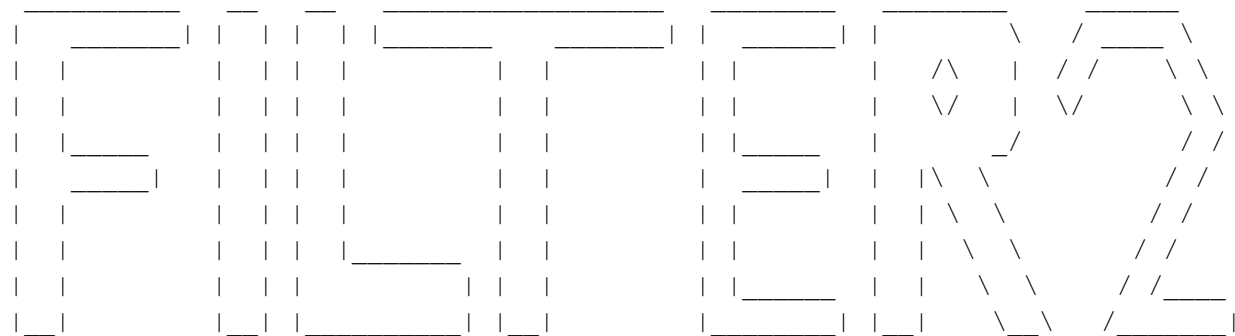
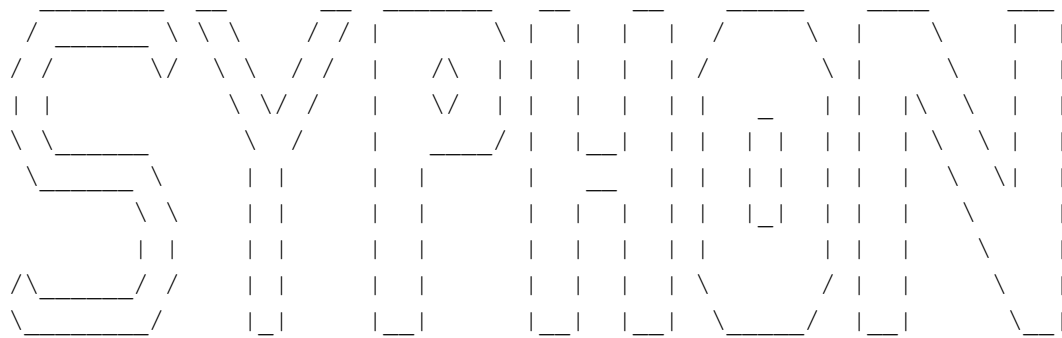


Syphon Filter 2 FAQ/Walkthrough

by iamnothing

Updated to v1.2 on Jul 17, 2007



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out for brevity's sake (you all rock). Kevin L. Tang.

Version: 1.2 (6/25/2001)

Also available in Italian from www.gamefaqs.com

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WARNING: This is a complete spoiler for Syphon Filter 2. It should only be used if you are completely stuck and frustrated or are looking for the different secrets to open up multi-player levels and characters. Otherwise it will ruin an exciting game.

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SECTION 1 - REVISION HISTORY

- Version 0.0 - wrote out the controller information, story, characters, weapons, walkthrough of mission 1, and a few general strategies. (Yes, I have too much time at work...)
- Version 0.1 - Finished Missions 2, 3, and 4. Added to Secrets/Codes section.
- Version 0.2 - Finished Missions 5-10. Added to Secrets/Codes section. Revised placement of sections. E-mail me if I screwed up at: iamnothing@inconnu.isu.edu, fixed some flubs.
- Version 0.3 - Added more reader responses and finished up to the biolab missions.
- Version 0.4 - Finished all the missions and added strategies that I've used successfully every time to kill the final boss. Ran through the C-130 Wreckage to see if it can be done in under 3 minutes. I did it twice, and documented *how* I did it. I even shot Archer with one hit the first time.
- Version 0.5 - Revised some of the information, added reader submissions, corrected grammar and spelling errors, added more to the cheats/secrets section, received this in Italian and posted it, added to the movies section. The next version will be 1.0.
- Version 1.0 - Edited for content and readability. Reformatted and confirmed all cheats and strategies.
- Version 1.1 - Added some contributor information.
- Version 1.2 - Added some contributor information and changed little things I had forgotten to remove in previous revisions.

SECTION 2 - SINGLE PLAYER WALKTHROUGH

All directions that I give are relative to the map, not the direction that I happened to be running at the time. I give each mission a ranking system so that you can know what to expect. The Action rank is how much running and shooting and rolling and Woo-style bullet dodging you'll have to do. Stealth is an indicator of how much sneaking around you'll have to do on a given mission. Timing records whether or not there are difficult timed sequences (like rolling through the door before the missile launches and fills the room with emissions at the end of the first game). I need to update the rating system for some levels.

DISK 1 - Colorado Mountains

Mission 1 : Description (Action - 10 : Stealth - 3 : Timing - 1)

Colorado, USA: Rocky Mountains

09/08 04:00

Operative: Gabe Logan

Your C-130 transport, returning from Kazakhstan, has been shot down over the Colorado rockies by Agency fighters. You and a handful of CBDC agents were able to get off in time, and are now spread out along a mountain range. You must reach the C-130 crash site and retrieve the Pharcom data discs before the Agency does.

Find Chance (lieutenant, CBDC) and collect the C-130's transponder locator. Use it to pinpoint the location of the downed transport. Then use any and all means necessary to reach that location. The data discs must be retrieved to find a cure for Syphon Filter and to save Lian.

Parameters

- 1) Do not kill any GI's.
-

Possible Weapons/Items

- 1) 9mm
 - 2) M-16
 - 3) Shotgun
 - 4) H11
 - 5) Grenade
 - 6) Knife
 - 7) Transponder
-

Objectives - Numbers correlate with the map.

1. Find Chance (lieutenant, CBDC) and collect the C-130's transponder locator. Use it to pinpoint the location of the downed transport. Then use any and all means necessary to reach that location. The data discs must be retrieved to find a cure for Syphon Filter and to save Lian.
 2. Reach high ground to get fix on the transponder signal.
 3. Recover C4.
 4. Clear cave-in.
 5. Reach Highway.
 6. Take out the snipers.
 7. Defend the GI's.
-

Aim your parachute towards the fire burning between the hills. Use the D-Pad and press down near the fire to gain some lift and land on the rock above the group. Get the H11 from the box. Talk to your team. Head up the hill to the south (where the GI is standing). Climb up the ledge and talk to the GI.

He calls for the Lieutenant. A private just saw him. He comes to lead you to

the Lieutenant.

Follow the GI's through the cave. You leave them on the other side of the cave. You need to get to the cave that Chance entered. Head along the slope towards the fire and drop down where the slope is closer to the ground. Climb down to the lower fire. From just left of the fire, climb up into the cave. Run down through the cave until you find the GI's. Talk to them.

Chance just came through here minutes ago. The cave isn't stable.

Continue through the cave. Climb down the slopes to Chance. Talk to Chance (Objective 1). You need to find higher ground to use the transponder. There's a convoy heading up there. Chance heads down the mountain. Checkpoint.

OBJECTIVE ADDED (2)

Reach high ground to get fix on the transponder signal.

After you've talked to Chance, walk up to the edge of the waterfall, and align yourself right in the center. Turn 180 degrees and climb down. You will drop into a little cave and there is a mighty fine HK-1 (SPECIAL ITEM) sitting right there (submitted by: sage@sageinnovations.com). Climb back out and shoot the parachute guy. Climb up and retrieve his M-16. Go back through the cave. The GI's start shooting at a soldier and cause a cave-in. Checkpoint.

OBJECTIVE ADDED

Recover C4. (3)

Clear cave-in. (4)

Sneak up the cave. You will suddenly be barraged with gunfire. Concentrate on killing the soldiers along the sides of the slopes first so that you can get their ammo and take care of the ones from a distance. Get the shotgun from the northeastern slope (this greatly helps take care of the gunmen near you). Use the M-16 on the gunmen far away. Head up to the High Ground objective (2) point. Sneak and kill the guards there. Climb down the far ledge (look first) and get the air taser. Look around and find the highest point that you can climb to. Climb up to the first rock and then up to the top spire. Use the transmitter.

The Agency has closed down most of Colorado because of a biohazard threat. They are claiming the attack on the aircraft was a terrorist attack. You need to get down the mountain. Checkpoint.

OBJECTIVE ADDED

Reach Highway. (5)

You need to get the C4 which is where you landed your parachute. Back off of the spire and climb down. Head back down the mountain and into the cave. Just ignore the guys shooting at you and run and roll (and kill the guy in your way). Continue through the cave. Kill the three guards near the fire where you started.

You pick up the C4 and talk to Xian. You're heading off the mountain. Checkpoint.

Head back to the cave, killing soldiers and picking up their ammo along the way. As long as you strafe out of their way, you should be fine. Go down the slope and climb up to enter the far cave. Run up the hall to the GI. Place the explosives and run back up the cave. Checkpoint. Continue back along the cave and out.

They pick up a radio signal. The enemy is going to gas the mountain.

Kill the parachute soldiers. Climb up on the right embankment and cross the hot spring. Get their ammo. Climb the right embankment after the hot spring and get the Flak Jacket. Enter the cave. Keep going. Drop down into the small ubliette. Checkpoint.

Climb up to the room's exit. Continue down the cave. Beware, they will try and head shot you. So head up to the trees and talk to the GI's.

The GI's will give you cover fire while you sneak around and take out the snipers.

OBJECTIVE ADDED

Take out the snipers. (6)

Head south and shoot the sniper on the stone platform (right). Climb up the platform and get the grenades. Throw a grenade over to the other sniper (it's easier) or sneak around the snowy rock archway and snipe him. Either way you have to cross the snowy arch. Go around the pillar and sneak down the path between the rocks. Incoming troops attack the GI's.

OBJECTIVE ADDED

Defend the GI's (6)

Climb up on the stone near the entrance of the mountain path and start sniping. Take out the ones opposite or near you first and then the ones on the ground. Kill any others who appear on the top ledges. If you kill the two down below, you're set. Checkpoint.

Head down the path to the highway.

A helicopter approaches and a voice tells you that he'd let you live if it were up to him. Logan doesn't believe him. The copter fires missiles and Logan jumps to safety. Save point.

=====

DISK 1 - McKenzie Airbase Interior

Mission 2 : Description (Action - 3 : Stealth - 10 : Timing - 7)

Colorado, USA: McKenzie Airbase

09/08 04:45

Operative: Lian Xing

Agency operatives, headed by Morgan, have abducted you from Kazakhstan and brought you to McKenzie Air Force Base in Colorado. You must escape the holding facility and find a way off base. If possible, observe Morgan and his operatives and uncover any agency plans you can.

Airbase personnel believe you're a terrorist under quarantine, and they will fire if they spot you. Avoid detection, and use non-lethal means to eliminate any obstacles to your goal.

Parameters

- 1) Get Adrenaline before you black out in 2 minutes.
 - 2) Do not kill any airbase personnel.
 - 3) Do not allow yourself to be detected.
-

Possible Weapons/Items

- 1) 9mm

- 2) M-16
- 3) Taser

Objectives

1. Find Adrenaline Booster.
2. Get Combat Gear.
3. Escape Holding Facility.

You have two minutes to sneak along the hall behind the guard. Turn north and follow the hall staying close to the wall. Listen to the interchange and head back down the hall the way you came and head in the direction the guard was walking. Hide in the A2 doorway. Wait for the guard to go back past you. Head back to where the doctor and the agent were talking. Enter the room and get the adrenaline shot. Checkpoint.

Exit the room and sneak down the hall to the right. Make sure that the pacing guard to the south is not near the standing guard. Head up the hallway to the north, check the corner. The guard should be moving away from you. Follow him until you see A6 (the open door). The goons take Phagan off of life support because they need to destroy Syphon Filter's evidence. Checkpoint.

Flip the switch in the room to open the glass. Crawl through the glass. Sneak into the hall and down the left hall. Check the corner and see if the guard is moving away from you. If he is, then follow him to the small indentation in the wall. They guards will start talking. One leaves. Sneak down the hall close to the wall with the alcove you were hiding in. Sneak under the window and around the corner into the room (B1). Get to the lockers and change. You contact Gabe. You tell her that Phagan was infected with a virus. They were using the airbase for illegal purposes. There's a base in New York. Checkpoint.

Sneak into the room and tase the guard. Flip the switch. Run around the corner and through the two doors (don't get caught between them if they close or you'll get caught). Enter the small alcove near the second door. Sneak and tase the guard. Get the M-16. Check down the hall. When the guard begins heading away from you, go down the hall and tase the guard before he turns around (I ran and then sneaked the last few steps). Head down the hall.

A soldier comes up behind you. You persuade him not to shot. He'll let you out. Save Point.

DISK 1 - Colorado Interstate 70

Mission 3 : Description (Action - 8 : Stealth - 6 : Timing - 1)

Colorado, USA: Interstate 70

09/08 05:15

Operative: Gabe Logan

Chance has scouted the highway ahead and has found a convoy of armed Agency commandos stopped by the avalanche that was caused by Archer's missile attack. You must get past this convoy to reach the C-130 crash site and retrieve the data discs.

However, you lost your arsenal in the avalanche. Chance will create a distraction to draw enemy fire while you enter the tunnel. Search the back of any transport trucks you find to re-equip yourself. Afterwards, protect Chance and fight your way to the crash site.

Parameters

- 1) Protect Chance
-

Possible Weapons/Items

- 1) Knife
 - 2) M-16
 - 3) 9mm
 - 4) Shotgun
-

Objectives

1. Obtain weapons while Chance distracts guards.
 2. Use grenade to cut tunnel power.
 3. Reach C-130 crash site.
-

Run up to the front of the jeep and let the guards pass you. Sneak around the Jeep and continue to the truck. Sneak around the left side of the truck. Kill the Agent with your knife. Get the M-16. Get the 9mm, shotgun, flak jacket, and ammo from the back of the truck. Checkpoint.

Go back towards Chance. Climb up on the Jeep. Head shot the two soldiers. Run out to where the two soldiers are firing at Chance. Shoot them in the head. Use the assault rifle on the guy over the tunnel entrance. Checkpoint.

Run down the tunnel and enter the first door to your left (Chance will take out the soldiers, or you can help him and enter the door). Turn left at the end of the hall and enter the room. Get the Binoculars (SPECIAL ITEM). Continue back to Chance and take out the soldiers and keep running down the tunnel. When you get further into the tunnel several guys in flak jackets come running towards you. You start up the flamethrower and begin burning them. Take out the ones in front of you. When Chance tells you that some are behind you, take them out. Keep switching back and forth until they're all dead. Run down the tunnel. There's only one guard, which means it's an ambush. Checkpoint.

Sneak up near the cliff's edge and move along near the jeep. Wait until the soldier near the jeep is walking back towards Chance and the soldier up the highway is not facing the darkness. Sneak across the highway in the dark. Sneak along behind the guard near the guard rail. Climb the small embankment and listen to the guards. Hang from the cliff and crawl hand over hand. Crawl back up and run into the tunnel, strafing side to side to or rolling to avoid the head shots. Checkpoint.

Kill the guard in the alcove (don't shoot Chance) and get the flak jacket. Run down to the trucks. There's tanks down there. Chance gives himself up. Sneak up to the back of the truck and get the grenades.

OBJECTIVE ADDED

Use grenade to cut tunnel power. (2)

Sneak around the truck ahead of Chase (as he's walking out to surrender). Get the grenades from the back of the truck. Run back to where you killed the guard in the alcove. Kick the door in. Move down the hall to the corner. Throw a grenade into the doorway. Checkpoint.

Shoot the two guards outside the door in the head. Sneak towards the truck. Shoot the guard near the truck in the head. Shoot the three guys near the back of the truck. Pick off the guys near the tanks. It's easiest if you climb up on the truck and shoot them. Watch out or they'll throw grenades. Creep

towards the tanks and shoot the guards in the head. Run out of the tunnel.
Save.

=====
DISK 1 - I-70 Mountain Bridge

Mission 4 : Description (Action - 9 : Stealth - 10 : Timing - 7)

Colorado, USA: I-70 Mountain Bridge

09/08 05:45

Operative: Gabe Logan

Archer has ordered that a bridge along I-70 be destroyed to prevent you and any CBDC survivors from escaping the mountain. They then plan to bomb the mountain with Barin Nerve Gas. You must keep the bridge intact.

Silently kill the Agency commander before he gives the order to detonate, and then disarm the charges which are planted on the scaffolding below the bridge. Once this is accomplished, continue towards your primary objective: the C-130 crash site.

Parameters

- 1) Protect the GI's

Possible Weapons/Items

- 1) 9mm
- 2) M-16
- 3) Shotgun
- 4) Grenade
- 5) Knife
- 6) Silenced Sniper Rifle
- 7) Grenade

Objectives

1. Find Silenced Weapon
2. Quietly Eliminate Commander
3. Disarm 4 C-4 charges
4. Rescue captured GIs
5. Reach plane crash site

Run down to the right side of the bridge and shimmy along the bridge, hand-over-hand. Once you are past the commander and his lackey, climb up and run along the bridge (watch where the soldiers are near the other truck in the middle). Sneak behind the truck and get the silenced Sniper Rifle and grenades. Checkpoint.

Climb back over the edge of the bridge and run back to the commander without being seen. Switch to the gas grenade. Throw it at the commander and his lackey. Checkpoint.

Climb along the bridge hand over hand and drop down near the track where you got the sniper rifle (the left side). Disarm the bomb. You hear that some GIs were caught. Checkpoint.

OBJECTIVE ADDED

Rescue captured GIs.

Jump down to the ledge below. Snipe the soldier hanging around. Take the lower walkway toward the entrance of the level. Snipe the guy near the bomb. Jump up to the walkway. Jump up to the next one. Jump up to the ledge. Crawl along

until you get back to the entrance and can fall safely and disarm the bomb.
Checkpoint.

Do the same to get back to where you sniped the first guy. Disarm that bomb as well. Snipe the guy at the far end of the bridge. Checkpoint.

Climb down and disarm the last bomb. Checkpoint.

Climb back up. Start killing the guards. Head into the tunnel. Checkpoint.

Sneak in. Watch as the two guys watching the GIs begin moving back and forth. When they are directly lined up, shoot them in the head. Run up to the GIs. The GIs are okay (mostly). Accept the radio traffic. You need to follow the railway to the crash site. Checkpoint.

Trucks and soldiers will zoom up here. You can blow up the trucks and take out nearby soldiers by shooting the fuel canisters under the doors (from 4saken). For any other soldiers, shooting them in the heads (they pass in front of each other and you can take out two at once as they exit the truck). Alternately, you could take out the two guards with a grenade and let the GI's take care of the third (from Rick Selinger). There are three sets of trucks. Run out of the tunnel to the railway. Archer bombs the bridge. Save Point.

=====
DISK 1 - McKenzie Airbase Exterior
Mission 5 : Description (Action - 9 : Stealth - 10 : Timing - 7)

Colorado, USA: McKenzie Airbase
09/08 05:15
Operative: Lian Xing

You've escaped the airbase holding facility and given yourself an adrenaline booster shot to stave off the effects of Syphon Filter. You must now find a way into the base control tower and then steal a chopper. If possible, observe Morgan and his operatives and uncover any Agency plans you can.

Airbase personnel believe you're a terrorist under quarantine, and you will fire if they spot you. Avoid detection, and use non-lethal means to eliminate any obstacles to your goal.

Parameters

- 1) Do not kill any airbase personnel.
- 2) Do not put the base on alert.
- 3) Do not eliminate Holman.

Possible Weapons/Items

- 1) .45
- 2) M-16
- 3) Silenced Sniper Rifle
- 4) Hand Tasers
- 5) Binoculars

Objectives

1. Locate a silenced weapon
2. Eliminate Agency Pilot
3. Sabotage Agency Plane
4. Get Information from Holman.
5. Create distraction to enter tower
6. Get transponder frequency

7. Steal chopper

Sneak out to the central square and tase the guard. Run west, north and east again. You contact Teresa. You tell her your objectives.

OBJECTIVE ADDED

Get information from Holman.

Watch the two guards. When the one to the east is behind the truck and the one wandering behind the truck turns around, sneak down and tase the guy near the truck. Get the Silenced Sniper Rifle from the back of the truck. Checkpoint.

Sneak up and tase the other guard. Take the small path between the buildings east. Climb the first building and then up to the second rooftop. You can roll onto the truck top from the roof (I accidentally did this). Jump down from the back of the truck. One of the guards hears you. He goes to check you out. Sneak into the small alcove to the east and climb up the boxes. Drop down and tase the guard who didn't look for you. Follow the other guard around the truck and tase him. Head up the path around the corner and listen to the interchange between Falkan and Morgan. The guard comes your way. Hide in the nearest alcove and tase him as he passes. Head down the path where they were talking. Lian will take care of the pilot so Gabe can get off of the mountain. Checkpoint.

OBJECTIVE ADDED

Eliminate Agency Pilot

Sabotage Agency Plane

Enter the small northwest passage and flip the switch. Listen to the pilots. Run up to the plane and disable it. Checkpoint.

Sneak out and shoot the guard at the stairway in the head. Teresa tells you that the guard cannot find the body.

Tase the guard who's coming your way. Head back along the passage. Run back to the main yard. The guard there just circles the boxes. There is another one looking north from the boxes. Tase him to be safe. Wait until he's in a primary position and tase him. Head south. If a searchlight is probing you, steer clear of it. Head past the searchlight to the traffic railing. Checkpoint.

Run along as the truck moves so that the agents miss you. Run over to the southern wall between agents. Tase the nearest commando. Sneak into the Southern area. Sneak along the hall until a cut scene happens. Avoid Morgan.

You will make your move before you kill him. Checkpoint.

Run down the hall and to the right. Holman and the guard will walk to the main door. Follow the guard and tase him when Holman is near him and takes off.

You shot him and try and make him tell you how to get discs from NY. You run out of ammo while shooting him (uh-huh - interesting game point). Checkpoint.

Head south. In the big room, go east. Hide behind the boxes and go north. Tase the guard. Crawl down the hall and wait for the guard to pass in front of you. Tase him and hide behind the boxes while the searchlights are scanning the grounds. Run up to the truck and start its ignition. Run back to the boxes and wait for the truck to roll back and explode. When the guards run over to the truck, enter the door. Checkpoint.

Go down the hall and enter the elevator to the west. Activate it. Listen to the guard in the control room. Sneak out of the elevator and around the corner opposite the guard on the radio. Tase the guard by the map. Run back around and tase the other guard (the one on the radio). Get the transponder frequency code near the map (the box on the wall). Checkpoint.

Take the elevator back down. Go down the hall. Tase the guard and kill Kaufman with the Silenced Rifle. Run up to the helicopter. You take off to the crash site. Save Point.

=====

DISK 1 - Colorado Train Ride

Mission 6 : Description (Action - 10 : Stealth - 0 : Timing - N/A)

Colorado, USA: United Pacific Train 101

09/08 06:00

Operative: Gabe Logan

You've escaped another missile attack from Archer by jumping onto a Westbound United Pacific freight train. It will bring you within five miles of the downed C-130. You must reach the engine and prepare to stop the train as it approaches the crash site.

Archer is using his Blackhawk UH-60 to deploy an Agency RET (Retrieval and Elimination Team). He will destroy the train rather than let you get off the mountain alive. Eliminate any operatives that get in your way.

Parameters

1) None

Possible Weapons/Items

1) 9mm

2) M-16

3) Silenced Sniper Rifle

4) Grenade

5) Gas Grenade

6) Knife

Objectives

1. Reach engine and stop train.

Run up the train. You can throw grenades into the train cars to easily eliminate the soldiers. When you get into the cave, make sure you kill the soldiers behind you. When you are near the oil tank, take out the two flak jackets with head shots. Checkpoint.

Keep running along the trains and killing the soldiers. Watch out since there are some in tight places. When you get to the grenade throwing flak jacket, don't jump into the car with him. Head shot him from above then jump down and get his ammo and flak jacket. When you enter the tunnel, just keep killing them as they keep coming. Keep going and a soldier will throw a grenade at the oil tanker you're on.

=====

DISK 1 - Colorado Train Race

Mission 7 : Description (Action - 10 : Stealth - 0 : Timing - 7)

Colorado, USA: United Pacific Train 101

09/08 06:15

Operative: Gabe Logan

An oil tanker has been destroyed by an Agency commando's grenade, splitting the train in two. You managed to jump clear of the explosion, but now you're facing worse news.

Archer has blown out a rail bridge ten miles ahead of the trains current position. You haven't got much time. You've got to reach the engine and stop the train before it reaches the gorge.

Parameters

- 1) Get to lead car before reaching bridge
-

Possible Weapons/Items

- 1) 9mm
 - 2) M-16
 - 3) Silenced Sniper Rifle
 - 4) Grenade
 - 5) Gas Grenade
 - 6) Knife
-

Objectives

1. Reach lead car and stop train.
-

Climb up to the top of the first car. The easiest way to get through this level is to switch between the assault rifle and the 9mm pistol. When the soldiers are running towards you, kill them easily with the assault rifle. When on a car with limited space (such as the cars with crates), switch to the 9mm and head shot the soldiers. Items (except ammo from downed enemies) only show up on the crate cars.

The general pattern is freight car (with enemies running towards you), crate car (with enemies skulking behind crates).

The first crate car has a flak jacket in a box and three soldiers.

The second crate car has nothing of value.

The third crate car has a soldier with a flak jacket. Hit him in the head.

The flat car has two soldiers with flak jackets, so shoot them in the head.

The next crate car has two flak soldiers with shotguns. It's best to just grenade them (throw it to the far side). Checkpoint.

The soldiers decide to get off the train. Shoot them in the head while they run away. The first crate car has little challenge, but the second one should be grenaded because there's three flak soldiers and it's not worth the time to try and head shot them all. When you get to the engines, you'll come upon two flak soldiers. Shoot them in the head with the shotgun (it's more satisfying that way). Get the flak jackets and ammo. Keep running. Kill the next flak soldier and Gabe will contact Lian. Jump down onto the front of the train. Wait for the end.

DISK 1 - C-130 Wreck Site

Mission 8 : Description (Action - 10 : Stealth - 0 : Timing - 10)

Colorado, USA: C-130 Wreckage Site

09/08 06:45

Operative: Gabe Logan

The Agency has reached the crash site before you, and Archer has his men searching for the data discs. You've got to get the discs before they do. Fortunately, they won't be expecting you to 'chute in, so you can get the drop on them.

Before the crash, the crate holding the discs was stashed in the tail section of the plane. It's likely still there. Retrieve it ASAP and rendezvous with Lian at the clearing one click south.

Parameters

- 1) None

Possible Weapons/Items

- 1) 9mm
- 2) M-16
- 3) Silenced Sniper Rifle
- 4) Grenade
- 5) Gas Grenade
- 6) Knife

Objectives

1. Find data discs in tail of airplane.
2. Retrieve Data Discs from Archer.

NOTE: Here's the normal way through the site. Run through it this way once so you know the route. Then, follow the runthrough at the end of this section. I had so many people write me that it's impossible to do that I had to try it myself (and I suck at this game, you guys; I just like it a lot but I still suck) because if I can do it, anyone can. And I did (I even got the head shot in on Archer. When the ending cinema started, my stopwatch went off.

--- Normal Way Through ---

Head down the other side of the hill where you landed and kill the soldiers. Get the flak jacket from the box. Run past the cockpit and continue along the debris, killing soldiers as they appear. If you head through the tail of the plane, you will be ambushed. You can run back up the hill and head shot the annoying soldiers. If you stand near the entrance to the plane, you can scope out and shoot the sniper up on the hill in front of the tail section. Keep going. Continue down the hill and through the next section. If you keep moving, the soldier throwing grenades will always miss you. Keep following the debris until you find the tail of the aircraft. Get the data discs. Archer has them and this was another trap. Checkpoint.

OBJECTIVE ADDED

Retrieve data discs from Archer.

If you head around the back of the tail, they can't head shot you. Pop out with your rifle ready and snipe them. Then, turn around 180 and look to left. There is locker with M-79 with three shots in it (submitted by Bonnie Britton). Head up the hill and take out the next two. Checkpoint.

Head back along the wreckage. Three soldiers will come your way when you reach the hull. If you head back, you can take them out from a distance. Checkpoint.

Get the ammo and flak jackets (if you need them). Head to the next bit of wreckage. If you take the south side of the plane (right) then Archer will call in snipers. If you take the middle (through the aircraft) he'll tell them to

box you in and they'll take you from both sides and head shot you. If you go to the north side, he gives a grenade order. The easiest way to do it is to head down the south side (where the snipers are) and cut back to where the checkpoint was by running and rolling the way you came. Then just pick them off. Hit the three snipers. Checkpoint.

Run up the path towards the cockpit of the plane. Shoot Archer in the head (if you hit him the first time with the 9mm or any single-shot weapon, you'll open the Jungle arena in multi-player). You get the disks and take off with Lian. You are now full-on fugitives. Save point.

--- Masochist's Way Through ---

This is to get all the Siphon Filter 1 characters made available in multi-player mode. I haven't tried timing it from the checkpoint, but it's possible from the beginning so I'm thinking that's how Eidetic meant it to be. The key here is watching your Danger Meter (just like with the final boss and Gregorov in the park). Roll when it's full. If I can do this, anyone can. It took me about 8 times through to get it right. Just think of the requirements for the highest rank in Resident Evil 2: low time, no saves, and leave 99% of everything after you alive because they're just a waste of time. It is possible and I had to restart the mission several times to get past the checkpoint and back to Archer (that was 8 full times through, not to mention the countless times I got killed after the discs).

Run along the path, rolling whenever your Danger meter is full and ignoring the flak jacket at the beginning, until you hear Archer say "he's in position." Snipe the guy up on the wreckage who's trying to snipe you. Continue running and rolling as before until you get to the discs. Switch to the shotgun and get the discs. Push X to skip Archer's yammering. Do a quick turn and target the Agents popping up on the hill (double target to get it off of Archer). Pump some shells into them and run up the hill (if they died quickly, you might want to get the M-79 from the crate behind the tail to take out any annoyances like those just over the hill). Pump the next two and switch to your M-16. Run and roll as before. When you have the choice to run through or around the wreckage (where either they box you in, try and snipe you, or throw grenades) run through the middle and roll past the agents trying to box you in. Switch to the 9mm. Keep running and rolling until you get back to the beginning. Take careful aim and shoot Archer in the head. One shot, one hit to open the Jungle arena in multi-player. If you just want the characters and can replay to get (or already have) the Jungle arena, just put it on the M-16 and take out his head quickly and easily (recommended; I just had it on the 9mm and got in a lucky head shot).

=====
DISK 2 - Pharcom Expo Center

Mission 9 : Description (Action - 5 : Stealth - 10 : Timing - 7)

Colorado, USA: Pharcom Expo Center

09/09 21:00

Operative: Gabe Logan

Lian's intel from the airbase indicates Phagan has a disc with his encryption codes somewhere in the Pharcom Expo Center. Morgan is leading an operation to find the disc. You will plant a C-4 charge to distract the guards and take the codes from him. If needed, use the building's ventilation system to reach your goal.

The Pharcom Expo Center has been shut down by the NSA, pending an investigation into Phagan's involvement in the D.C. terrorism incident. US Army troops are currently boxing exhibits for shipment to government

warehouses. Avoid contact with these troops if possible, and if necessary, incapacitate them with your crossbow or hand taser.

Parameters

- 1) Do not alert any GI's to your presence.
 - 2) Do not kill any GI's.
-

Possible Weapons/Items

- 1) Silenced 9mm
 - 2) Silenced Sniper Rifle
 - 3) Crossbow
 - 4) Hand Taser
 - 5) C-4 Explosives
-

Objectives

1. Plant decoy to distract Morgan's guards.
 2. Sneak in the Ancient China exhibit via the ventilation shaft.
-

You should remember this level from the first game (it was the first stealth mission).

Snipe the two agency operatives. Get the Silenced HK-5. Head down the dark hall. Snipe the guy at the bottom of the walkway. More Agents will hit the scene. Snipe them all. Head up the hall and get the flak jacket and ammo. Head up the hall and shoot the ventilation grating. Navigate through the shaft. Checkpoint.

Creep down the hall. There is an Agent behind the boxes in the corner. Crouch and pop out and head shot him. Continue down the hall. There is another one in the doorway. Head shot him as well. Get the flak jacket from the box. Move down the hall cautiously. There will be a large opening. Kill the agent on the catwalk first. Then the two in the main room. Get the HK-5 ammo. Climb up on the catwalk. Shoot out the ventilation shaft. Checkpoint. Enter the shaft.

Follow the shaft. Go past the first ventilation covers that you can shoot and take out the GI with a crossbow bolt (don't shoot him in the head or you'll kill him). Continue along the vent until you come to another cover. Shoot the opening and exit. Sneak along the lower level to where they can't see you from the hallway. One will go back for help. The other one will stay. Shoot the one who is staying with a crossbow bolt. Then follow the other one and tase him. Crawl up the boxes in the center of the large room and shoot the commando with the crossbow. Exit the door he was guarding. Checkpoint.

Two GIs are checking out the lockers. Sneak past them as they look at the Girlie Mag. Stop at the middle section and wait for one guard to begin patrolling again. Sneak up and tase the one looking at the Girlie Mag. Get the Girlie Mag (SPECIAL ITEM). Sneak at tase the other guard. Had up the hallway near the lockers. Sneak around the north side of the rockets and boxes and shoot the GI with your crossbow. Head back around and climb up the boxes. There is a GI patrolling. Shoot him with your crossbow. Climb up on the missile base and jump over to where the caution sign is dangling (near where you shot the patrolling guard. Head around the perimeter and enter the ventilation shaft. Navigate the vents. Shoot the opening and exit. Checkpoint.

OBJECTIVE ADDED

Sneak in the Ancient China exhibit via the ventilation shaft.

Head up the shafts. Shoot the first Agent in the head. Shoot the second Agent. Enter the shaft near the Grenade box. Move through the shaft. If you move down the hall directly in front of you, you can head shot a flak jacket Agent and

heal up some life if you need it otherwise continue down the other hallway. Steer clear of the open sided hallway lest the GI's spot you. Sneak down the long hall, sniping Agents. Go to the far and jump down on the boxes. Head through the west entrance along the ground. Snipe the Agent. Sneak down the hall. Checkpoint.

Sneak down the hall and tase the GI. Sneak into the room and around the lower pillar. Tase the other GI. Climb up on the northern box and shoot out the ventilation shaft. Plant the C-4 on the small divisor to the north. Checkpoint.

Climb up into the shafts. Navigate the shafts until you come to the guards who think you're not anywhere near them. Snipe one, jump down and do a quick turn and shoot the other. Get their ammo and flak jackets. Checkpoint.

Go up the other shaft. They're going to start lobbing grenades. Hang back, wait for them to explode and then continue. Exit the shaft after two sections of grenades. Sneak down the hall and softly climb down the boxes. Tase the GI on the catwalk. Softly crawl down the boxes from the catwalk and tase the GI in the doorway. Exit the doorway. Checkpoint.

There are three GIs in this next section. I tried to use ASCII art, but I suck so I'll just explain the quick and dirty way through this. Run into the large chamber and sneak-follow the GI up the ramp. The GIs will talk. Wait until they both start moving. Sneak up behind the one you started following (he heads up the upper ramp). Tase him at the top and run around the corner. From here you can see another ventilation shaft. Shoot it when the other guard is not near it (or he'll hear it break). When he's on the side where you tased the other GI, run and enter the shaft. Go down the shaft until the lights go out. When the GI's are away from you, shoot out the ventilation shaft. Watch their patterns. Sneak down when they are away from you and hide behind the far right box and tase the GI in the doorway. Follow the hall east and then south. Checkpoint.

Head into the room. They're going to send several agents in after you. Head shot them all. The best way that I've found to do it is to climb the boxes in the southern corners of the room and snipe them, but tctheis@rmi.net found an easier way:

If you equipt his biz or hk, just something rapid fire, head to the left and as soon as the directive is heard turn and face the door. From here go into manual aim mode and let the three goons walk into head shots.

Climb up a lower stone and crawl up onto Stonehenge. Jump across them until you get to the ventilation shaft. Jump in and call Lian. Save point.

=====
DISK 2 - Morgan

Mission 10 : Description (Action - 3 : Stealth - 10 : Timing - 7)

Colorado, USA: Pharcom Expo Center, NY: Ancient China Exhibit

09/09 21:45

Operative: Gabe Logan

Morgan has retrieved the encryption disc, and is now planting explosive devices throughout the ancient China exhibit. When those explosives are detonated, the entire building will collapse, covering the Agency's tracks.

You must find a way to disarm the explosives AND get the discs from Morgan. However, Morgan is carrying a dead-man switch. If he drops it, any primed bombs will detonate instantly. Do not kill him until all bombs are disabled.

Parameters

- 1) Protect Teresa

Possible Weapons/Items

- 1) Silenced 9mm
- 2) M-16
- 3) Silenced Sniper Rifle
- 4) Silenced HK-5
- 5) Crossbow
- 6) Hand Taser

Objectives

1. Stop Morgan before he destroys the museum.

Follow Morgan down the east passageway. A minute timer starts. Kill the Agent running out of the hallway. Continue down the hall until you find a bomb. She'll come to your aid. Take out the Agents trying to stop her from disarming the bomb. Checkpoint.

Follow Teresa. She'll lead you to the next bomb. Cover her while she disarms it. Checkpoint. (Where I'm saved)

Follow Teresa to Morgan. He closes the gate. Keep following her to the next bomb. Protect her again. Head back out to the main point. Morgan is here and Teresa is still trying to get the bomb disarmed. Checkpoint.

He just keeps going round the central piece. Watch out, though, because he has a grenade launcher. Just keep him talking. Checkpoint.

Shoot him in the head (it's easier said than done). It's easiest if you hide behind the boxes just below where the checkpoint was and wait for him to run into your crosshairs. Don't let him double-back on you, though. Save point.

=====
DISK 2 - Moscow Club 32

Mission 11 : Description (Action - 8 : Stealth - 10 : Timing - 3)

Moscow, Russian Republic: Club 32

09/11 23:45

Operative: Lian Xing

Using Phagan's encryption codes, you've discovered that you didn't retrieve all the necessary data files in Kazakhstan. It's likely that Gregorov's BVR forces got the rest after you left. You've now come to Club 32, a trendy dance club in downtown Moscow, to meet with Gregorov.

Before you could contact him, Mara Aramov appeared and attacked. In the ensuing chaos Gregorov fled. You must catch Gregorov before he escapes and convince him to give you the remaining data. His bodyguards seem to be in collusion with Aramov and are expendable targets, but if the Russian Militia shows on the scene, avoid any conflict with them.

Parameters

- 1) Don't kill any Militia
- 2) Don't kill Gregorov

Possible Weapons/Items

- 1) .45
- 2) M-16
- 3) Silenced Sniper Rifle

- 4) BIZ-2
- 5) Hand Taser

Objectives

- 1. Pursue Gregorov
-

Shoot the guy running across the catwalk in the head. Tilt your view down to the door and shoot the three guys who run in the head before they start throwing grenades to open the Disco Basement arena in multi-player. Run around the top of the club to the catwalk. When you step out onto it, target the guy below you. Run to the end and jump off. Fall to the ground. Do a quick turn and shoot the two guys in the head. Get all of the ammo. Head down the hall. Checkpoint.

Shoot the Agent who pop around the corner in the head. Shoot the two Agents at the bottom of the ramp in the head. go down the ramp. Pop out around the corner and shoot the agent with the shotgun in the head. Go down the ramp and turn the corner. Go down the stairs into the Bar. Run around the corner and peg the guy who's in the hall in the head. Move forward and tag the next guy who pops out in the head. Go around the corner and shoot the guy closest to you in the head. Then take out the other one. Continue down the ramp. Checkpoint.

Shoot the guy behind the bar in the head. Shoot the two guys in the booths in the head. Turn around and back towards the counter. Head shot the goon with the shotgun before he sees you. Get the ammo and flak jackets. Head down the ramp. Look around the corner. See the small alcove near the double doors? Move forward and shoot the goon in the head. Climb into the vent. Navigate the vent. Don't shoot any of the ventilation shaft covers. Shoot the goon on the left and then the one on the right. That way, you won't be in the vent when they throw in a grenade. Get the incoming radio transmission. Shoot the two thugs in the head. Run behind the counter and shoot the other thug. Flip the switch. Head down the stairs. Checkpoint.

Run down the hall. Shoot the three thugs in the head as they are running away (aim for the one in the middle and pick off the other two as they run by). Continue past the boilers and into the next hall. Shoot the two thugs. Keep going. Sneak around the tight corner and snipe the guy who runs into place to shoot you. Round the corner and shoot the guy near the ramp. Go down the ramp. Someone will start using grenades from the left room. Once it detonates, continue down the ramp. Enter the room and tease into the hallway. Move back. A grenade will go off and a guy will run out. Shoot him in the head. If you head down to the direction where the last grenade exploded, you will find a box of grenades. Get them. Move up the hall. Pop out and shoot the goons. Run down to where the were. Checkpoint.

Enter the double doors. I'd recommend the BIZ-2. Shoot all the goons (the ones on the floor first, then the ones above. Climb up the speakers and onto the ledge. Enter the partition hallway and shoot the goon who pops out in the head. Continue down the ramp. Shoot the two Agents in the head. There are two militia troops behind boxes. Run past them and into the bathroom. Shoot the agent on the stall. Answer the radio transmission. Shoot the window and climb up on the lockers. Exit the window. Save point.

=====

DISK 2 - Moscow Streets

Mission 12 : Description (Action - 5 : Stealth - 10 : Timing - 3)

Moscow, Russian Republic: Industrial District
09/12 00:15

Operative: Lian Xing

Gregorov has fled through the streets of Moscow, running from the militia, his own bodyguards, and you. You must catch him before he escapes. You'll need to get close and use your taser to incapacitate him... He's no good to you dead.

Note: Gabe and Teresa have also come under fire and can't lend assistance, so you won't have any backup on this operation.

Parameters

- 1) Don't kill Moscow Militia
- 2) Don't kill Gregorov

Possible Weapons/Items

- 1) .45
- 2) PK-102
- 3) Shotgun
- 4) BIZ-2
- 5) Hand Taser
- 6) Grenade
- 7) Teargas Gun

Objectives

1. Pursue Gregorov
2. Find teargas gun

Run down the street. Shoot the guy up above in the head when he kills the two Militia members. You can also use the BIZ-2 to make short work of him (but you'll have to sidestep a few grenades). Go back to the police car near where you started and get the flak jacket. From the corner of the building near where you took out the grenade guy, you can shoot another agent further down. Shoot out the lights and sneak and you'll be less likely to be detected. Two guys will pop out from the sides of the street. Shoot them in the head. Gregorov is just down the street. He takes off to the north when he sees you. Shoot the Agent who comes out from the right. Hide behind the light post near the newsstand and snipe the guy up on the left hand side of the street (on the building). Move behind the newsstand and snipe the other guy up there (in the same place). He falls on the car and blows it up. Run over to the burning car and get the nightvision rifle. Move up the street.

OBJECTIVE ADDED

Find Teargas Gun.

Run south. You'll notice two cops battling it out with an Agent in Club 32. Tase the cops and kill the Agent. Get the Tear Gas Gun from the car. Checkpoint.

Run up the street. Two agents will come running, but a cop car will crash into the car near the newsstand, killing them. Continue up the street and tear gas the cops. Move down the street. Gregorov will try and shoot you in the head. Hide behind something. He runs. Follow him. He climbs up a fire escape and raises the ladder. Run down the street. The car at the end will start up and come barreling at you while Gregorov shoots at you. Run into the alcove under the fire escape. Checkpoint.

Climb up on the burning car and onto the fire escape. Move around the corner and climb up on the roof section. Climb the ramp. Jump over the first alleyway. Follow Gregory over the second. Shoot the agent on the building across from you in the head. Run down the roof and crawl down to the alley. Run up the alley. When two cars come zooming at you, do a quick 180 degree

turn (facing away from the cars) and jump up to the beam across the alley. Target the Agents getting out of the cars with your Silenced Sniper Rifle. Take out the one on the right first. Head back towards the cars and get their ammo and flak jackets. Check the driver's side of the first car to access Rhomer's Bunker Arena. Run back down the alley and roll into the doorway as Gregorov targets your head. Checkpoint.

Run down the alley and out into the street. Get ready to run back into the alley. Several militia will get blown up by a grenade. Snipe the guy throwing them (or just shoot him with the BIZ-2). Move down the street and when the guy starts shooting grenades, just run back up. Take him out with your night vision rifle. Do the same thing with the next guy. Run down the road. Gregorov will try and shoot you in the head again. Just roll behind the car and he will run down the other street. Now, you have to roll over to the left and side of the street and stay behind the cars. He'll keep running until he gets into the park. This way you don't have to worry about the cars zooming along. Enter the park. Save point.

=====
DISK 2 - Volkov Park

Mission 13 : Description (Action - 8 : Stealth - 10 : Timing - 3)

Moscow, Russian Republic: Volkov Park

09/12 00:30

Operative: Lian Xing

Gregorov has left the streets and has entered Volkov Park. He hopes to lose you in the fog and darkness, but keep after him. If he escapes, any chance of getting a cure for Syphon Filter is lost.

Parameters

- 1) Don't kill Gregorov
- 2) Don't lose Gregorov

Possible Weapons/Items

- 1) .45
- 2) M-16
- 3) Silenced Sniper Rifle
- 4) BIZ-2
- 5) Night Vision Rifle
- 6) M-79
- 7) Hand Taser
- 8) Gas Grenade Launcher

Objectives

1. Pursue Gregorov

Shoot the Agents in the head (start with the one on the left before he blows up the car so you can search it for a BIZ-2 and access to the Surreal arena in multi-player). Get their ammo and jackets. Roll because Gregorov will try and shoot you in the head. Use the trees as cover. You need to get to the opposite side of the fountain that he is shooting from. Checkpoint.

He takes off through the gates to the south. Follow him. Shoot the Agents or use a grenade. Snipe the agents at the end of the path. Head down the next path. Here's where the night vision rifle comes in handy. You'll need to sneak around and snipe the Agents. Head south. Checkpoint.

Run up to the next clearing, but don't run in. Gregorov shoots out the lights and runs. When he leaves, follow him west. Shoot the agent in the northern

section and get his night vision rifle ammo. Start picking off Agents. You have to hit them all the first time or they will shoot you in the head. Move along the northern parameter of the fence and snipe Agents. Work your way south and west. Continue down the western pathway. Checkpoint.

Agents attack you on the bridge. Shoot them in the heads. There's three of them. If you move gradually, they will come one at a time. You can use a grenade and take care of a goodly number of them (aim for the top of the bridge). Get over the bridge. Run up the path. Save point.

=====
DISK 2 - Gregorov

Mission 14 : Description (Action - 8 : Stealth - 10 : Timing - 3)

Moscow, Russian Republic: Volkov Park

09/12 00:45

Operative: Lian Xing

Gregorov has stopped running, and has turned to fight. You have to incapacitate him with your taser, but he's armed and ready to kill, so be cautious. You may need to cause a distraction to get the upper hand.

Parameters

- 1) Do not kill Gregorov.

Possible Weapons/Items

- 1) .45
- 2) M-16
- 3) Silenced Sniper Rifle
- 4) BIZ-2
- 5) Night Vision Rifle
- 6) M-79
- 7) Hand Taser
- 8) Gas Grenade Launcher

Objectives

1. Capture Gregorov alive.

You have to shoot out the lights. Then tase him. It's really annoying. Just shoot the ones that he's not near. Creep around the statue as he is looking for you. Sneak up and tase him.

--- GLITCH ALERT! ---

There is a glitch at the opening of the game. Go into your inventory and select the tear gas launcher. Next, as the screen is fading in, target and take out Gregorov. The screen has to still be fading in when you do this otherwise he will just laugh at you.

=====
DISK 2 - Aljir Prison Break-in

Mission 15 : Description (Action - 2 : Stealth - 10 : Timing - 8)

Siberia, Russian Republic: Aljir Prison

09/12 23:30

Operative: Lian Xing

It's been revealed that the man you thought was Gregorov was actually an impostor who was trying to find Phagan's missing data files. The real Gregorov is being held in secret at Aljir, a secluded gulag in Siberia used for housing political prisoners, mostly women. Only Gregorov knows the locations of the

final data discs.

Gregorov has been scheduled for execution tonight in one hour. You will break into the prison, shut down the power before the execution, and escape with Gregorov in tow. Note: most of the inmates at Aljir are political prisoners. Help them if you can, but remain focused on the mission.

Parameters

- 1) Avoid detection
 - 2) Do not kill any prisoners.
-

Possible Weapons/Items

- 1) .45
 - 2) Crossbow
 - 3) Shotgun
 - 4) Hand Taser
-

Objectives

1. Shut of prison power.
 2. Protect Prisoner.
 3. Protect 2nd Prisoner.
 4. Rescue Gregorov.
-

NOTE: If you get through this level without using your crossbow, you will gain access to the Aljir Prison arena in multi-player. If you follow this, you will gain access to it.

Run down the hall, turn the corner and sneak up and tase the guard. Head down the hall and tase the guard. Run back around the corner and into the small doorway. Take the hall around and tase the guard nearest you.

OBJECTIVE ADDED

Protect prisoner.

The woman guard beating the girl will go to check the first guard. Tase her. Checkpoint.

Move down the hall to the north doorway. Tase the guard. Enter the hallway. Sneak around the corner. When the guards have their back turned, follow the nearest one into the room and tase him. When the guard near the gate is walking away, wander around the corner and keep sneaking. Listen to the guards and sneak down to the first doorway. Crawl down and shimmy past them hand-over-hand like on the bridge. Sneak into the doorway. Sneak down the hall.

OBJECTIVE ADDED

Protect 2nd Prisoner.

Sneak down the hall and tase the two guards. Run down the hall and to the ramp. Two guards will come up the elevator. Wait until they pass and take the elevator. Move into the hall and run back to the elevator. Jump into the elevator shaft and wait until the guard says that it's "all clear". Climb out, sneak up and tase them both (from Joe Reichard). Continue down the hall. Tase the guard in the northern hall. Continue west. Checkpoint.

Run up to the right side of the gate and wait until the guard goes through. Sneak in and tase the other guard. Checkpoint.

Flip the right switch and wait for the guard to come running. Sneak around and tase him. Sneak along the hall until you see the east hallway. tase the guard.

Continue down the hall. Wait near the gate until the guard's back it to you. Tase him. Run up and through the doorway. Enter the power chamber. Save Point.

=====

DISK 2 - Aljir Prison Escape

Mission 16 : Description (Action - 10 : Stealth - 2 : Timing - 2)

Siberia, Russian Republic: Aljir Prison

09/12 23:45

Operative: Lian Xing

Shutting down the power has stayed the execution, but it's had another unforeseen effect. Before the prison could switch to emergency power, several cell blocks' security grids went off-line. A riot has broken out as a result.

Get Gregorov out of there ASAP. The plan is to get to the top of the east wall and jump into the river. There is a tank of air waiting at the bottom. If you encounter any armed prisoners, do not kill them. Incapacitate them by any means necessary.

Parameters

- 1) Avoid detection
 - 2) Do not kill any prisoners.
-

Possible Weapons/Items

- 1) .45
 - 2) Shotgun
 - 3) Hand Taser
-

Objectives

1. Find Gregorov
 2. Incapacitate Hostile Prisoners
 3. Reach Escape Point.
-

Duck down and shoot the guy who comes rolling into the room first. Start shooting the remaining guards in the head. The easiest way to do it is to pop up and shoot them through the slats in the power room. Move through the northwestern hallway. Go around the corner and wait in the doorway. Some guards will come running out to shoot you. Take them out easily. Pop around the corner and take out the guy at the western end of the hall who pops out. Shoot him in the head. Get his ammo and flak jacket. Head south down his hallway. Round a couple of corners until you see a guard waiting for you. Pop out and shoot him in the head. There's one waiting a little further down the hall. Shoot him, too. There are two guards at the bottom of the stairs. Take them out with the shotgun. There's another guy waiting at the southern end of the hall. Shoot him in the head as well. Run up to the door and open it. This is the prison yard. There are two guards on the roof opposite you. Shoot them both in the head or they'll do it to you. Get their ammo and the PK-102. When you head up the steps, some guards will run through the door. Shoot them and enter the building. Navigate the hallways until you find a guard cowering. I tased him to make sure he didn't come after me later. Run down the hallway until you find a room full of dead guards. You'll contact Gabe. Two guards run in. Kill them. Take the northern hallway and navigate the corners until you come to the execution room. Enter the room. Objective complete (1).
Checkpoint.

Shoot the guard behind you. Shoot the other two guards who come in and try and kill Gregorov. Head north and through the hallways until you find a small room filled with guards. Pop out and shoot them. Clear the room and Yuri will join you. In the next hallway, pop out and shoot the guard who's waiting for you.

Get his flak jacket if you need it. In the next halls you will see some prisoners running and the guards gun them down. Return the favor to the guards. This clears this hall. Checkpoint.

Head through the door. When Yuri tells you to run back in, do it. He has a smoke grenade from the dead guard. He'll throw it and you two need to run and roll to the next section. The security gate is closed. Shoot the lock and run through. Run into the larger hallway and watch as the women prisoners gun down the guards. Run into the area where the guards were. Checkpoint.

OBJECTIVE ADDED

Incapacitate the hostile prisoners.

Run back to where you shot open the gate and run to the right. A burning prisoner will run at you. Shoot them. A guard come running out. Roll and tase him. Get the teargas gun. Run back to the hostile prisoners and shoot it between them to take them out (Thank you, Jeff Barto for finding a way other than tasing them; I just hadn't moved far enough to the right). Objective complete. Checkpoint.

Head north. There are four guards who will criss-cross through your line of fire when you enter this hallway. Shoot them all in the head and take their flak jackets and ammo. Head back for Gregorov. Go back down the hall and around the tight corner. Gregorov will take care of the guards before they can even fire. Keep going until you find a door. Just do a general target and kill the different guards before this because Gregorov and you take them out easily. Enter the door. Checkpoint.

--- ON NORMAL ---

Shoot the guard near the searchlight, then the searchlight. Move along the western wall until you see another guard and searchlight. Don't shoot him. Shoot the two guards on the ground in the head and then run like hell while shooting at the guards along the upper parameter. Gregorov will get to the small doorway as long as you keep moving that direction. In the small room, flip the switch and take the elevator. Just keep running and shooting.

--- ON HARD --- (from Kevin L. Tang)

This is really only useful for completing this mission on Hard difficulty. It will work when playing on normal, but it isn't necessary. There is one part at the very end of this mission (after the last checkpoint) where you have to lead Gregorov through the prison courtyard and up an elevator to get to the escape point. I think I, as well as everyone else, got through this mission the first time around just by running through guns blazing. This won't work on Hard. I got Gregorov killed a whole bunch of times before I finally figured out that this part of the mission is actually a stealth section. When you start, you need to shoot the guard first and then the spotlight. After that you shouldn't shoot anyone or anything until you go up the elevator and pop out on the catwalk. You can sneak behind the two guards standing in the open area of the courtyard. You and Gregorov (he follows your path exactly) can sneak right behind them and then around them. Once you're past them, you have to time the next searchlight and run for the elevator tower. Once you're upstairs, you have to take out the guard by the searchlight before he turns and sees you. Then there's one last guy walking toward you from the guard tower. Here I totally lucked out, he was really hard to make out against the dark background but I was afraid to let him get too close so I fired early. Luckily, the shotgun blast took him down in one shot. If you still have the crossbow (I can't remember if you do or not, but it should be there), it would probably be really good for this part, I never thought to try it. You will get spotted once you get to the guard tower (a truck driver on the

other side of the gate sees you), but that's ok, from here you and Gregorov can just make a break for it. If the "There are pRisoners in the courtyard" message pops up any time before this though, you're screwed. The guards lining the roof of the prison are those annoying respawning types and on Hard they can pretty much chew through Gregorov in no time.

--- ON HARD --- (from Poromenos)

Get your .45 (or another fast weapon) and start shooting (shoot the lights too so that they don't bother you later). It should be fairly easy to get Gregorov in the bunker with the elevator. Get back out and kill the guards on the roof until you max your ammo. Now here comes the hard part; when you go up, Gregorov starts running. Immediately when you reach the top floor, sidestep left and then forward, and start killing guards (don't run with Gregorov). When you've killed the guards run like hell killing new guards at the same time. With any luck, you'll make it to the end (I figured that out after about 25 times, but as soon as I had it figured out it took me just 2 tries to succeed). You can also try using the Super Agent Cheat for better results.

=====
DISK 2 - Agency Bio-Lab

Mission 17 : Description (Action - 2 : Stealth - 10 : Timing - 8)

New-York: Agency Bio-Lab

09/13 19:30

Operative: Gabe Logan

Phagan's data files have given you a bargaining chip to use against the Agency, and you've agreed to a trade: the files for Lian's vaccine. However, Stevens has double-crossed you. You now find yourself trapped and alone, in the Agency's New York Bio-genetic laboratories, hidden 100 meters beneath a slum district on the lower east side.

Steven's deception was part of your plan, as it allowed you access to their high security complex, where you'll be able to synthesize a vaccine. You're disguised as a lab worker, with a low level security badge. This will help you get around, but be cautious. If you get too close to any lab personnel or any security camera, you will be recognized.

Parameters

- 1) Do not sound any alarms.
- 2) Do not kill Gershon.
- 3) Do not kill Chance.
- 4) Do not kill Ramirez.

Possible Weapons/Items

- 1) Silenced 9mm
- 2) Silenced Sniper Rifle
- 3) Air Taser
- 4) Knife

Objectives

1. Penetrate Security Net
2. Retrieve Gear
3. Access vents to Gerson's Office
4. Find Gershon
5. Install Cellular Modem
6. Find Chance
7. Find Elsa
8. Follow Elsa to the Synthesis Lab
9. Synthesize Vaccine

NOTE: When getting around cameras, don't pay as much attention to the light as to the direction they are facing. This will make your life much easier.

Exit the room. Turn right and head to the end of the hall. Take a right and enter the A3 hallway through the double doors. Continue up the hall and to the left. You will head a doctor and an agent talking about getting you a body bag. Walk through the doors and past the Agent. Follow the doctor up the hall, but don't enter the hallway. Wait behind the small section before the hall. Wait for the Agent to pass and walk down the hall he came from (to the right). Take a left and stand as close to the left wall and the boxes as you can. When the Agent passes, continue. Keep walking and waiting for Agents to turn their backs. Just follow them (don't try and go around them or you'll end up in their path and dead). Continue down the hall to the A1 door. Checkpoint.

Enter the A1 door and wait for the Agent to walk by. Take a left and enter the next door. Walk past the Agent looking into the large room to the hospital gurney. Get the knife from the gurney and walk back and kill the Agent (cool Tenchu cut-scene). Head back down the hall towards the gurney and around the corner. You'll need to hack the security net to enter the room to your right. Continue down the hall and around the corner. Go through the A1 doors. Take a hard right and enter the room. Run around the cubicle partition and access the computer. You need to get into Gershon's office to get level 5 access. Lian sends you the map. Objective complete (1). Checkpoint.

OBJECTIVE ADDED

Find Gershon.

NOTE: From now on, all directions will be according to the map.

Exit the southern door and head back to eastern door that Teresa has now opened. You are decontaminated. Enter the southern door. Knife the Agent standing watch. Step forward. You'll see an Agent denying help to a patient. Head south and down the short hallway to the door. Enter the room. A scientist recognizes you. Move along the lockers until another scientist starts yammering. Get your gear from the locker. Teresa tells you about the heating ducts linking to Gershon. Objective complete (2). Checkpoint.

OBJECTIVE ADDED

Access vents to Gerson's office.

Shoot the scientists or they'll blow your cover. Activate the elevator control from the computer near the first scientist's body. Head back out to where the Agent was harassing the prisoner. Shoot the Agent in the head. Move around the corner and shoot the other agent (on your level) in the head. Ramirez tells you that Chance is being held in this facility somewhere, as well. You need to find him. Checkpoint.

OBJECTIVE ADDED

Find Chance.

Head up to the upper level and to where you killed the second Agent. You'll need a network administrator's card to access this area. Continue along the catwalk and exit the northern door. Head up the north hall to the camera. Use the scrambler on the camera. Head down the east hall through the A2 doors. You've found the synthesis lab. Keep going through the A3 door. Head north. Checkpoint.

Peak around the corner towards the northwest. Wait for the Agent and shoot him in the head. Follow his trail down the hall and shoot the Agent at the end in

the head. now double back and wait at the entrance to the hall (where you shot the first Agent) and wait for another on to come walking your direction from the northeast hallway. Shoot him. Run to the end of the hall and wait for the Agent to appear. Sneak up to the camera as he continue his way down the hall and use the scrambler. Shoot him in the head. continue to the east end of the hall and shoot the ventilation shaft. Objective complete (3). Checkpoint.

Navigate through the vents until you find the exit. Shoot it open and drop into the room. Head around the cubicle. You convince Gershon to help you. Follow Gershon and shoot the scientist in the head who see you with him. He is around the first corner. He runs down the ramp. Gershon leads you into a large room. You can shoot Gershon now. Head to the large computer console in the center of the room. In the corner is the data uplink. Use it. You give the security information to Teresa and some Agency goons run into the room. Checkpoint.

Do a quick 180 degree turn and roll behind the computer blocks. Start sniping (try and take out the guys on the ground first so he doesn't annoy you by running back and forth). Once they're all dead you'll contact Teresa. You're on your way to the medical labs now, but you'll need to find Elsa. Checkpoint.

OBJECTIVE ADDED

Find Elsa.

Head up the ramp and through the western door. Run south down the hall and then a touch east. Enter the southern door. You're in the cell block. Enter the eastern door that was blocked before. Run down the hall to the B1 door. Go through the door and take the short northern hall. Enter the door at the end. The scientists will proclaim an intruder alert. Run under the catwalk near the observation studio and shoot the cowering scientist. Run up the ramp and flip the switch to gas the scientist in the studio. Run the rest of the way along the catwalk and shoot the other scientist. You'll find Chance. You give Chance the coordinates to the chopper and tell him to get out of there. Objective complete (6). Checkpoint.

Exit the north door at the top of the ramp. Run down the hall, turn the corner and shoot the Agent in the head. Enter the A2 door. Elsa is giving a demonstration to two scientists on a liver patient. She will show them more in the lab. You need to follow her. Objective complete (7). Checkpoint.

OBJECTIVE ADDED

Follow Elsa to the Synthesis Lab.

Shoot the scientist in the head. You report to Teresa that the Agency is testing Syphon Filter on living people. Continue along the halls to the B3 doorway. Shoot out the ventilation shaft cover. Enter the shaft. Navigate the shaft until you hear Elsa talking to the scientist. She takes off to get the matrix data. Continue to the shaft cover and shoot the scientist in the head. Enter the room. Enter the western room. You get the vaccine from Elsa. Save point.

=====
DISK 2 - Agency Bio-Lab Escape
Mission 18 : Description (Action - 10 : Stealth - 5 : Timing - 8)

New-York: Agency Bio-Lab Escape
09/13 20:45
Operative: Gabe Logan

You've gotten Lian's vaccine, but the complex has been put on alert. You're trapped in the bio-synthesis lab, and you've ditched the disguise because it won't do you any good. You've only got one objective: get out. Reach street level and rendezvous with Teresa, who's waiting at the evac point with a chopper.

Stevens has called in an Emergency Defense Squad. these security shock troops will be completely armored from head to toe. Unless you can find a way to kill them, when you see them, run.

Parameters

- 1) None.

Possible Weapons/Items

- 1) Silenced 9mm
- 2) Silenced Sniper Rifle
- 3) Air Taser
- 4) Knife

Objectives

1. Escape labs.

Top open up the Agency Computer Lab arena in multi-player, kill the EDS soldier by shooting the beakers and then when you get to the room with the two vents go through the one on the right (the one you came in from last level) and backtrack to the operating room, careful not to get shot too much climb onto the desk on the right side of the operating room and climb up to the next level there is a open doorway up there and inside is a M-79. Use the M-79 to kill the EDS soldiers on your way back out. Backtrack to the lab and take the other vent. Otherwise:

When the EDS soldier comes running in, shoot the test tubes near him. Get his ammo and the Silenced HK-5 ammo from the crate. Head through the door across the room from you. You'll contact Teresa telling her about the full armor. Enter the northern ventilation shaft. Navigate the shafts until you exit into the hallway. Head north. Run along the hall and then head south. Turn the corner and go south again. Then go east into the doorway. Shoot the ventilation cover (high above the floor) and crawl inside. Navigate the shafts and enter the morgue. You'll contact Teresa. You need to get out soon. Checkpoint.

Check the body of Girdeux (the blackened mass on the autopsy slab). Follow the path of the body bags and shoot out the next ventilation shaft to the south. Enter the shaft. Navigate the shaft. The EDS soldiers will notice you. Move while they are reloading. Exit the far end into the computer room. Get the Weapon's Cache from the locker. Checkpoint.

Enter the eastern vent in the room. Move through the short vent and shoot out the cover. Enter the hallway. Head south, rolling past the EDS soldiers into the eastern room. Exit the southern door and take a hard right through the broken door. Run up the hall to the north and stop at the corner. Aim and shoot out the ventilation shaft. Run and climb up into it. Navigate the shafts until you come to a dead end and a fan. There's a shaft right below you. Just keep pushing forward and you'll make it. Navigate the shafts until you come to the jail cell where Ramirez was being held. Shoot the cover and exit. Ramirez is dead, and you're wondering where Chance is right now. Checkpoint.

Shoot the first EDS Soldier from where you are standing. Run into the middle of the room and turn around. Shoot the two EDS soldiers there. Turn back around and run up the ramps. Roll at the top, turn around and shoot the

soldier at the end of the hall. Run towards the soldier you just killed and stop at the corner. Pop out and shoot the EDS soldier there. Run down the tight eastern hallway about halfway and then 180 degree turn and head back. Pop out and kill the EDS Soldier crouching and ready to shoot. Enter the room and activate the Elevator. Shoot the EDS soldier and strafe to the side to dodge his burning carcass. Run back out to the elevator doors and open them to escape.

=====
DISK 2 - New York Streets

Mission 19 : Description (Action - 10 : Stealth - 8 : Timing - 5)

New-York: New York Slums

09/13 21:00

Operative: Gabe Logan

You've made it to the city streets. Teresa is waiting with a chopper for evac on the roof of a parking garage a half mile from your current position. Make it to the chopper and you're home free.

N.Y.P.D. has gotten reports of gunfire between you and the Agency security and has sent several S.W.A.T. teams into the area. These officers believe you're a wanted terrorist responsible for the attack on D.C., and will fire at you on sight. Avoid contact if possible. Lend assistance if necessary.

Parameters

1) None

Possible Weapons/Items

- 1) Silences 9mm
- 2) Silenced Sniper Rifle
- 3) Air Taser
- 4) Knife

Objectives

1. Eliminate 2 snipers.
2. Rendezvous with Teresa at chopper.

Turn to the left and target the middle of the M in Moist on the fence. Shoot the Agent when he comes out. Run down the small alley where he was and get the flak jacket. Run back down the street towards the semi truck. Shoot the Agent above it when he pops out. Move next to the southern wall and target the Agent in the doorway to the northwest. Shoot him in the head. Move west down the street and target the Agent who comes running up to take you out. Shoot him in the head. Get his flak jacket and ammo. Run down the street and two black vans will pull into the street. Use the radio to contact Teresa. Shoot the lock on the pawn shop's doors and enter the pawn shop. Shoot the two Agency goons who come running up behind the glass. Navigate the hallways until they open into a larger room. There's an Agent crouched behind a tight corner. Pop out and shoot him in the head. Enter the larger room and head for the crate with an M16 in it. Checkpoint.

Run around the corner and into the southern doorway. Turn right and aim high up at the window of the building outside the door (pop out to make sure). Snipe the Agent. Run down the alleyway away from where the Agent was posted and get the flak jacket from the crate. Crawl up on the trash bin across from the door and onto the rooftop. Shoot the Agent behind the heating system. Teresa will contact you and tell you that a SWAT team is pinned down by Agency fire. Checkpoint.

OBJECTIVE ADDED

Eliminate 2 snipers.

Climb up on the heating system and up to the next wall. Strafe to the right and shoot the Agent in the small alcove to your left. Shoot the other Agent who comes from up above. Head to the southern wall and climb down from it to a store awning. Run down the street after the SWAT member and stay at the corner. The snipers will take out a police car and kill the SWAT member. Backtrack and head shot the one on the right side of the street. Strafe and shoot the other one on the left side in the head before he can reciprocate. There are two more snipers on either side of the street. Enter the small ramp along the south side of the street and enter the tenement building. Teresa will contact you. Navigate past the flames to the laundry room. She'll contact you again about a fire control mechanism.

OBJECTIVE ADDED

Activate sprinkler system to clear passage into main floor.

Do a 180 degree turn and run over the flooring with smoke coming out of it. You'll fall through. Turn to the east and you'll see the sprinkler system switch. Pull it. The SWAT team is fine so far. Objective complete. Checkpoint.

Turn around and target the ramp. Shoot the two agents in the head as they enter the room. Head up the ramp, and look for another, westbound ramp. Climb up it. Now you'll see a new hallway. Enter it and wait. The halls will crumble and one sniper will come flying out of the room ahead on fire. Take his ammo and flak jacket and continue down the hall. Wait outside the door at the end and pop out to kill the two Agents inside. Climb up on the table and jump up to the next room. Checkpoint.

Run out of the doorway, flip 180 degrees and run back in. Target the doorway and shoot the two agents in the head. Move up the hall and around the corner. Peak into the next doorway and see the Agent behind the table. There's one along the wall opposite you as well. Pop in and shoot the one behind the table. Roll to the other side of the doorway and snipe the other one. Run down around the corner and kill the Agent who comes running around the corner. Continue to the door at the end. Pick off the sniper. Objective complete. Checkpoint.

Climb out the window. Head south and through the small alley east of where you entered the tenement building. Kill the Agent on the ground and run back to take out the snipers near the top of the buildings where you climbed down to the awnings. If you move along the northern side of the building, you can take out the two snipers. Get the flak jacket from the chest near the ground-bound Agent. Head down the alley and stop at the corner. Wait for the Agent to get into position near the barrel. Pop out and shoot him in the head. Roll through the broken gate and into the playground. Teresa gets a report from a downed officer. Checkpoint.

OBJECTIVE ADDED

Rescue SWAT Officers.

Move out into the street. The SWAT officer will tell you to throw down your weapon. Just wait and a van will crash into the SWAT officer. Shoot the two Agents in the head and run to the van. Pop out and shoot the sniper on the western building. Enter the garage section underneath the eastern building near the burning van. Stop near the door and pop in and shoot the Agent in the head. Move through the tight halls and get the G-18 ammo from behind the time desk. Continue northeast and into the courtyard where the SWAT team is. You're going to lay down cover fire until she can get to her partner. Checkpoint.

Shoot the two snipers in the heads. You'll run into the room and she'll try to detain you. You roll away. Objective complete. Checkpoint.

OBJECTIVE ADDED

Clear sniper nest.

Roll past the SWAT officer and head up the stairs. Shoot the agent at the top of the stairs in the head. Continue along the hall and kill the other sniper near the other stairs.

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DISK 2 - New York Sewers

Mission 20 : Description (Action - 2 : Stealth - 10 : Timing - 8)

New-York: New York Sewers

09/13 21:30

Operative: Gabe Logan

Teresa has saved you from an ambush set by Stevens by detonating a controlled series of C4 charges underneath the tenement you were in. The floor collapsed and you've fallen through, down to the sewers underneath the building.

You're now heading through the sewers back to the chopper. Follow Teresa and keep her alive.

Parameters

- 1) Protect Teresa
-

Possible Weapons/Items

- 1) .45
 - 2) Knife
-

Objectives

1. Find Sewage Drain Valve
 2. Eliminate Stevens
 3. Escape in helicopter with Teresa
-

Follow Teresa and shoot the Agents who pop up along the sides of the sewer since she has a UAS-12 and will take out anyone in front of her. You need to find a way to get through the impasse. Checkpoint.

OBJECTIVE ADDED

Find Sewage Drain Valve

Run back down the way you came and cross the sewage and continue the direction you were going. Just keep shooting the Agents as you run. They keep coming so just keep running. Stay along the same walkway and take two corners. Enter the hallway (after killing the Agent who runs out from it). Kill the Agents in the control room. Head through it to the other hallway. Flip the sewage drainage control. Teresa goes after Stevens. Objective complete (1). Checkpoint.

Shoot the Agents on the way out. Run back to where Teresa was, shooting Agents and rolling along the way. Jump down to the lower deck. Checkpoint.

Jump up the first walkway and follow it to the control section. Shoot the Agents in your way(just target and shoot and you'll hit them in the head as they run towards you). Roll when your Danger Meter is at it's high point. Shoot the two Agents at the controls and head through the right walkway. Get the flak jacket. Checkpoint.

Jump up to the beam and head across. As soon as the Agent runs in from below, target him and shoot him in the head. Teresa will take care of the rest as you move hand-over-hand to the other side. Run down the hall after Teresa. You'll pass several Agents and confront Stevens in the parking garage.

Head shot the agent to the right of you. The agent behind the van will annoy you by shooting the van. Shoot it a couple of times or just let him blow it up and kill himself. Run out by the van and then back. Head shot the Agent behind the concrete partition on the other side of the van. Head up the ramp near the LEVEL B marker. Stick close to the wall or you'll be hit by a van. Run up to Teresa as she ducks behind the small partition. Turn to the left and shoot at the van's window. The Agent will run into your fire (or get blown up). Follow Teresa. When she smokes out the Agents, shoot them in the heads. Checkpoint.

Head up the stairwell, popping out and shooting agents in the head. On level 4 there is a door. You can continue up the stairs, popping out to kill the M-79 Agents (and get ammo for the final fight) and get the M-79 from the crate at the top to open up the Slums District in multi-player.

Head out the Level 4 door. Shoot the van that the Agent is moving behind until it explodes. Run over to it and climb up on the small partition. Jump down when the Agent runs out. Turn right and shoot the crouched Agent. Shoot the van near the Agent you flushed out to kill him. Move towards the ramp and shoot the Agent who runs to the Level 4 door. Checkpoint.

Shoot him in the head. Objective complete (2). Save Point.

=====
DISK 2 - Finale

Mission 21 : Description (Action - 10 : Stealth - 0 : Timing - 10)

New-York: Finale

09/13 22:00

Operative: Gabe Logan

Teresa is dead.. Killed by Chance, who has secretly been an Agency operative all along. He's completely covered in high-impact kevlar armor - even grenades won't pierce it, but you've got one goal now: ELIMINATE CHANCE.

Parameters

- 1) Do not damage the helicopter.
-

Possible Weapons/Items

- 1) .45
 - 2) HK-5
 - 3) H11
 - 4) M-79
 - 5) Knife
-

Objectives

1. Eliminate Chance.
-

I'd recommend using the START button and menus to select the M-79 if you have ammo left (and you should unless you were firing willy-nilly at Agents in flak jackets) or the UAS-12 which has enough power to push Chance around even if it doesn't hurt him. It's easier than navigating the SELECT menu while he's shooting a high powered shotgun in your direction.

Roll out the right door and run and roll to the chopper as above. Get the

UAS-12 and the flak jacket as needed. From the flak jacket, do a quick 180 degree turn and roll forward twice. Do another quick 180 degree turn and Chance should roll under the helicopter into position. Don't let him take a step or you'll run out of ammo in the UAS-12 before he hits the rotors. Good luck. (This one is pretty close to one of Jeff Barto's strategies).

+ OR +

Roll out the right doorway and run and roll to the closest open door of the chopper. Get the UAS-12 inside. Roll once to the right and then under the tail of the chopper (you will barely miss the rotor). If you need the flak jacket, roll once right and get the flak jacket. Now, run down into the loading ramp near the tail of the chopper and the car so that your head is just above the lip of the wall. Select the M-79. Now, when Chance starts shooting, roll to the right three times, target and shoot him (the UAS-12 will push him back if you just keep shooting him). It should push him backwards into the tail propeller and you'll have won. If you hide too far down on the ramp, he won't roll to the other side of the chopper into position. Instead, he'll throw a grenade in to smoke you out. If he can see part of you head you're fine (he doesn't do head-shots). If for some reason he doesn't roll into position, just strafe-roll back and forth until he does. Then start shooting. If you're strafing or rolling he usually will miss you (roll when your Danger Meter hits it's highest point).

Check out the Bosses section for other reader submissions if this strategy doesn't work for you. It works for me almost every time (depending on my armor, and if it's low, I grab the flak jacket).

SECTION 3 : FAQ

Q: How do I open up all the multi-player arenas and characters?

A: Check out the Secrets/Codes section. Thomas J. Piotrowski was nice enough to send me a full listing.

Q: I'm stuck at the beginning of the Moscow Streets mission. Is there any way to get past the Militia without getting the teargas gun?

A: You can use a grenade from the Club32 section to get past the four ground Militia when you need the teargas gun without it checking the parameters of the mission. The one on the roof you need to shoot with the teargas gun to complete your objective and be able to exit the level.
(submitted by Bonnie Britton)

Q: Where do I get the teargas gun?

A: Run back down the street from where the Militia spotted you and the objective was added. You'll notice a roadblock with two Militia members having a shooting match with an Agent. Tase the Militia and shoot the Agent. Check the car for a Teargas Gun.

Q: How do I take out Gregorov in the park without killing him?

A: See section 8, Bosses.

Q: How do I get past the Agents in full body armor in the Bio-Lab level?

A: Shoot the test tubes and beakers near them to cause an explosion and kill them. (submitted by:HighWingz81@aol.com)

Q: Where is the exit to the biolab level?

A: There is a small ventilation shaft near the A1 door. (submitted by: HighWingz81@aol.com)

Q: I've heard about Tenchu knife scenes in your e-mails, how do you get them?
A: here's how i got the tenchu scene: on the bridge level (i didn't realize I had gas grenades so was getting a little wacky, taking my frustrations out on the random guards)...i climbed behind the cab of the rifle truck, waited for the two guards to walk by, rolled out with the knife and just hit the attack button...so i don't think i was holding down "creep"...the camera cut to a front and above angle and i did the grab-neck-slice (while the second guard started plowing into me with his m-16)...good luck! (from: Christian Stadler)

Q: You were kinda sketchy on the train sections of the Walkthrough. Are there any other words of wisdom you can give us?

A: Not much, but JayZRyder@aol.com has a little info:
On The First part of the moving Train level , you can get the H11, it's in one of the cars, one of them that is open, that you can jump into, when you get near the box a guy jumps down and tries to ambush you. You can take him out with M16 or the Shotgun.

Also, there is the part on the same level where a guy is throwing grenades, and wears a flak Jacket, well here is an easy way to take care of that:

There are 3 guys in the area, the Grenade guy, and two guys that carry M16's, if you jump onto the platform right in front of the two, but don't pull yourself up, The Grenade guy throws grenades at you, and they kill the two guys, try to move across the platform, so that he kills both guys. Then pull yourself up, go towards the guy, take out your knife, wait for him to throw a grenade at you when you come down AS SOON AS HE THROWS IT, MOVE IN AND TAKE HIM DOWN WITH THE KNIFE.

SECTION 4 - RENTAL MANUAL

[1. Controls (from 989 Studios)]

Left Analog Stick/D-Pad UP

1. Press UP to run or pull agent up when hanging from ledges. Also press UP to sneak while pressing the X button.
2. Aim weapon while pushing L1.
3. (Analog) walk while pushing lightly.

Left Analog Stick/D-Pad LEFT/RIGHT

1. Press LEFT/RIGHT to turn or to move while hanging from ledges hand-over-hand.
2. Aim weapon while pushing L1.
3. (Analog) walk while pushing lightly.

Left Analog Stick/D-Pad DOWN

1. Press DOWN to move backward or to drop from ledges. Also tap down for a quick 180 degree turn.
2. Aim weapon while pushing L1.
3. (Analog) walk while pushing lightly.

Right Analog Stick - Movement with Locked Camera

1. Move Gabe or Lian Xing with a locked camera.

SQUARE Button - Attack

1. Fire currently selected weapon.
2. Slash with knife.
3. Throw grenade.
4. Use selected inventory item.

X Button - Multi-function button depending on the situation

1. Crouched walk - Press and hold while moving to advance low for sneak attacks or to avoid detection.
2. Walk while in disguise.
3. Climb Down - Press while close to ledges to lower the agent down.
4. Press and hold while standing still to kneel. Kneel to steady the aim of a weapon or to hide behind objects.
5. Accept a selection.

TRIANGLE Button - Multi-function depending on the situation

1. Use items: throw switches, open doors, operate equipment.
2. Jump up to ledges.
3. Reload current weapon if you have ammo remaining.
4. In sniper mode or when using binoculars, press to zoom in on a target.
5. Respond to radio calls via the Advanced Communication Device (ACD).
6. Exit menus.

CIRCLE Button - Forward Roll

1. Use directional buttons to control the roll.
2. Press the L2 or R2 buttons during a forward roll to roll to the side.
3. In sniper mode or while using binoculars, press to zoom out from a target.

SELECT Button - Weapon Selection

1. Tap SELECT quickly to change the selected weapon. The selected weapon is displayed at the bottom of the screen.
2. Press and hold the SELECT button to display Gabe's or Lian Xing's inventory across the top of the screen. Press the L2 or R2 button to change the selected weapon (while holding the SELECT button). Release the SELECT button to choose the weapon.

START Button - Pause/ACD

1. Pauses the game and opens the Advanced Communication Device (ACD) for quick access to the vital mission intelligence and weaponry status.

R1 Button - Target Lock

1. Target locks the closest enemy that can be fired on. Tap the R1 button to cycle through the enemies from closest to furthest.

L1 Button - Manual Aiming

1. Press the directional buttons or use the Left Stick while holding the L1 button or Right Stick to aim the cursor before firing on the target.

R2 and L2 Buttons - Strafe or Peek

1. Strafe buttons - Press and hold to run right or left while firing on targets.
2. Use to peek around corners when in Manual Aiming Mode (L1 button).

Using Grenades

1. Press and hold the SQUARE button to increase the arc and distance of travel.
2. Release the SQUARE button to throw.

OR

1. Use Manual Aim mode to place a cross over the target you want to hit and press the SQUARE button. The agent's throwing arm limits the range of the grenade throw.

2. You can also use Target Locking mode to throw the grenade.

[2. Story (from 989 Studios)]

Seemingly unrelated and troubling events headline the international new reports. Innocent civilians are gunned down in the Hielongjiang Province of China. A nuclear missile is destroyed seconds before detonating over Kazakhstan. Tensions surge between the U.S. and China when sensitive data is leaked to a dissident Chinese group.

Corrupt elements within the Agency, a super-secret U.S. intelligence group, are the driving force behind all of these dangerous events. Using the biotech firm Pharcom, the developed a virus named Syphon Filter. Syphon Filter is the ultimate biological weapon and it's for sale. The buyer will become the first terrorist superpower. Agency operatives Gabe Logan and Lian Xing discovered the plot within their own organization. They are now attempting to expose the Syphon Filter conspirators and stop the sale. In response, the Agency has alerted the military and law enforcement that Gabe Logan and Lian Xing should be eliminated.

Agency motives become clearer as Gabe Logan discovers Pharcom CEO Jonathan Phagan's private files on the virus. Then Lian Xing, herself infected with Syphon Filter, is kidnapped for use as an Agency guinea pig. Gabe must find the vaccine to save Lian Xing's life as she attempts an escape from her captors.

Branded as criminals by their own government, Gabe and Lian Xing must strike with deadly efficiency while leaving innocent personnel unharmed. Ex-agent Teresa Lipan, who operates a clandestine spy network, will assist both Gabe and Lian Xing by coordinating missions from her desert base. The agents make every move knowing that a traitor could turn the knife at any moment.

[3. Characters (from 989 Studios)]

Gabriel Logan - Operative (covert)

SEX - Male
AGE - 36
Birthplace - Camden, NJ
Nationality - American
Height - 6' 3"
Weight - 185 lbs.
Eye Color - Brown
Hair Color - Black

The top Agency operative, now hunted by members of his own organization. Averted a disaster by destroying an ICBM targeted on Kazakhstan while pursuing those responsible for producing the Syphon Filter virus.

1993 - Present: Agency Operative
1987 - 1992: U.S. Army Special Operations
1991: Gulf War
1991: Presidential citation
1989: Awarded the Silver Star
1987: Commissioned 2nd Lieutenant, United State Army

Lian Xing - Intelligence Communications Expert

SEX - Female
AGE - 30

Birthplace - Kashi, China
Nationality - Chinese
Height - 5' 7"
Weight - 120 lbs.
Eye Color - Brown
Hair Color - Black

Agency Operative (Communications). Partnered with Gabriel Logan. Originally an agent for the Chinese MSS, she was recruited in 1996 by the Agency and given a new identity as an American citizen including fake biographical information. Recently exposed to the Syphon Filter virus. Presently kidnapped by the Agency for testing. Branded terrorist by Agency for cover story.

1995 - Present: Agency Operative

1989 - 1995: Chinese MSS Agent

Teresa Lipan - Ex-Special Agency Operative

SEX - Female
AGE - 25
Birthplace - Phoenix, AZ
Nationality - American
Height - 5' 6"
Weight - 118 lbs.
Eye Color - Green
Hair Color - Brown

Former Agency operative who now operates a low profile freelance spy operation from a trailer deep in the Arizona desert. Functions primarily as an underground intelligence assistant for Gabe Logan and Lian Xing.

1997 - Present: Freelance intelligence operative

1994 - 1997: Agency Operative

1992 - 1994: ATF agent

Lieutenant Jason Chase - US Army Chemical and Biological Defense Command

SEX - Male
AGE - 31
Birthplace - Reno, NV
Nationality - American
Height - 6' 3"
Weight - 214 lbs.
Eye Color - Brown
Hair Color - Brown

A top flight West Point grad with distinguished combat service in the Gulf War. Presently attached to CBDC. His attack and maneuver skills are top-notch. Headed up the CBDC response to Washington D.C. terrorist attacks.

1996 - Present: CBDC

1995: Commissioned 2nd Lieutenant, United States Army after graduating in top 5% of class

1991: Gulf War; awarded Bronze Star; gained appointment to West Point same year

Lyle Stevens - Career Agency Man, Deputy Director

SEX - Male
AGE - 49
Birthplace - San Francisco, CA
Nationality - American
Height - 6' 2"
Weight - 221 lbs.
Eye Color - Green
Hair Color - Grey

Progressed to the top echelon through ruthless execution of his superiors orders. Politically savvy, brutal and expert at damage control. Presently overseeing the neutralization of Gabe Logan and Lian Xing.

1981 - Present: Agency Deputy Director/Operative.

1980: Master of Arts, International Policy Studies, Princeton University

1971 - 1975: U.S. Navy (SEAL Team)

Dillon Morgan - Agency Commander, Special Assistant to Lyle Stevens

SEX - Male
AGE - 40
Birthplace - Alexandria, VA
Nationality - American
Height - 6' 1"
Weight - 192 lbs.
Eye Color - Blue
Hair Color - White

Trained by Israeli Army Intelligence and used for cross-border counter-terrorism operations. Specializes in the use of high explosives.

1990 - Present: Agency Operative

1987 - 1990: Israeli Army

Michael Archer - Elite Assassin, Dillon Morgan Lieutenant

SEX - Male
AGE - 31
Birthplace - Topeka, KS
Nationality - American
Height - 5' 11"
Weight - 178 lbs.
Eye Color - Blue
Hair Color - Black

An Agency Operative reporting directly to Dillon Morgan. Functions as an elite assassin and is responsible for killing at least 10 foreign agents or other Agency liabilities. Keeps an extremely low profile. Information prior to joining the Agency is minimal.

Dr. Elsa Weissinger - German Scientist

SEX - Female
AGE - 32
Birthplace - Frankfurt, Germany
Nationality - German
Height - 5' 8"
Weight - 134 lbs.
Eye Color - Brown
Hair Color - Blond

A former researcher for Pharcom, she was instrumental in the creation of the Syphon Filter virus. Following Pharcom's dissolution, she was recruited into the Agency to continue her work on the virus. Doesn't get along with the Agency administration.

1999 - Present: Agency Scientist

1990 - 1999: Pharcom Researcher

Uri Gregorov - Russian Nationalist

SEX - Male
AGE - 55
Birthplace - Stalingrad, Soviet Union
Nationality - Russian
Height - 5' 11"

Weight - 216 lbs.
Eye Color - Brown
Hair Color - Grey

Russian Army Officer and top-ranking post-Soviet intelligence official. Head of SVR - Russian foreign intelligence service. Member of the Russian U.N. delegation and a contact for Gabe. Holds information vital to stopping Syphon Filter.

1996 - Present: Director of SVR
1981 - 1996: KGB Officer
1970 - 1981: Russian Army Officer

Mara Aramov - Professional Assassin

SEX - Female
AGE - 33
Birthplace - Novgorod, Russia
Nationality - Russian
Height - 5' 11"
Weight - 137 lbs.
Eye Color - Blue
Hair Color - Auburn

Cunning and ruthless assassin who is linked to Russian organized crime. Highly skilled in all types of weaponry.

1989 - Present: Freelance killer rumored to have assassinated 17 people
1986 - 1989: KGB Operative
1984 - 1986: Member of Black Baton terrorist organization

Lawrence Mujari - Freelance Bio-Chemical Expert

SEX - Male
AGE - 38
Birthplace - Queenstown, South Africa
Nationality - South African
Height - 6' 2"
Weight - 207 lbs.
Eye Color - Black
Hair Color - Black

South African refugee and gifted medical expert and pathologist. Runs illegal medical laboratory out of the front of Whispering Woods Mortuary in Virginia.

1987 - Present: Freelance bio-chemical expert
1986: Master of Science, Bio-Chemistry, Rhodes University

[4. Weapons (from 989 Studios)]

Combat Knife

This U.S. Marine weapon is designed for hand-to-hand combat. Use the knife when you want to eliminate an enemy quietly.

9mm Silenced Handgun

This standard military sidearm is an excellent short-range weapon. It's a lethal weapon in the hands of a trained professional.

Fire Rate : III
Damage : II
Clip Size : 15
Max Rounds : 90

.45 Handgun

Developed in the days of trench warfare, this 1911 vintage design is a double-

action semi-auto weapon with a strong recoil and tremendous stopping power.

Fire Rate : II
Damage : III
Clip Size : 10
Max Rounds : 60

M-16 Assault Rifle

Standard issue for U.S. Military personnel, this combat proven light-weight weapon is accurate and easy to control. M-16s fire a specially designed small caliber, high velocity round.

Fire Rate : IIII
Damage : II
Clip Size : 30
Max Rounds : 180

G-18 Machine Pistol

A furious 60 round per second fire rate makes this machine pistol the most lethal ever made. Note that the 33 round clip will be spent in 1/2 second of continuous fire. Don't get caught with an empty weapon.

Fire Rate : IIIII
Damage : II
Clip Size : 33
Max Rounds : 198

BIZ-2 Machine Pistol

This machine pistol is designed to maintain law and order in tight situations. The horizontal clip design keeps the weapon compact and easy to fire while holding enough ammo to pin down a platoon.

Fire Rate : IIII
Damage : III
Clip Size : 66
Max Rounds : 396

HK-5 Machine Pistol

Favored by special forces and terrorists alike for its compactness, the HK-5 is fast becoming the most popular machine pistol around. There are more than 23 recognized variants and other customized versions, some fitted with silencers.

Fire Rate : IIII
Damage : III
Clip Size : 32
Max Rounds : 192

12 Gauge Shotgun

This fully choked version maximizes accuracy and minimizes collateral damage out to 25 yards. It is commonly issued to law enforcement, DEA and Secret Service agents. At close range, nothing you could carry hits harder.

Fire Rate : II
Damage : IIII
Clip Size : N/A
Max Rounds : 25

UAS-12 Rapid Fire Shotgun

Delivers a pounding in close range combat against multiple targets. Collateral damage was not considered when developing this weapon.

Fire Rate : II
Damage : IIII
Clip Size : N/A
Max Rounds : 12

PK-102 Assault Rifle

This weapon is a variant of the popular Kalashnikov system (one of the most widely used and modified designs in the world). This is a full-featured assault rifle, but is easy to conceal which makes it popular with terrorists.

Fire Rate : IIII
Damage : II
Clip Size : 30
Max Rounds : 180

K3G4 Assault Rifle

High fire rate and Teflon coated bullets designed to punch through most flak jackets make this a weapon to fear and respect.

Fire Rate : IIII
Damage : II
Clip Size : 20
Max Rounds : 120

H11 Sniper Rifle

The H11 is a full auto-fire sniper rifle with a large clip and a non-zooming scope. It combines excellent accuracy with a punishing rate of fire.

Fire Rate : IIIII
Damage : I
Clip Size : 50
Max Rounds : 300

Sniper Rifle

This silenced rifle comes equipped with a classified digital scope using basic optical character recognition. It is capable of classifying human targets and identifying human impact points prior to firing.

Fire Rate : II
Damage : II
Clip Size : 10
Max Rounds : 30

Nightvision Rifle

This rifle is capable of extreme accuracy. It is designed to strike moving, stationary or camouflaged targets from great distances without compromising the shooter's position. This model uses the SVDN2 night scope and silencer.

Fire Rate : I
Damage : III
Clip Size : 10
Max Rounds : 30

Crossbow

Quieter than a silenced firearm, this is the weapon of choice for stealth operations. It fires a narcotics-laced bolt that can kill if fired at the head. In targeting mode, the laser provides excellent accuracy.

Fire Rate : I
Damage : IIIII
Clip Size : N/A
Max Rounds : 5

Hand Taser

This non-lethal weapon delivers 80,000 volts of neutral chaos and will drop a man instantly. Use the hand taser on people you want to incapacitate without harming. You must get very close to the target with this weapon and the element of surprise is crucial. It is best to blind-side the target.

Fire Rate : I
Damage : IIIII
Clip Size : N/A
Max Rounds : Infinite

Air Taser

Fire the CO2 powered air taser to lodge a probe into the target's body. A wire from the weapon to the probe delivers a 500,000 volt shock. Press and hold the SQUARE button after implantation and the victim will burst into flames.

Fire Rate : I
Damage : IIIII
Clip Size : N/A
Max Rounds : Infinite

Incendiary Grenade

Upon detonation, this incendiary weapon spreads ammonium perchlorate three meters outward from the blast point. It is instantly ignited by the explosion and quickly burns out, torching anyone within the blast area, but leaving minimum collateral damage.

Fire Rate : I
Damage : IIIII
Clip Size : N/A
Max Rounds : 10

Nerve Gas Grenade

Releases trace amounts of Soman nerve agent. After exposed targets are rendered unconscious, fatality follows in 15 minutes unless an antidote is administered. The gas dissipates swift for fast entry into the area. This will stun the agent for a brief moment if walked into.

Fire Rate : I
Damage : IIIII
Clip Size : N/A
Max Rounds : 10

M-79 Grenade Launcher

This deadly single-shot, break barrelled weapon was used in the Vietnam War and nicknamed the "Blooper." It fires 40mm high explosive grenades capable of producing more than 300 fragments within a five meter radius. Its range is up to 300 meters.

Fire Rate : I
Damage : IIIII
Clip Size : N/A
Max Rounds : 15

C-4 Explosive

Called plastic explosive, C-4 can be molded and stuck to objects. It is then wired to a fuse and friction igniter for detonation from a remote or projected position.

Fire Rate : N/A
Damage : IIIII
Clip Size : N/A
Max Rounds : N/A

Tear Gas Launcher

Fires cartridges containing tactical CS riot agent. Use this weapon to create confusion in situations where the opposition cannot be attacked with lethal force.

Fire Rate : I
Damage : IIIII
Clip Size : N/A
Max Rounds : 5

Go for the head shot as much as you can. It's a one-hit wonder, and will make your life a lot easier in the game. Always make sure you head shot Flak Jacketed soldiers since they'll eat up your ammo otherwise.

If you find a spawn point for soldiers (the mountains at the beginning is a good place) you can rack up the ammo by head-shooting the spawning soldiers, running out and grabbing their ammo and then running back to safety to head-shot some more.

If you can sneak and kill enemies, do it. That's part of the glory of this game: the stealth. Only Tenchu has had the same feel (even compared to Metal Gear Solid). It's a one hit kill or stun, and can save time and effort later.

SECTION 5 - BOSS STRATEGIES

Archer

Though not really a boss, he does come at the end of the Crash Site level, and can be annoying. All you have to do is shoot him in the head (the sniper rifle is best because you can zoom). He falls from the helicopter and you get the discs. If you kill him with one shot, it'll open the Jungle level.

Morgan

Shoot him in the head (it's easier said than done). It's easiest if you hide behind the boxes just below where the checkpoint was and wait for him to run into your crosshairs. Don't let him double-back on you, though. This took me a while to get him just perfectly because we'd kill each other at the same time.

What you should do is right after the last bomb is disarmed run up the steps to the very top then run to the left corner and crouch down. You can use two weapons the HK or Sniper rifle. (I feel the HK is easier). Face the step on an angle and wait till Morgan runs around the far left corner of the stage and you'll see his head for at least three to four seconds and bam he's dead. You'll never have to worry about him running up the stairs cause he won't plus how long he won't fire his weapon till he sees you. If you miss the first time don't fret just wait till he runs around again till you get him.

(submitted by: Windcutter)

You can also just throw a grenade in front of his path and blow him up.

(submitted by: Bonnie Britton)

Gregorov

Shoot out the lights in the park and then sneak up and tase him. It is easier if you hide in a corner near the statue so that you can avoid him easier by running around the statue.

Finale

Here's how I do it (works almost all of the time). Roll past the boss and strafe and roll to the open door of the chopper. Get the H11 inside. Roll once to the right and then under the tail of the chopper (you will barely miss the rotor). Now, run down into the loading ramp near the tail of the chopper and the car so that your head is just below the lip of the wall. Select the H11. Now, when the boss starts shooting, roll to the right three times, target and shoot him three times (sometimes four depending on when and where he stopped). He will fly into the tail propeller and you'll have won.

Use the UAS-12 to knock this guy off his feet for a sec. and shoot him all the way to the back blades of the helicopter. That should kill him and have the game beaten.

. . .The best way to do this, is roll under the helicopter close enough to where he will follow you, when you have the chance, shoot the boss into the propeller.

(submitted by: HighWingz81@aol.com)

I went right and rolled to the front of the chopper, grabbed the flack jacket and rolled under the tail to the shotgun, then went around the front of the chopper and positioned myself next to where I got the flack jacket.

(submitted by: Jeff Barto)

(from me)

I'd recommend using the START button and menus to select the M-79 if you have ammo left (and you should unless you were firing willy-nilly at Agents in flak jackets) or the UAS-12 which has enough power to push the boss around even if it doesn't hurt him. It's easier than navigating the SELECT menu while he's shooting a high powered shotgun in your direction.

Roll out the right door and run and roll to the chopper as above. Get the UAS-12 and the flak jacket as needed. From the flak jacket, do a quick 180 degree turn and roll forward twice. Do another quick 180 degree turn and the boss should roll under the helicopter into position. Don't let him take a step or you'll run out of ammo in the UAS-12 before he hits the rotors. Good luck.

+ OR +

Roll out the right doorway and run and roll to the closest open door of the chopper. Get the UAS-12 inside. Roll once to the right and then under the tail of the chopper (you will barely miss the rotor). If you need the flak jacket, roll once right and get the flak jacket. Now, run down into the loading ramp near the tail of the chopper and the car so that your head is just above the lip of the wall. Select the M-79. Now, when the boss starts shooting, roll to the right three times, target and shoot him (the UAS-12 will push him back if you just keep shooting him). It should push him backwards into the tail propeller and you'll have won. If you hide too far down on the ramp, he won't roll to the other side of the chopper into position. Instead, he'll throw a grenade in to smoke you out. If he can see part of you head you're fine (he doesn't do head-shots). If for some reason he doesn't roll into position, just strafe-roll back and forth until he does. Then start shooting. If you're strafing or rolling he usually will miss you (roll when your Danger Meter hits it's highest point).

SECTION 6 - TWO PLAYER TACTICS

(from Maverick)

1 - Head shots. I had a severe handicap playing my roommates (armor 25%, they had 100+%) and I could still take them down in one shot with a head shot. Lead shots, and remember that crosshairs when you hit L1 come up at head level if you are standing.

2 - Roll. If you end up in someone's sights, start rolling. I found that I can run straight and keep rolling when being chased with a shotgun and I won't get shot at all while he empties his gun.

3 - Auto-target. A useful trick with R1 targeting is that you can target an enemy without being able to see him. So, in a place with a lot of obstacles, you can see where he's hiding by hitting R1 for a few seconds.

4 - Keep moving. If you stand still, you're not having fun. Sniping positions are okay in the game, but you don't have a lot of areas to cover

from any one position. A lot of levels have limited visual range, as well, so you need to move around to find the guy you want to shoot.

5 - Weaponry. Think before firing. Although many levels have grenades and M-79s on them, they aren't the greatest weapon. Using them may kill you as well, and that still gives a point to your opponent.

6 - Flak Jackets. These are everywhere, until you need one. Remember the locations of these and pick them up when you need them. If you're in the middle of a fire-fight, run and roll until you find one (or two or three) before you challenge the guy that just sneaked up on you.

That's about all I can think of, unless you want to talk strategies for what to watch for in the other player's screen, but that's dishonest :)

(from sage@sageinnovations.com)

A good two player strategy is to crouch and take up a sniper position randomly. It makes the opponent think you know something that they don't.

Okay, and since I feel rather pointless playing a multi-player shooting match (or sniping match as the case may be) when the other players can see me, I'm adding this from Brandon because it's just a good idea (albeit a bit extreme, but most games forgot Sony had a Link cable).

(from Brandon)

Also, if you really want to play these games in Quake style multi-player, try this!

First off, have 2 TV's, obviously. Or 2 RCA equipped monitors, eg. Commodore 64, or similar.

Go to Radio Shack and get a RCA splitter so you can split the RCA into 4 or 6 (mono or stereo) active leads.

Hook it all up so that both show the same display.

Then finally, tape something to the screen to cover up your opponents view of your display.

SECTION 7 - SECRETS/TACTICS

You are encouraged to visit these sites since they update their codes more than I update this FAQ.

When you finish the game, you are asked to save. Once you do this, you can choose what level you wish to play.

The Game Shark Code Creators Club has some GameShark codes for Siphon Filter 2 at their site: <http://www.cmgsgccc.com/>

(from www.cheatcc.com)

End Level

Pause the game, highlight the "Map" option, then hold Right + L2 + R2 + Circle + Square + X (simultaneously).

Then, enter the options screen and choose the "Cheats" selection.

DaViDIzDaBoMbEsT@aol.com

Mission Select

Finish the game to access the mission select screen.

Hard Mode:

In the in-game options menu, you can view movies that you have unlocked during your progress through the game. You'll see 2 extra movies that you couldn't get by playing through the first time. To unlock these movies you must play the game in 'HARD' mode and to get this mode, do the following. Go to the title screen and then New Game, press:

Up+Select+L1+R2+Square+Circle+X (at the same time).

Finishing certain levels on hard mode unlocks bonus movies.

Super Agent mode (less ammo to kill Agents):

Pause the game, highlight the "Weaponry" option, then hold

L2 + Select + Circle + Square + X (simultaneously).

If you entered the code correctly, you will hear a sound. Then, enter the options screen and choose the "Cheats" selection.

-From: charlie2010@hotmail.com

(from Thomas J. Piotrowski)

2-Player Arenas and Characters

To unlock the extra Arenas in 2 Player Mode.

Mission 1 Colorado Rockies:

By the waterfall where you meet Chance if you crawl towards the waterfall on the main floor you will hang and you can see a small cave below you, inside is a H11. This unlocks the "Colorado Rockies" arena.

Mission 3 Colorado Interstate 70:

In the first tunnel there is a door to your left upon entering go in there and go left follow the hallway to a room and inside are Binoculars. This unlocks the "Caves" arena.

Mission 8 C-130 Wreck Site:

If you can kill Archer with one shot (one shot one kill) as he rides the chopper (its very hard) and you will unlock the "Jungle" arena.

Mission 9 Pharcom Expo Center:

In the room with the lockers by the Mars exhibit the Army guys talk about a magazine they found in a locker, pick it up and will unlock the "Pharcom Incubator Lab" arena.

Mission 11 Moscow Club 32:

If you kill all three body guards on the dance floor in the beginning before they toss grenades (you must kill them very fast, you must kill them before they even begin to throw grenades) you will unlock the "Disco Basement" arena.

Mission 12

Moscow Streets: After the two cars come running you down and you jump up to the pole go in the direction they were going, use your nightvision sniper rifle that you got from the two men on the building earlier to snipe out the two guys moving towards you from the cars. The one on the right has a M-79 get him first. After they are dead its in the driver side of the first car. This unlocks Rhomer's Bunker Arena.

Mission 13 Volkov Park:

In the very beginning try shooting the guy on the left (you need a quick head shot) before he blows up the car to your right. Afterwards check the car for a Biz-2. This unlocks the "Surreal" arena.

Mission 15 Aljir Prison (Break-in):

If you can make it through the whole level without the crossbow you'll unlock the "Aljir Prison" Arena.

Mission 18 Agency Bio-Lab (Escape):

At the start kill the first guy by shooting the beakers and then when you get to the room with the two vents go through the one on the right (the one you came in from last level) and backtrack to the operating room, careful not to get shot too much climb onto the desk on the right side of the operating room and climb up to the next level there is a open doorway up there and inside is a M-79. This will unlock the "Agency Computer Lab" Arena. You then can use the M-79 to kill the guys on your way back out.

Mission 19 New York Slums:

In the burning building there are some washers or driers just before the collapsing floor inside the far right one is the Dirty Laundry. This will unlock "D.C. City Park" Arena.

To unlock the extra multi-player characters:

Mission 2 McKenzie Airbase Interior:

Finish this level in 3 minutes to get the "goofies" characters to use in Multi-player. These characters are: Bag Lady, CBDC Agent, Monk, Corpse, Viral Test Subject. Thanks to John Francis Riston for originally reporting it to me.

Mission 8 C-130 Wreck Site:

If you can finish this level in less than three minutes (Note you don't have to kill everyone only kill those that are necessary run and roll for the rest, also behind the tail of the plane where the data discs are is a M-79) you will unlock the characters from Syphon Filter 1: Girdeux, Phagan, Gabrek, Marcos, Rhoemer, and Evil Scientist.

Mission 20 Slums District:

If you make it to the top of the stairway in the parking garage you will find a crate with an M-79 inside. There are several enemies with M-79's along the way you should have one of your own from the guys you killed after Thresa gassed them out of the landing. Use the M-79 to kill the guys at the top of the stairs. This will unlock the Syphon Filter 2 characters for 2 Player mode: Ninja Gabe, Scuba Lian, Unit 1 (Chance), Dr. Elsa Weissinger, Uri Gregorov, Lawrence Mujari, and SWAT officer.

(from www.game-revolution.com)

Movie theater:

During play, pause and highlight the "Briefing."
Now hold Right + L1 + R2 + Circle + X.

(From Kevin L. Tang)

First bonus movie:

It is unlocked after Mission 5 (McKenzie Airbase Exterior) on Hard difficulty. Lian will say "Got it" as she is flying away in the helicopter. The movie is called "Before and After I" and is on disc 1. It has some behind-the-scenes footage of an early rendition of Gabe. It is CG footage of Gabe running through the missile silo from the first Syphon Filter. Gabe doesn't look very detailed and the silo looks completely different. Then the movie transitions to the finished version we saw in the game, with Gabe confronting Markinson.

Second bonus movie:

It is unlocked after Mission 10 (Morgan) on Hard difficulty. Gabe will say "Got it" after he finishes receiving the incoming radio call. The movie is called "Before and After II" and is on disc 1. It has some

behind-the-scenes footage of a later version of Gabe and an early version of Lian. It shows Gabe and Lian sneaking through the Costa Rican rain forest from the opening movie of the first Syphon Filter. Gabe has a grey short-sleeved shirt on and camouflage pants and Lian is dressed in a black tank top and camouflage pants, she kind of looks like Lara Croft without the ponytail. Then the movie transitions to the finished version we saw in the game, with Gabe and Lian sneaking through the forest and coming across the burnt out lab.

Third bonus movie:

It is unlocked after Mission 16 (Aljir Prison Escape) on Hard difficulty. Lian will say "Got it" after she and Gregorov reach the escape point. The movie is called "Deleted Scenes" and is on disc 2. It has four FMV clips that were not used in Syphon Filter 2. The first one shows the Chinese general demanding shipment of the Syphon Filter virus. The second one shows Archer in the Blackhawk swooping low over Gabe, who is on the back of the burning United Pacific train. The third one shows Gabe and Teresa in the beat-up rental van they use during the Moscow missions (where Lian is chasing Gregorov), the van won't start and Gabe gets out to push. The fourth one shows a bag lady pushing a shopping cart across the street in the New York Slums district. Mara Aramov's limousine smashes the shopping cart and then screeches around a corner.

Fourth bonus movie:

It is unlocked after beating the game on Hard difficulty. The movie is called "Congratulations! Party time!" and is on disc 2. It's kind of amusing, it shows all the major characters dancing on the floor of the Moscow disco, Club 32.

SECTION 8 - MOVIE LIST

--- Disc One Movies ---

Camden, New Jersey: The Emperium

01/00 00:01

Operative: Gabe Logan

Gabe goes out for a night at the movies...

Intro

Over the Rockies

Archer Attacks

Secret Council

Death of Phagan

Lian Gets Her Gear

Lian Escapes

Rendezvous with Chance

Plot to Destroy the Bridge

Surprise Attack on the Bridge

Morgan's Final Judgment

Lian Chases Holman

Train Ride

Grenade Attack

Archer Attacks Again

Nick of Time

Inferno

Death of Archer and Further Plans

Before and After I (Unlock by playing on HARD)

Before and After II (Unlock by playing on HARD)

--- Disc Two Movies ---

Camden, New Jersey: The Emperium

01/00 00:01

Operative: Lian Xing

Lian goes out for a night at the movies...

Museum Break-in

Gabe Confronts Morgan

Disco Rendezvous

Mara Chases Gregorov

The Chase Continues

Mara Calls Off the Chase

Lian Unmasks Gregorov

Aljir Prison Break-In

Lights Out

Stay of Execution

Aljir Escape

Gabe Calls Stevens

Elsa Slips Away

Steven's Plan Starts to Unravel

Gabe Takes the Elevator

Stevens Gets the Drop

Death of Stevens

Funeral

Deleted Scenes (Unlock by playing on HARD)

Party Time (Unlock by playing on HARD)

SECTION 9 - CREDITS/SPECIAL THANKS

First of all, to everyone who has read and e-mailed me valuable input on this FAQ. You rock. It's also good to see that me e-mail has been about half-male/half-female so it's good to see our sisters shooting Agents in the head as well. You rock double. GameFAQs is an excellent site and I doubly thank them. 4saken, CheatCC, GameSages, IGNPsx, www.hype.se, tctheis, JayZRyder@aol.com, Rick Selinger, Nikon007@webtv.net, Mark Freeman, TonyHawk3603@aol.com, Spawn86@aol.com, Bonnie Britton, Jeff Barto, Kevin L. Tang, Carey Grooms for the ASCII art, Joe Reichard, Poromenos, HighWingz81@aol.com for the tips and tricks and all the dedicated work at helping me through the hard spots. And thanks to all the rest of you who've replied or helped me out. Oh, and if I missed you in here, I'm rescanning my e-mails, but that's 3800 that I've gotten since I started this (the day SyF2 came out). Peace. I love you all.