



1.00: Release of the FAQ)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<loch<fs20  
1.10: Corrected misspelling errors)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033<afs20<rtlch<ltrch<loch<fs20  
  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033<afs20<rtlch<ltrch<loch<fs20  
  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<loch<fs20  
I: Introduction)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<loch<fs20  
This Mini-FAQ is a list of cheat codes for the PAL VERSION (Europe release) for Syphon Filter. These codes work of any the languages of the PAL release. Then any code can be inserted in the English, Spanish, German, Italian and French languages as well.)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033<afs20<rtlch<ltrch<loch<fs20  
  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033<afs20<rtlch<ltrch<loch<fs20  
  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<loch<fs20  
II: Cheats, how to activate)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<loch<fs20  
To activate a cheat, pause the game and go to the location of the cheat, like <uc2 <u8220<'81<'67Select Mission<u8221<'81<'68, but the cheat MUST inserted with ALL OF THE BUTTON hold for that cheat or the cheat will not affect the gameplay<uc1 <)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033<afs20<rtlch<ltrch<loch<fs20  
  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033<afs20<rtlch<ltrch<loch<fs20  
  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<loch<fs20  
II: Cheat, the cheats)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<loch<fs20  
Finally now the cheats.)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033<afs20<rtlch<ltrch<loch<fs20  
  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<loch<fs20  
LEVEL SELECT: Pause the game and highlight <uc2 <u8220<'81<'67OPTIONS<u8221<'81<'68, then highlight <u8220<'81<'67SELECT <uc1 <)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<fs20  
<)\i0\b0\afs20<rtlch <ltrch<loch<fs20  
LEVEL<uc2 <u8221<'81<'68. Now press and hold: L1, L2, R1, R2, SQUARE, CIRCLE, X. If <uc1 <)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<fs20  
<)\i0\b0\afs20<rtlch <ltrch<loch<fs20  
the code is inserted correctly, will appear the entire level list)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033<afs20<rtlch<ltrch<loch<fs20  
  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<loch<fs20  
ALL WEAPONS AND UNLIMITED AMMO: Pause the game and highlight <uc2 <u8220<'81<'67WEAPONS<u8221<'81<'68. Now <uc1 <)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<fs20  
<)\i0\b0\afs20<rtlch <ltrch<loch<fs20  
press and hold: L1, L2, R2, SELECT, CIRCLE, X. )  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<fs20  
<)\i0\b0\afs20<rtlch <ltrch<loch<fs20  
Now you have all of the weapons of the level and)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<fs20  
<)\i0\b0\afs20<rtlch <ltrch<loch<fs20  
unlimited <uc2 <u8220<'81<'6799 Ammo<u8221<'81<'68 per weapon<uc1 <)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033<afs20<rtlch<ltrch<loch<fs20  
  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<loch<fs20  
ONE HIT KILL: Pause the game and highlight <uc2 <u8220<'81<'67OBJECTIVES<u8221<'81<'68. Now press and hold: <uc1 <)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<fs20  
<)\i0\b0\afs20<rtlch <ltrch<loch<fs20  
RIGHT, L1, R1, R2, CIRCLE, X. If the code is inserted correctly, )  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<fs20  
<)\i0\b0\afs20<rtlch <ltrch<loch<fs20  
Logan will say <uc2 <u8220<'81<'67Understood<u8221<'81<'68 and every enemy will killed by only <uc1 <)  
<par <pard<plain <s0<widctlpar<hyphpar0<cf0<kerning1<dbch<af4<langfe1081<dbch<af4<afs20<alang1033<loch<f4<fs24<lang1033{\afs20<rtlch<ltrch<fs20

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    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
one bullet, also if have flack jackets, but don\uc2 \u8217\81\66t will affect \uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Anton Girdeux (but takes less damage before to die) and Erich }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Rhomer. If Logan will say \uc2 \u8220\81\67Damn it\u8221\81\68, every enemy will take the \uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
double of the damage. The flack jacket guys will die like a normal)
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
enemy without a flack jacket. Also this time Anton Girdeux will }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
take less damage before to die)
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HARD MODE: In the Main Menu, highlight \uc2 \u8220\81\67NEW GAME\u8221\81\68. Now press and hold: LEFT, L1,\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
R2, SELECT, SQUARE, CIRCLE, X. If the code is inserted correctly, }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Logan will say \uc2 \u8220\81\67Damn it\u8221\81\68. An another confirmation of the right \uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
buttons combination is the badge that appear on every level on the }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
bottom of the screen, that says \uc2 \u8220\81\67Playing in HARD Difficulty\u8221\81\68\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
WATCH ALL CINEMATICS: On the first level, go out to the section that you must }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
break the lock for access to the elevator. From the }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
elevator, walk to the right till you see an avenue. Then }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
turn right and climb on the crate. In front of you there }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
are three doors of a theater: the central door have a }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
crate with a flack jacket and the last door have a crate }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
with ammo for the sniper rifle. Go to the central door and}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
pause the game. Now highlight \uc2 \u8220\81\67OPTIONS\u8221\81\68, then highlight \uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    \uc2 \u8220\81\67\uc1 }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
STEREO/MONO\uc2 \u8221\81\68 and press and hold: L2, R2, SELECT, SQUARE, \uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
X. If Logan will say \uc2 \u8220\81\67Got it\u8221\81\68, the code is correct. Now \uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
resume the game and you are in the theater. For watch all }
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\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch \ltrch\fs20

of the cinematics, walk till you see a red curtained door.}

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch \ltrch\fs20

The cinematics will played in succession and for exit }

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch \ltrch\fs20

press \uc2 \u8220\'81\'67START\u8221\'81\'68, then return to the door and exit for \uc1 }

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch \ltrch\fs20

proceed into the level}

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033\afs20\rtlch \ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033\afs20\rtlch \ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch \ltrch\loch\fs20

III: Contact}

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch \ltrch\loch\fs20

For every improvement for the FAQ, please contact me at one of these emails:}

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033\afs20\rtlch \ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033\afs20\rtlch \ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch \ltrch\loch\fs20

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\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033\afs20\rtlch \ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch \ltrch\loch\fs20

salvo2014\_2014@hotmail.com}

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033\afs20\rtlch \ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch \ltrch\loch\fs20

salthebowler@gmail.com}

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033\afs20\rtlch \ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033\afs20\rtlch \ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch \ltrch\loch\fs20

IV: Legal}

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch \ltrch\loch\fs20

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\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch \ltrch\loch\fs20

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\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033\afs20\rtlch \ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033\afs20\rtlch \ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033{\afs20\rtlch \ltrch\loch\fs20

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\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfel081\dbch\af4\afs20\alang1033\loch\af4\fs24\lang1033\afs20\rtlch \ltrch\loch\fs20

\par }