

Malt Liquor's Officially Unofficial Guide to
Multiplayer Splinter Cell Double Agent

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Table of Contents

Table of Contents.....	2
Introduction:.....	3
Basics:.....	3
Spies:.....	3
Smoke:.....	3
Flash:.....	3
Syringe:.....	3
Transmitter:.....	3
Malt Liquor's Spy Tips:.....	3
Guards:.....	4
Malt Liquor's Guard Tips:.....	5
Maps:.....	5
Closing:.....	5
Special Thanks.....	6
My Wife Grace.....	6
My Crew, Team ArmoyTech.....	6
Pitsnake.....	6
Mr Baghead.....	6
MFCrow.....	6
UbiSolf.....	6
The Armed Forces:.....	6
Microsoft.....	6
Mom and Dad.....	6
Futuristic Sex Robotz.....	6

Introduction:

Splinter Cell Double Agent may be the best Head to head game that UbiSoft has made so far. This guide is designed to be a FAQ for new players to the Multiplayer XBOX 360 Head to Head play. No one can possibly know everything about this game so if you have anything you want me to add to this FAQ feel free to e-mail me, Info@Armorytech.com.

Basics:

Spies:

Spies have really been simplified from previous versions of Splinter Cell. In this version the spy can only carry one item; Smoke Grenade, Flash Grenade, Syringe, or a Transmitter. There are three spy suits you can wear, there does not seem to be any benefit beyond cosmetic.

Every spy is equipped with binoculars. If you press your left stick like a button you can use your binoculars, zoom with the D-pad. Binoculars not only let you see the guard up close but you can use them to tap into the guard's communication system. Yes, you read that correctly, you can listen to what the guard is saying when you have the binoculars zoom in on a guard.

Smoke: Deploys a quick cloud of smoke to slow and blind tracking guards. Good for boards with thin hallways, like Boss House. Not good on open boards like Blackwing.

Flash: Deploys a blinding flash Great for fast escapes.

Syringe: This can be used to heal yourself or one of your other spies.

Transmitter: This is a sneaky little device that makes the guard think you are close. Drop this behind a box, under the floor or in a ceiling to make the guard think you are someplace your not. The most effective uses of Transmitters is in two on two or one on one match.

Malt Liquor's Spy Tips:

Unlike pervious versions you most effective method to win as a spy is to avoid the guards as much as possible. Attempting to attack the guards rarely has

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positive results. If you get an easy choke, by all means take it, but your best bet is hiding and run as mush as possible. I prefer to carry Flash Grenade. In a jam flash and run. I kill more spies that try to flash me and attempt to get my neck. Sometimes they get my neck, but 9 out of 10 times the final result is a twitching spy in a fetal position. If you do grab a guard you can talk to them. Tell them how great you are, they like it. Press A again to kill them.

Very important, knock out as many lights as possible! You can feely move in the shadows as long as you go slowly. Remember if you run you will light up like a Christmas Tree even in the dark.

You can hack terminals from a distant. However the farther away you are the longer it takes to download the file. You download the same file from all the terminals. This means you can take 25% from the Yellow terminal and 50% from the blue and get the last 25% from red. Do not get greedy, time is on you side as a spy. Find quick close hacks, hack for a few seconds then go to another terminal. Spies that attack from a distance for a long time almost always are found.

Most important you need to learn the escape routes. Use the left bumper button to quickly get in to the ceiling or slide under walls.

Guards:

It is the guards' job to protect the terminals from the pesky spies. The guard only gets standard equipment, Gun, 3 grenades and 2 drones. The gun has a very accurate sniper mode. By simply pressing on the right stick like a button you will look through the scope. You can zoom this with the D-pad. To launch a grenade you pull the left trigger, your HUD will show the path of your grenade. You can launch a drone with your left bumper button. You fly the drone by using your right bumper to adjust the drone's height. You have to press the A button three seconds before you want it to explode.

The Guard has two other types of attacks, the spin and the charge. If a spy is very close press the left joystick like a button to spin, knocking any spy around you to the ground. You can charge a spy by running forward and pressing the right bumper button. When a spy is down you can pick them up by pressing A. This gives the guard the chance to talk to the spy. Take this time to tell them how great you are and how bad of a spy they are. Press A again to kill them.

Guards have unlimited bullets however the gun clip only holds 40 rounds. You can reload drones and grenades at the spawn site.

Guards can not get healed.

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Malt Liquor's Guard Tips:

As a guard your job is to kill the spies before they download a full file. If they get a file you have less than a 30% chance of stopping them before they get the file back (Yea I made that stat up, but it sounds right). You have to get them before they download the file.

There are a few things you should really practice. First, practice leading your grenade for a running spy. Don't shoot your grenade at the spy, shoot it where you think they are going to be. Next practice the sniper mode. This will get you as many kills as grenade attacks. Always aim for the head. I average 2 head shots a game against good players, 3 or 4 against noobs.

Be careful using the drones. Drones are one of your best tools however when you are using a drone you are very vulnerable. Have an idea where all the spies around you are before you deploy your drone.

If you have an aggressive spy that flashes you, do one of two things charge forward, or walk backwards shooting. An Aggressive spies often will flash then do a dive roll toward you to get behind you to get your neck. If you charge there is a good chance you will hit them. You will get a notice in the bottom right if you knock him out. If you miss he will be to far away too get your neck. You can drop back and shoot up a storm. Just don't stay in one spot and spin.

Maps:

Learn the maps! You can do this off line by either going into a private match and launch or you can do a LAN match launch. This will let you run around and practice your routes. You can even increase your percentages in these private matches. It is important that you know how to get back to the spy spawn on every board. You can never know a board too well.

Closing:

Feel free to let me know what I should add to this file.
Feel free to e-mail me Info@Armorytech.com

- Malt Liquor

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What enables the wise sovereign and the good general to strike and conquer, and achieve things beyond the reach of the ordinary man, is foreknowledge. ... It can not be elicited from sprits; it can not be obtained inductively from experience, not by deductive calculation. Knowledge of the enemy's dispositions can only be obtained from other men. Hence the use of spies... - Sun Tzu

Special Thanks

My Wife Grace

For letting me keep the pesky spies in their place with out to much trouble

My Crew, Team ArmoyTech

Pitsnake, your a bad mo fo, no wonder the chicks dig you

Mr Baghead, thank your wife for having my baby

MFCrow, you are one good looking dude

UbiSoft

Sweet game, ghost recon rocks too. Good job guys (and gals) BTW: The whole FragDoll think I stupid. Put together a real team with no gimmicks.

The Armed Forces:

Thanks for keeping us safe.

Microsoft

Fast Willy Gates, you da man.

Mom and Dad

For a billion reasons.

Futuristic Sex Robotz

Sweet FREE album! I hope to kill you guys in Splinter Cell or Ghost Recon one day. Download this album at www.futuristicsexrobotz.com
(Caution offensive lyrics)