo (250) - more range
P228	3	13 rounds	Laser Sight (250) - more accuracy	Extended Magazine (300) - 20 rounds	Match Grade Ammo (250) - more range
Five-Seven (Silenced)	3	20 rounds	Laser Sight (250) - more accuracy	Reflex Sight (400) - 1 more mark	Match Grade Ammo (250) - more range
USP.45	2	12 rounds	Laser Sight (250) - more accuracy	Reflex Sight (400) - 1 more mark	Hollow Point Ammo (250) - more power

Machine Pistols

Weapon	Marks	Magazine	Upgrade A	Upgrade B	Upgrade C
Skorpion	2	20 rounds	Gun Stock (500) - more accuracy	Reflex Sight (400) - 1 more mark	Hollow Point Ammo (250) - more power
SR-2M *	2	30 rounds	Gun Stock (500) - more accuracy	Reflex Sight (400) - 1 more mark	Laser Sight (250) - more accuracy

* This can be earned by playing through the cooperative story mode.

Submachineguns

Weapon	Marks	Magazine	Upgrade A	Upgrade B	Upgrade C
MP5-N	2	30 rounds	Laser Sight (250) - more accuracy	Reflex Sight (400) - 1 more mark	Hollow Point Ammo (250) - more power
MP5-SD3 (Silenced)	2	30 rounds	Gun Stock (500) - more accuracy	2x Scope (300) - more range and zoom	Hollow Point Ammo (250) - more power
AKS-74U	2	30 rounds	Reflex Sight (400) - 1 more mark	Laser Sight (250) - more accuracy	Hollow Point Ammo (250) - more power
UMP-45	3	30 rounds	Laser Sight (250) - more accuracy	Suppressor (650) - silenced	Hollow Point Ammo (250) - more power

Assault Rifles

Weapon	Marks	Magazine	Upgrade A	Upgrade B	Upgrade C
AK-47 *	2	30 rounds	4x Scope (300) - more range and zoom	Extended Magazine (300) - 55 rounds	Match Grade Ammo (250) - more range
M468	2	30 rounds	Reflex Sight (400) - 1 more mark	Suppressor (650) - silenced	Hollow Point Ammo (250) - more power

Weapon	Marks	Magazine	Upgrade A	Upgrade B	Upgrade C
G36C	2	30 rounds	2x Scope (300) - more range and zoom	Laser Sight (250) - more accuracy	Match Grade Ammo (250) - more range
SC3000	2	30 rounds	Gun Stock (500) - more accuracy	Suppressor (650) - silenced	Hollow Point Ammo (250) - more power

* This can be earned by playing through the cooperative story mode.

Shotguns

Weapon	Marks	Magazine	Upgrade A	Upgrade B	Upgrade C
M-500	2	8 rounds	Reflex Sight (400) - 1 more mark	Match Grade Ammo (250) - more range	Laser Sight (250) - more accuracy

Gadgets

Weapon	Effect Radius	Upgrade A	Upgrade B
Frag Grenade	5 meters	Radius Upgrade (250) - increase by 1 meter	Radius Upgrade (250) - increase by 1 meter
Remote Mine	5 meters	Radius Upgrade (250) - increase by 1 meter	Radius Upgrade (250) - increase by 1 meter
EMP Grenade	15 meters	Radius Upgrade (250) - increase by 2 meters	Radius Upgrade (250) - increase by 2 meters
Flashbang (duration: 3 seconds)	8 meters	Duration Upgrade (250) - increase by 1 second	Duration Upgrade (250) - increase by 1 second

Weapon	Effect Radius	Upgrade A	Upgrade B
Portable EMP Device	This gadget has no upgrades. It works like an EMP grenade, but the blast instantly comes out from your character. Except in the single-player story mode, your character normally always carries this (in addition to two other types of gadgets).		
Sticky Camera (This includes a remote mine-like function.)	5 meters	Radius Upgrade (250) - increase by 1 meter	Radius Upgrade (250) - increase by 1 meter

Uniforms

The alternate uniforms can be used in the non-story modes, after being purchased (for 200 PEC points each). All of the uniforms have the same sets of upgrades (for 100 PEC points each), but only up to three upgrades may be used at a time. Note that the magazine upgrades apply only to the secondary weapon.

Uniform	Info
Default Uniform	3E Eclipse or VR SV1 Akula—this changes accordingly when switching between Archer and Kestrel
Default Uniform	
VR Vympel	
3E Black Arrow	
3E Urban Tracker	
Classified	Sam's stuffy knit shirt and brown jeans
VR Mozdok Telecom	

[Weapons & Equipment](#)

[Game Modes & Controls](#)

Game Overview

Splinter Cell: Conviction plays quite differently from the previous four installments, as it features a particularly aggressive brand of stealth action, along with redesigned controls. Playing a bigger role too is the PEC system (originating from various other Ubisoft games), and running around killing enemies in various ways here will yield more PEC points, which are used to obtain upgrades. The equipment under the PEC system carries across all of the game's several modes:

Single-player story mode

Sam's blood-soaked quest for vengeance.

Cooperative story mode

Agents Archer and Kestrel's excellent adventure. This two-player tale takes place shortly before Sam's story, and it can be played first without spoiling anything in the single-player story mode, if you care.

Hunter mode

A simple kill-all-enemies challenge, using the levels from the cooperative story mode along with extra levels. This comes in a single-player version (under the deniable ops listing) and in a cooperative two-player version.

Last stand mode

A defense challenge, where the enemies must be killed before they do too much damage to an EMP warhead. This comes in a single-player version (under the deniable ops listing) and in a cooperative two-player version.

Face-off mode

The versus mode (between Archer and Kestrel). If computer-controlled guards are set to be included (under the match options), these guards will still attack both agents. Defeating the other agent will result in more points than defeating a single guard.

Controls (Xbox 360)

Control	Xbox 360 Input	Description
Navigation	Left Analog Stick	Move your guy around
Camera Control	Right Analog Stick	Look and aim
Crouch	LB	Switch between crouching and standing
Cover	LT	Hold this to duck behind cover. Also press this while hanging from a high point to drop downward

Action	A	Perform a context-sensitive action, like using a switch, taking a weapon from the floor, or jumping and climbing up a ledge
Fire	RT	Fire away
Reload	Left Analog Click	Reload. In this game, handguns get infinite reloads
Use Gadget	X	Use or activate the current gadget
Zoom	Right Analog Click	Use this for fine-aiming
Mark Target	RB	Tap this to mark a victim. Hold this to cancel all current marks
Execute	Y	After earning the execute attack by doing a hand-to-hand attack, press this to kill all marked victims in range (as indicated by a solid red symbol)
Hand-to-Hand Attack	B	Tap this to kill the dude when positioned up close. Hold this to grab him as a human shield. While holding such a victim, press this again while standing still to do a nasty neck breaker or while moving to do a face-splattering shoving throw
Change Weapon	D-Pad DOWN	Switch between the handgun and the secondary weapon
Change Gadget	D-Pad LEFT and D-Pad RIGHT	Switch gadgets
Goggle	D-Pad UP	Use the sonar goggles (if available). The goggles can display enemies behind walls (allowing them to be marked), but moving while using the goggles will create a lot of distortion. Also use the goggles to see security laser beams
Display Objective	BACK	Show the current objective
System Menu	START	Call up the system menu

Splinter Cell: Conviction PEC Challenges

Prepare and Execute

Vanish

Splinter Cell

PEC points are earned by finishing the PEC challenges (as indicated by the completion levels and the quota bars on the PEC challenge menu, under the system menu). These are divided into three categories, and they have varying quotas. Of the 38000 PEC points total, only 26900 PEC points are required to obtain all the upgrades, uniforms, and camouflage texture variants.

Prepare and Execute

These involve offensive actions. They may take a while to complete, but they're still fairly easy to do.

Death from Above

Defeat an enemy by jumping down from a high point. (Use the "death from above" prompt when it appears.)

Grab from Ledge

Defeat an enemy by grabbing and dragging him off from a railing.

5x Predator

Defeat five enemies in a row without being detected.

Stealth Headshot

Defeat an enemy with a headshot without being detected.

Mark Proficiency

Defeat two or more enemies at once with a mark-and-execute attack.

3x Frag Grenade

Defeat three or more enemies at once with a frag grenade.

Remote Explosion

Defeat three or more enemies at once with a remote mine or a sticky camera.

Stunned

Defeat an enemy who is stunned by a flashbang, EMP grenade, or the portable EMP device.

Behind Closed Doors

Use the mirror or the snake camera to mark an enemy from under a door, and then defeat him with a mark-and-execute attack.

Sonar Mark

Use the goggles to mark an enemy (whether in the open or from behind a wall doesn't matter), and then defeat him with a mark-and-execute attack.

Shadow Takedown

Defeat an enemy with a hand-to-hand attack in a dark area without being detected.

Sticky Camera Whistle

Defeat an enemy who is investigating the annoying music noise from a sticky camera (preferably by detonating the camera in his face).

Prepare and Execute

Vanish

Splinter Cell

Vanish

These involve defensive actions. They are probably the most time-consuming to do. If you're in a hurry for PEC points, do the other challenges first before finishing up with these.

For an easier time, try completing the bulk of these challenges in Scene 9 (Michigan Ave. Reservoir), in the corridor past the weapon stash after the first generator. The enemies there tend to bunch up in the room immediately after that corridor, and the weapon stash will keep providing an infinite supply of gadgets. If the enemies are eliminated, just use the "restart from checkpoint" option to reset them.

Vanish Silently

Get detected, and then run away back into hiding, without defeating any enemies.

Cat and Mouse

Get detected, run away, and then defeat an enemy with a hand-to-hand attack while he is investigating the last known position silhouette.

Last Known Position

Get detected, run away 10 meters or more, and then defeat an enemy with any ranged or remote attack while he is investigating the last known position silhouette.

Portable EMP Escape

Get detected, stun three or more enemies at once with the portable EMP device, and then run away before they recover, without defeating any enemies.

Flashbang Escape

Get detected, stun the enemies with a flashbang, and then run away before they recover, without defeating any enemies.

EMP Grenade Stun

Stun three or more enemies at once with an EMP grenade.

Choke Hold Freedom

Cooperative multiplayer modes. Have the teammate get caught in a choke hold by an enemy, and then free the teammate. (Besides shooting the enemy, using explosive gadgets will also work.)

Reviving Teammates

Cooperative multiplayer modes. Have the teammate get knocked down (from any sort of mishap), and then revive the teammate.

Prepare and Execute

Vanish

Splinter Cell

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These involve miscellaneous special actions. Unlike the others, they each need to be done only once to be fully completed, making them a fast source of PEC points.

Mark Mastery

Defeat four or more enemies at once with a mark-and-execute attack. To be able to do this normally, earn the Five-Seven handgun (by playing through the single-player story mode), and purchase its reflex scope upgrade.

Advanced Stealth

Complete an entire scene (a whole level) without getting detected, without coming into bodily contact with any enemy, and without retrying. For an easier time, do this in the cooperative hunter mode on the rookie setting, and have the teammate kill all the enemies, while your character hangs back. (Your character can still throw out explosives from dark areas to help, but doing so may risk detection.)

Advanced Close Combat

Complete an entire scene (a whole level) without manually shooting a firearm and without retrying. Basically, use only hand-to-hand attacks and gadgets. (The animation where your character grabs and then shoots the victim up close is okay. Just don't press the Fire Button, and don't press the Execute Button. For an easier time, do this at a level like Scene 2 (Kobin's Mansion) on the rookie setting.

10x Predator

Defeat ten enemies in a row without getting detected.

Assault Rifle Marksman

Defeat fifteen enemies with a single assault rifle magazine, without reloading. For an easier time, do this during Sam's super-enhanced mark-and-execute mode at the end of Scene 8 (Third Echelon HQ). Remember to reload beforehand.

Pistol Marksman

Defeat ten enemies with a single pistol magazine, without reloading. For an easier time, do this during Sam's super-enhanced mark-and-execute mode at the end of Scene 8 (Third Echelon HQ). Remember to reload beforehand.

Collateral Damage

Grab a human shield, move him to a closed wooden door, and then bash him through the door. (Use the "bash" prompt when it appears. Beware—reinforced metal doors are bash-proof.)

Human Collision

Grab a human shield, and then throw him into another enemy. (Your character can throw reasonably far, so there is no need to walk all the way up close. Beware—the enemy getting hit by the thrown body may stand back up and resume attacking.)

Deadly Fall

Grab a human shield, and then throw him off into a fall of 10 meters or more. Some areas where this can be done are Scene 6 (White Box Laboratories—office area windows), Scene 8 (Third Echelon HQ—office area windows and stairs), and Cooperative Story Mode Scene 2 (Russian Embassy—rooftop area).

Environmental Hazard

Defeat three or more enemies at once with an environmental (non-gadget) trap, like a large chandelier or a red explosive barrel. One easy place to do this is in Scene 2 (Kobin's Mansion), with the entrance hall's chandelier.

Security Device Diversion

Defeat an enemy who is investigating the disruption of an electrical light, camera, or other installation security device.

Car Alarm Investigation

Defeat an enemy who is investigating a car alarm. Some areas where this can be done are Scene 2 (Kobin's Mansion—front gate) and Scene 5 (Washington Monument—at the fairgrounds gate area just before the scene's end).

Human Kevlar

Grab a human shield, and then defeat three or more enemies at once with a mark-and-execute attack, while still holding the human shield. (The enemies who are marked don't have to be alerted.) To be able to do this, earn and equip a handgun that has three or more marks (with upgrades as necessary).

Group Neutralization

Stun three or more enemies at once with a flashbang, an EMP grenade, or the portable EMP device, and then defeat them all while they are still stunned. For an easier time, after stunning the enemies, use a remote mine against them.

Alternate Door Entry

Defeat an enemy by bashing a wooden door into him. (Beware—reinforced metal doors are bash-proof.) For an easier time, use the goggles to see if the enemy is standing directly behind the wooden door.

Breaking Glass

Grab a human shield, and then throw him through a glass window.

Effective Interrogation

When interrogating a key enemy character, bash the victim against three different types of environmental objects. This one can be easily done at the end of Scene 1 (Merchant's Street Market).

Full Recovery

Cooperative mode. Get knocked down, and then sit back up and defeat five enemies in a row before being revived by the teammate. For an easier time, do this on the rookie setting. Also be sure to equip an upgraded handgun.

Remain Undetected

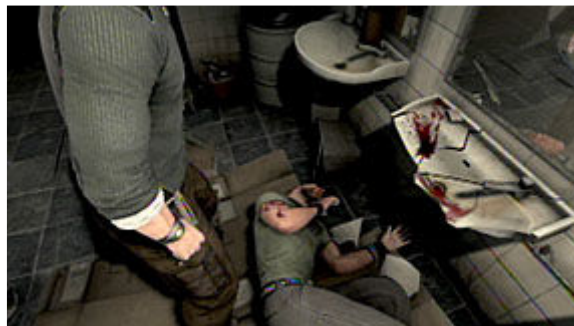
Get detected, and then run away back into hiding for ten minutes. (Your character can still kill enemies from dark areas, as long as he doesn't get detected. Or, he can simply stare at a weapon stash or something.)

Splinter Cell: Conviction Walkthrough

☰	Scene 01	Scene 02	Scene 03	Scene 04	Scene 05	Scene 06	Scene 07	»	
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	Scene 01: Merchant's Street Market								»
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	Scene 02: Kobin's Mansion								»
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	Scene 03: Price Airfield								»
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	Scene 11: The White House								»

Scene 1: Merchant's Street Market

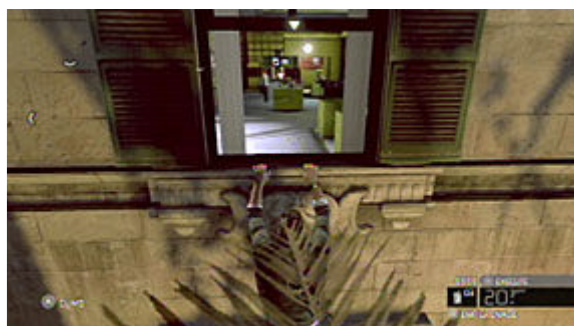
The single-player story mode begins with big, scary Sam enjoying a quiet evening at a cafe, when his old Third Echelon pal Anna Grimsdottir suddenly contacts him. This first level serves as a tutorial for the basic controls. Follow the prompts to move through the nice little street marketplace and to take down the bad guys, with both regular shooting and with the mark-and-execute attacks. The mark-and-execute attacks are free automatic kills that are earned by beating enemies with hand-to-hand attacks. Follow the waypoint marker to stay on course.



At the end, follow the last enemy into a public restroom, and follow more prompts to beat information out of him. In any interrogation events like this one, Sam can move his victim (freakishly with a single arm) to various environmental objects and use them in his beat-downs. When the interrogation is over, Sam will automatically perform his new signature move, the crushing fingers of agonizing, excruciating death.

Scene 2: Kobin's Mansion

Although this level resembles the classic stealth job, Sam can take advantage of the game's new action-oriented focus and be as bloodthirsty as he likes. As a general rule, follow the waypoint marker, and kill or avoid any enemies who get in the way. This level also introduces the weapon stashes, which are similar to the green supply boxes in the Rainbow Six: Vegas games. Use them any time to regain ammo and to choose which weapons to equip. (To earn more firearms, simply play through the game, both the single-player story mode and the cooperative story mode.)



At the last room, eliminate all the regular guards, and then grab and interrogate Mr. Kobin, who will be madly turning about and periodically firing his automatic weapon.

Scene 3: Price Airfield

Our hero has been brought to an airfield owned by the Black Arrow PMC, and he needs to get away. While Sam is punching Grimsdottir in the nose to prepare a cover for his escape, she'll give him the gist of what's been happening. Before she lets him go, she'll also hand him some basic equipment, including a silenced handgun.



Grimsdottir tells Sam that he can take her hot red sports car, but that's actually the last step in a string of tasks he'll need to do in this level. Follow the waypoint marker to keep on track. Get some C4 charges from the exterior supply cache. Set a charge at the helicopter's open side panel inside the hangar. Flip the lever at the rear barracks, and then go out through the nearby fence door. Set a charge at the satellite cart. Use the console in the room next to the security gate, and then exit through the fence door at that gate.

Scene 4: Diwaniya, Iraq

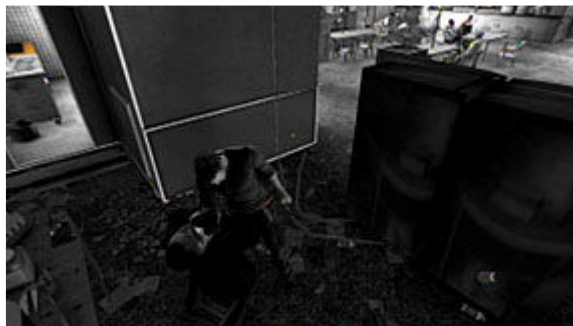
For the first time in the Splinter Cell series, you get to play as someone else other than Sam in the single-player story mode. In this flashback level, Victor Coste has to find and rescue Sam, who's been dragged away by enemy soldiers. This is purely an action scene, so don't bother with hiding in the shadows. However, hitting enemies from a distance still helps. Coste also gets infinite reloads, and his AK-47 comes with a scope.



Head down the highway, between the bombed-out buildings, and then through the school grounds. For the last room at the end, where the bad guys are busy applying electrical clamps to Sam's chest, just shoot the enemies through the window. Then, for the final sudden battle, take cover, and mow down enough enemies to make the airstrike come.

Scene 5: Washington Monument

Sam and his good buddy Coste have arranged a meeting at the fairgrounds erected at the rock-hard Washington Monument. For the first section of this level, Sam must eliminate the three black-suited agents (marked with Xs) wandering through the fairgrounds. He can't be detected, and he can't take down the targets in front of scream-happy civilian bystanders, so he should go into the shadowy areas, wait for the targets to come, and then grab and interrogate them.



After applying the fingers of gruesome death to all three agents and leaving their dead bodies in the cold dark shadows, Sam should get into the office room set up at the base of the Washington Monument. Coste will share some information and give Sam a silenced handgun, some remote mines, and the portable EMP device. This last gadget effectively turns our hero into a walking EMP grenade, temporarily disabling lights and stunning enemies nearby whenever it's used.

Now Sam needs to escape back to his car, backtracking through the fairgrounds to the front gate, but enemies will show up. Use the low passageways under the fairground booths for cover, and use the gadgets to eliminate or to avoid the bad guys.

Scene 6: White Box Laboratories

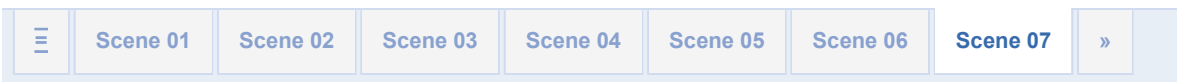
White Box is located in a large brick building that has been heavily retrofitted for its EMP research work. Although some mysterious material is being transported away from there, Sam needs to get in there and see what dirt he can find. From the parking lot, climb up along either side of the building and then the front of the exterior walls, finding pipes that lead higher up. Eventually, Sam will go past the upper maintenance areas and back down to a security room. Use the console to look through the cameras, and cycle through the cameras (by pressing D-Pad Right) until seeing the ground-level work garage, where the bad guys blow away some dude and haul off a female scientist.



Continue past the security room to get into the work garage, kill the enemy guards there, and then talk to the remaining scientist, who will open an elevator. Ride up into the office area floors. Deal with the bad guys, and work up to the top floor, into Robertson's large office room.

At Robertson's office room, use the console to start the hacking process, and then kill the enemies who arrive to try to stop the hacking. After that's done, find the doors into the large side shaft that runs down back to the ground-level work garage. Find a pipe that goes back down there.

Upon returning to the work garage, kill more waves of enemies who approach. Robertson is sitting in the earlier security room, threatening to trace Grimsdottir's hacking job. On the walkway in front of the security room's window, just use the switch on the console to detonate the EMP warhead in the garage, setting Robertson on fire in the process. Watch out for one more wave of enemies, and then get back out across the parking lot.



Scene 7: Lincoln Memorial

Sam's next task is to record a clandestine meeting between Galliard (the owner of White Box and Black Arrow) and Reed (the evil new director of Third Echelon). Go up to the control booth for the cameras, and use the console. Cycle through the cameras (by pressing D-Pad Left and Right), and zoom in on the two men. (Galliard is the guy in the bluish gray suit, and Reed is the dude in the greenish olive coat.) As they walk around while talking about evil stuff, switch cameras as needed to keep them in view and their conversation clear.

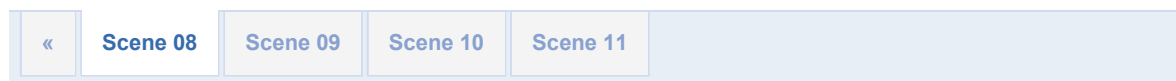


After Reed leaves, Grimsdottir will call Galliard and keep him distracted. Sam can simply walk right up behind Galliard and start interrogating him. Before Sam can apply his itchy fingers of death, however, an assassin will beat our hero to the punch by braining Galliard.

Chase the assassin through the entire area. For the few cops who show up, Sam can either knock them out with hand-to-hand attacks or avoid them. When the assassin disappears into the office rooms, Sam should use his intuition to keep tailing the jerk. Whatever happens, don't stop charging after him. The chase ends with the assassin going toward a car parked on a large street.

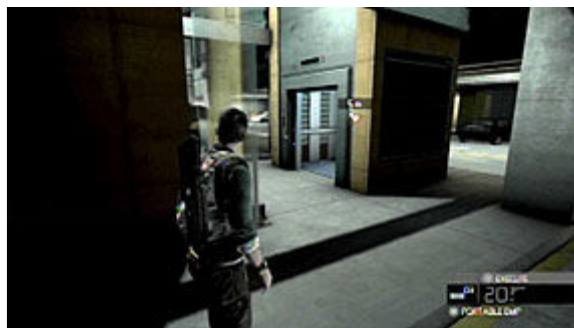
After the explosion conveniently solves the problem of the assassin, Sam will need to deal with enemy agents who are coming to kill him. He can hide at the two-story cafe, especially outside the second-floor windows.

Eventually, a friendly getaway vehicle will arrive, parking on the street not far behind the cafe. Get over to it.



Scene 8: Third Echelon HQ

For the first part (Parking Garage), Sam must not be detected as he sets charges at two electrical maintenance rooms and then reaches the elevator in the middle of the parking garage. Shooting out the lights is okay, but don't tamper with the cameras, or else an alarm will be caused. Each of the two maintenance rooms has a side shaft that should provide a more discreet means of entry. Also kill at least one guard to obtain a keycard for the elevator, but don't let the guards spot any bodies.

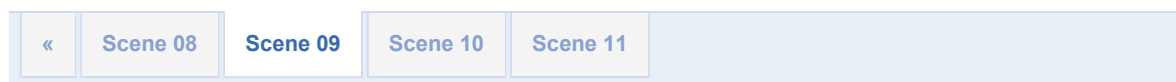


For the beginning of the second part (Offices), Sam's idea is to go up to the front desk as a visitor, detonate the charges, and then hurry past the numerous security gates before they clamp down. Once he reaches the stairs to the office area, things will go back to the usual routine. Kill or avoid the enemies on the way to the server room area. At the server room, Dr. Fryman will give Sam the sonar goggles, which let him see through walls.

Having acquired the sonar goggles, Sam needs to kill fresh waves of enemies as he backtracks through the office area to the earlier stairs. From here, he can go through the newly opened doorway toward Reed's office section. Use the goggles to see the laser beams, and work past them. On the second floor of Reed's office, beat up Kobin for a second time, but afterward, watch out for bad guys who will come to attack. The enemy Splinter Cells are also equipped with sonar goggles, which means they will eventually locate Sam even if he hides in the shadows.

From Reed's office, head toward Grimsdottir's office. Use the goggles again to see more laser beams in the next corridor. Sam can work past the beams in either the left side room or the right side rooms. At the large strategic planning area, find the stairs up to the second floor. Follow the corridors to Grimsdottir's room at the corner.

In Grimsdottir's room, Sam will get juiced up on anger and sheer rage. Entering a super-enhanced mark-and-execute mode, he will get instantaneous, permanent, automatic marks. Backtrack all the way to the front reception desk, and keep pressing the Execute Button to instantly murder all the enemies who show up.

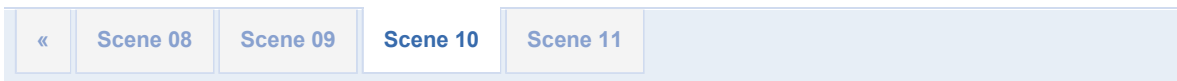


Scene 9: Michigan Ave. Reservoir

Sam has come to the likely location of one of the EMP warheads, but he still needs to know how to stop the bomb. Take out the first group of enemy guards except for the officer toward the back, and then beat information out of him. (Sam can still kill this dude afterward by dropping an explosive on his face.) Work through the warehouse, and climb the pipe in the back room to reach the underground tunnels. At the last chamber, mow down all the enemies, and rescue the scientist (the same lady back from White Box). After learning about the generator triggers from her, proceed through the following corridor to the next part.



Time for more killing. For the gun emplacement, snipe at or throw an explosive gadget at the enemy operator (who's controlling the minigun with a computer from the back). The first generator is stuck inside a tower-like reservoir structure. Get there and tag it. Now cut through some interior corridors and rooms to reach the exterior field on the other side. When the assault helicopter appears, move from cover to cover, gun down the enemy guards on the ground, and reach and tag the second generator, which is also in another tower-like structure.

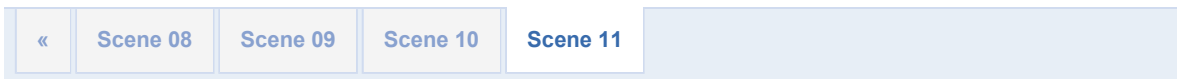


Scene 10: Downtown District

Sam has cushioned his crash by banging his kidneys into his stupid backpack, which means bye-bye portable EMP device, but now he gets a vest that lets him carry one more unit of every other type of gadget. Butcher the enemies at the movie theater's lobby area, and get out onto the streets. Walk through the non-hostile segment, and enjoy the fun, fun sights of terror. Eventually, Sam will need to slay more enemies, who have come to block off portions of the streets. At the barricade toward the end, scatter away the civilians, deal with the bad guys, and proceed down the road toward the White House.



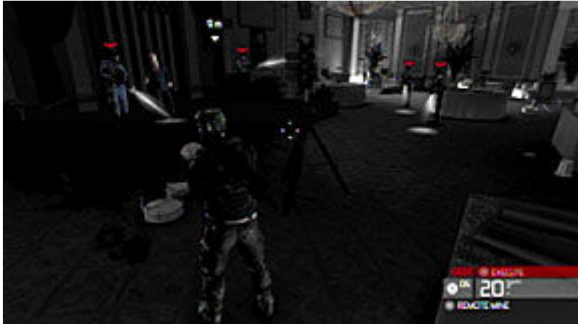
Detonate the big red fuel truck to blow open the front gates, and then kill more bad guys on the way to the front of the White House. Grimsdottir tells Sam that the main doors are locked, so he should go for a side door by the front gardens. Facing the front of the White House, go right to find this side door.



Scene 11: The White House

Boy, what a mess in the White House. Reed is scheming with Vice President Samson to usurp power from President Caldwell, so Sam's first task here is to catch Samson. Fight past the enemies and get to the ballroom, where Samson is located. Slay the four guards with him, and then grab him. Immediately afterward, watch out for enemies who will rush into the ballroom. (For an easier time, Sam can climb up the pipes near the stage, or he can simply run back into the earlier room from where he has entered and use mines to kill the

enemies as they're lured toward him.) Then, when going through the newly opened double doorway, watch out for enemy Splinter Cells, who again can use their goggles to spot Sam if they lose track of him. Follow the waypoint marker to the next part.



Go down to the kitchen area, blast the bad guys there, and then get over to the next hallway, where a gun emplacement will provide some trouble. Run from cover to cover to reach a detour through some side rooms, where enemy Splinter Cells are waiting in ambush. After dealing with them, take out the minigun operator (by throwing a mine or via some other means). Go through the office area where more Splinter Cells are lying in wait.

At the press room, Grimsdottir will come up with a quick plan, making Sam look like her prisoner and then bringing him to the Oval Office, where Reed and the last of his Splinter Cells are holding President Caldwell hostage. Following the prompts, mark all five of the Splinter Cell guards, and when Reed leans close to taunt, grab him.

At the very end, for the third and final decision, Sam can choose whether to spare the last enemy or to blow off his face. (Each choice comes with its own achievement, if you happen to care.) Congratulations for finishing the game. For a bonus, sit through the credits. After the music stops, there will be extra dialogue from Coste, about a story that somehow involves Sam and elephants.

Splinter Cell: Conviction Co-Op Walkthrough

☰	Scene 01	Scene 02	Scene 03	Scene 04	Scene 05
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Scene 01: St. Petersburg Banya »

Scene 02: Russian Embassy »

Scene 03: Yastreb Complex »

Scene 04: Mozdok Proving Grounds »

Scene 05: Antonov »

☰	Scene 01	Scene 02	Scene 03	Scene 04	Scene 05
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Scene 1: St. Petersburg Banya

Unlike in the last two installments (Chaos Theory and Double Agent), Conviction has a cooperative two-player story mode whose events occur before those of the single-player story mode. The heroes here have actual

names and faces, too: John Drake Archer (a Third Echelon agent), and Mikahil Loskov Kestrel (a Voron agent).

Archer and Kestrel's first job is to raid a bathhouse-and-nightclub spot where local gangsters with juicy information like to hang out.

For the first chapter (Canal Entrance), reach the security room on the top floor, and do a dual EMP action on the floor panel to knock out the main lights, and then follow the waypoint marker to reach the next section.

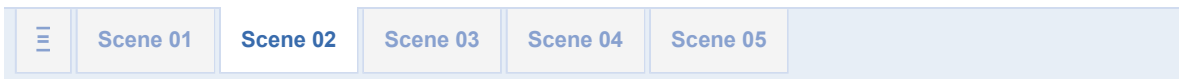


For the second chapter (Steam Baths), do a dual door breach at the end of the bathing area to enter the large sauna chamber. Kill the enemies there, and then follow the waypoint marker back out. For the guy who has to be interrogated, bring him to the next locked door to have him open it.

For the third chapter (Vice Den), fight through the cellar, which has been converted into a private nightclub. Take care not to blow up the dancing girls by accident (if using explosives). Enter the office room on the second-from-the-bottom level, grab the contact list lying by the safe, and then exit out through the purple-lit corridor on the bottom level.



For the fourth and last chapter (Garage), watch out for the sleeping girls in the room just after the weapon stashes. Do a dual door breach to enter the locked room, where the crime boss Lesovsky is located. The agent who forces Lesovsky to use the phone will wind up getting counterattacked, so the other agent should prepare to kill Lesovsky. Now, when escaping to the freight elevator back at the beginning of the garage (the room just after the weapon stashes), the agents can't shoot or kill the police officers, but they can knock out the cops with hand-to-hand attacks and non-lethal gadgets.



Scene 2: Russian Embassy

Archer and Kestrel's next mission is to enter a Russian embassy, where a corrupt colonel, Leonid Bykhov, may be making an illegal weapons trade.

For the first chapter (Consular Offices), the agents must avoid detection, and they can't shoot or kill the embassy guards, but they can still knock them out with hand-to-hand attacks. The lights and the cameras can also be shot out. Follow the waypoint marker to find the open doorway on the upper levels leading into the

embassy building.

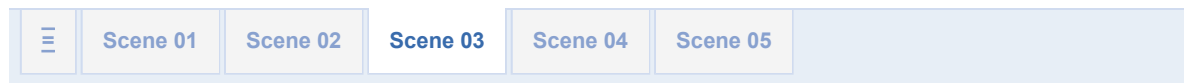
Once inside the building, Bykhov's guards still can't be killed yet. Find a window and peek out at the business deal on the bottom level, watching and listening from afar. After Bykhov's men execute the clients, the agents can finally go violent on the guards again.



Reach the security room. The agent who sets the hacking device on the marked computer will need to stay close to it in order to maintain a good signal for the hacking process, moving away only long enough to deal with the enemies who keep coming. Meanwhile, the other agent should move around and help take down the bad guys.

For the second chapter (Public Building), when approaching the upper garden area, use the goggles to see the laser beams covering the doorways. Flip the lever on the panel above the stairs (shortly after the weapon stashes) to turn off the beams here. Now find and check the marked crate on the floor. Keep following the waypoint marker to reach Bykhov, and interrogate him. Afterward, proceed up the stairs at the back to reach the embassy roof area.

For the third and last chapter (Rooftop), both agents have to go to the marked point at the end of the roof area and drop their strobes there. When the friendly helicopter arrives, one agent should look at the leg of the chopper and jump up to grab it, and then the other agent should look at the first guy's hand and jump up to hang onto it.

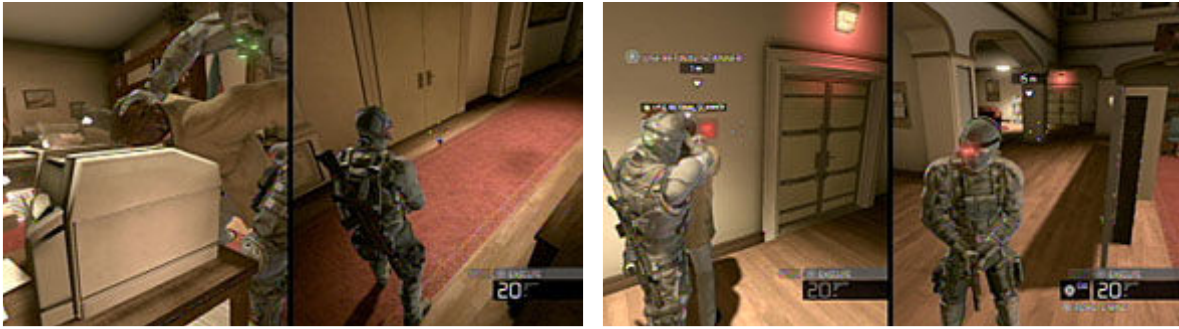


Scene 3: Yastreb Complex

Archer and Kestrel's third level involves entering an underground military complex to locate some EMP weapons.

For the first chapter (Shelter), set dual C4 explosives on the weak part of the tunnel wall to blow open a hole into a train shelter area. Fight through the following office area. Major Rebko will be busy shredding evidence in a locked room on the bottom level. Get ready to kill the enemies who will appear from the earlier corridors, because Rebko must be kept alive long enough for his eyeballs to open the retinal scanner lock for the next door, at the other corner. The agent who forces Rebko to use the retinal scanner will be counterattacked, so

the other agent should prepare to kill Rebko.

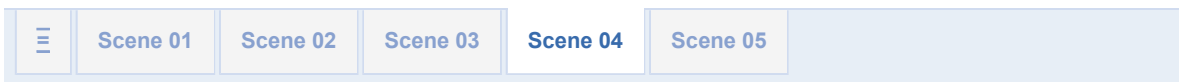


For the second chapter (Archives), the agents need to set hacking devices on four computer terminals throughout the library-like archives, with two on the lower floor and two on the upper level. This is the only section in the game where there is a timer. The agents can save precious time by splitting up and working on two terminals at once. They need to remain close to their hacking units to maintain a good signal for the hacking process, moving away only long enough to deal with the incoming enemies.

For the third chapter (Vault), fight and sneak into the weapon storage area, watching out for more laser beams and enemies. Do a dual EMP action on the floor panel to disable the guidance system here. Now follow the waypoint marker back out, and go through a newly opened doorway to a large vertical shaft-like area. Carefully climb up the central guard tower, finding the pipes that continue further up the tower, or use the beams that connect to the outer walkways. (The terminals on the tower's floors can be used to manually control the turrets, and while that can be fun and sometimes useful, doing so isn't necessary.) At the highest level of the tower, there is a beam that crosses over to the end of the outer walkways, where the next door is located.



For the fourth and last chapter (Armory), battle through the warehouse. At the large staging area at the end, the enemy general, Kerzakov, will use an armored turret (which is actually located on a stopped train). To get rid of him, first flip a lever on a pillar to power up a crane, next push a switch on another pillar to make the crane move its big container over the turret, and then shoot the crane's clamp to drop the container onto the turret, squishing it. (There are infinite enemies here until the turret is wrecked.) To exit, go down the tunnel where the turret's train is located, enter the side maintenance room, and do a team jump onto the pipe.

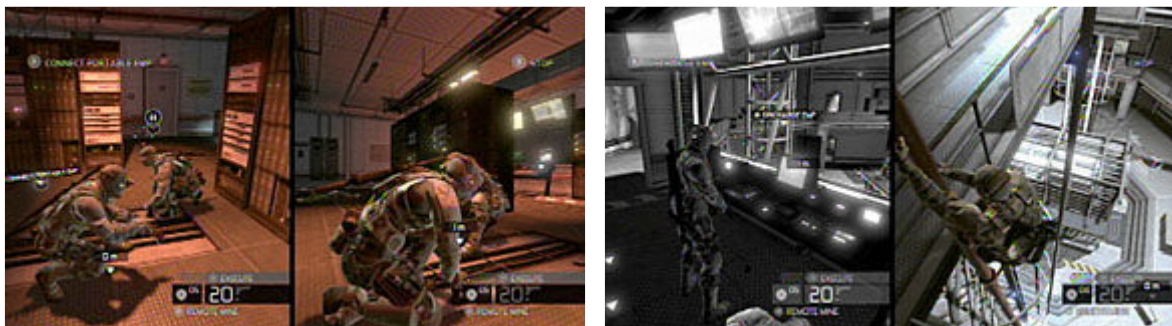


Scene 4: Mozdok Proving Grounds

Archer and Kestrel's last mission together brings them to a large research and airfield complex, to help transport out some EMP warheads for a certain Mr. Kobin.

For the first chapter (Logistics), the agents must avoid detection in the warehouse, but they can still kill the guards and shoot out the lights and the cameras. Get to the communications room on the upper level, and do a dual EMP action on the floor panel to put the airfield off the flight grid network. In the back corner of this communications room, find the door that leads into the next warehouse.

For the second chapter (Engineering), work down across the maze-like multi-level walkways. (There is plenty of fun in dragging the enemies over the railings here.) At the lowest level possible, go through a doorway to the next section.

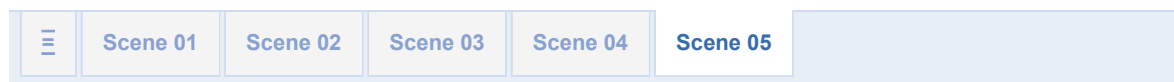


For the third chapter (Test Labs), find a low shaft passageway, and climb up a pipe to enter the testing area. At the bright white airlock room, do a dual activation of the two switches to get into the large silo-like testing chamber. Enter the booth on the middle level, and use the console there to trigger the EMP warhead (deliberately draining it in order to make it transportation-safe). Next, climb the pipes alongside the pillars or find the stairs to reach the high rail walkway, and use the small floor panel there to fix the rail crane and to make it move again. Now return to the bottom floor, and go out through the newly opened doorway to the next corridor.

For the fourth chapter (Airlift), the agents need to see the EMP warhead through a series of rooms, using the pairs of switches at the gates to let the warhead move onward. The odd-numbered rooms have a blocky layout, with the switches on different levels. The even-numbered rooms consist of curved walkways connected by a middle passageway, with the switches also on opposite sides. The last room is the seventh one, where the switches are closer together.



For the final part with Kobin and his cargo plane (the Antonov), the agents need to get into the upper level control booth, and then they have to do a dual EMP action on the floor panel to wreck the turret. When that's done, they need to return to the cargo plane, go up the rear loading ramp, and do a dual activation of the two floor switches (located behind the cover plates) to raise the loading ramp.



Scene 5: Antonov

Archer and Kestrel have completed their final mission and are sitting around inside the cargo plane, but there is one last challenge for them, thanks to Reed. In a classic Double Dragon-style twist, the two have to fight each other. This is a straightforward deathmatch, with the two cargo decks serving as the arena. Archer begins at one end of the upper deck, while Kestrel begins at the opposite corner on the lower deck.



In case you're wondering, there is no reward for winning this duel except for a silly achievement ("Survivor"), and the ending remains ultimately the same. On the upside, Archer and Kestrel each have their own last words, and these certainly don't help the pair look any less ambiguous than the Army of Two.

Splinter Cell: Conviction Achievements

Splinter Cell: Conviction Achievements...

Level Completion - Single-Player Story Mode

» Merchant's Street Market 20G

Single-player story mode. Finish Scene 1 on any difficulty setting.

» Kobin's Mansion 20G

Single-player story mode. Finish Scene 2 on any difficulty setting.

» Price Airfield 20G

Single-player story mode. Finish Scene 3 on any difficulty setting.

» Diwaniya, Iraq 20G

Single-player story mode. Finish Scene 4 on any difficulty setting.

» Washington Monument 20G

Single-player story mode. Finish Scene 5 on any difficulty setting.

» White Box Laboratories 20G

Single-player story mode. Finish Scene 6 on any difficulty setting.

<p>» Lincoln Memorial 20G</p> <hr/> <p>Single-player story mode. Finish Scene 7 on any difficulty setting.</p> <hr/>
<p>» Revelations 10G</p> <hr/> <p>Single-player story mode. Play through Scene 8 on any difficulty setting.</p> <hr/>
<p>» Third Echelon HQ 20G</p> <hr/> <p>Single-player story mode. Finish Scene 8 on any difficulty setting.</p> <hr/>
<p>» Michigan Ave. Reservoir 20G</p> <hr/> <p>Single-player story mode. Finish Scene 9 on any difficulty setting.</p> <hr/>
<p>» Downtown District 20G</p> <hr/> <p>Single-player story mode. Finish Scene 10 on any difficulty setting.</p> <hr/>
<p>» Man of Conviction 10G</p> <hr/> <p>Single-player story mode. At the end of Scene 11 on any difficulty setting, for the third and final decision, make the decision to spare.</p> <hr/>
<p>» Judge, Jury, and Executioner 10G</p> <hr/> <p>Single-player story mode. At the end of Scene 11 on any difficulty setting, for the third and final decision, make the decision to kill.</p> <hr/>
<p>» White House 20G</p> <hr/> <p>Single-player story mode. Finish Scene 11 on any difficulty setting.</p> <hr/>
<p>» Realistic Difficulty 50G</p> <hr/> <p>Single-player story mode. Finish all the Scenes on the realistic setting.</p> <hr/>

Level Completion - Cooperative Story Mode

» **St. Petersburg Banya** 20G

Cooperative story mode. Finish Scene 1 on any difficulty setting.

» **Russian Embassy** 20G

Cooperative story mode. Finish Scene 2 on any difficulty setting.

» **Yastreb Complex** 20G

Cooperative story mode. Finish Scene 3 on any difficulty setting.

» **Mozdok Proving Grounds** 20G

Cooperative story mode. Finish Scene 4 on any difficulty setting.

» **Survivor** 10G

Cooperative story mode. Finish Scene 5 on any difficulty setting.

» **Co-Op Realistic Difficulty** 50G

Cooperative story mode. Finish all the Scenes on the realistic setting.

Level Completion - Other Modes

» **Quality Time** 20G

Cooperative mode. Invite a friend to join and participate in a cooperative mode session. (Split-screen doesn't count.)

» **Hunter** 10G

Cooperative hunter mode. Finish any scene on any difficulty setting, with a teammate.

<p>» Hunter Completionist 20G</p> <hr/> <p>Hunter mode. Finish all the scenes on the rookie or normal setting.</p> <hr/>
<p>» Hunter Master 50G</p> <hr/> <p>Hunter mode. Finish all the scenes on the realistic setting.</p> <hr/>
<p>» Perfect Hunter 20 POINT.</p> <hr/> <p>Hunter mode. Finish any scene without being detected on the realistic setting.</p> <hr/>
<p>» Last Stand 10G</p> <hr/> <p>Cooperative last stand mode. Finish any map on any difficulty setting, with a teammate.</p> <hr/>
<p>» Last Stand Completionist 20G</p> <hr/> <p>Last stand mode. Finish all the maps on the rookie or normal setting.</p> <hr/>
<p>» Last Stand Master 50G</p> <hr/> <p>Last stand mode. Finish all the maps on the realistic setting.</p> <hr/>
<p>» Last Man Standing 50G</p> <hr/> <p>Last stand mode. Finish a map without retrying on any difficulty setting.</p> <hr/>
<p>» Face-Off Completionist 20G</p> <hr/> <p>Face-off mode. Play through all the maps.</p> <hr/>
<p>» Face-Off 10G</p> <hr/> <p>Face-off mode. Win a match.</p> <hr/>

PEC Challenge Completion

» Preparation Master 30G

Finish all the PEC challenges of the Prepare and Execute category.

» Vanish Master 30G

Finish all the PEC challenges of the Vanish category.

» Best of the Best 30G

Finish all the PEC challenges of the Splinter Cell category.

» Well Rounded 50G

Finish all the PEC challenges, across all the three categories.

Inventory Completion

» Weapons Collector 20G

Earn all the firearms normally available in the game (excluding the bonus Uplay stuff). This can be done by playing through the single-player story mode and the cooperative story mode.

» Weapon Upgraded 10G

For any firearm, buy all three upgrades.

» Weapons Expert 20G

For all the firearms normally available in the game (excluding the bonus Uplay stuff), buy all the upgrades.

» Gadget Upgraded 10G

For any gadget, buy both upgrades.

» **Gadgets Expert** 20G

For all the gadgets, buy all the upgrades.

» **Variety** 10G

Buy any new uniform (under the deniable ops listing or the multiplayer modes).

» **Accessorizing** 10G

For any uniform, buy any upgrade.

» **Ready for Anything** 20G

For all the uniforms, buy all the upgrades.

» **Fashionable** 20G

For all the uniforms, buy all the camouflage texture variants.