

2007: FIRST CONTACT

GHOST RECON 2

TM

Tom Clancy's



UBISOFT™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 television screen or while playing video games, including games played on the PlayStation 2 console, 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, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

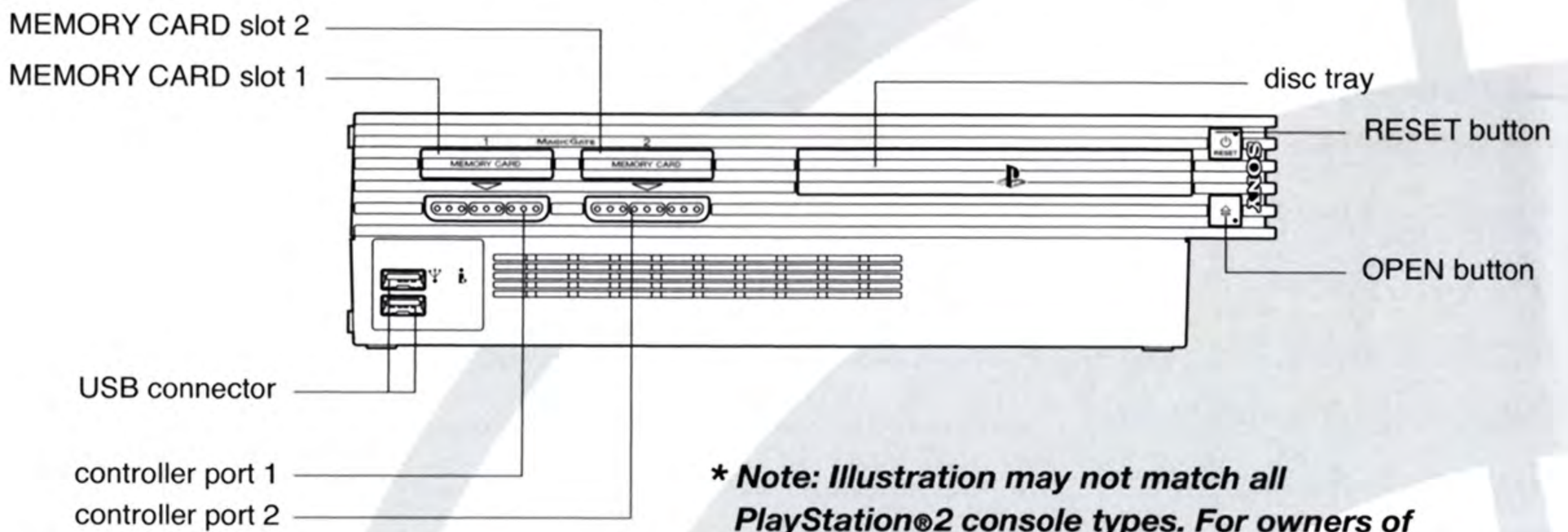
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started.....	2
Starting Up.....	3
Setting Up for Online Play	4
Introduction	5
Main Menu.....	6
Beginning a Mission.....	7
Into the Action	8
Quick Mission: Lone Wolf Mode	11
Quick Mission: Firefight.....	11
Online Play.....	12
License to Use Ghost Recon™2	14
Technical Support	16
Warranty	inside back cover



GETTING STARTED



*** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.**

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Ghost Recon™ 2 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

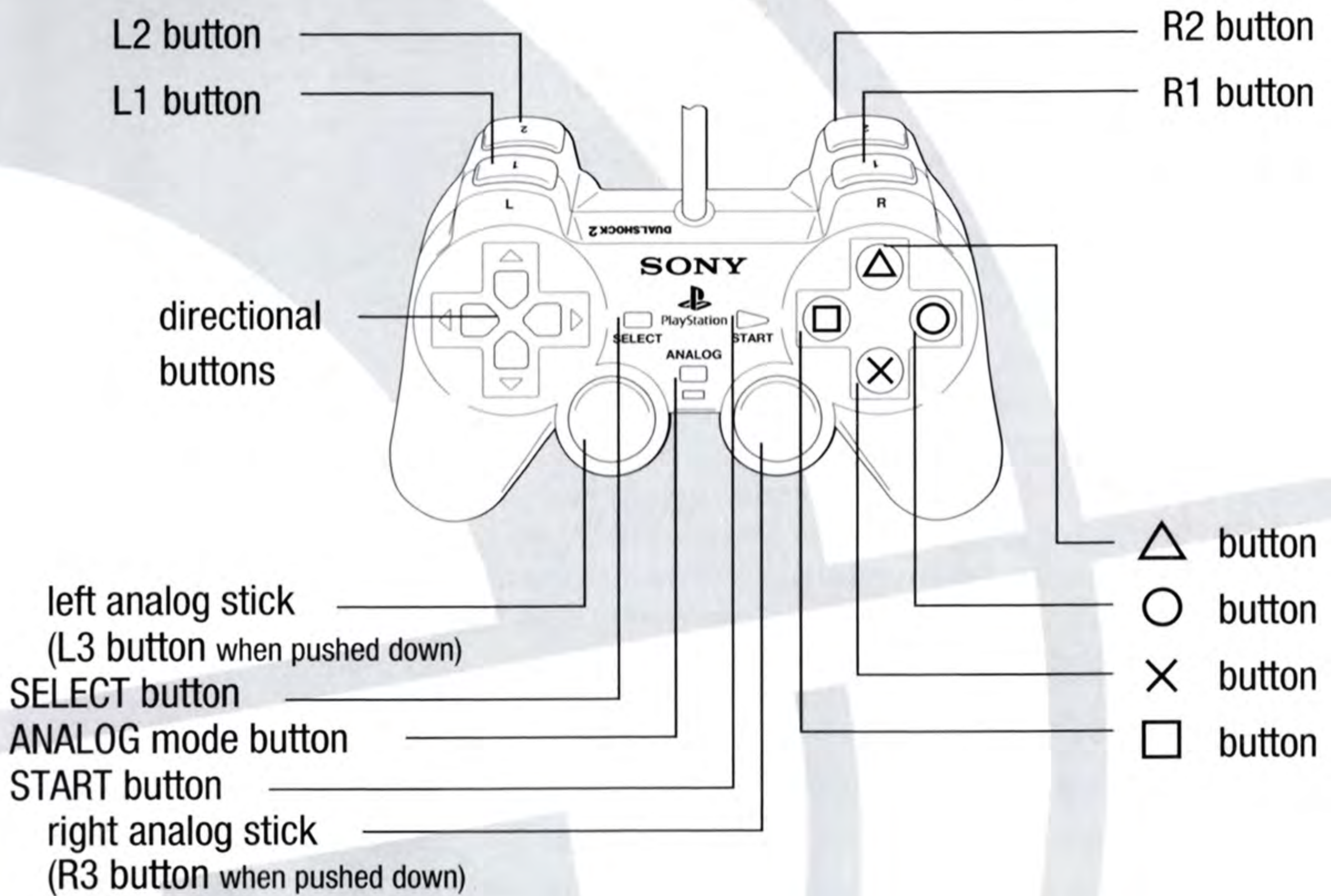
MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC MENU CONTROLS

- Press the directional buttons to browse or cycle through the different options.
- Press the × button to select a button, go to the next screen, or change the current option.
- Within the submenu, press the × button to return to the previous screen.

GAMEPLAY CONTROLS

These are the basic commands for the default controller configuration (controller setting 1).

× button:	Firing mode	START button:	Pause menu
○ button:	Inventory	L1 button:	Reference map
□ button:	Change view	L2 button:	Voice channel selection (online)
△ button:	Command	L3 button:	Action
directional button UP:	Stance up	R1 button:	Fire weapon
directional button DOWN:	Stance down	R2 button:	Voice control
directional button RIGHT:	Peek right	R3 button:	Zoom
directional button LEFT:	Peek left	right analog stick:	Look
		left analog stick:	Move

SETTING UP FOR ONLINE PLAY

Ghost Recon 2 online functions only through a broadband (DSL or cable modem) connection.

NETWORK CONFIGURATION

A memory card (8MB)(for PlayStation®2) with a valid network configuration file is required to play Ghost Recon 2 online. Before playing online, a valid network configuration file must be created and saved to the memory card (8MB) (for PlayStation®2) using your Network Adaptor Start-Up disc, which is supplied with your Network Adaptor (Ethernet/Modem)(for PlayStation®2).

NETWORK ADAPTOR (ETHERNET/MODEM) (FOR PLAYSTATION®2)

Install the Network Adaptor (for PlayStation®2) into your PlayStation®2 game console according to the instructions in its Instruction Manual.

Caution: Unplug the AC power cord on your PlayStation®2 console before adding any networking equipment to the system.

Ports 3500, 3658, 6779, 45000, 45001, and from 55301–55308 are used (in UDP protocol) by the game for the connection to ubi.com™. Ports 80, 443, 6668, 40000, 40100–102, 42000, and from 51012–51020 are used (in TCP protocol) for the connection to ubi.com. So, if you have a firewall, you must open these ports. If you use a router with a unique IP address, you must route these ports to your PlayStation®2 console.

TROUBLESHOOTING

If a connection to the network cannot be established:

- The AC power cord for the PlayStation®2 console is not fully inserted into the AC IN connector. Check that the AC power cord is fully inserted into the AC IN connector.
- The Network Adaptor (for PlayStation®2) is not properly installed in the PlayStation®2 console. Check that the Network Adaptor (for PlayStation®2) is properly installed.
- The network is busy. Wait a few minutes, and try to access the network again.
- Check that the network cable is properly connected.

USB HEADSET (OPTIONAL)

In single-player mode plug any USB headset into one of your PlayStation®2 USB ports to become a real field operative. Once equipped, you can speak directly to your teammates, who will carry out your orders.

In multiplayer mode, the USB headset allows you to chat with your teammates or with observers (during gameplay), and with all the players in the game session in the session lobby. This is an optional feature and is not required to play the game, but you will be more efficient if you can play as a part of a team.

The USB headset connects to either one of the USB (Universal Serial Bus) connectors located on the front of your PlayStation®2 console. With the USB symbol facing up, insert the cable into one of the USB connectors. Set up your PlayStation®2 system to connect over the Internet.

INTRODUCTION

The Ghosts are an elite U.S. Special Forces unit using the most advanced technology the United States has to offer. They are the first unit deployed in dangerous situations and the last ones to leave when things get rough.

Get ready for edge-of-your-seat action and challenging tactical gameplay. Prepare to put your senses to the test against terrifying new threats to world peace and security. The fate of the world just might depend on you.

THE STORY

The year is 2007. After a U.S. ship is mysteriously sunk in the Sea of Japan, tensions between North Korea and the United States of America reach a breaking point. As enemy soldiers advance towards the DMZ (demilitarized zone), the United States decides to adopt a purely defensive position against North Korea, in the hopes of defusing the crisis in time. Officially, no American soldier is deployed in North Korean territory ... But the Ghosts have no official existence.

The Ghosts are the only unit deployed behind North Korean enemy lines. Their mission: to undermine the invasion of South Korea, bringing the North Korean war machine to a halt. The fate of the Korean peninsula, and perhaps the world, rests on their shoulders.

CHARACTERS

You are Captain Scott Mitchell, squad leader of the Ghost team, deployed deep behind enemy lines. The lives of your eight teammates are in your hands. They are:



Rifleman Jennifer Burke



Gunner Nick Salvatore



Rifleman Joe Ramirez



Gunner Marcus Brown



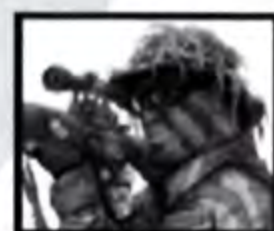
Grenadier Derrick Parker



Marksman Alicia Diaz



Grenadier David Foster



Marksman Mike Kim

MAIN MENU



PROFILES

The first step is to update the game's database so it can store information about your progress. This is done with a profile, saved on a memory card (8MB) (for PlayStation®2). Each profile can contain up to six unique characters, along with info on the campaigns in which they are involved.



To create a profile, select New Profile. Enter a name for your hero that is no longer than 10 characters. Press the ☒ button to confirm your input and the ☐ button to delete it. Press the ☒ button to validate the name and go back to the Main Menu.

You can also edit an existing profile by selecting Edit Profile. Here you can change the profile name and other settings. You can also reconfigure your controller.

Your profile details will be automatically saved upon returning to the Main Menu.

Note: Tom Clancy's Ghost Recon 2 only supports MEMORY CARD slot 1. You will be given the opportunity to save game progress to a memory card (8MB) (for PlayStation®2) on completion of each level.

CAMPAIGN

Play the missions sequentially and see the unfolding storyline of Ghost Recon 2.

QUICK MISSION

Play the unlocked missions in the following game modes:

- **Mission:** Regular, objective-oriented missions.
- **Firefight:** Eliminate all enemy forces to complete the mission.
- **Lone Wolf:** Act on your own, accomplishing the goals with your cutting-edge equipment.

TRAINING

Learn the basic skills you need to play the game.

EXTRAS

Review your game performance, review campaign mode movies, and access additional content.

MULTIPLAYER

- **News:** Read news about the game and ubi.com.

- **Messages:** Access your messages.
- **Lobby:** Access the different lobbies (to play the game).
- **Friends List:** Access your list of friends.
- **Ladder:** Consult the world rankings for ubi.com. When you play ranked games, you receive points for each victory. These points allow you to advance your military rank. After selecting certain search filters, press the ⊗ button to display the ranking. From this page, you can modify the ranking criteria to sort players in different ways. Each ranking criterion can be modified using one of the controller buttons (further instructions are displayed on-screen).
- **Settings:** Edit your personal setup information.
- **Ignore List:** Access your blacklist.
- **Logout:** Disconnect from ubi.com and return to the game's Main Menu.

BEGINNING A MISSION

BRIEFING

Mission Information

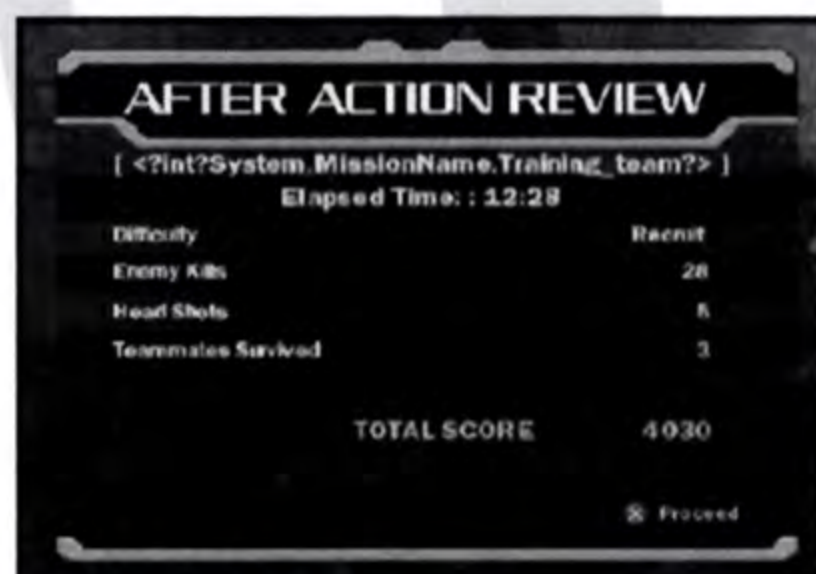
Before starting a new mission, you will be briefed on its conditions, parameters, and objectives. You can skip the briefing text if you want.

Objective List

A list of main objectives will be displayed, together with visual information on the locations of your targets. Some examples of objectives are:

- Eliminate your enemies.
- Sabotage hostile structures.
- Recon an enemy site.
- Rescue a VIP.

Debriefing



After each mission, an AAR (After-Action Review) screen will present you with a score telling you how well you did in the completed mission, along with a preview for the next chapter of action.

INTO THE ACTION



PLAYER SETUP

Weapon Selection

Each Ghost team leader will have four weapon slots. Slot 1 is for your primary weapon. Slot 2 is for your sidearm. In slot 3 you can carry a special weapon such as a Ranger to deal with enemy vehicles. Slot 4 holds grenades. To select a weapon, highlight a slot, press the L1 button to scroll, and press the R1 button to select.

Squad Details

Check out who is on your team in the mission and adapt your strategies to make the most of their special abilities.

HUD INTRODUCTION



Reticle

Your reticle should be the focus of your attention. It shows you where to aim and shoot. Different reticles match different classes of weapons in your arsenal. Each reticle consists of two parts: the center component and the pips. The center shows where you are currently aiming. The pips are small lines that represent your range of accuracy at any given moment. The longer you focus on a particular target, the closer

to the center of the reticle the pips move and the more accurate your fire is. Any shots you fire will hit somewhere within the area delimited by the pips.

Radar

The radar is at the top-right corner of the screen. Enemies within the range of the radar will appear as red dots, and friendly forces will appear as green dots. The direction in which you are currently facing will also be shown on the map.

Command Signs

The status of your teammates and your currently issued command will be displayed at the top-left corner of the screen.

Weapon Info

You can view how much ammo you have left and how many clips you still possess at the bottom-right corner of the HUD. The shooting mode of your weapon is also displayed here.

Reference Map

The reference map is triggered by pressing the L1 button. It is a bird's-eye view of the territory where your team is deployed and is marked by landmarks and critical structures. The next objective will be flagged on the map and explained at the bottom of the map.



CONTROL YOUR HERO

Walk and Run

Press the left analog stick up and down to walk forward and backward. Press the left analog stick left and right to sidestep. Those movements do not change the direction the character is facing. To look around and change your direction, move the right analog stick around. Moving the right analog stick changes the direction the character is facing, but will not move the character.

To run, press the left analog stick to the maximum angle while moving forward. Running increases your speed and also decreases your accuracy.

Zoom

You can zoom in with most of your main and side arms. Zooming in will provide you with more detailed images of your target, but your sight coverage will be largely reduced at the same time, especially when you are handling a sniper rifle with a powerful magnifying scope. Press the R3 button to zoom.



Stances

There are three stances you can take in Ghost Recon 2: upright, crouched, and prone. The higher your stance is, the faster you can move, but the more likely it is that enemies will find you and shoot you. Press the down directional button to lower your stance and the up directional button to move to a higher stance.

Peeking

Taking cover is always a good idea once the guns start blazing. By peeking out of your shelter, you can hit your enemy from a barely exposed position. You can press the left and right directional buttons to peek left and right.

Firing Modes

By pressing and holding the Firing Mode button, you can choose your firing mode as single shot, small burst, three rounds, or fully automatic. Options might be limited to specific weapons. To choose a firing mode, press and hold the Firing Mode button and choose the direction of the desired firing mode with the directional buttons or left analog stick.





Actions

There are a number of important actions that occur frequently in the game world. By pressing the Action button (the $\otimes$ button), you can pick up a gun left by the enemy, man a mounted machine gun, plant a demolition kit, or rescue a hostage.

Night Vision

Night vision is vital in dark environments. Press the View button (the $\square$ button) to toggle to your night vision goggles and gain the advantage in night combat.



COMMAND YOUR MEN

As they enter a challenging mission, your squad will expect you to act as a leader and issue the right commands at the right time and place.

The target of your order is always framed by your reticle. For instance, if you point your reticle at an enemy and issue the Suppress command, your squad will suppress that enemy. To select an order, press and hold the Command button (the $\triangle$ button), then select the desired order with the directional buttons or left analog stick.

Possible orders are:

- **Quick Order:** When certain targets are within your reticle, simply pressing the Quick Command button will issue a target-related order to the team member who is closest to the target or the most capable of carrying out the order.
- **Advance:** Send two teammates to a desired location. Although they are perfectly capable of defending themselves, make sure not to send them into areas that are too dangerous or exposed.
- **Suppress:** Order the entire team to unleash full firepower upon the enemies in the covered arc. You could take the chance to flank your enemy.
- **Fragmentation:** While one of your teammates is suppressing the enemies, the rest of the squad will simultaneously throw grenades at the enemy line. This can be a dramatically effective attack, but be careful of exposing your teammates.
- **Scout:** Send one of your teammates to check out the area ahead. This can prevent you from being ambushed.
- **Regroup:** Call your teammates to gather around you before you decide the next course of action.
- **Hold:** Tell your teammates to hold their position when you need them to stay put so you can act on your own.

Voice Commands

If you have a compatible microphone, you can give orders to your team simply by holding the Voice Control button (the R2 button) speaking your command into the microphone. For instance, you can just say, "Go!" and your team will move out.

The available voice commands are:

- **Advance command:** "Move out!"
- **Suppress command:** "Covering fire!"
- **Fragmentation command:** "Grenade!"
- **Scout command:** "Take Point!"
- **Hold command:** "Hold position!"
- **Regroup command:** "Regroup!"

Pause

Pressing the START button while you're in the middle of a mission will call up the Pause menu. You can choose to resume the mission, restart the mission, or abort the mission and return to the Main Menu.



QUICK MISSION: LONE WOLF MODE

In Lone Wolf mode, you have no one to watch your back. However, equipped with the most advanced individual combat weaponry to date, you still have unrivaled superiority in your confrontations with small groups of enemies.

Your high-accuracy, high-ammo-capacity automatic rifle comes with a 6x scope and

is mounted with an air-burst grenade launcher, allowing you to even blow up enemies in their shelters. If the mission objectives call for it, you can call for air strikes to wreak havoc upon enemy vehicles and installations.

QUICK MISSION: FIREFIGHT

In Firefight mode, you can progress through a campaign map without worrying about mission objectives. Your mission is simple: eliminate all enemies from the map. The mission ends once you have killed all the enemy units.

ONLINE PLAY

LOGGING IN

Make sure you have already configured your Internet connection. Choose Multiplayer in the Main Menu. Choose your network configuration from your memory card (8MB)(for PlayStation®2). Select Login to create/load an account name.

To create a ubi.com™ account, select an account name, then type the name and choose a password. Select Register to register your new account to the ubi.com game service or to load an existing account.

As soon you're registered, you have access to the ubi.com community. From here you can enter lobbies to play, send, and receive messages; organize your Friends and Ignore lists; watch the different rankings; and set up your online options.

For important information on the ubi.com game service, including terms and conditions and the user agreement, go to <http://www.ubi.com/US/Info/TermsOfUse.htm>.

GAME MODES

Ghost Recon 2 offers three different online game modes. In all modes, two teams are pitted against each other.

Last Man Standing

This is a deathmatch-style game. The last team with members alive wins. If time runs out with members from both teams still on the map, the game ends in a draw.

Assault

One team attacks while the other defends itself. Several defensive lines structured around one or several defensive positions divide the battlefield. The attacking team must progress through the defensive lines by capturing defensive positions. Once a defensive position has fallen, the defending team cannot recapture it and must retreat to defend the next defensive line. Once the attacking team has captured all the defensive lines, it can win by capturing the defending team's base. The defending team wins if it can stave off the assault for the set duration of the game.

Supremacy

Two teams fight to gain ultimate supremacy on the battlefield. Each team must attack to advance and win, while at the same time defending its positions. The battlefield contains several defensive positions linked by a computer network. Each team must find a way from its base to the other team's base via connected defensive positions.

A defensive position may only be taken by a team if it is open; in other words, if it can be linked to its own base. To take it, a team member must hack its computer. Each team must defend any of its defensive positions that are open to attack by the other team.

A team wins if it completes a link across the battlefield, from its base to the opponent's base. If the time expires before either team has gained supremacy, the game will end in a draw.

GAME MENUS

Lobby Menu

You can join several different game lobbies.

- **Join Game:** Find a game with an available spot that you can join quickly.
- **Search Game:** Find games that meet certain criteria.
- **Player List:** Access the list of all the players registered in your lobby.

Waiting Room

When you're ready to play, you'll be taken to the game waiting room, where you can access the following options:

- **Setup:** Change your setup options.
- **Equipment:** Select the equipment for your team.
- **Players:** Access the list of all the players registered in your lobby.
- **Options:** Configure your game options.
- **Debriefing:** Go to your debriefing.
- **Launch:** Launch the game.

Start Menu

You can access this menu by pressing the START button at any time during the game.

- **Options:** Edit the settings relating to your profile.
 - **Input:** Adjust the input level.
 - **Sound:** Configure the game's sound settings.
 - **Controller:** Adjust the game's control settings.
- **Quit:** Return to the Lobby menu.
- **Resume:** Return to the game.

LICENSE TO USE TOM CLANCY'S GHOST RECON™ 2

Please read this License carefully before installing the game ("Ghost Recon 2").

This License is an agreement between you, the "User," and Ubisoft and/or its licensors and/or its beneficiaries ("Ubisoft"), which grants the User the non-exclusive and non-transferable right to use Ghost Recon 2. By installing Ghost Recon 2, the User is undertaking to respect the terms and conditions of the License.

1. The License

Ubisoft grants the User a non-exclusive and non-transferable License to use Ghost Recon 2, but remains the owner of all the rights relating thereto. Any rights not specifically transferred by this License remain the property of Ubisoft. Ghost Recon 2 is licensed and not sold to the User, for private use. The License does not confer any right or title to Ghost Recon 2 and cannot be understood as a transfer of intellectual property rights to Ghost Recon 2.

2. Ownership of Ghost Recon 2

The User recognizes that all of the rights associated with Ghost Recon 2 and its components (in particular the titles, computer codes, themes, characters, character names, plots, stories, dialogues, places, concepts, images, photographs, animation, videos, music and text contained in Ghost Recon 2), as well as the rights relating to the trademark, royalties and copyrights, are the property of Ubisoft and are protected by French regulations or other Laws, Treaties and international agreements concerning intellectual property.

3. Use of Ghost Recon 2

The User is authorized to use Ghost Recon 2 in accordance with the instructions provided in the manual or on the packaging of Ghost Recon 2. The License is granted solely for private use.

It is not permitted:

- To make copies of Ghost Recon 2,
- To operate Ghost Recon 2 commercially,
- To use it contrary to morality or the laws in force,
- To modify Ghost Recon 2 or create any derived work,
- To transmit Ghost Recon 2 via a telephone network or any other electronic means, except during multiplayer games on authorized networks,
- To create or distribute unauthorized levels and/or scenarios,
- To decompile, reverse engineer or disassemble Ghost Recon 2.

The User cannot sell, sublicense or lease Ghost Recon 2 to a third party. The User can only transfer Ghost Recon 2 if the recipient agrees to the terms and conditions of the License. In this event, the User undertakes to transfer all components and documentation relating to Ghost Recon 2. He also undertakes to delete any copy of Ghost Recon 2 from his computer. In this event, this License is automatically and immediately terminated.

4. Termination of the License

The License is effective from the first time Ghost Recon 2 is used. It is terminated automatically by Ubisoft without notice if the User fails to adhere to the terms and conditions of the License.

5. Warrantee Limitation

The User recognizes expressly that he uses Ghost Recon 2 at his own risk. Ghost Recon 2 is provided as is. The User is responsible for any costs of repairing and/or correcting Ghost Recon 2. To the extent of what is laid down by the Law, Ubisoft rejects any warrantee relating to the market value of Ghost Recon 2, the User's satisfaction or its capacity to perform a specific use. The User is responsible for all risks connected with lost profit, lost data, errors and lost business or other information as a result of owning or using Ghost Recon 2. As some legislations do not allow for the aforementioned warrantee limitation, it is possible that it does not apply to the User.

6. Liability

In no event can Ubisoft be held liable for any direct, consequential, accidental, special, ancillary or other damages arising out of the use or inability to use Ghost Recon 2, as well as out of the ownership or poor functioning thereof, even if Ubisoft has been advised of the possibility of such damages. In particular, Ubisoft accepts no liability regarding use of Ghost Recon 2 contrary to the precautions for use set out in the manual and on the packaging. As some legislations do not allow exemption from liability in the event of direct or incidental damages, it is possible that the aforementioned exclusion does not apply to the User.

This License to use Ghost Recon 2 grants specific rights to the User and he may have other rights depending on the laws in his State.

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

Tom Clancy's Ghost Recon™ 2



© 2004 Red Storm Entertainment. All Rights Reserved. Ghost Recon, the Soldier Icon, Ubisoft, ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Red Storm and the Red Storm logo are trademarks of Red Storm Entertainment in the U.S. and/or other countries. Red Storm Entertainment, Inc. is a Ubisoft Entertainment company. The communication function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see LIBEENET.TXT in the disc.

TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubisoft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubisoft Support, 3200 Gateway Centre Blvd., Suite 100, Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information see www.us.playstation.com/DNAS.

Tom Clancy's
**SPLINTER
CELL**
PANDORA TOMORROW

AVAILABLE NOW!



WWW.SPLINTERCELL.COM

"5 OUT OF 5" - OFFICIAL U.S. PLAYSTATION MAGAZINE



PlayStation®2



UBISOFT™

Ubisoft, Inc. · 625 Third St. · Third Floor · San Francisco, CA 94107

© 2004 Ubisoft Entertainment. All Rights Reserved. Splinter Cell, Sam Fisher, Splinter Cell Pandora Tomorrow, the Soldier Icon, Ubisoft, ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection, Network Adaptor (for PlayStation 2) and Memory Card (8MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. The ratings icon is a trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A.

321644-MNL



FREE
2-DAY SHIPPING!*

Buy online and avoid the lines with **FREE 2-day shipping** from the Ubisoft Store. Enter 2DAYFREE at checkout! Spend your time playing this game, while we deliver the next one, shipped FREE!

*To redeem this coupon, go to <http://store.ubi.com> and enter Coupon Code 2DAYFREE at checkout. Offer expires May 31, 2005. Offer applies to your next purchase at the Ubisoft Store. Products subject to availability. May not be combined any other promotional offers or discounts, applied to previous orders, substituted, exchanged, sold, or redeemed for cash or other goods or services. Limit one per customer. Offer valid on orders with U.S. shipping destinations only. Offer only available at <http://store.ubi.com>. Sony Computer Entertainment America takes no responsibility for this offer.