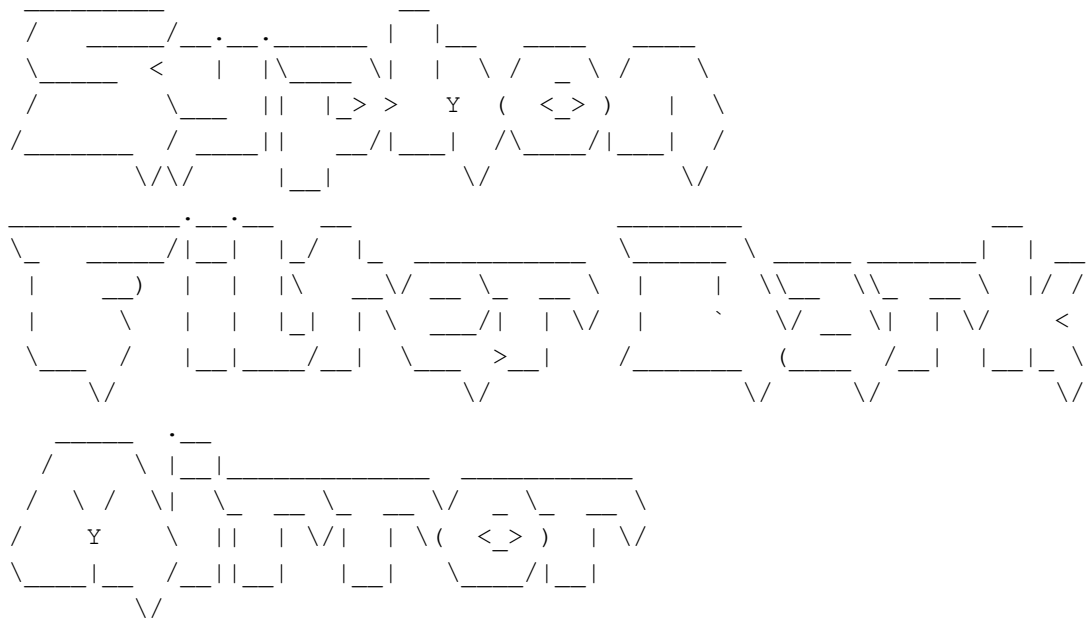


Syphon Filter: Dark Mirror FAQ/Walkthrough

by Probester

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Syphon Filter: Dark Mirror
Walkthrough/FAQ
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Controls

Aim left/turn left-Square

Aim right/turn right- Circle

Manual Aim-L

Fire Weapon/Melee Attack-R

Weapon Select-D-Pad Right (Hold)

Gadget Select-D-Pad Left (Hold)

Crouch Toggle-D-Pad Down

Goggles On/Off Toggle-D-pad left (tap)

Fire Mode Selection- D-pad right (tap) or D-pad right (hold)+X

Zoom In/Out-With L Button held down on scoped weapon, Up/Down on D-Pad

Interact/Weapon Crate/ Crate Swap-Direction Button Up (hold)

Voice Communication (Multiplayer)-Select (hold)

Issue Order-Select

Team Channel Switch (with Recon Dart Deployed)-Select (tap)

1. Getting Started

As soon as you start the game, you will be prompted to enter a new name for your in game profile. Use the d-pad to chose a key, then press the X button to select that key. Press the square button to finish. Select a slot to save your profile. Select "Single Player" from the main menu. Then select "Training Mode".

2. Training Mission 1

As Tersea says, follow her instructions and the arrows to reach the end of the course. After the first cutscene, move foward and climb over the row of crates in your way. Follow the arrow to your right to reach a stack of large containers. Climb on top of this and drop down to the other side. Follow the arrow through a hole in the ground. Go crouched and crawl through this hole. Follow the arrows and climb up the crate. Then hang onto the container and shimmy across to the other side of the fence. Drop down, and you will recieve a cutscene. Turn on your EDSU goggles and look for the little latch above the container door. Use your paintball gun to shoot it. Move through the container and up the stairs as you follow the markers.

Climb over the row of crates, then climb onto the box and hoist yourself up onto the top of the container. Go crouched and approach the edge of the container to climb down. Follow the arrows and crawl through the holes. Use the keypad and type in "989". Move to the door and kick it open. Turn on your nightvision goggles and move into the dark room. Move past all the doors that you can kick open to move back outside. Climb over the row of crates and move to the "X" on the ground. Press the up button to use your RTL, and move over the fence. Drop down and use the ladder. Move to the door on the other end of this catwalk. If you can beat the record time of 1:35 on this course, you will be awarded the SP-57 pistol.

3. Training Mission 2

Run forward and press the up button to open the crate and take the paintball gun. Go crouched, then shoot the 3 targets that pop up. This will trigger a cutscene. Use the container as cover and shoot the targets on either side. This will trigger another cutscene. After this, use the crate as cover. This is done in the same way as using a wall as cover. Shoot the target on top of the container. The target lock cutscene will be triggered after this. Target lock the trainee, and shoot him until he goes down. When he does, reload and press SELECT to start a wave of trainees. Auto target and shoot them all. The melee introduction cutscene will start. After the cutscene, go up and attack the trainee. Press SELECT to start a wave of unarmed trainees. Take them all down with your melee attacks. The cutscene for the EDT will start. Switch from being unarmed, and equip your EDT and autotarget the trainee. Press and hold the R button for 4 seconds before letting go. When he is down, the knife introduction will start. Equip your knife, then run up to the trainee and press the R button to stab him. If you can beat the record time of 3:00 on this course, you will unlock the FAMAS assault rifle. If you followed these instructions, you will likely finish the course in time.

4. Training Mission 3

This training mission will teach you to use the MB-150 rifle, which will aid you throughout the game. If you can finish the course without wasting a single shot, then you will unlock the UNP submachine gun. Equip the MB-150 rifle. Teresa will take away all your darts, and leave you with only your 6mm sniper bullets. Press the SELECT button when you are ready, to start the target practice. Go into a crouch and zoom in straight ahead you find your first target. Shoot it once. Move to the cave entrance, and you will see the second target below you in the canyon. Move back to the bridge and turn on your EDSU goggles, then use the scope on the MB-150. Look on the cliff above the mouth of the cave to find your final target. Turn off your EDSU goggles and equip your EDT darts. When you are ready, press SELECT to send out the trainee. Aim ahead of him a little as he moves, then fire. The dart will be stuck on him. Press the R button again to activate the dart and shock him. After Teresa is done talking, press SELECT to again send out some trainees. Shoot them the same way you did with the first one. They will gather together in one spot and stop. After a while, they will start running in circles again, then stop in the same place. Shoot them at this point. When Teresa is done explaining the X34 gas darts, press SELECT to send out the trainees. When they both stop in the same spot, fire a dart into the middle of the ground where they are standing, and detonate it quickly. When Teresa is done explaining the explosive darts, press SELECT to send out the trainees. Wait until the four of them are standing in one place stopped, then fire the dart into the middle of the ground where they are standing and detonate it before they have a chance to move away.

5. Training Mission 4

This training mission is to help you understand the multiplayer weapons. Equip the EMP grenade and throw it on the ground near the marked computer. Move to the right side of the room and set up the laser trip mine along the path so that the trainee will walk into it. If you are too slow, you can disarm the mine and place it somewhere else. Set up the AP mine so that the trainee walks into it. Note that you cannot disarm this. If you are too late, simply wait for the trainee to walk into the mine on another round of the area. Do the same for the claymore mines. Set it up on the path, then wait until the trainee is in front of the mine. Detonate it when the trainee walks in front of it.

6. Starting Story Mode

Select story mode, then choose your preferred difficulty. This guide was written for the Normal difficulty.

7. Episode 1, Part 1

You will start hidden behind a pillar. Immediately switch to your MB-150 and select the EDT dart. Shoot a dart into the enemy talking on the radio, but do not detonate it yet. Wait until the conversation on the radio is finished, then activate your dart. Look up and find the sniper. Shoot another EDT dart into his head, then detonate it. Walk over the body of the enemy you just killed to pick up a Spectre submachine gun. Do not use it yet. Search the technician's body for a keycard. Equip your MB-150 in 6mm rounds, then shoot the gas can on your right behind the fence. This will tear a hole into it. Walk through it and use the crates in front of you as cover. Equip the Mark 23 and shoot the two guards that will come running at you. Search their bodies for Spectre ammo. Climb the ladder on the side of the building to the left of the crates you used as cover. Climb up to the higher platform and use the RTL to move to the catwalk. Drop down and use the keycard. Turn on your NVGs and enter the dark room. Take the medkit off the wall to your left and the M67 grenades off of the table. Check the books on the table and take your first hidden file. Move over to the gun rack and take the M1 Super 90 shotgun. When you exit the room, two guards will attack you. Use either the Spectre or the M1 Super 90 to kill them. Leave the way you came, moving back to the technician's body. Move down the path and use the pillars on the left side as cover as you fight your way up the path. Remain crouched while in cover to improve your accuracy. You can shoot the gas can on the other side of the path to blow up any enemies standing near it. At the end of the path, turn on your EDSU goggles and switch to your EDT to zap open the lock on the gate. Turn off your goggles and switch to your shotgun. Climb down the ladder, and you will be attacked by a guard. Shoot him when he runs near you. Climb up the ladder on the other side of the pit. As you make your way to the other side of this level in the pit, an enemy will run out in front of you from a doorway. Use the shotgun on him, then climb up the ladder. A guard on the ground next to the catwalk will try to shoot you. Switch to your Spectre and kill him, then switch to your MB-150 and snipe the guard just visible above the ladder. Reload both guns before climbing up. While climbing up, you will receive a cutscene. When it is finished, keep climbing up the ladder and pull the lever on the side of the column. After the cutscene, swap your shotgun for the Dragunov SVD the sniper dropped. Shoot the guard shooting at Lian. Before telling her to advance, take some ammo for the SVD from the crate to your left. Press SELECT to tell Lian to advance whenever you are ready. As the two enemies appear, shoot the gas can beside them to take them out quickly. A third enemy will appear on the ground under you. Shoot him, then shoot the enemy that uses the zip line to reach the catwalk across from the tower. Three enemies will attack Lian while she is on the ground. Shoot them before they do any serious damage. After Lian climbs up the ladder, two enemies will rush out from a door.

They will run until they both stand in the same spot. Shoot them both at that moment, then tell Lian to advance. A third enemies will appear on the other side of the building. Shoot him before he hits Lian. One final enemy will attempt to kill Lian while she sets up the uplink. Shoot him. Before using the AZL that Lian will set up, switch your SVD back to the shotgun, then take ammo for all your guns, if they are not full. Use the AZL to meet up with Lian and finish this section.

8. Episode 1, Part 2

Switch to your MB-150 and shoot the gas truck without moving from this spot. This will take out the guard manning the machine gun. Shoot the guard that is standing on the catwalk above the flames. use the RTL to move to the opposite catwalk. If a guard runs out onto it, shoot him while still on the RTL with your Spectre. Check the cardboard box in the alcove up ahead to find a hidden file. You can also take the Medkit here if you need it. use the RTL to move across the gap to the other catwalk. Run forward with your M1 Super 90 ready, and shoot the guard that will round the corner. Go into a crouch and slowly open the door. Switch to your Mark 23 and shoot the first guard in the head, then switch to your knife and sneak up behind the guard before stabbing him. Turn on your EDSU goggles and press the override switch on the wall, then move over and use the computer. Move to the table and kick it over. Go into a crouch, then snap to the table as cover. Take out your M1 Super 90 and blast the two guards attacking you. Take the flak jacket and/or medkit from the wall if you need it. On the catwalk outside, take out your MB-150 and snipe the sniper on the opposite catwalk. Climb down the ladder instead of using the RTL. Take out your Spectre and use the wall as cover as the enemies appear in front of you and try to kill you. When the fight is over, gather ammo for the Spectre before using the elevator controls.

After the cutscene, unsnap from cover and stand up. Take out your Spectre and run behind him while holding down the fire button. Red Jack should die from the explosion of you shooting his explosive tank. When he is dead, you will be finished this section.

9. Episode 1, Part 3

Stay crouched and take out your knife. Stab the enemy working on the breaker. When he is dead, use the RTL to move past the flames. The one in the middle blocking your path should turn on and off at intervals, so cross when the flame is off. At the end, drop down and use your EDT to zap the lock keeping the vent closed. Turn on your NVGs and enter the vent system. At the end of the vent path, use your EDT to zap the large switch on the wall to turn off the flames preventing you from dropping down. When the flames have been turned off, drop down and check the box beside the flame pipe to find a hidden file. Take the flak jacket here if you need it. Climb into the higher vent system. Look to your left when the path ahead of you closes. Use your EDT to zap the switch through the vent that is not moving. This will re-open the path for you. As you approach the exit, turn off your NVGs and exit the vent. Sneak up behind the guard and use your knife on him. Take his Spectre ammo. Stay crouched and use the wall with the bulletin board as cover. Look around the corner, and you will see the head of an enemy. use your Mark 23 to shoot it, then leave cover, but remain crouched as you move ahead. Move around the furniture and use your knife on the guard trying to use the big screen tv. Check the couch for some more hidden evidence. Switch to your Mark 23 and shoot the last guard coming down the hall. Take the elevator key from his body. Search the last locker in the first row for a first aid kit. Search the last locker in the last row for a flak jacket. Enter the elevator and use the button.

10. Episode 1, Part 4

As soon as the elevator opens, switch to your shotgun and blast the enemy standing in front of it. In the next area, shoot the switch to burn the enemy standing here. Shoot it again to turn the flames off. At the windows, ignore the flaming enemy running towards you. Take cover below the windows. Use your Spectre and shoot the enemy that will come down the zip line. Use your MB-150 to shoot the guard on the highest platform, then take cover and use your Spectre to shoot the guards on the opposite catwalk. Backtrack to the elevator exit for a new flak jacket if you need it. Use the RTL to cross the gap between the catwalks. Swap your shotgun for the Galil AR the guards were using here. Take the flak jacket from the crate hidden in the doorway here if you need it. Check the technician's body behind the flame pipe after shooting the button for more hidden evidence. Climb up the ladder. Use your Mark 23 here to shoot the two enemies and climb into the office. Turn on your NVGs and switch to your AR. Shoot the two enemies as they come up the stairs to attack you. Two more will kick open the door of the room down below. Shoot them with the Spectre as they come in. Reload both guns and pick up ammo for the Spectre. Open the vent at the base of the stairs with your EDT, but do not go through it. Go into a crouch and move through two doors. In this room, use your EDT to open this vent cover. Move down the stairs and get your AR ready. Open the door, then use the wall to the right of the door as cover. Look around the the corner and shoot the enemy holding the technician hostage. After the cutscene, use all three bypass circuits. Grab your lever, and wait for the technician's count. Pull your lever at the same time he does. You should get the TEK-9 Silenced for use in mission mode as you finish this mission.

11. Episode 1, Part 5

As the mission starts, use the radio to fool the guards up top. Tell the technician to take cover, then go into a crouch as you move up the stairs. Crawl into the vent and take out your MB-150. Use the X34 gas darts to take out the two enemies in this room quietly. Move into the room and tell the technician to follow you. When he arrives, tell him to use the handprint pad. Move up the stairs and back into Freeman's office. Enter the code the technician gives you for the safe. Take the flak jacket in here if you need it, then move back downstairs and use the handprint pad. Go into a crouch as you move into the next area. Use your EDT darts to quietly kill the two enemies in the server room. When they are down, move up and use the computer. The technician will tell Gabe that he can reroute the lines manually. Boost him up and turn on your IR goggles. Follow his heat pattern on the ground, and press the switches he tells you to. After you hit the third switch, the technician will be ambushed by two guards. Shoot them, and the technician will drop back down into the server room. Use the computer for a cutscene. Equip your grenades, then tell the technician to open the door. Toss a grenade at the two guards as soon as the door opens, then take cover. Move into the room and turn off the valve. Check behind the machines for an ammo crate. Fill up all your weapons. Remember to fill even your grenades if all your guns are full. Tell the technician to use the handpad beside the next door. He will help you get to a high vent.

12. Episode 2, Part 1

You play as Lian Xing for this mission. You will start hiding behind some rocks. Leave cover and start shooting the guards in this area with your TEK-9. The enemies will drop TEK-9 ammo. When they are all dead, turn on your EDSU goggles to find crates that are glowing. When you find them, climb on top of them and search them. Two guards will come running out of the hills everytime you search a crate and take a drive. If you need to, there are a

couple of crates where you can get a new flak jacket, as well as a medkit near lying on top of a crate near the plane. After you retrieve the third drive, a cutscene will occur. After it has ended, switch your rifle to explosive darts. Shoot the helmeted enemy with a dart, then detonate it to kill him instantly. Take his Galil AR and keycard. Continue using the explosive darts and clear out the back of the plane, then switch to the Galil AR and gather the ammo from the bodies of the two enemies guarding the back of the plane. Take the USAS-12 combat shotgun off of the gun rack opposite the transponder terminal. Use the transponder terminal for a cutscene.

After the cutscene, turn on your IR goggles, and manual aim the USAS 12 up the ladder and kill the guard. Swap the USAS for your Galil, then climb up the ladder to the top of the plane. When you reach the top, an enemy will attempt to follow you up the ladder. Shoot him, but ignore the enemies in the distance unless they come closer. Move to the rear of the plane and plant the C4. Turn on your EDSU goggles, and open flaps on both wings to find hidden evidence. Move back down the ladder and take the USAS-12. Use the crates as cover and shoot the enemies attempt to enter the plane. When they are dead, swap the USAS for the SVD. Take the medkit and flak jacket here if you need it. Snipe the guard manning the Snowcat's machinegun, then switch to your TEK-9 and run towards it. Only shoot enemies that are in your way. When you reach the snowcat, climb into the back and use the machinegun to kill the remaining enemies. More enemies will spawn after the cutscene, and Lian will be manning the gun yet again. Shoot all the enemies here. Press L to zoom if needed. When they are dead, Lian will destroy the plane.

13. Episode 2, Part 2

Switch to your Spectre, and open the door. Use the area under the railing as cover. Turn on your EDSU goggles. Shoot the highlighted pipe above the enemies to kill both, as well as triggering the laser mine. Press the valve switch to turn off the flames. Open the next door and defusing the mine in front of it. Jump down into the snow area and use the crates as cover. Jump on top of the crates after the guards have been alerted, and use your Spectre to shoot them. Take the hidden evidence on the very top crate, then back up against the corner of this area and throw a grenade towards the laser mine. This should trip the laser mine and allow you to pass through, and climb into the large broken window. Move down the hall until you see a set of stairs and a switch. Zoom in with your MB-150 and shoot the mine the guard is working on at the bottom of the stairs, then press the switch to turn off the flames. Move down the stairs and press another switch to turn off more flames. Use the ammo crate to refill your weapons as needed. Crawl through the vent and turn on your NVGs. When you hear a voice, turn to your left and switch to your Mark 23. Shoot the switch to reopen your path. Proceed along the path until you see the exit. Reload your Mark 23, turn off your goggles, equip your Galil, then crawl out of the vent. Shoot the two guards ahead of you with your rifle, then run into the doorway they came from for a medkit if needed. Use the RTL to cross the gap. Turn on your EDSU goggles and shoot the laser mine beside the enemies to take them out quickly. Check the doorway they came from for a flak jacket. Climb down the ladder. Use the rusty machine as cover while you use your Spectre to shoot the three guards that attack you on this platform. Check their doorway for an ammo crate. Replenish the ammo for your Galil and Spectre. Before using the RTL, turn on your EDSU goggles and shoot the laser mine in your path. On the other side, shoot the laser mine to quickly kill the two guards. Equip your Galil and move down the ladder. Shoot the laser mine to blow up a few guards. Keep target locking any guards that come out of the doorway. When they stop coming, climb up the ladder and defuse the bomb.

14. Episode 2, Part 3

Use the EDT to open the vent in front of you and crawl through. Jump up into the hole and down into the room. Use your EDT to shoot the 4 vents on the ceiling. Press the switch to turn off the gas. Look behind the ladder to find a body. Search it for a key and a flak jacket. Climb up and talk to Kreisler. Use the panels beside the ladder as cover, and take out your Mark 23. Shoot the guards when they come into the room to find out who turned off the gas. Check the machine panel beside the crate near the gas switch to find hidden evidence. Check the guards' bodies for a keycard. Move down the stairs and through the keycard door. Use the column on the left as cover. Shoot the first guard running towards you here, then turn on your EDSU goggles and shoot the laser mine. Shoot the guard in the distance when he leans out of cover. Round the corner, and you will see three guards heading in your direction. Back up, switch to your Galil, then kill all three. Use your MB-150 and EDSU goggles to shoot out the laser mine in front of the elevator. Get on the elevator and use the control panel. When the elevator moves into view of the next floor, immediately jump off and take cover to the left. Shoot the guard rushing towards you, then shoot the one in the distance. Open the door to your right, and press the switch to turn off the flames. Take hidden evidence from the panel next to the large computer. Take the medkit here if needed. Ignore the weapon crate for now. Equip your Galil and move out of the room. As you move down the hall, you will see a soldier with a flamethrower and armor similar to Red Jack. Kill him with the Galil, then move back to the room where the switch was. Use the medkit now if needed, and open the weapon crate to replace your Galil with the M4 Carbine. Move to the door the flamethrower enemy was near. Take the flak jacket/medkit if needed, or come back from them during the next firefight. Kick open the door and use the wall as cover. Shoot the guard in the doorway. Look to your left to see some stairs and a laser mine. Disarm that laser mine and replace it with your grenades. After doing so, immediately put the laser mine back on the wall. This is now "your" laser mine, so if an enemy tries to come up and flank you during this next fight, he will be blown up. Pick your grenades back up and head into the large room. Crouch, and start auto locking and killing any enemies that attack you. Be careful of enemies that try to rush at you on the same level. When no more enemies appear, move back to your stash of the medkit and flak jacket and take them if needed. Move to the other side of the level you were just fighting on, and climb down the ladder. Attempt to use the handprint scanner. When it fails, take cover under the planter and start auto-targeting the enemies that start to attack you. Do not venture beyond this point, as the area is full of laser mines. When all the enemies are dead, the blast door will open. Before using the computer, load up on ammo for all of your guns. Use the wall under the window as cover as you auto target the enemies. Use single shots or short, controlled bursts as you take the enemies down. There is a medkit on the wall if needed. If you run out of ammo for one gun, replenish the ammo before continuing the fight, as this will be your last chance to get ammo from this particular ammo box. A flak jacket will be available from a crate next to the computer. This mission will end when you have eliminated all the enemies in the room.

15. Episode 2, Part 4

Tell Lian to provide cover, then use the RTL to move across the gap. Take cover as Lian reloads, then tell Lian to provide cover again, as you move along the catwalk and down the ladder. Use the red machine as cover as you take out the enemies here. Move inside the dark doorway here, and turn on your thermal goggles to see a rather disturbing image. Move up to the wall the message is written on for some hidden evidence. A medkit is beside the ladder if needed. Move past the machines to the other side of this level. Use the red machine as cover. Two enemies will come up the stairs to attack you. A third will come up once you have killed one of them. When they are

dead, head down the stairs and use the loading platform as cover to kill the three guards here. A medkit and flak jacket are here if needed. Proceed along the hall until you reach a locked gate. Turn on your EDSU goggles and use your EDT to shoot the lock and open that gate. Switch back to your Spectre and shoot the guard that runs up close to you. Crawl through the vents and shoot the three guards in the trench. Swap your M4 for the Galil the guards where using here. Gather ammo for it, then move through the doorway. Stay behind the laser mine here, and shoot the guards as they appear. When they are dead, blow up the three mines in the main hallway. Look into the hall to the left and blow up that mine too, for access to hidden evidence and a flak jacket in the dark corner. Gather ammo for the Galil and proceed up the stairs. Open the door for a cutscene.

Tell Lian to distract Black King whenever you attempt to disarm an explosive. Do not kill Black King, as this will detonate the explosives. When the explosives have been disarmed, unload your Galil into Black King. It will kill him quickly. When he is dead, a cutscene will start.

16. Episode 3, Part 1

You start out behind cover with a view of a guard patrolling a balcony above you. Take him out with the Mark 23 and reload. Unsnap from cover and use the corner of the building behind you as cover. You will see a guard standing in the street. Go crouched and unsnap from cover. Use the broken cabinet near the corner and shoot the guard in the back of the head with the Mark 23. Climb up onto the cabinet, then onto the roof of the building. Go into a crouch, then climb onto the higher level. Switch to your MB-150, in gas dart mode. So you slowly advance, you will see a guard manning a turret machine gun ahead of you. Shoot a dart into or near him, then detonate it to take him out quietly. Climb up onto the beam above the lower level of the roof and shimmy across to the building across the alley from you. Turn around, go around the corner, and use your taser to break open the vent cover. Switch to your Mark 23 and turn on your night vision before entering. Follow the vent out inside a building, where you will hear Ortega beating a woman. Sneak around the corner and shoot him. When he is dead, move up to his body to pick up some paper for hidden evidence. Leave through the vent you came, and shimmy back across to your original roof. Drop back down to the alley and take the fire extinguisher on the wall just past the broken cabinet. Move to packs dropped by the enemies you killed previously for an Uzi and some ammo. Keep using your Mark 23 for now. Halfway down the street, take cover behind the stack of crates, as a single guard will walk out in front of you. Shoot him with the Mark 23 and take his Uzi ammo. Reload on Mark 23 ammo with the crate on the left side of the street at the end. Move through the building on the right side for a cutscene. Switch to the MB-150 with X34 gas darts and shoot the guard immediately visible to you on the balcony. As you move towards the crates near the balcony, a guard will run out and try to shoot you. Shoot him with the Mark 23, then climb up the crates and onto the balcony. Switch to the Uzi, go into a crouch and open the door. Autoaim and kill the guard right in front of you. When he is dead, you will receive a cutscene.

After the cutscene, reload your Uzi and take the ammo the guard dropped. Take the first aid kit inside the room on the wall here. Move outside and shoot the three guards that will have appeared in the street below you. Reload and climb back down. Swap your Mark 23 for a Jerico-41, one of their pistols they were using. Take ammo from all the guns they dropped, then follow Hargrove as she moves back towards the first street. use the crates and pillars as cover for this next gunfight. Watch out for the balcony in front of the turret, as a marksman with a sniper rifle will appear there. Take him out with manual aim.

More guards will appear, and one will attempt to man the turret. Shoot him with manual aim. When they are dead, collect the Uzi and ammo and take the flak jacket in the crate beside the turret if needed. Climb up onto the flaming balcony with Hargrove, then take out your fire extinguisher and put out the flames in front of the doorway. (Quick way to access the fire extinguisher is through the goggles and flashlight menu.) When the flames have been put out, you will get a cutscene.

Move the file cabinet and follow the vent through. Switch to your EDT darts and shoot the guard in the room before dropping down for a cutscene. After the cutscene, quickly take out the two guards in the window taking shots at Hargrove. If Hargrove is has been hurt, use a medkit to heal her, then pick up a new one hanging on the wall. Take the flak jacket here if you need it. Open the safe here if you like, with the code the guard was saying on the radio. Shoot the propane tank below through the window, then jump down and take cover on the opposite side of the door as Hargrove. Shoot the three guards that run out in front of you, then reload and quickly get the ammo they dropped. More guards will come and shoot you. With these guards, it is efficient to simply run up to them while firing. It seems to kill them without Gabe taking much, or any damage at all. Be sure to keep on the move at all times while doing this. When the last three guards are remaining on the balcony and the left side of the objective door, go into a crouch and shoot these remaining three guards. Pick up as much ammo as you can before a cutscene starts and the mission ends.

17. Episode 3, Part 2

You will start on a mounted turret. Cover Hargrove as she moves around the courtyard collecting plants. Concentrate your fire on each soldier until you kill him. There are various explosive barrels you can shoot if you want to take out a large group quickly. Holding L will allow you to zoom, but makes your turret turn much slower. The enemies generally only do serious damage to Hargrove when they get close to her, so your goal should be to shoot the closer attackers first. Once Hargrove has done harvesting the two plants in the courtyard, she will run into the field office to search for files. Cover Hargrove the same way you did when she was collecting plants. Release the fire button between enemies to avoid the turret overheating. The enemies can only enter the office through the door in the back where Hargrove entered. If any enemies slip by and into the office, you can shoot them in the head through the right office window, before they can do serious damage to Hargrove. When she is done searching, you will be able to leave the turret. A first aid kit is mounted on the wall behind you if needed. Climb down the ladder and move into the alley between the buildings on the right where there is a fire extinguisher mounted on the wall. Move into the small enclosing on the right and take a hidden file on top of the body here. Swap your flak jacket for the one in the crate in needed. Move over to Hargrove's position.

When the cutscene ends, switch over to explosive darts and aim for his leg. Detonate it to kill him in one hit. Start shooting the guards in the courtyard with your Uzi. Keep moving and take their ammo as each one dies to ensure that you do not run out. You will fight the guards in three "waves" with Hargrove. When each wave is dead, move back over to Hargrove's position to trigger the next one. When they are all dead, Hargrove will climb up a ladder into a watch tower. Follow her up. At the top, pull out your pistol and attempt you shoot the three guards that rush towards you. If you do not kill them, they will climb up the ladder. Shoot them as soon as they reach the top of the ladder without a fight. Hargrove will use a zip line after this. Follow her over to the wooden catwalk and change to your Uzi. You will have to kill three enemies ahead of you on the catwalk. Follow Hargrove after they have been eliminated. She will stop halfway across the catwalk and snipers will appear.

Switch to your MB-150 and shoot them with your remaining darts. When they are dead, follow Hargrove into her bedroom and help her open her cabinet. If the game does not allow you to open the cabinet without healing her first, heal her, then open the cabinet.

18. Episode 4, Part 1

Shoot the guard with your Mark 23 attacking the soldier. It will trigger a cutscene. Move forward and take cover behind the crate. Shoot the soliders in the main room. Press SELECT to make Janzen take over during any fights throughout the level. Throughout the episode, there will be explosive depleted uranium containers that look like small canisters. If you shoot all of these, you can gain weapons for use after you beat the game and play in mission mode. After the two guards in the room are dead, take their guns and ammo. Climb up the red container on the right side of the room and keep climbing until you reach the top, where you will RTL to the containers on the opposite side of the room and drop down. As you drop down, you will receive a cutscene. Tell Janzen to hide, then shoot the guards as they enter your field of vision. When they are dead, turn around and turn on your EDSU goggles. Shoot the explosive shell that will glow on the ground. Turn off your goggles and turn around yet again. You will see some papers on top of a crate. Run towards it to get onto the crate. Take the papers and you will find more hidden evidence. Climb down from this crate (Be careful not to land in the green muck) and move to the area that was blown clear by the shell. You will see an open vent. Turn on your night vision and crawl through the vent. Before you emerge, you will see two enemies standing around a room. Take out your MB-150 and shoot the canister one of them is working on. This will destroy all the containers in the room, and kill both enemies. Take the medkit off of the wall and swap your Mark 23 for the pistol one of them will drop. Janzen will emerge from the crate behind you and ask for your help to roll a tube out of the way. Help him, and receive a cutscene.

Tell Janzen to come back and start shooting the enemies that appear. A UN will appear, but immediately get shot. You cannot save him. When all the enemies have been killed, Gabe will say "Hostiles eliminated". Take ammo for your guns from the ammo crate beside the UN sergeant's body. Climb onto the crate in front of the toxic waste, then shimmy across on the bar mounted on the wall. Drop down on the other side. A guard will appear in the window. Shoot him with manual aim, then autoaim the other guard crawling out of the building through a hole to the left of the building. After they are dead, climb onto the crate and through the window. Shoot the DU container here, then turn on your EDSU goggles and shoot the laser mine down the hall. Go pick up the medkit there if needed, and take the papers on the ground for more hidden evidence. Press SELECT to have Janzen install the frequency hopper on the radio.

19. Episode 4, Part 2

Tell Janzen to take cover, then use the corner of the wall as cover as you shoot the two enemies. Turn on your nightvision and move across the plank. A solidier will come down the stairs as you move forward. Shoot him, then gather the ammo the three of them dropped. Turn on your flashlight and shine it on the plank to allow Janzen to cross. Move up the stairs and across the plank. Move into the radio room and shoot the remaining guard, then go back and shine the flashlight on the planks to allow Janzen to cross. You should have picked up a FAMAS assault rifle and ammo from two of the guards. Switch to it and order Janzen to install the hopper. Switch to nightvision goggles and jump down into the hole when Janzen falls in. You will hear two enemies talking. Move down the hall and kill them. Take the first aid kit here if needed, then break open the vent cover and crawl through. Shoot the guard in the next

room, as well as his partner standing past the boarded door. Tell Janzen to move up, and swap your FAMAS for the AK the guard dropped. A third guard should appear behind the boarded door. Shoot him, then switch to your taser and destroy the planks of wood. To the left of the door is a body in an alcove beside a trash can. Check his body for hidden evidence, then move through the doorway. Take the medkit here if needed, then round the corner and tell Janzen to boost you up. After he has pulled you up, tell him to take cover. Climb up, go into a crouch, and turn on your EDSU goggles. Shoot the shell on the ground to kill the enemies and provide you with a way to cross the muck. Reload, then move across the turn left. Shoot the two enemies down the hole here, and 4 more will appear. Shoot them all, and Gabe will say that hostiles have been eliminated. Jump down into the hole and tell Janzen to follow. Move down the hall with your nightvision goggles on and shoot the two guards. You will here two more enemies having a conversation. Run down the path quickly and you will see the first of the two emerging from a vent. Shoot him and his partner before crawling into the vent yourself and telling Janzen to follow. Shoot the two enemies in here, and move down the path. Use your taser to break open the boarded door and stun the enemy that will come running down the hall to investigate the noise. Take the flak jacket from the crate in needed, then help Janzen move the board across the floor.

After the cutscene, move to the forward crate with the ladder above it and use it as cover while you shoot the enemies here. When they are dead, take AK-47 ammo from the box beside the ammo crate, then climb up the ladder above the crate you were using as cover. Use the sheet of metal as cover as you kill the three enemies that appear on opposite catwalks to try and shoot you. As you move across the catwalk, two enemies with SMGs will burst through the door ahead of you. Shoot them, then take cover using the sheet of metal right beside the door and shoot the enemy taking shots at you from across the gap. Move over to the zip line and Janzen will appear with an Uzi in a cutscene. Go into a crouch and shoot the enemies attacking him with your AK-47. When they are dead, tell Janzen to advance. When Janzen reaches the zip line, you will receive a checkpoint, and one final wave of enemies. When they are dead, climb off the roof of the tent and refill your ammo using the crate in front of the tent. Take the health kit and flak jacket if needed, then climb up the ladder to the right side of the tent and enter the dark room. Order Janzen to install the frequency hopper climb down the ladder back into the tent. Use the keypad and enter the code that Teresa will tell you over the radio. If you need it again, you can press START and find it in the NOTES section.

20. Episode 4, Part 3

Move down the hall and through the door. Go down the stairs and through the door. Run to the left side of the room and follow the path around. You will encounter two guards that you can either shoot or stab with your knife. When you reach the ladder mounted on the wall at the end of the path, you will see a guard at the top of the ladder. Shoot him, then climb up. When you reach the top, two enemies will appear and start shooting. Kill them, then proceed over to the medical cabinet, but do not open it yet. Take the medkit and armor in the corner if needed, and reload all your guns before opening the cabinet and triggering a cutscene. When it ends, go into a crouch and take out your AK-47. Start fire short bursts at the enemies using the zip line and above you on the metal beams. Also note that there will be a few enemies across the gap on your right side. When they are all dead, refill on ammo, armor and health as much as possible. Move back to the ladder where you first climbed to reach this level. An enemy will climb the ladder up, and 3 more will zip line towards you. Shoot all of them before they can do any serious damage. As you make your way back to the tent, you will be ambushed by three more enemies using zip lines. Shoot all three, then head back to the tent. After the cutscene, equip your MDS A3 and move into the large room. Go into a crouch

and start shooting the enemies that appear above you on the catwalk. When they are dead, climb over the debris and head up the fallen walkway to reach the catwalk. Two more enemies will rush out of the open doorway towards you. Run towards them while firing your MDS A3. When they are dead, gather ammo and pick up the flak jacket and medkit sitting on the crate in the hallway if needed before moving into the next area. Kick open the door, then run into the large area and head towards the giant crate with a green tarp over it. Use this as cover as you take out all the enemies in this area. When they are dead, quickly move up to the next crate with a green tarp and use it as cover for the next wave for three enemies that will appear. Reload all your guns at the ammo crate located where you first came in. Switch to your AK-47, then climb up the ladder. As soon as you reach the top of the ladder, run to the metal sheets propped against the rail and use it as cover. Two enemies will burst through a door on a catwalk opposite of yours. Shoot the both of them, then use the RTL to move across to their catwalk. use the metal sheeting as cover while you pick off another two enemies that appear opposite of you. use the RTL to cross the gap, then use the metal crate as cover to kill the enemy across the gap from you, and the enemy that bursts through the door near the wooden plank. Unsnap from the crate and use your MB-150 to pick off the target to the left, whose head is just visible. Climb up onto the crate and grab onto the ledge. Shimmy across to the other side and drop down. Kick open the large double doors and take the medkit if needed here. Take the body armor on the next crate and kick open the door at the end of the hall. Move down the stairs to the door to complete the level.

21. Episode 4, Part 4

Stay in cover and shoot the two enemies that appear in front of you. More enemies will zip line down towards you. Stay in cover and shoot them as they come towards you. Shoot the shell in front of you if the enemies get too close or dangerous to kill them instantly. When the enemies stop storming your position and you get subtitles that they are trying to flush you out, move out cover and take out both rocket launcher wielding guards on top of the roofing near the watchtowers. If you cannot manage to get a good shot on them, use an explosive dart and detonate it quickly. When they are dead, Kress will come bursting out of a door, guns blazing. Take out your AK and return the favour. He should go down with ease.

After the cutscene, unsnap from cover but remain behind the box until the tank shoots off another round at you. At that point, run back to the back of the truck to find a rocket launcher. Turn on your ESDU goggles and shoot the right weak point of the tank from relative safety. Reload the rocket launcher, then wait until the next round is shoot at the truck before shooting out the centre weak point. Reload at the ammo crate once more, and wait until the tank is done shooting, then make you way back to the crate you were hiding behind at the start of the battle. Use the crate as cover while aiming for third weak point. When the third panel has been hit, the battle will end.

22. Episode 5, Part 1

As the mission starts, take out your MB-150 and use the X34 gas darts on the two guards in the courtyard that will appear in front of you. Wait until they are facing away from each other, then quickly shoot the darts at them and detonate quickly, or one of them will move out of view. Afterwards, take out your Mark 23 and shoot out the spotlight. Climb up the ladder in the corner of the courtyard and hack the utility box for Lian. Slide back down the ladder and grab the Unp .45s that the two guards dropped. In another corner of the courtyard you'll find a body half frozen in snow. Walk up to it to find hidden evidence. On the other side of the courtyard you'll find another ladder. Climb up the ladder, then up the vines to a ledge. Climb up

the planter on the ledge. Grab onto the pipe and shimmy across to the balcony and drop down. Go into a crouch and enter the room. Take a finger print off the lamp on the nightstand to the left of the doorway. Take the medkit off the wall and switch to your MB-150's EDT darts. When the guard moves past the doorway in the hall, shoot a dart at him and detonate it. His body will soon be discovered. Use the doorway as cover while you pick off the guards that will appear from down the hall. Do not venture down the hall as there is a lasermine on the bases of the statue. When they are dead, switch on your EDSU goggles and turn your MB-150 on 6mm mode to destroy the mine if it has not been detonated already. Move down the hall to the last door and equip your Mark 23. Open the door and move in, then go into a crouch. While keeping your pistol pointed at the balcony entrance, move around to the other side of the dresser and pick up the Shot Defender. Equip it, then run onto the balcony and kill the security chief and his guard. Reload your shotgun and move into the next room from the balcony. Take the flak jacket and medkit in here if needed, then get the keycard from on top of the dresser. Exit the room and move down the hall again. Kick open the door down the hall, then switch to your UNP .45 before kick the next door. Use a pillar as cover while you shoot all the enemies in here. When they are all dead, move down the stairs and use the keypad.

23. Episode 5, Part 2

The level starts off in a gunfight. Switch to your shotgun and use manual aim to kill the enemies in the room right in front of you. For the ones farther away, use the UNP or the MB-150. Move down the hall and equip your EDSU goggles. Use the edge of the wall as cover while you pick off the two enemies that come rushing down the hall. When they are dead, use your MB-150 to clear the mines. Move down the hall until you see the security room and Viktor Yavlinsky on your right. Use your MB-150's explosive darts and shoot one at him. Detonate it to kill him. Swap your shotgun for his AU300 H-BAR. Take the medkit in here if needed, beside the laptop. Kick open the door and walk up to the desk to find hidden evidence. Move down the hall and you will encounter an enemy running from an open doorway on your left. Go through the doorway and to the right to enter a coat room. An enemy will be in front of the ledge. Shoot him or taser him, then climb over the ledge and turn on your EDSU goggles. Check one of the coats on the right to find some more hidden evidence. In the next area, duck behind the counter and use it as cover while you kill the enemies in the room. use the AU300 first, before switching to the UNP, then the MB-150. We want to conserve the autoaiming guns in case we need it later. Turn on your IR goggles to find the targets on the second floor shooting down at you. When they are dead, move up the stairs towards the objective, where you will be ambushed by three more guards. Kill them. When they are dead, scan your palm and enter the security room. Take the medkit here if needed, then get the listening device from the table. Leave the room and go back downstairs. Turn on your EDSU goggles and retrieve all three listening devices from the bar, a card table and the base of a statue. When you have all three, move back to where you killed Yavlinsky and use the laptop there. When the cutscene ends, remain in cover and switch to your MB-150. Use your two remaining explosive darts and eliminate the two enemies in front of you. Take their flak jackets if needed. Switch to EDT darts and stun the enemy that you will encounter in the doorway by the coat room. A fourth enemy will be waiting for you in the coat room. Use another dart on him, and take his AU300 ammo. Climb over the ledge and take cover back the bar. Turn on your IR goggles while using the bar as cover and pick off the enemies in the room. When the ground floor is clear, run to the front door and leave.

24. Episode 6, Part 1

As the level starts, back into the corner and zoom in on the building that

Gabe was facing when the level started. Shoot the sniper in the head there. Turn on your IR goggles and check behind you on the wall. You will find a heat signature. Move out of cover and shoot him in the head. Slide down the ladder and turn on your EDSU goggles. Scan the railing until you find a latch for a gate. Shoot it to open it. Move up the stairs and use the edge of the wall as cover. Switch your MB-150 to explosive darts. When the two enemies with shotguns stop shooting you momentarily, shoot a dart on the ground in between them and detonate it when they start shooting again. Use another dart to eliminate them if the first dart's explosion failed to kill them. One will most likely be blown off the edge, but the one that remains has body armor that you can pick up. Move over to his body and claim his Sweeper 12-gauge shotgun for your own, and take cover by the wall beside the stairs. Use the Sweeper to eliminate the enemies right below you. If you run out of ammo, use an EDT dart on them. When they are dead, switch to 6mm ammo for the MB-150 and turn on your IR goggles. Shoot the sniper to the left in the distance. The sniper is standing by some antennas. When he is dead, unsnap from cover and look at the wall where that you just used as cover. Look upwards to find a heat signature. That is the last sniper. Move so that you can get a clear shot on his head and kill him. Move down to the bodies of the enemies you killed in front of the stairs and take some armor from them. Ignore the enemies shooting at you and run back up the stairs and move back to where you shot the gate latch. Kill the two enemies that attempt to ambush you here. Crouch and jump down past the gate onto a ledge. Use the wall below the railing as cover while you use your MB-150 to pick off the enemies that attempt to shoot you from the stairs. Be sure to aim for the head, as they are all wearing body armor. When they are dead, continue along the edge in a crouch until you reach the point where you cannot proceed any further. Move over to the edge and you will climb down and hang onto the side of the ledge. Shimmy along until you climb up again. You will find a keycard and a fresh flak jacket from the body of the technician hidden here. Equip the Sweeper and climb down the ladder. Two enemies will appear with Sweepers. Kill them before they can do some serious damage to you. Run over their bodies and over to the wall where there are two black doors and a medkit hanging. Take cover there, and shoot the two enemies around the corner from you with the Sweeper. Run over their bodies to get body armor and an SSP90 and ammo. Move across the walkway towards the objective. After the cutscene, equip your MB-150 and run over to the railing on the left and zoom in. Shoot the enemy in the head. Use the keycard on the keypad to finish the level.

25. Episode 6, Part 2

Switch your MB-150 over to the EDT darts and stun the enemy walking towards you and the one standing with his back turned to you. The third should run back down the hallway. Turn on your EDSU goggles and use your 6mm rounds to blow up a mine beside the planter he will take cover behind. Move to the wall beside where the guard with his back to you was standing. Shoot the enemy on the lower level. When he is dead, unsnap from cover and shoot the enemy hiding in the room behind the wall. Then move down the hall a little and shoot sniper on the higher level. If a mine remains, shoot it. Move down the hallway towards the second planter. Take cover behind it and kill the enemy around the corner taking shots at you. Go through the door and use the edge of the wall as cover while you shoot at the two enemies down the hallway. Ignore the fleeing hostage. Move down the hall with your Mark 23 equipped. The elevator doors will blow open. Run towards the landing beside the ladder and you will grab onto the ledge. Climb up and slide down the ladder. Turn around and turn on your EDSU goggles. Shoot it with your SOCOM, then walk over the top of the elevator and onto the ground. Equip your Sweeper and mow down the four enemies in the hallway that you will encounter. Open the brown door to your left to find a bathroom with a medkit, hidden evidence and grenades. The

brown door opposite of the bathroom will burst open and two enemies with pistols will come through. Shoot them with the Streetsweeper and switch to the P90 for the next room. Kill any enemies in this room, then run into the next room and start shooting enemies. Be sure to run over their bodies to pick up armor and P90 ammo. Take the flak jacket and medkit off the wall at the end of the hall if needed, and make sure you have all the P90 ammo you can pick up. Open the door to the next area when you're ready. Take cover by the wall to the left of the brown door. Shoot at Touchstone when he is firing the MB-150 rounds at you, but when he makes a sound like "ahh!", then pop back into cover and move back towards the corner, as that means he will launch a dart at you. Halfway through the battle, enemies with Sweepers will appear on the island in the middle of the room. Ignore them unless they start doing serious damage to you and concentrate on Touchstone. He will run back into a room when he takes a large amount of damage, so wait for him to reappear. Keep using this pattern until Touchstone dies. When his health bar runs out, the level and the battle ends.

26. Episode 7, Part 1

Follow Lian and operate the lifting mission. Climb up to the top of the truck with her and boost her up. When the cutscene is over, shoot out the spotlight immediately, when switch to your MB-150. Turn on your IR goggles and start using the darts to quickly kill the enemies that will constantly spawn on the rooftops to try and kill Lian. Two will spawn on the ground and shoot her. Use your knife on her. When you run out of darts, start getting headshots with the MB-150's 6mm rounds. When it is over, start gathering P90 ammo from the ground that the enemies dropped. Get the security keycard from the body marked by a target marker on the ground. Use the keycard on the keypad on the door at the security booth. Pick up the M67 grenades off of the table and press the big switch. This will lower a piece of girder for you to use to climb onto the top of the truck. Move over to the girder and climb onto it. Then press SELECT to get Lian to raise the crane. Drop down onto the box and RTL over to the top of the truck. Drop down into the hatch on the roof. After the cutscene, instead of opening the door, climb back onto the roof. Use the Mark 23 for a headshot on the enemy standing behind the truck, and use your MB-150 for a headshot on the enemy standing in the courtyard. Equip your P90 and drop down. The last enemy will charge out of the alley. Shoot him and loot their corpses for ammo and armor if needed. This should get you a Sweeper. Climb up the ladder in the alley and take cover behind the wooden box. An enemy should appear in front of you on patrol. Shoot him with manual aim using the Sweeper. Unsnap from cover and kick open the only door on the roof. Use your Sweeper on the enemy inside here. Equip your EDSU goggles and taser. Use the taser to shoot the knob on the fan to stop it. Crawl through and use the wall as cover. Use your P90 to shoot the switch on the wall down the hall, and pick off any enemies who do not get electrified. When they are all dead, shoot the switch again to shut off the power. Take ammo and armor from the bodies and make sure your P90 is fully loaded. Kick open the next two doors and use the AZL to reach the ground. Equip your taser and tell Lian to cover you. Use the taser on the commander and hold it down until the taser stops. This will turn off his armor. Quickly switch to your Sweeper and kill him. If you did not have enough Sweeper ammo to kill him, repeat this process, but use the P90 instead.

27. Episode 7, Part 2

Remain crouched and wait until the three guards are done talking. Then use your knife on all three. Exit the room and run into the hallway. When you reach a point where the hall turns left, use the wall as cover and switch your VSS-DU's darts to X34. When both guards stop moving, use the darts on both of

them. Switch the darts to Explosive, then take out your TEK-9 before proceeding into the next area. When the cutscene ends, take out your VSS and use the darts on all three enemies below you. Switch back to the TEK-9 and run across the catwalk towards the platform ahead of you. But be ready to shoot the explosive canister there. When the two enemies run out onto the platform, stop and shoot the canister to kill them both. Climb onto the platform and take the medkit before using the AZL. A flak jacket is available in a crate in the office if needed. Use the RTL on this platform but keep your TEK-9 named at the doorway ahead of you. Kill the enemy when he runs out of it. From this platform, kill the two enemies visible below you, then switch to your TEK-9 and slide down the ladder. Ignore any enemies except those directly in your way and make your way down to the water pit. Move to the rear of the pit and turn off the two valves to stop the countdown. As you make your way over to untie Blake, reload your TEK-9. Free Blake for a cutscene.

After the cutscene, remain behind the board and kill the enemy that will run towards your position. Move up the ramp and use the TEK-9 to take out the enemies. Run towards them while firing your TEK-9. If your health gets low, take cover behind one of the metal pieces on the railing and pick the enemies off as they come towards you. Afterwards, if you armor, go back down into the water pit and use the crate. A medkit is available on the platform where you climbed down the ladder to the ground floor. When you are ready, head through the open doorway into the next area. Get TEK-9 ammo from the ammo crate and EMP grenades from the box on the opposite side of the hall. Throw an EMP grenade, then shoot the target with the special armor. Back up and use cover to pick off the rest of the normal enemies. Pick up the RPK that the armored enemy dropped. Refill on your ammo and armor from the crate down the hall if needed. Proceed into the next area with your taser equipped. When the cutscene ends, zap the computer in front of you and grab the medkit on the pillar to your left. Equip your TEK-9 and kill the enemies that barge into the control room. When all three have been killed, run back to the top level of the room and lob all your EMP grenades to destroy the computers. When all of the computers in the main room have been destroyed, three enemies and a commander in special armor will appear from the bottom room. Kill the three normal enemies and the commander will retreat to the rear room. Use your taser on him, then quickly switch to your RPK to finish him off. When he is dead, use your taser on the final three computers in here to finish the level.

28. Episode 7, Part 3

Go into a crouch and snap to the right wall for cover. Move along the wall until you can see the enemy in the window, then tell Lian to advance and kill him. She will open the door for you. In the hall, use the left pillar as cover while you pick off the enemies that will come towards you. Pick up their flak jackets and P90 ammo if needed. Move down the hall and take cover on the left when enemies start advancing. Go into a crouch and start taking enemies out. When all three are dead, move down the hall and into the elevator. Use the control pad to operate it. After the cutscene, stay in a crouch and switch to melee attack. Push him into the center of the room to kill him. Run along the wall everytime the centrifuge passes you and duck into the next hole in the wall. When you enter a hallway, take cover on behind the left pillar and use the P90 to kill the two enemies at the top of the ramp. A third guard will rush out of the control room. Kill him the same way as you killed the other two, then run up the ramp and take their P90 ammo. Equip your MB-150 and move towards the control room. When a guard holding Blake hostage appears, shoot the guard in the head and he will release Blake.

After the cutscene, turn on your EDSU goggles and guide Blake to a console.

Use the console with the other end of the cord attached to it, then repeat for the other set of consoles. After both sets of consoles have been used, take the M82 BFG sniper rifle from a crate in a corner of the room. Use your taser to break the glass windows, then switch to the M82 and then use the computer console. From here, use the M82 to cover Lian as she plants the charges. Shoot at the targets closest to her first, as they will do more damage to her. Shoot the enemies when they stop in front of her to shoot, but do not bother wasting shots trying to hit them while they are moving. When Lian is out of the blast zone, use the computer to turn the centrifuge back on. Detonate the bombs when the centrifuge passes the front of the door that we wish to blow open. After detonating the charges, you will receive a cutscene and a checkpoint.

Move down towards the door that was blown open and take the EMP grenades from the crate on the left. Toss an EMP grenade down the ramp and concentrate your fire on one of the enemies with the P90. When one is dead, run up and use the taser on the other, then use the P90 on him when his armor goes down. Take more EMP grenades from the crate at the bottom and P90 ammo from their bodies. Take the keycard and use it on the keypad to finish the level.

29. Episode 7, Part 4

Take cover behind a pillar until the train passes, then climb over the tracks and onto the middle platform. Use the sign board as cover. Lob a grenade over to Singularity's platform, then take out your M82 and shoot him with it. It should knock him down. You should be able to get at least 2 shots into him before his armor regenerates. This process should take about 3 EMP grenades to finish him. There should be extra, in case you cannot kill Singularity or miss him during one of the armor down-times. If you need more grenades, they are available in a crate on the original platform you started on. If you exhaust these grenades too, you will have to use your taser and engage in close range combat with Singularity. However, note that if you are done to one grenade, you can refill grenades at the ammo crate on the center platform. Only do this if you desperately need the grenades however, as you will be totally exposed to Singularity and his men while you refill. When Singularity's health has been depleted, the battle, and the game's story mode will end.

Stick around after the credits for a scene you might be interested in seeing.

30. Episode Bonus, Narbonne

You play as Gary Stoneman for this mission. Your job is to kill Mara Aramov and Elsa Weissenger. Whether or not you hit Elsa while Mara is speaking to her, she will end up dead, because if you miss, Mara will accuse Elsa of hiring someone to kill her and shoot her. Either way, you will have to face Mara as she runs out onto the street and takes potshots at you with her gun. Remember that ammo, armor and health can be found in the apartment that you are standing in.

31. Episode Bonus, Kemsynth Tower

You will have to hold off waves of enemies during this mission. Go for headshots with the MB-150. They will appear all around you. You must kill all the enemies in one wave before the next group of them appears.

32. Episode Bonus, Sana Yemen

Your job here is to kill all the snipers before they can kill you. Each shot

they land on you will cause some serious damage, so aim fast and shoot quickly. This mission is related to the Sana, Yemen missions in Syphon Filter: The Omega Strain.

33. Episode Bonus, Bangkok Part 1

In this mission, your goal is to take out all the enemies on the map, then hunt down and kill all the infected birds. Use your IR goggles to locate and kill all the enemies on rooftops (some of them are placed really high up), then use your IR goggles to find the birds. Note that there is one bird that you must use the RTL to reach, behind the last building, when you reach the end of the RTL wire.

34. Episode Bonus, Bangkok Part 2

The goal in this mission is to eliminate all of Zhou's men, then rescue Lian from him. When all the normal guards are dead in the hallway, the guard "captain" will appear wield a minigun. Simply run up to him in circles and shoot him quickly. When he is dead, open Zhou's door and shoot him in the head to end the level, and the chapter.

Syphon Filter: Dark Mirror
Walkthrough/FAQ
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