

Syphon Filter 2 FAQ/Walkthrough

by DC

Updated to v0.61 on Apr 7, 2001

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DC's Syphon Filter 2 Guide

v0.61

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My MSN contact is dcmagus@hotmail.com, but any email sent to that address will most likely be ignored, as I don't check that account

My AIM name is dcmagus

Be warned that I'm only on the net twice a week, don't expect replies from me which are ten minutes after you've sent the mail. Here's some guidelines about sending me mail:

1. Make sure you put the title of the game you're asking about in the subject. I've made a fair few FAQs, and it's a bit hard to work things out sometimes.
2. If it's an FAQ, make sure that it's not already in the guide!!! If it is, I'll do my best to ignore it.

If it's not in there, make sure that the details you provide are, well, DETAILED, and not sketchy. Examples are "Hi need to know how to get past this part, i'm in a room and stuck", I need to know where you are, etc.

3. Ask nicely. So far, most people have, but if your mail goes along the lines of "Hi, need code for B2, reply within the next hour otherwise I'll bomb you" will not get you anywhere.

That's it. Sorry for being a pain, but it had to be said.

Version History

v0.1-First version!

v0.2-Bit more of the walkthrough done.

v0.3-Slowly working my way through this. If only my memory wouldn't fail me. Grrr... I'd stop having to go back to replay the levels!

Finished up to Morgan.

v0.4-Finished up to Gregorov.

v0.5-FINISHED WALKTHROUGH! But that doesn't mean I'm finished at all, boys...I've still got the Multiplayer stuff to go! I'm stopping work temporarily, but will finish off the guide soon, don't you worry!

v0.6-Um, Multiplayer guide will be coming! Don't know when though.

Got a new email addy.

v0.61-Name change!

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1) Introduction

Don't you just love it when you receive money from your relatives and or parents because it's your birthday? Well, I LOVE it when that happens, because I was able to purchase Syphon Filter 2. My first game in a while. Immediately, I popped it in the Playstation and played until the CDs eventually burned up. Having never played the original Syphon Filter (yes, I can hear you calling me an idiot right now), I have to say that this might even knock off Metal Gear Solid as the best spy/action game that I've ever played. This game is great in every way. Well, not every way. The graphics were a tad below what I expected, they were much rougher than the MGS graphics. Also, the cutscenes looked a little funny as well, the people were a little out of proportion =) I think that instead of changing from the in-game graphics to the different graphics, they should have made it more like Vagrant Story, where the in-game graphics were exactly the same as the cutscene graphics. It's also a bit easy...Anyway, I'm going to shut up now, and get on to the good stuff. Here's the plot line as 989 Studios tells it:

Seemingly unrelated and troubling events headline international news 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 these dangerous events. Using the biotech firm Pharcom, they 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 Jonathon Phagon's private files on the virus. Then Ling 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.

2) Characters

In this two-disc game, you can take control of one of two characters throughout, either Gabe Logan or Lian Xing. The others are either accomplices or enemies (Stats from 989 Studios).

Gabe Logan- Covert Operative

Age : 36
Birthplace : Camden, NJ
Eye Color : Brown
Hair Color : Black
Height : 6' 3"
Nationality : American
Sex : Male
Weight : 185lbs

Lian Xing- Intelligence Communications Expert

Age : 30
Birthplace : Kashi, China
Eye Color : Brown
Hair Color : Black
Height : 5' 7"
Nationality : Chinese (Damn right, it's about time we had a Chinese video game chick. Apart from the Street Fighters. BTW, I'm Chinese)
Sex : Female
Weight : 120lbs

Teresa Lipan- Ex-Special Agency Operative

Age : 25
Birthplace : Phoenix, AZ

Eye Color : Green
Hair Color : Blue
Height : 5' 6"
Nationality : American
Sex : Female
Weight : 118lbs

Lieutenant Jason Chance- US Army Chemical and Biological Defense
Command

Age : 31
Birthplace : Reno, NV
Eye Color : Brown
Hair Color : Brown
Height : 6' 3"
Nationality : American
Sex : Male
Weight : 214lbs

Lyle Stevens- Career Agency Man, Deputy Director

Age : 49
Birthplace : San Francisco, CA
Eye Color : Green
Hair Color : Grey
Height : 6' 2"
Nationality : American
Sex : Male
Weight : 221lbs

Dillon Morgan- Agency Commander, Assistant to Lyle Stevens

Age : 40
Birthplace : Alexandria, VA
Eye Color : Blue
Hair Color : White
Height : 6' 1"
Nationality : American
Sex : Male
Weight : 192lbs

Michael Archer- Elite Assassin, Dillon Morgan's Lieutenant

Age : 31
Birthplace : Topeka, KS
Eye Color : Blue
Hair Color : Black
Height : 5' 11"
Nationality : American
Sex : Male
Weight : 178lbs

Dr. Elsa Weissinger- Scientist

Age : 32
Birthplace : Frankfurt, Germany
Eye Color : Brown
Hair Color : Blonde
Height : 5' 8"
Nationality : German
Sex : Female
Weight : 134lbs

Uri Gregorov- Nationalist

Age : 55
Birthplace : Stalingrad, USSR
Eye Color : Brown
Hair Color : Grey
Height : 5' 11"
Nationality : Russian
Sex : Male
Weight : 221lbs

Mara Aramov- Professional Assassin

Age : 33
Birthplace : Novgorod, Russia
Eye Color : Blue
Hair Color : Auburn
Height : 5' 11"
Nationality : Russian
Sex : Female
Weight : 137lbs

Lawrence Mujari- Bio-Chemical Expert (Freelancer)

Age : 38
Birthplace : Queenstown, South Africa
Eye Color : Black
Hair Color : Black
Height : 6' 2"
Nationality : South African
Sex : Male
Weight : 207lbs

3) Weapons

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.

Fire Rate : 1
Clip Size : N/A
Damage : 5
Rounds (Max) : N/A

For extremely "close quarters-point blank-in your face" style battles. Otherwise, when you're hungry in the middle of a mission, you can stop to make a sandwich.

9mm 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 : 3
Clip Size : 15
Damage : 2
Rounds (Max) : 90

Standard issue stuff. It's an alright armor piercing weapon, great for both short and long range attacks (if you're willing to spend a lot of time with the L1 aim). In my opinion, this is the gun you knock up your head shot count with.

9mm Handgun (Silenced)

Fire Rate : 3
Clip Size : 15
Damage : 2
Rounds (Max) : 90

Standard issue stuff. It's an alright armor piercing weapon, great for both short and long range attacks (if you're willing to spend a lot of time with the L1 aim). In my opinion, this is the gun you knock up your head shot count with. Silencing makes this awesome for almost any situation.

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 : 4
Clip Size : 30
Damage : 2
Rounds (Max) : 180

The basic rapid fire weapon. Ammo should be easy to find for this, but once you get the better weapons, you'll start to stop use of this weapon. This weapon is pretty accurate and light. Almost as good as the 9MM for the head shots, as this is faster, but it doesn't have a silencer.

.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 : 2
Clip Size : 10
Damage : 3
Rounds (Max) : 60

Tough, durable, heavy, and bloody powerful. This seems' to be Lian's weapon of choice, while Gabe usually has a 9MM.

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 : 5
Clip Size : 50
Damage : 1
Rounds (Max) : 300

Found in the first mission, the first sniper rifle that you'll come across will not let you down. It's equipped with a zoom function, but it doesn't go too far. Still, it's got a pretty high fire rate, but with the zoom function, you don't need more than one shot for head shots.

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 : 2
Clip Size : N/A
Damage : 4
Rounds (Max) : 25

I love it. Is it close range big kills that you want? Look no further.

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 : 5
Clip Size : 33
Damage : 2
Rounds (Max) : 198

This is pure, unadulterated fury at its best. Be warned, you go through the G-18's clips like Boris Yelstin goes through the vodka. Meaning fast. It's not a silenced weapon though, and you will find that you'll need to go through a bit of the rounds to get your kill.

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 : 4
Clip Size : 66
Damage : 3
Rounds (Max) : 396

This one holds enough ammo for you to go through the whole US Army, then the whole Australian Defence Force, and then everyone on Fiji. It has a nice fire rate, and it can really kick pesky enemies in any situation.

HK-5 Machine Pistol (Silenced)

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 : 4
Clip Size : 32
Damage : 3
Rounds (Max) : 192

This is your ultimate rapid fire gun. This model is better than the BIZ-2 due to the silencer, and it can tear the enemy to shreds in a matter of seconds. Be careful, just don't hold on for too long, otherwise you can say goodbye to your ammo supplies.

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 : 2
Clip Size : N/A
Damage : 4
Rounds (Max) : 12

A big improvement on the first Shotgun model. This absolutely

positively okalidokealy rocks the house! Too bad it's only on the final level.

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 : 4
Clip Size : 30
Damage : 2
Rounds (Max) : 180

This is a pretty awesome gun. The ammo is also pretty scarce, but once you get it, you'll be almost unstoppable.

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 : 4
Clip Size : 20
Damage : 2
Rounds (Max) : 120

The K3G4 is the one of the best in armor piercing guns, you'll find this a lifesaver when you're up against scores of Flak Jacketed enemies. Also comes with Teflon coated bullets!

Sniper Rifle (Silenced)

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 : 2
Clip Size : 10
Damage : 2
Rounds (Max) : 30

This has the best zoom function out of the sniper rifles. Strictly headshots only.

Nightvision Rifle (Silenced)

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 : 1
Clip Size : 10
Damage : 3
Rounds (Max) : 30

The Nightvision Rifle is an extremely powerful sniping weapon. It's designed to take out anything from anywhere, but it's pretty slow, so make sure you hit with your first shot.

Crossbow (Silenced)

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 : 1
Clip Size : N/A
Damage : 5
Rounds (Max) : 5

Stealth operatives rejoice! The crossbow causes an instant KO when you hit someone with it, but hit their head and it's an instant death. Also comes with laser targeting. Yum.

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 : 1
Clip Size : N/A
Damage : 5
Rounds (Max) : No Limit

This baby delivers around 80000 volts when used, and when it hits your target (human, of course), it's gonna knock them out instantly, but not kill them. You've got to get your distance and timing right first.

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.

Fire Rate : 1
Clip Size : N/A
Damage : 5

Rounds (Max) : No Limit

Imagine the Hand Taser on drugs. You get this. The range is awesome, and the best thing is that you can kill with this now (hold Square after the initial hit). 500000 volts of pure um, killing stuff. Be warned, I tried it on Flak Jacketed enemies, and it didn't seem to work... This is the best weapon in the game (IMHO). It makes the first level ridiculously easy, and when you get a weapon where you can see someone setting on fire, it's gotta be good. If you find one, use it until your fingers drop.

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 : 1
Clip Size : N/A
Damage : 5
Rounds (Max) : 10

This is a great for taking out groups of enemies, for blowing up cars, etc. as anything within it's blast radius will also go BOOM!

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 : 1
Clip Size : N/A
Damage : 5
Rounds (Max) : 10

This grenade releases a deadly gas around the area where it detonated, and if the antidote is not administered in 15 minutes, the subject/s die. Well, that makes for nice, instant and silent kills.

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 : 1
Clip Size : N/A
Damage : 5
Rounds (Max) : 15

I LOVE IT! I thought the BFG10K in Quake III was a nice weapon. The M-79 is probably the best weapon for taking out anyone or anything, in a single shot, but of course, being a grenade launcher, you should hold off using it in stealth missions. Like the grenades, but more accurate, and while being slower than other weapons, it is faster than the grenades themselves.

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 : 1
Clip Size : N/A
Damage : 5
Rounds (Max) : 5

When it comes to incapacitating people, this is the gun. It's like the M-79, but instead of Grenades, it shoots Tear Gas. Valuable when trying to silence a group of KGB agents. Ha-ha.

4) Controls

D-Pad

- Up - This makes you move, helps you aim your shots with L1, pulls your character up when he/she is hanging off something, and if X is held, you can sneak around.
- Left/Right- This makes you move, helps you aim your shots with L1, pulls your character around when he/she is hanging off something.
- Down - Do a little 180 turn, helps you aim your shots with L1, when hanging off something, press to drop.
- Square - Attack (Fire weapon, throw grenade, etc.)
- Triangle - Use (Open doors, use item, flick switches, etc.), jump up onto ledges, exit (Menu Screens), zoom in (Sniping Weapons) reload weapon, and receive radio transmission.
- X - Crouch (move D-Pad to sneak around), climb down from ledges, accept selection (Menu Screens)
- Circle - Roll (hold L2/R2 to roll sideways), when in sniper mode, this zooms out.
- Select - Change weapon, this is displayed at bottom of screen, hold and press L2/R2 to cycle through inventory.
- Start - Pause, opens up menus.
- R1 - Locks on to an enemy automatically.

L1 - Manual aiming, you target whatever you want to shoot.

L2,R2 - Strafe, when in L1 mode, this peeks.

5) Tips, Cheats, Misc.

-Head shots! Rejoice! These are the easiest way to kill unsuspecting and suspecting enemies. Use L1 and home in on, well, home.

-Head shots are also deadly when an enemy has the lock on you! Roll, run, just keep your head down and keep moving!

-Head shots are also useful if you're in need of a Flak Jacket, as the Flak Jacket will be undamaged from the head shot.

-Flames hurt! Ow! Don't run into them, otherwise you'll catch fire and die.

-How do you look around corners without actually looking? Get right up to a corner, and instead of using the L1 + L2/R2 peek combo, just press the direction on the D-Pad which is opposite to where you want to look at. The camera view will spin a bit, and give you a peek of what's around the corner!

-To unlock Hard Mode, highlight the New Game option then press:

Up + Select + L1 + R2 + Square + X + Circle

It's hard. And you also get to unlock new movies!

-To unlock the Movie Theater, pause the game, select briefing, and press:

Right + L1 + R2 + Circle + X

Now go to Options, and under Cheats, you can get into the Movie Theater.

To unlock new movies on Hard Mode, complete the game on Hard Mode. After levels 6, 12, 17 and after you've finished, you'll unlock a new movie, amounting to four new movies.

-To unlock Level select, pause the game, select map, and press:

Right + L2 + R2 + Square + Circle + X

Now all levels are unlocked, go into Options, Cheats and End Level.

-There are various items and objectives that you can collect/complete which will unlock new things in the Two Player mode. They are:

Mission 1: Colorado Rockies

Near the waterfall, you can climb down, and enter a secret cave to

get a H11. This will unlock the Colorado Rockies arena.

Mission 2: McKenzie Airbase Interior

Finish in three minutes or less to unlock the "wacky" Syphon Filter 2 characters.

Mission 3: Colorado Interstate 70

If you go into the side room that's inside the first tunnel, you'll find some Binoculars and unlock the Caves arena. You'll get: Bag Lady, CBDC Agent, Monk, Corpse, and Viral Test Subject.

Mission 8: C-130 Wreck Site

Kill Archer with one shot (damn it's hard), and you'll unlock the Jungle arena.

Finish the mission in three minutes or less, and you'll unlock the Syphon Filter characters (from the original). You'll get: Girdeux, Phagan, Gabrek, Marcos, Rhoemer, and the Evil Scientist.

Mission 9: Pharcom Expo Center

After you hear those two GI's talking about a Girly Mag, pick it up to unlock the Pharcom Incubator Lab arena.

Mission 11: Moscow Club 32

Before the three guards can throw grenades at you (in the beginning of the mission), kill them all and you'll unlock the Disco Basement arena.

Mission 12: Moscow Streets

After the two white cars try to run you over, go back to them once you've avoided them, kill the guys, then grab the PK-102 to unlock Rhoemer's Bunker arena.

Mission 13: Volkov Park

Before the agent blows up the car, retrieve the Biz-2 inside it to unlock the Surreal arena.

Mission 15: Aljir Prison Break-In

Don't use a crossbow at all, and you'll unlock the Aljir Prison arena.

Mission 18: Agency Bio Lab Escape

Enter the operating room to unlock the Agency Computer Lab arena. You get in here through a vent, which you exited from in the last mission.

Mission 19: New York Slums

In the burning building, retrieve the Dirty Laundry from the washer to unlock the D.C City Park arena.

Mission 20: Slums District

At the top of the stairway in the parking garage is a crate with an M-79, pick it up to unlock the Syphon Filter 2 characters. You'll get: Ninja Gabe, Scuba Lian, Unit 1 (Chance who's fully decked out in his armor. Same damage though), Dr. Elsa Weissinger, Uri Gregorov, Lawrence Mujari, and the SWAT officer.

6) Walkthrough

I'll try my best to give you an accurate description and walkthrough for each level. Also, after looking at the walkthroughs on GameFAQs, I think I can provide information that you've never known up until now! (Want to get a H11 right at the start of the first level? Or an Air Taser?) Buckle up, and hang on for a great gaming experience.

i) Mission 01: Colorado Mountains

Briefing

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.

Mission Objectives

- Find Chance and the Transponder Locator
- Reach High Ground to fix Transponder Signal
- Recover C4
- Clear Cave In
- Take Out Snipers
- Defend GI's
- Reach the Highway

Mission Parameters

- Do not kill any GI's

Mission Items

- 1) H11
- 2) 9MM
- 3) M16
- 4) Shotgun
- 5) Air Taser
- 6) Flak Jacket
- 7) C4
- 8) Grenades
- 9) Knife
- 10) Transponder

Mission Secrets

- Unlock Colorado Rockies Arena (grab the H11 in the secret cave near the waterfall)

For a first mission, this is relatively easy. It'll start off with a cutscene, as every mission does, then you'll get control of Gabe, parachuting. Don't touch the ground near the flare and the GIs yet, fly onto the cliff on top of them to pick up a H11. No-one knew about that, hey? Now climb down and speak with the GIs. You'll ask if they've seen Chance. They'll say that he went south.

Turn around, and head south to the ridge. Pick up the M16 in the chest on the ridge, which is located away from the guy standing on the ridge. Then go and talk to the guy, he'll call another GI to lead you to Chance. Follow both of them, and eventually they'll say that "He went down into that cave," don't go into the cave at the bottom, not yet anyway.

Go to the bottom, but instead of going into the cave, climb up the ridges, and go further up to reach a chest, which holds a Shotgun. Continue climbing up, past the flare, there's a chest with a Flak Jacket but I don't think you'll be needing it yet. Turn right, and enter a new area. From where you entered, head north to the edge. Stand by the big stone to your right, and climb down onto a secret ledge and pick up the Air Taser! This weapon rocks, have it equipped. Remember this place, you'll need to return here.

Now go back to the cave that the two GIs told you to go into, and enter it this time. Keep going, past another two GIs, and you'll reach Chance. He'll give you the transponder, and run off. You'll get an objective added, which is to reach high ground. Your first enemy will appear behind you now, hold R1 and target him with the Air Taser. Hold Square until he catches fire, that's when you know he's dead => Now go back in the direction that Chance was heading. There's a waterfall in the middle. Approach the edge, walking backward, and drop off the edge. Quickly press Triangle in mid-air, and you'll grab onto the edge. Press down to drop into the secret cave, and pick up the H11. You'll also unlock a two player map.

Climb back using Up + Triangle, and run back to where you started. Pick up the M16 ammo from the dead soldier which you killed, then head into the cave with the two GIs. There'll be an explosion behind, so sprint out of that cave as fast as you can. It'll kill one of the GIs and cause a cave-in, so now you'll need to find some C4.

Head back to the injured GI at the start, but you won't get far before you have to fend off more enemies. Just equip the Air Taser, get a good lock on, and have a barbecue. Dispatch of all enemies in your view, then climb up the ridges, and get back to where you started.

More GIs will shout for help, but they'll all be killed by three soldiers standing around the GI with the C4. Zap the with the Air Taser, and then head to the dead GI to retrieve the C4. Get ready to zap tons of soldiers here - even some in mid air - with the Air Taser. Clear the area and head back towards the cave in.

As before, don't enter the second cave yet, go back to where you found the Air Taser, fending off enemies on the way, and you'll find three more soldiers to contend with. Zap em, then climb up the big column of rocks in the centre of the area they were patrolling, and use the Transponder. After, get down (slowly! Don't kill yourself!) and then move back to the big open area. If you need the Flak Jacket, pick it up, otherwise use the Air Taser until everybody's gone.

Head back to the cave-in area, plant the C4, then run out of the cave. After the C4 has detonated, move forward, and you'll have to deal with three parachuting soldiers. Kill them all, jump past the waterfall, and there's a Flak Jacket nearby if you need it. Move forward to another cave, then climb up, and enter sniper realm. You'll constantly have a "Head Shot" above your head, so roll towards the GIs. They'll distract the snipers while you get rid of them. Switch to a Shotgun.

When control resumes, move to the east, and then climb up the

ledge behind the sniper. They both have FlakJackets, so it's going to take a bit of effort to kill them. Shoot the one closest to you to make him retreat, then shoot the one on the other side to make him retreat. Go after the first guy, nail him with either continuous Shotgun blasts or a Head Shot. Go up, hide around the big rock, switch to H11, and nail the other sniper with a Head Shot. Go past the second sniper, and you'll think you'll have finished the mission.

Not. The two GIs below are under attack. Go back to where the second sniper was, equip the H11 and watch the trees. Take out the soldiers with Head Shots. Then look to the left, take out the soldiers there, and then safely climb down below (don't jump!!!). Run around and use Shotgun/Grenades/Head Shots to take out the rest of the soldiers.

You'll appear on the ridges back above, and after the short sequence, run down the path. A helicopter will appear, and some guy will say, "I'd let you live if it were up to me!" Gabe replies with, "Yeah, right" and jumps to dodge the missiles from the helicopter.

ii)Mission 02:McKenzie Airbase (Interior)

Briefing

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.

Mission Objectives:

- Find Adrenaline Booster
- Get Combat Gear
- Escape Holding Facility

Mission Parameters:

- Get Adrenaline within two minutes before you black out
- Do not kill airbase personnel
- Do not allow yourself to be detected

Mission Items

- 1) Hand Taser
- 2) 9MM
- 3) M16
- 4) Flak Jacket

Mission Secrets

-Unlock Syphon Filter 2 "wacky" characters (finish mission in under 3 minutes)

You'll start off with a two minute timer ticking away, this represents how long Lian has to find some Adrenaline before she blacks out. Wait for the guard outside to walk a considerable amount down the corridor, then run into the passage to your right. If you want to rush, sneak around the guard and don't touch him as you enter the passage to the right.

Stop here. You'll hear Dr. Elsa and Stevens talking. Listen in, and wait until they move past you, then you can make your way into the room across the hall. Pick up the Adrenaline from the tray there.

Exit the room, and from where you are now, head right down the corridor. Sneak a peek around to the right, then left, and if it's clear, head left. Head north to the next corner, and be careful here, as there's a guard right there. Once he starts moving, wait until he's moved a couple of steps, then sneak behind him, don't get too close.

Halfway up this corridor is a red-lit room, enter it, and look through the glass. You'll see a scene with Elsa, Stevens, and Phagan. They kill Phagan to rid all evidence of Syphon Filter, and then they leave. Flick the switch to open up the glass panel, and then exit carefully through the door.

From where the door is, turn right, and you should see a hallway on the left a little further ahead. Run into it, and then you'll reach another corner. There'll be a guard walking away from you, sneak into the alcove nearby. Listen to the guards finish talking, wait until one of them is walking to the exit door, and then crawl underneath the window (hug the wall), and take the hall on the right. Follow until you reach a locker room, one of the lockers to the left will contain your gear.

Sneak behind the guard and zap him with the Hand Taser. Flick the switch, and that will open the door that the other soldier just recently passed through. Run down there, past both doors, and then sneak to the corner. A soldier will pass through here, stay still. When he turns around and heads in the direction of the doors, zap him.

Peek around the next corner to see which direction the guards are moving in. Once they start moving away from you, hide in the

alcove to the left. The guard will move back towards you, then spin around. Once he spins around, follow him and zap him. Get to the end of the corridor, and then you'll get a FMV where a soldier will come up to Lian, and confess that he doesn't have a clue to what's going on. He'll help her get outside.

iii) Mission 03: Colorado Interstate 70

Briefing

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.

Mission Objectives:

- Obtain weapons while Chance distracts guards
- Cut tunnel power
- Reach C-130 Wreck Site

Mission Parameters:

- Protect Chance

Mission Items

- 1) Knife
- 2) 9MM
- 3) M16
- 4) Grenades
- 5) Shotgun
- 6) Flak Jacket

Mission Secrets

- Unlock Caves Arena (collect the Binoculars)
-

You'll find yourself in a little bit of a predicament here, you've got no weapons and there's a few guys on your tail. Chance will create a distraction with his M-16 while you run to get supplies. Head into the tunnel, and roll through the two guys who will be shooting at you. Take caution when you're going behind the truck, you've got to knife the guy there. Reach into the truck (Triangle) and then grab the gear. Equip the trusty old Shotgun, then run back out to Chance while taking the guys in the tunnel out.

Switch to the 9MM on your way out, and deliver two Head Shots to the guys who Chance is shooting at. Then turn around, look up above the tunnel, and take out the "sniper" with a head shot. Checkpoint time. Chance will run into the tunnel, next to a door. To unlock the Caves arena, head into this door, take the left path, and then enter the room. There'll be a chest with the Binoculars inside. Grab and return to Chance.

Continue going through the tunnel, helping Chance take out guys with your Shotgun, and soon you'll get a cutscene where Chance will mention that they're in trouble. Next thing you know, Gabe's got a Flamethrower, and tons of guys in Flak Jackets are running towards you. Burn them, there'll be one or two waves, from both in front and behind you.

Continue on, and you'll be outside again. Chance mentions that there's only one guard. Ambush. Don't shoot at all. Follow the guard without him seeing you, and knife him quickly. Do that to the guard behind the jeep as well. If you shoot, you'll have to deal with snipers, which is an absolute pain.

Now for this part, you can either run straight through to the tunnel, equip a gun and blast away, or use your knife, binoculars and stealth skills to get through. There'll be a guard near the railing, sneak behind him and knife him. Carefully hang from the cliff edge, and make your way close to the tunnel. They'll start shooting, but it's easy to dodge.

A guy will be hiding in the side door alcove, nail him with a head shot. Continue further and you'll reach a bunch of APCs. Chance will give himself up as a diversion, and then you can collect the Grenades from the back of the truck. Run back to the door, enter and take the right path this time. Chuck a Grenade into this room, then run out. It's night-vision time! Equip the knife and safely knife your way through the soldiers. They can kinda still see you, be careful. Exit.

iv)Mission 04: 1-70 Mountain Bridge

Briefing

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.

Mission Objectives:

- Find Silenced Weapon
- Quietly Eliminate Commander
- Disarm 4 C4 charges
- Rescue captured GIs

-Reach plane crash site

Mission Parameters:

- Protect the GI's
-

Mission Items

- 1)Knife
 - 2)9MM
 - 3)M16
 - 4)Gas Grenade
 - 5)Silenced Sniper Rifle
 - 6)Shotgun
 - 7)Grenade
-

Mission Secrets

None

This is a tricky mission. You'll start off with a cutscene, and then you have two minutes to get rid of the Commander, who is directly in front of you. Sneak to the left or the right of the bridge, then drop onto the little ledge, and make your way, hand over hand, past the commander and then up to the second truck. Make sure that the two patrolling soldiers are out of sight, then climb up and grab the equipment from the truck.

Equip the Gas Grenade, and run toward the Commander, again, watching out for the two patrolling soldiers. Throw the grenade at the Commander and you'll get a checkpoint.

Now you've got to go down below and defuse the bombs. From where you started the mission, go right, and once again, climb along the edge until you see some scaffolding below you. Drop onto it, and then equip the Sniper Rifle. Find your target, pick him off with a head shot, and then make your way over the platforms to reach him. While

you're there, defuse the C4 too (stand over it and press Triangle).

You should be on the left side of the bridge now. Climb up back onto the small ledge, and make your way along. Halfway, you should see a platform with C4 on it, and no guards. Drop and disarm. You'll also hear that the enemy is holding two GIs hostage. While you're on this platform, you can pick off the nearby soldier with a head shot. You can't defuse his C4 yet, just wait.

Climb along to where the equipment truck was. Make sure the two soldiers aren't around, then move forward and sniper the dude in front of the truck in front of you. Sneak to the side, and you'll see a guy guarding the tunnel, time to get a head shot in.

Get up, and quietly move to the other side of the bridge. Here, drop down and find some scaffolding to drop onto. Fall, get up quickly, and then snipe the moving guard below you. Get down to his C4 and disarm it.

Now for the last bit of C4. From where you are, make your way over to that central bit, and climb up onto the ledge above it. From here, the C4 is yours.

Make your way back up to the tunnel entrance quickly and quietly. Enter, and you'll soon see the two captured GI's. Hide in the shadows, next to the wall, and don't get too close. You're going to have to take both of the soldiers out with head shots.

Equip the 9MM, and get a lock on the guy that's just standing there. When the other dude moves into your crosshairs, fire off two quick shots, and when I say quick, I MEAN quick.

Get the GI's, and venture further into the tunnel. Hopefully you saved some grenades. Trucks come at you here, and you're going to use grenades to blow them up. If you don't have grenades, shoot them with L1 until they explode. Three or so guys will run out from each truck, the ones that didn't die from the truck explosion can be taken care of easily, with head shots. They all have flak jackets, and one of the guys has a Shotgun, don't forget to help your GIs out. Deal with three of the trucks, and that's the end of the level.

v)Mission 05: McKenzie Airbase Exterior

Briefing

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.

Mission Objectives:

- Locate silenced weapon
 - Eliminate Agency Pilot
 - Sabotage Agency Jet
 - Get info from Holman
 - Create distraction and enter tower
 - Get transponder frequenc
 - Steal helicopter
-

Mission Parameters:

- Don't kill any airbase personnel
 - Don't put the base on alert
 - Do not kill Holman
-

Mission Items

- 1).45
 - 2)M16
 - 3)Silenced Sniper Rifle
 - 4)Flak Jacker
 - 5)Hand Taser
 - 6)Binoculars
 - 7)Silenced HK-5
-

Mission Secrets

- Finish in Hard Mode to unlock a bonus movie (Before and After:1)
-

You'll start the mission off behind two soldiers talking. Listen to them, as you sneak up to a bush nearby. Hide there until one of them leaves, and then sneak up on the other dude, and taser him.

Run in the direction that the other guy ran in, and after you round two corners, you'll get a cutscene. Now flatten yourself on the wall to the left, and wait until the soldier patrolling near the truck turns around. After he has, run forward, and as you get closer, sneak and use your taser on him. Pick up the Sniper Rifle from the back of the truck.

There's a guard to your left now. Sneak up to him and taser him, if you can't seem to get him, try running in a big arc to get him. After tasing him, go into the alley and climb up the wall. Drop onto the truck and hide around the corner.

The soldiers will say something like, "Hey, did you hear that?" Climb up the green boxes, drop over the other side (quietly!), and taser the guard from behind. Leave him and continue in the other direction.

Around this corner, you'll hear Morgan and Falkan talking. Hide behind the corner/box, as a soldier will head your way. Taser him, then follow Morgan and Falkan outside again. Take a right, flick the switch, and the roller door will open for you. Equip the Silenced Sniper Rifle, and sneak up to the guy on top, nail him with a head shot. Now head to the underside of the plane, and press Triangle to sabotage it.

Equip the Hand Taser now, and hide behind a corner, as a soldier will be coming your way. Zap him, and return outside. From where you are, crouch and take a right. Get around here, avoiding the soldiers, and move forward. Watch the searchlight, and then cross when it's safe.

You'll get a checkpoint, move to the top-left hand corner. A truck will drive by soon, jump on to it, and once you see an opening to your left, jump off and quickly run to it.

```
      |  |  
      |  |  
Jump off -> |  |  
here       |  |  
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Once you've jumped off, head into the hangar there. Make your way over to the exit, and you'll get a cutscene. Now you have to extract information off Holman. From the alleyway that you're in, take a right, back into the hangar. Go around the other side of the truck, and wait until the two dudes start talking. Sneak up to them, and once Morgan shoos the soldier away, taser the soldier. Follow Morgan quietly into the hallway, and you'll get an FMV.

You'll receive a HK-5. Head back, and creep up on the guard near the green crates and taser him. Now, this is where you'll need to be careful. Equip the Silenced Sniper Rifle, and run into the corridor to your right. Look up, and there's a searchlight. Snipe it out.

Run back down the corridor, and equip the Hand Taser. Run out, and follow the guard around and tase him. Run to the fence, and make your way to the truck. Go up to the door, and ignite it. The truck will reverse, the soldiers will be like, "WTF?" and that's the diversion that you needed.

Go into the building, and take a right into the elevator. Go up, and once you're out, take a right, and go around. Be careful, around the second corner is a soldier, taser him. Sneak up and taser the guy who's talking. Find the Transponder Frequency on the wall, and now leave via the elevator.

Take the left path this time, and you'll reach the outside, where Morgan and a soldier are speaking. Morgan will head to the chopper, and you'll follow. Sneak up and tase the guard, then tase Morgan. Run to the chopper, and that's it!

vi)Mission 06: Colorado Train Ride

Briefing

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.

Mission Objectives:

-Reach engine and stop train

Mission Parameters:

None. YAY!

Mission Items

- 1) 9MM
 - 2) M16
 - 3) Flak Jacket
 - 4) Grenade
 - 5) Knife
 - 6) Silenced Sniper Rifle
 - 7) Shotgun
-
-

Mission Secrets

None

If you need a Flak Jacket, there's one in the first car. Just drop down, head inside, and pick it up. Now climb back up and begin making your way to the engine. You'll soon see a "half a carriage" coming up, (I think it's called a flatbed) which has three soldiers in front of it. Creep near enough so that they don't see you, but so that you can knock them all off with head shots.

Continue further, and you'll reach another flatbed, but it's loaded with crates. Move quickly and climb to the next part of the train, as there is a dangerous grenade thrower. He's the guy on the right side of the flatbed, take him with a head shot before whacking the dude on the other side of him.

Moving along, you'll come across a small gap in between the carriages,

and a soldier that's hiding in there, take him out with a shotgun blast. Soon there'll be some dudes jumping, rather, attempting to jump, onto your carriage, blast them in midair for a laugh. HAH!

Head forward and take out the two soldiers with your Shotgun, and you'll reach a black oil tanker. Equip the Sniper Rifle, hide behind the spout of the tanker, and take them out with head shots. Move forward, past the red carriage, and you'll reach another tanker and two more soldiers. You know how to dispose of them. Grab their Flak Jackets and ammo if needed.

Move forward, take out the next two guys with head shots, and then you'll reach a flatbed stretch. Grenades will be lobbed seemingly from nowhere here, and the way to keep safe is to press yourself up against the wall of the flatbed, peek around and knock the guys out with head shots.

Continuing on, you'll go into a tunnel and it'll be nightvision mode. Tread carefully, don't go too fast, and take advantage of the easy head shot chances that you'll get.

After the nightvision part, keep running forward, don't stop, and soon you'll get a cutscene where some idiot separates the top part of the train from the rest of it. End mission.

vii)Mission 07: Colorado Train Race

Briefing

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 train's current position. You haven't got much time. You've got to reach the engine and stop the train before it reaches the gorge.

Mission Objectives:

-Reach engine and stop train

Mission Parameters:

-Reach engine before reaching the bridge

Mission Items

- 1) 9MM
- 2) M16
- 3) Flak Jacket
- 4) Grenade
- 5) Knife
- 6) Silenced Sniper Rifle
- 7) Shotgun

Mission Secrets

None

You've got eight minutes to stop this train. It's about 4 in Hard Mode, I think. You need to be on your toes, and your aiming needs to be at it's best.

Equip the M16 and climb up. Take out the Agency soldiers and press forward. On the next car, which is full of crates, kill the soldier, jump down and grab the Flak Jacket if needed, then switch to the 9MM and shoot the heads of the two remaining soldiers.

Ahead of you, there's a grenadier with a Flak Jacket on. When you reach the next flatbed, quickly climb to the next car, to avoid the grenades. Take the grenadier out with a head shot and move on.

Run on, switching to the M16 and making mince meat out of the soldiers that run past you. Switch back to the 9MM before you reach the next flatbed, and dispose of the two soldiers with head shots. The next car will be loaded with Shotgun wielding, Flak Jacketed soldiers, so you can either pick them off painfully and slowly with head shots, or just piff a Grenade in their direction. Checkpoint.

The next two soldiers in front of you will be running away from you, nail them from behind. If you can't, and they jumped onto the flatbed, move to the edge of the blue carriage, use the 9MM for a head shot, then drop in between the blue carriage and the flatbed. Peek around the wall of the flatbed and nail the guy that's right up close on the other side of the wall. Press on.

You'll reach another cargo car, you can knock the solitary Agency soldier off with a Shotgun blast. However, the next one presents a tougher challenge, you can use your 9MM to rack up three head shots (one guy will be wielding a Shotgun, he's initially out of your view), or you can use a Grenade.

Tricky part next. Once you move up the black carriage, two snipers with Flak Jackets will appear, snipe them with the Sniper Rifle, or use - what should be - your last Grenade.

As you move forward into the tunnel, a Flak Jacketed Shotgun soldier will arrive, and you'll have to dispose of him with a head shot. Once that's done, drop to the front of the train, and watch Gabe fly from train to helicopter.

viii) Mission 08: C-130 Wreck Site

Briefing

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 parachute 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.

Mission Objectives:

- Find Data Discs in the tail of the plane
- Retrieve Discs from Archer

Mission Parameters:

-None

Mission Items

- 1) 9MM
- 2) M16
- 3) Flak Jacket
- 4) Grenade
- 5) Knife
- 6) Silenced Sniper Rifle
- 7) Shotgun
- 8) M-79

Mission Secrets

- Unlock Jungle Temple Arena (kill Archer with one shot, it's hard).
- Unlock the Syphon Filter characters (from the original). You'll get: Girdeux, Phagan, Gabrek, Marcos, Rhoemer, and the Evil Scientist (Finish the mission in three minutes or less).

There are two ways you'll have to approach this mission in to unlock both of the secrets. Hell, if you're good enough, you'll only need one approach.

You'll start off by parachuting into the crash site. Just drop down as there are no things to grab by flying anywhere else. Equip the Shotgun (hopefully you'll have enough ammo), and blast the two Agency soldiers nearby. Grab the Flak Jacket if needed, and then run down the left side of the plane wreck.

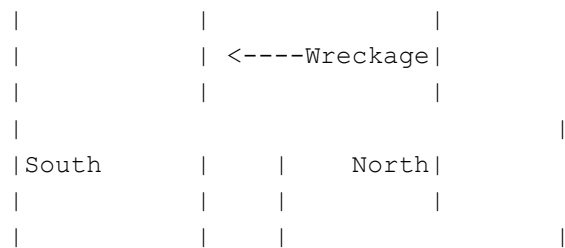
Use the Shotgun to blast everyone here, not forgetting about the pesky little grenadier. Move forward to the wing, underneath it is a Silenced Sniper Rifle.

Further on you'll reach the fuselage. Be careful, when you hear them say "He's in position", back up, as they've got a deadly sniper positioned on the top of the plane wreck in front of you (he's hard to see). Back up, glue yourself to the side of the fuselage so that you don't get hit, and equip the Silenced Sniper Rifle. Peek and try to lock on to the sniper with a head shot, keep ducking back once your danger bar is red.

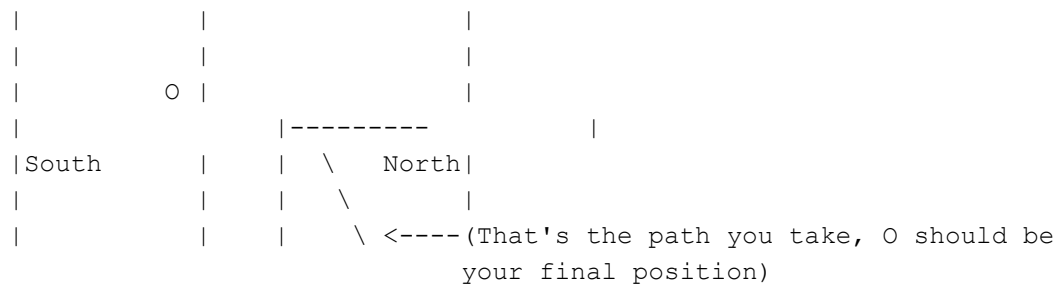
Once you've disposed of the sniper, equip the Shotgun and take care of the two guys that are nearby. Now go down the right side, as to the left is a sniper. Run away from him and he won't bother you. Soon you'll reach the tail, DON'T pick up the pinkish box containing the Data Discs yet; head behind the tail, and grab the mother of all weapons, the M-79. Equip it, then run back and open up the box.

Where are the Discs? Archer's got 'em! And he's set up an ambush! Luckily, you have the power of the M-79 on your side. Take out the deadly snipers with the M-79, and you should have one shot remaining.

Run down the right (north) side of the wreck, backtracking to where you came from at the start. You'll hear a "South Team, in position" sorta thing, just keep moving and rolling to avoid the snipers. You'll reach another part of wreckage soon.



Going through the wreckage will result in you being boxed in, and subsequently killed. Taking the route on the left (South) will result in you being grenaded (if that's a word). Going on the right (North) just calls in snipers. Here's the easy way to get through.



Go down the North route until you spot the gap in between the two pieces of wreckage. Cut in there, and hide where the O is. Archer

will now call the snipers in. When he's in the middle of calling them, turn and face the North ridge. This is where you have to make your M-79 shot count. Use the L1 aim and go for a spot at the top of the ridge, in the middle. Hopefully, hopefully you'll get it right, and the blast will knock all three snipers down before they have a chance to shoot. If not, peek around the edges of the wreckage and nail them with head shots.

When you hear the sound of a chopper, race to the dunes at the start and have (preferably) the Silenced Sniper Rifle in hand. There's Archer, hanging from the helicopter. You've got to knock him down, but he's got a Flak Jacket.

If you want to unlock the Jungle Temple Arena, use the Silenced Sniper Rifle and carefully aim for his head. This takes a lot of practice and skill. Just make small movements to follow Archer, and as soon as you get a lock on his head, fire.

Otherwise, just equip the M16, go into L1 mode, and spray him with bullet fire around the head. He should go down easily.

Now, to unlock the Syphon Filter characters to play with. This time, it's all about speed. As you land from your parachute, equip the Shotgun and take out the first two Agency soldiers that you see. Now go down the right side of the plane wreck, shoot only if you are threatened, and cross over to the next section of wreckage.

When the sniper pops out, equip the M16 and spray bullets around his head, and you'll nab him. Run down towards the discs, but as before, pick up the M-79, equip it, and then go for the discs.

Destroy your enemies with 4 M-79 blasts, and then move on. When Archer calls the snipers from the south ridge, continue moving on, rolling and ducking their head shots. Cut into the section of wreckage for cover again, and use the same tactic to get rid of the snipers on the north ridge (pick a spot on top of the ridge, and shoot with the M-79).

Rush to Archer, and if you need to, equip the Silenced Sniper Rifle and take him in one shot. Otherwise, use the M-16 and spray his head with bullets. Cheers.

ix) Mission 09: Pharcom Expo Center

Briefing

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 N9A, 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.

Mission Objectives:

- Plant decoy to distract guards
- Sneak into the Ancient China exhibit via a ventilation shaft

Mission Parameters:

- Do not kill any GI's
- Do not alert GI's to your presence

Mission Items

- 1) 9MM, Silenced
- 2) Silenced Sniper Rifle
- 3) Hand Taser
- 4) Crossbow
- 5) Grenades
- 6) C4
- 7) Silenced HK-5
- 8) M-16
- 9) Flak Jacket

Mission Secrets

- Unlock Pharcom Incubator Lab (collect Girly Mag)
- Finish in Hard Mode to unlock a movie (Before and After II)

You'll begin by sneakily breaking into the building, and you'll appear on top of a stack of crates. Equip the 9MM, and take one of the guys in front of you with a head shot. Then run and jump to the ledge across from you (the one with the greenish algae stuff all over it), and pull yourself up. Lean and take out the other dude, jump down and collect their ammo.

Move through the passage here, and it'll get into nightvision. Once it starts getting lighter, stop running, just creep around the corner. Peek around the corner with the 9MM and take the waiting guy out with a head shot.

His death will alert more Agency men to your location. Watch the top left hand corner, two guys will pop out from there. Try and take them with head shots, if not, just crouch behind the crates to your

left.

Pop out every now and then to take out a guy to the right, and once he's gone, take care of the guy on the left. Be careful of that sniper to the top left of screen, and move forward. There'll be an Agency man to your right, kill him, and move to the left side of the room.

Climb up the fallen pillar, and then equip the Silenced Sniper Rifle. Peek around the corner to get the last remaining sniper, he's got a Flak Jacket, so make sure it's a head shot, and make sure that it's a good head shot.

Move up towards the crates. Equip the 9MM and shoot out the vent grate to your left. Go in, and climb through. Once you drop down, you'll get a checkpoint. Take care when moving around the corner of the stack of crates, an Agency dude is there, so it's up to you to how you dispose of him (Hand Taser saves ammo).

Creep around the next corner, preferably with Hand Taser in hand, and creep to the next corner. A guy will pop out, tase him. Leave the Flak Jacket (in the chest) for now.

Creep around the crates, and tase the guy there. Equip the 9MM, and peek up onto the walkway. Take the guy out with a head shot, and go down into the moon/space exhibit thingy (if you need a Flak Jacket, go back and get it). Climb the crates, onto the walkway, shoot out the vent grate, and climb into the grate.

Climbing along, you'll soon reach two more vent grates. Move past the first one, and shoot the second one that you reach (silenced weapon, please). Equip the Crossbow, and take out the GI below. Don't get him in a head shot.

Continue along the vent, and you'll soon reach the exit (it's near the fallen GI. If you hadn't had incapacitated him, you wouldn't have been able to exit the shaft). Drop down and crouch in the corner. Two GIs will come along, and have a short discussion. One will rush off, equip the Hand Taser, and then climb up, and sneak towards the other dude. Nail him and run forward. Slow up when you reach the corner, and take care of the GI there.

Now head back towards the big "sandpit". Climb up over the crates and drop down behind the unsuspecting GI. Tase him, and then kick open the door to the locker room. Checkpoint.

Sneak around the corner to the right. Some two GIs will drool over some girl that's really hot. Peek around, and make sure that there's only one GI in sight. Sneak up to the GI crouching down near the locker, and tase him. Pick up the Girly Mag from the locker, then sneak up to the next corner. Just around it will be the other GI, tase him.

Go through the door, into the room with the crates and the red scaffolding. Head to the right of the crates, equip the Crossbow, and step behind the crates. Straight ahead of you is a GI, drop him. Go to where he was, then climb up the crates. Stop after climbing up the first one, and then take out the GI patrolling on top. Climb onto the rocket, and jump over. Go around and enter the vent shaft.

You'll get a cutscene, with one of the Agency officers informing his

pals that Logan's just entered the vents. Once you pop out of the vents, equip the M-16, and climb up. An Agency officer will run out, and before he can throw a grenade, pump him full of bullets. On the other side of the grate is another Agency officer, take care of him too. Pick up the Grenades and enter the vent.

After you exit, go to the right (creeping), and take the unsuspecting Agency officer out with a head shot. Pick up his ammo and Flak Jacket if needed, then head the other direction. Once you reach the outdoor area, equip the Silenced Sniper Rifle, and take out the guy on the same level as you, across the other side (he'll be walking back and forth on one of the levels of the pyramid). Then look up, and near the top of the pyramid is another Agency officer, head shot. Change to the taser, creep forward, and zap the guard there. Drop down on the crates.

Hide around the crates, and watch for the patrolling Agency officer. Kill him with a head shot, and then go into the entrance to the left of the pyramid. Around the corner of the stack of crates is an Agency officer, deal with him. Checkpoint.

In the next part, you'll need to tase the first GI (he moves around, so wait until he has his back turned on you. Wait around the corner). Once you've done that, creep left, and around the corner is another GI. Tase!

Here, in the middle of the block that connects the two columns, you plant the decoy C4 charge. Now climb on top of the crate, shoot out the grate and enter the vents (again. It should be called Tons of Fun in the Pharcom vents!).

Before dropping down into the next room, you'll get a cutscene showing two Agency officers below. Piff a grenade down there to take care of them before popping down there yourself. Shoot out the next vent and hop in.

Here, people will chuck grenades at two points in the vent. When the vent rises and then takes a corner, wait there. A grenade will roll out, wait until it detonates, and move on. When the vent dips, wait for the grenade in front of you to detonate, and you're safe.

You'll drop down into another room. Climb down the crates and wall quietly, and then drop the GI on the walkway. Climb down, sneak around the crates, and tase the next GI. Checkpoint!

This next room is hard. Follow the path to the ramp, and stick close to the GI, don't run or touch him. When you move up the ramp, hide behind the crate, and let the GI move on. Another GI is patrolling the area just in front of the crate, when he has his back turned, move on, and follow the GI that you were trailing.

You'll go up another ramp, and into a tight section of the room, surrounded by crates. Drop the GI with the taser, then go to the vent grate (in front of you), shoot it out and enter.

Halfway, you'll go into Nightvision. Some bastard turned out the lights (my guess? Morgan). Shoot out the vent, and creep around, Taser in hand, but don't zap anyone. Head left around the first corner, and now zap the guy blocking your way. Move forward, grenades in hand, and you'll reach a checkpoint (and a Stonehenge room).

Turn around to face the way you came from, and go backward around the edge of the room until you hear the Agency officers talking. Piff a grenade into the corridor, and it should take out all of the officers without you having to do much. If not, you can restart from the checkpoint, and try again, or waste a lot of ammo on the Flak Jacketed Agency officers.

If you prefer to throw away tons of ammo, here's how. When you hear the shout of "Get Logan!", head back into the corridor just before the room. Duck behind the crates, and use whatever weapon you want to use and dispose of your enemies with head shots. You'll probably rack up two from the spot you are at, and head in carefully and cautiously to pick up the last guy.

If you don't want to run back out, then it's a case of hide and seek using the Stonehenge pillars. Equip a rapid fire weapon, either an M-16 or HK-5. Run around the exhibit in a circle, and if you have enough M16 ammo, pump them full of it, don't bother about head shots. However, if you want to save some ammo, you've got to pursue and notch up head shots. This is the hardest way but is rewarding.

Once that's done, climb up onto a crate to get up on top of the Stonehenge memorial (no better words to describe it). Jump from structure to structure, and finally into the vent, that takes you to the China exhibit.

x)Mission 10: Morgan

Briefing

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.

Mission Objectives:

-Stop Morgan

Mission Parameters:

-Protect Teresa

Mission Items

- 1) 9MM, Silenced
 - 2) Silenced Sniper Rifle
 - 3) Hand Taser
 - 4) Crossbow
 - 5) Grenades
 - 6) C4
 - 7) Silenced HK-5
 - 8) M-16
 - 9) Flak Jacket
-

Mission Secrets

None

At the start of the mission, your lovely assistant Teresa will come out and join you. Follow her in jumping off the roof. To your north is a chest with a Flak Jacket, if you REALLY need it, take it now, but if you've only taken a few shots, don't get it yet.

With weapon in hand (9MM, M-16, HK-5, whatever, up to you, but at this point in the game I used the M-16), head to the opposite side of the room (up the stairs), and Teresa will tell you more about the bombs that Morgan set. After that, an Agency officer will run towards you, make him eat lead.

Head into the hall that the Agency dude popped out of, weaving through the crates, and you'll soon reach another bomb. Teresa will be notified, and she'll come to disarm it. Equip a rapid-fire weapon, and get ready to protect Teresa. First there'll be the Agency man on the other side of the gate, and then three more Agency dudes in the other corridor. Best thing to do is to L1 aim, and whenever you see a head, fire.

Teresa will run back out into the central area, follow her. She'll move into a new passage, and soon you'll stumble across another Agency man, waste him. You'll find another bomb soon, and this next part is fun. Heaps of Agency men run from the two corridors here, some with Flak Jackets. Stand next to Teresa, and with a rapid-fire gun, just spray around the head area and hope you get lucky. Two men will run from the crate laden corridor; another two will come from the other side. If you've got a HK-5, it'd be wise to use it here.

You'll spot Morgan, but a gate slams shut and you can't get to him. Kill the Agency dude and go down the corridor that he came from. Back in the central area, Teresa will head into the last corridor, and an Agency guy will run past you in here, get rid of him. For fun, you can run into the glass to shatter it.

Teresa will find the bomb, and once again you'll protect her as she disarms it. Dispose of the lone Agency guy, and Teresa will mention that that was the last bomb. Now, run out towards the central area to face Morgan. He'll shut off the area, and until Teresa can disarm the bomb, you've got to avoid him (for one minute fourteen seconds).

Oh yeah, he's also got an M-79. Sound tough?

To avoid him, you can use these strategies:

1)Run around the central area in a circle, following his path. Just watch for your danger bar, if it flashes red, roll away or run faster (if that's possible).

2)Climb up the stairway and hide behind one of the little walls. Make sure that when you do this, he doesn't see you, and make sure that he can't see you. This way, he'll be running around, not knowing where you are, while you sit down and have a smoke.

3)Hide behind the stack of crates. Near the Flak Jacket (oh yeah, pick that up if needed), there'll be a tall stack of single crates. Watch for Morgan's position on the radar, and move around the crate stack and hide behind it to avoid the M-79 blasts.

When there's about three seconds left, Teresa will ring in and tell you that it's alright to take Morgan out. From where you are, hide behind the crates in front of you. There's a couple of ways to take him out:

1)Head shots. This is the easiest way. Just hold L1, and start firing. If you're lucky, Morgan will run into the bullet spray. You've either got to aim directly in front of you, through the glass, or to the left of your position.

2)Grenades. Still got some? Well, this way is hard, but it's fun to make explosions. Make Morgan chase you, and throw one behind the shoulder. Or you can hide, and predict where he's going to run next. Throw it to where you think he's going, and if you're right, boom!

It may take a few tries to do this, as Morgan runs in all different directions, and sometimes appears in all different places. Shouldn't be too hard though, and you'll soon get the discs!

xi)Mission 11: Moscow Club 32

Briefing

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 SVR 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.

Mission Objectives:

-Pursue Gregorov

Mission Parameters:

-Don't kill Gregorov
-Don't kill the Militia

Mission Items

- 1) .45
- 2) Shotgun
- 3) BIZ-2
- 4) PK-102
- 5) Grenades
- 6) Flak Jacket
- 7) Hand Taser

Mission Secrets

-Unlock Disco Basement arena (kill the three guys on the first dance floor before they throw grenades at you)

You'll start off above the dance floor, and there'll be a guy directly in front of you, on the bridge. Before you kill him, first decide whether or not if you want to unlock the Disco Basement level.

If you want to:

Don't kill him yet. The easiest way to unlock the level is to first let the guy run around in a circle, kill him once he's got off the bridge, and is close to you (head shot or not, doesn't really matter). Pick up his BIZ-2, and then use R1 and go through the guys down the bottom. You should be able to dispose of all of them without them throwing grenades.

For the ammo-conservative, take out the very first guy with a head shot (hit L1 and fire when he moves into your crosshairs, the level is set already). Then gaze over to the door down the bottom, and with L1, rack up three head shots.

If you don't want to:

Take out the very first guy by locking onto him, and just shoot him until he dies. .45 ammo is plentiful. Soon three dudes will run in from the bottom, lock on to them and keep firing.

For the ammo-conservative, take out the very first guy with a head

shot (hit L1 and fire when he moves into your crosshairs, the level is set already). Then gaze over to the door down the bottom, and with L1, rack up three head shots.

Either way, run around to the bridge, taxing the BIZ-2 on the way. As soon as you reach the start of the bridge, a guy will appear below, use the BIZ-2 to get rid of him quickly. He'll have most likely blown up the bridge though; run to the edge and jump towards the colorful wall thingy. Drop down, and crouch down behind the booth. A couple more guys will run into the room, two, I think, use the .45 and notch up two head shots. One guy appears to the right, take him out first, as if you leave him for too long, he'll run up to you. The second guy is hiding to the left, crouching behind the dance floor. Peek out behind the speaker, and you should be able to get a head shot, no problems. After they're dead, pick up their ammo.

Run through the door that everybody came from. You'll get a checkpoint, roll into the alcove on the other side of the corridor here. A guy will pop out from the corner above, he does have a blind spot where you can see his head, but he can't see you, try and find it and get a head shot. Otherwise, hide around the corner, and peek out for a head shot, or you can simply shoot him with the good old Shotgun.

Next you'll reach a sloped passage, going down. Equip the .45 and L1 aim down there. Take out the guy on the right, and if you have enough time, deal with the guy on the left. If he starts shooting, duck back, and resurface to kill him.

Around the next corner is a Shotgun wielding enemy, so just hide around the corner, peek out and get a head shot. Run down and follow Gregorov, shotgun in hand. As you get to the red carpety area, be careful as you turn the corner, a guy rolls out. Nothing a shotgun blast can't fix. Another guy pops out from the corner, it's shotgun blasts all around.

In the diner, you've got to quickly roll behind the table and chairs in front of you before grenades start being thrown. Just hide behind one of those boards behind the seats (on the east side, if you count the position of the enemies as north). There's two guys in this room, both with Flak Jackets. However, the stupid thing is that when you crouch down from your position, you can see their heads but they can't see you. Equip the .45 and do your job.

Go down the next passage and get a Checkpoint. You'll be fighting for your life in this next part. Shotgun in hand, kill the guy behind the bar, crouch and turn around (tap down). A Flak Jacketed shotgun wielder will be behind you, nab him with a head shot. When the dude yells out "Fire in the hold!" roll out and hide behind the board behind the chairs (as you did in the last room). Pop up and take out the guy on the left first (with a head shot), and then the guy that keeps ducking back behind the corner in front of you (head shot too, gets annoying, but you score a Flak Jacket). Head back to the bar, and if you need Shotgun ammo, pick up the Shotgun in the chest.

Continue on to reach an open vent. Before climbing in, take note of that small alcove there, there's a guy in there, dispose of him before you head into the vent. Halfway through the vent, you'll seemingly reach a dead end (you can't shoot the grates out), but the exit is hidden in the side.

You'll reach two guys talking, don't leave the vent, equip the .45 and then get them with head shots. Continue on, and you'll get a cutscene showing the stand off between the militia and the guys that you're fighting now (the rebels, I suppose).

Press Triangle to receive a transmission, something about Gabe and Teresa being in trouble. Now, watch the two guys get shot down by the militia, and then run forward, behind the counter, kill the guy and flick the switch. A secret door will slide open, taking you to the basement...enter at your own risk...nah, just go in.

Checkpoint! Now switch to your BIZ-2, and creep out from behind the corner. Stand up, aim at head level with L1, and then spray from head to head (there's three guys). If you're lucky, you'll get them all. If not (you should kill at least two), either one of the guys will run away, down the corridor, or one will come straight towards you. The guy that comes straight towards you has a Shotgun and a Flak Jacket, head shot time!

Run up, and if one of the guys got away from before, they'll be hiding around the corner, a Shotgun blast is sufficient. Keep the shotgun equipped as you go up the corridor, there'll be one guy who pops out, and one guy who runs past you, take 'em out with the Shotgun.

Go around the corner, in the green doorway, a guy will appear, kill him, and then kill the guy who's hiding to the left. Run down the green doorway, just be careful, some guy likes to lob grenades in your direction. If you see one, run back up, wait for it to detonate, and move on. You'll find the grenade thrower, he'll run to the safety of a dead-end. You can either get him with a head shot from where you are, or use the safe alternative, by running up to the corner right next to him. He won't see you, and you can sneak in a head shot. Pick up the grenades behind him, spin around and head the other way.

Before rounding the corner, stay, and peek out and kill the guy in the top left corner with a head shot. A guy will pop out of the alcove to the right, dispose of him in similar fashion. Checkpoint, kick open the doors in the alcove.

Another dance floor! Switch to the Shotgun, and run behind the speaker to your left. A guy will drop down, blow him away, then run across to the other speaker and kill the guy there. Equip the BIZ-2, then look up towards the platform around the edge above. Get the guy running across with a head shot, and then climb onto the speakers, climb up onto the platform, and pick up his ammo.

Be cautious when you reach the red DJ area, to the left of where you enter is a passage, and a guy pops out of there. Take him out, then go into the passage behind him. A militia man will be gunned down by the rebels, don't forget to pick up his awesome PK-102. Yearrrr. Go forward, once the two rebels are dead, and into the toilets. In the last cubicle is one more rebel, shoot him. You'll receive a message from Gabe, climb up onto the locker, and shoot out the window to finish the mission!

Briefing

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.

Mission Objectives:

- Pursue Gregorov
- Find Teargas Gun

Mission Parameters:

- Don't kill Militia
- Don't kill Gregorov

Mission Items

- 1) .45
- 2) Shotgun
- 3) BIZ-2
- 4) PK-102
- 5) Grenades
- 6) Flak Jacket
- 7) Hand Taser
- 8) Teargas Launcher
- 9) Nightvision Rifle
- 10) M-79

Mission Secrets

-Unlock Rhoemer's Bunker Arena (when you are almost run over by two cars, double back and kill the drivers, inside one of the cars is a PK-102, get it).

"Gregorov!" Lian yells at the start. Why didn't she just jump at him there? There's a Flak Jacket inside the police car here, if you need it, grab it. Around the corner are two militia men trying to fight the grenadiers on the roof, with no results (they'll yell, Look out!) Don't go forward until the grenade has detonated. If the dead guys

aren't on fire, pick up the PK-102, if they are on fire, run on.

With Shotgun or a BIZ-2/PK-102 in hand, run forward and take out the first guy that pops out from the right, and then get rid of the guy who's running down on the left. move further to the "tunnel", two men will pop out, and it's best for your ammo and health if you hide behind one of the corners of the "tunnel" and take them out with head shots. If you can get two quick Shotgun blasts in, that's another good alternative.

Head forward and you'll catch Gregorov, however, as usual, he runs away, firing shots at you. As you move forward, another guy will run out from the right, kill him. Go straight forward, and duck down behind the police car/bus stop. To the left, there's two snipers on the roof, your mission, which you have to accept, is to get rid of them. If you're good, you can knock them off from where you are now (grenades), or you can try running up to the corner of the building closest to them, then strafe out with R2, throw a grenade up there, and then strafe back. Once they've gone, wait until they fall down and they'll blow up the car. Pick up their Nightvision Rifles (good stuff).

If you continue forward, you'll run into a militia trap. Five onto one, and you're not allowed to kill them, tasing all of them is too hard...so what do you do?

Turn around and run back towards the direction of the police cars, and equip the Taser. Zap the militia men, and then pick up their PK-102 ammo. Inside the police car is a...Teargas Launcher! Pick it up and get a checkpoint.

Run back towards the militia men up the left hand side of the street. Be careful when you reach the first street on the left, a car will drive out and smash into the two Agency men that are running towards you. If you are too close, the explosion will kill you.

Once back where the militia dudes were blocking you, use the tear-gas gun and put them all to sleep. You can use one shot for all, if you want, or you can save ammo. Aim one with L1, at the feet of the middle dude on the ground, hopefully you'll knock down all three, and leave you with only two to deal with. Otherwise you can aim for the ground in between each of them, knocking out two at a time.

Pick up the PK-102 ammo afterwards. Head down the side street, and you'll meet Gregorov again, he always seems to have a direct head shot on you, so be careful.

Once you turn right into the alley, a car will come after you from behind. Quickly run into the alcove, in front of you and to the right, and watch the car smash into the wall.

Flames may hurt you, but not here, climb up the car, up the wall and pursue Gregorov. Don't shoot him, but have the PK-102 handy. You'll jump over one small gap, then jump over one huge gap. Militia men will fire at you from below, so keep pressing up to get up and out of the way. Once you've pulled yourself up, quickly press R1 and shoot the Agency man, as he poses as a threat. Make your way down.

Moving forward, you'll reach a bar across the alleyway. Two white cars will come for you now, quickly press Triangle and climb up onto

the bar to avoid being flattened.

Jump down, grenades in hand, and turn around. Piff one in the direction that the cars just went, and you'll kill the two guys there. Pick up the M-79 from the dead guy, and then the PK-102 inside the car to the right (this unlocks the Rhoemer's Bunker Arena).

However, if you need a Flak Jacket, instead of throwing a grenade, switch to the Nightvision Rifle, and take out the guy on the right first (M-79's are very dangerous), and then make sure you kill the guy on the left with a head shot. He'll leave a Flak Jacket when he's dead.

Another alternative is to equip the Teargas Launcher (if you've got a shot left) and aim it at them.

Turn around and go after Gregorov, and you'll run out into another street. The militia men running towards you won't hurt you, so ignore them and equip the BIZ-2. On the roof of the buildings to the left are snipers, three in total. And the worst thing? They've got M-79s. Press R1 and you should lock onto the first one, fire away with the BIZ-2 until he's gone. Venture forward, R1 held, and as soon as you get another one in your targets, fire. Do this for the last guy as well.

You'll catch up with Gregorov again, just be careful of his capability to fire some head shots. He'll run into another street, cross to the other side and use the cars as cover. Roll your way down the street, until Gregorov turns into the Volkov Park. Look both ways before crossing the street (I mean it, you can get hit by a car), and follow Gregorov.

xiii)Mission 13: Volkov Park

Briefing

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.

Mission Objectives:

-Pursue Gregorov

Mission Parameters:

-Don't lose Gregorov
-Don't kill Gregorov

Mission Items

- 1) .45
- 2) Shotgun
- 3) BIZ-2
- 4) PK-102
- 5) Grenades
- 6) Flak Jacket
- 7) Hand Taser
- 8) Teargas Launcher
- 9) Nightvision Rifle
- 10) M-79

Mission Secrets

-Unlock Surreal Arena (kill the guy at the start before the car blows up)

Straight from the start, you'll be put under pressure. The guy right in front of you is going to blow up a car containing a BIZ-2 - and a multiplayer level - so you've got to hit L1 and rack up a head shot. For the absolute lazy, a Tear Gas blast or M-79 blast will do the job nicely as well (although if you have a Tear Gas shot left, I advise to save it for later).

Once you knock that guy off, run to the car, get the BIZ-2, equip it and with L1, look to where you just killed the guy. Another Agency dude will pop his head out from the right, when he does, make sure you pump it full of lead.

Moving along, you'll see Gregorov in the distance. "Damn you!" and he'll start running along, firing unbelievably accurate shots at you, use the trees and the roll manoeuvre a lot. You'll reach the structure that he's standing on, and you'll get a Checkpoint. He'll run off, follow, once again, ducking behind trees and rolling your way to the fence.

Once you reach the path that Gregorov took (I'll call it an alleyway) you won't be able to see much ahead, but equip the Shotgun and run forward a little. Some Agency men will run out, quickly dodge back behind the fence, around the corner, and watch your radar for the little green dots. As soon as they get close, hold R1 and lock onto the enemies and dispatch of them, there'll be three of them I think.

Run further up the alleyway and you'll be attacked by some more idiots; a Shotgun will easily do the job here. In the next area, you'll want to dodge the grenades and move to the left of the screen, where you can duck behind a thingy for cover. From a ducking position, you should be able to get the first of two guys down with a head shot, while for the grenadier, you'll need to peek out and get him with a head shot.

A funny thing that happened here was that the grenadier couldn't reach me with his grenades. So try popping your head out, watch him

throw the grenade, but it'll hit the statue in the middle, bounce back and blow him up! Suicide!

Continue on until you go into nightvision mode. Here, equip the Hand Taser and cut sick! Just be careful, don't run right in front of the enemy's face, they can still partially see and hear you! Run towards them, then sneak up to them and zap. Find the exit at the south (to the left?) and continue on to reach a checkpoint.

In the next area, Gregorov will shoot out the lights, leaving you temporarily in the dark. Run after him, just remembering that he's got that special head shot ability. Once you reach the next open area, just let him run away, while you hide behind the tree closest to you.

From where you entered, look to the right, and you'll see a sniper. Nab him with a head shot, and then run to him and grab his Nightvision Rifle. From where he was, continue up to the next tree and crouch down. Use the rifle with L1, turn to the left slightly, and pick off the Agency dude with a head shot.

Revert your gaze to in front of you, and with L1, shoot the guy behind the mound in the snow. Move to the mound, and hide behind the tree. Peek out, and dispose of the sniper that's just moving around in front of you. Sneak out quietly, you should spot one more guy in the distance. You know what to do.

DODGY ASCII ART!!! (I failed finger painting in kinder, that's probably the reason for my dodgy artwork)

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                Exit
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                Entrance
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Okay. I might just stay away from all non text/table ASCII art. That sucked. Anyhoo, make your way to the exit. You'll get a checkpoint and reach a bridge. Be careful when crossing, a group of idiots will run toward you and start attacking. You can:

1) Throw a grenade. Either do this before their rush (in anticipation, just throw it, then run in and hope that they die. Worked for me), or when they start rushing, what you do is strafe down the stairways leading below the bridge, and while you're doing that, throw a grenade.

2) Strafe left down the stairs, and go far south as you can. Equip the Nightvision Rifle and get ready for a snipe fest. Zoom in, if you can't see anyone, slowly creep forward until you can. When you can, lock on to the head and shoot. If the danger bar starts flashing red, retreat.

Look to the middle of the bridge now. If you can't see from back here, move forward just a little and lock on to the Agency goon. Kill him with a head shot, and then look below the bridge. A guy will be down there, take care of him as well. One more to go, he'll be on the bridge, to the left, dispose of him.

Run back and pick up their ammo/Flak Jackets, and then go to face Gregorov... FINALLY!

xiv) Mission 14: Gregorov

Briefing

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.

Mission Objectives:

-Capture Gregorov..alive

Mission Parameters:

-Don't kill Gregorov

Mission Items

- 1) .45
- 2) Shotgun
- 3) BIZ-2
- 4) PK-102
- 5) Grenades
- 6) Flak Jacket
- 7) Hand Taser
- 8) Teargas Launcher
- 9) Nightvision Rifle
- 10) M-79

Mission Secrets

None

You've cornered Gregorov in the park, and now you've got to drop him without him dying...easiest way to do this is to equip your Tear Gas Launcher and shoot him, that is, if you've got a shot left, and that 'aint so likely.

Flashback to when you were chasing Gregorov...remember when you got to him, and he shot out the lights? Hmm? That's what you've got to do here. Easiest way to do it is with the .45 and L1. From where you start, take out the lights on the other side of the park until your danger bar starts to flash red. Then move towards the statue in the centre of the park.

From here, take out the remaning lights, while playing a game of hide and seek from Gregorov. If he gets close, run to the other side of the statue, and keep doing so until you can "lose" him, and take out all of the lights. Nightvision time!

The next part is an easy end to a hard chase, equip the hand taser, sneak up to him (just make sure he's not looking your way, even in the dark, he can somehow pull off a head shot!!!), tase him, and that's the end!

Watch the cutscene here, it's kinda funny. The SVR forces come to help Lian.

Lian:"But wait...that's not the real Gregorov!!!"
SVR:"We know."

Waste of time, I tell you...

xv)Mission 15: Aljir Prison Break-in

Briefing

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.

Mission Objectives:

-
- Shut down prison power
 - Protect prisoner
 - Protect second prisoner
 - Rescue Gregorov

Mission Parameters:

- Do not get detected
- Do not kill any prisoners

Mission Items

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

Mission Secrets

- Unlock Aljir Prison Arena (don't use your Crossbow)
-

One hour to save Gregorov. "Oh man, is this mission going to take that long?" asks my brother. "No, I don't think so..."

Equip the Hand Taser, and move forward. A guard will be in the next corridor, you can either:

1) Sneak up to him and tase him (before he exits the corridor). The person that was looking for him will conclude that he's drunk, and move off.

2) Just wait until he talks to the person, and while his back is turned, sneak off down the long corridor.

Halfway up this next corridor is an opening to your right, follow it and soon you'll hear someone screaming, and an objective is added (save the prisoner). Keep going through the passage here, until you reach the next hall. If you peek around the corner, you'll see a guard, and a warden who's flogging a prisoner. Sneak out, tase the guard, and rush back in. Follow the passage back to the corridor where you entered it from.

Go forward, sneak up behind the guy here and tase him. Now hide behind the corner of the hall, not behind the column.

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The female warden will come out ("Pavil, Pavil?") and wonder what's happened to poor old Pavil. As soon as she gets in your sights, tase her. Go up to the prisoner, and Lian will reassure the prisoner that everything's gonna be alright.

Go down the other corridor now, and stick to the left side. Once you see the opening, stop and have the Hand Taser equipped. You'll hear a guard singing along to something, when he appears, zap him. Go through the corridor that he was guarding (not very well, ha ha ha).

You'll now be in the cells area. A woman will call out for water, that'll be just before you round the first corner. Use the camera manipulation trick (where you move up to a corner, turn around slowly and you'll get a little peek of what's around the corner) and when the guard has his back turned and is moving, creep a follow. Follow him around the next corner, make sure he's not peeking, and sneak into the side room. Get clear of the doorway, and the guard will enter. Tase him.

You might've noticed the iron gate before, there's a guard patrolling behind that. Using the camera manipulation trick again, check to see if he's looking, when he's not, move. You may just want to shoot him with a Crossbow, only if you don't want to unlock the Ajir Prison Arena though.

Creep along in a clockwise direction, pass one corner, and then you'll hear some guards talking. Use camera manipulation, and when one of them stands in a little alcove, up against the wall, creep to the ledge with no railing, hold X and climb down. Make your way over to the other side, don't pull yourself up until you've gone as far as you can. Lian's very sneaky...

Rush out the door, and you'll get another objective. More prison beatings! AAH! Hand Taser in hand, run up, sorry, sneak up and tase the guard, then move forward and cane the warden as well. Calm the prisoner, and get a checkpoint.

Backtrack a bit and you'll see a corridor opposite where you left the cells area. Go in there, and you'll get a cutscene showing two guys using the elevator. Wait until they make it to the bottom of the hallway, then get onto the elevator yourself and take it down.

You'll need to be extremely sneaky in this next part. Once you get off the elevator, stay there until it returns to the top floor. Drop down into the hole there, and wait for the guard to come and report that everything is alright.

Get up, and sneak up the corridor, clinging to the right wall. In the next open area, you'll see two guards, but they won't move, stupid idiots... sneak right past them. Be careful when going up this next corridor, in one of the passages to your right, a guard waits...so tase him.

At the end of the corridor, you'll speak with Gabe, about some camera system. Watch the light on the camera, when it goes out, sneak directly underneath it. Wait for the guy to come through, and quickly but stealthily enter the security room before the gate closes. DON'T ZAP THE GUY THAT PASSED THROUGH THE GATE!!!

In the security room, go behind the desk and tase the warden that's there. You'll now get a cutscene showing Gregorov's path to the execution chamber...Oi, that's not an hour!!! You've now got 1 and a half minutes to do something.

Flick the switch on the right, and another guard will run in, tase him and move on. The next doorway on the right has a guard, wait until his back is turned, and then ZAP.

One more guard to get rid of, glue yourself to the wall on the right, and once the guard walks past, zap him. Run to the power room, switch off the power and stall Gregorov's death.

xvi)Mission 16: Aljir Prison Escape

Briefing

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.

Mission Objectives:

- Find Gregorov
- Incapacitate Hostile Prisoners
- Reach Escape Point

Mission Parameters:

- Do not kill any prisoners
- Protect Gregorov

Mission Items

- 1).45
- 2)Tear Gas Launcher

- 3) Hand Taser
- 4) Shotgun
- 5) Flak Jacket
- 6) PK-102

Mission Secrets

None

WHOO-HOO! Let's get a killin', shall we? Equip the .45, crouch down, and turn around. Aim with L1 at the wall, and soon some sneaky little bugger will come from around the corner, thinking that he could surprise you. HAH! Kill him, then go to the corner, peek around and take the guy on the left out with a head shot.

Get behind the bars (from where you are), then stand up and kill off the guy on the right with a head shot. You may need to reposition yourself a little. Go for the second guy in the same fashion, and once that's over with, pick up the ammo.

Go through the hallway on the left. Take care before proceeding to the next open area. .45 in hand, step out a little to alert the guards. They'll come running out, crouch down and retreat a little. You'll be able to see a guard directly in front of you on the other side, get him with a head shot. While in the crouching position, hit L1 and look up, take out the guard on the upper level out with a head shot too.

Move up a little, and peek to the left. On the other side, you'll see a guard, dispose of him. Then step out, spin to face the left, and get ready to deal a head shot to the Flak Jacketed guy who pops out of the corridor there. Pick up his ammo and move through the corridor that he was guarding.

Equip the trusty old Shotgun here, and as before you round the corner to the stairway, wait for one of the guards to rush up close to you, then pounce. Blow him away with your shotty, then take out the guard at the bottom of the stairs. Round the corner here, and then use the Shotgun again to kill off the two guards at the bottom of the stairs.

For those who like a more subtle approach, let's start from square one. When the guard runs up the stairs, peek out and nab him with a head shot. While you're peeking out, nab the guy at the bottom of the stairs with a head shot as well.

Cling to the corner, peek out and take out the guy on the left with a head shot, and quickly schwing (love the grammar there) across to the other guy and shoot. There you go, you can save your Shotgun for afterwards.

.45 in hand, be careful around this next corner. Strafe out and strafe back in again, that'll cause the guard at the end of the passage to show himself, you'll need to quickly dish out a head shot to him before he kills you. Peek out, finish off the deed, and make your way to the red door. Kick it open.

Be careful here, once you kick open the door, snipers will fire at you, and soon they'll throw grenades. Which is annoying. Stand back from the door to avoid being blown and ripped to shreds... memorize the timing of the grenades, and when you think it's safe, run out with Shotgun in hand. Use R1 to target the snipers, and blast away until they drop from the roof to the floor, and grab their PK-102s. Good stuff.

Have the Shotgun again, and make your way up the stairs. The door will burst open, blast away at the two guards that run out at you (they've got Shotguns too, so be careful when you're at that close range).

Move down the hallway. A guard will be cowering in the corner of one of the next rooms...don't kill him. Reach the room where there's heaps of dead guards...hmm...someone else is creating havoc. You'll get a transmission from Gabe, and then two guards will be alerted to your presence. Hide behind one of the columns and peek out, cleaning the guards out with head shots.

Pick up the ammo if needed, and then continue down the other hallway. Soon you'll reach a room with some chairs, Gregorov, some tables...wait, THERE'S TABLES!!! I mean, Gregorov!

As soon as the cutscene with Gregorov finishes, equip the Shotgun, spin around and take out the guy behind you. Spin around again, and get rid of the two guys that are pestering Gregorov.

You'll need to clear out the area in front before Gregorov is game enough to move on. In the next room, just poke a head out around the corner and guards will be alerted to your presence. Using the .45, kill off some guards using head shots, and make it quick.

Lian will call Gregorov now, and creep through this next area. A guard with a Flak Jacket and Shotgun will show his ugly head, make sure that it quickly ends up with a bullet in it.

Around the next corner, some idiot decides to take out some prisoners, so why don't you take out the idiots? I used the PK-102 here, and got myself some good head shot action. Before opening the big red door in front of you, turn around and go the other way to find a Flak Jacket (if needed).

Kick open the door. There's a slight dilemma here. Snipers!!! Thankfully, Greggys got a smoke grenade, so after the cutscene finishes, he'll throw it. This'll be your chance to run through unscathed.

Soon, Gregorov will ask you to shoot out the lock on the gate. Do so, but don't enter yet. Head around the next corner, and get ready to blast away a guy on fire (if you don't, he'll set you on fire). Behind him is a guy with a Tear Gas Launcher, smack him down. Pick up his Tear Gas Launcher, and then enter the gate.

You'll reach the toilets where two female prisoners armed with PK-102's are keeping you at bay (don't they run out of ammo???) Use the Tear Gas Launcher to knock 'em out cold. Jump down to the toilet area, Gregorov will stay behind as you venture forward to clear the area.

In this next area, you'll need to be very quick. Go up either corridor, and you'll be attacked from front and back. And they all have Flak Jackets!!! Spin around, and remove the guy behind you with a headshot. Now he's eliminated, the rest should be easy, peek out from the corner and take them out. There's three more to go. Once they're gone, go back and retrieve Gregorov.

Lian will hand Gregorov a .45, and he'll help you in getting rid of the guards. Return to the corridor, and venture on. Shotgun in hand, blow away anyone that gets in your way. In the middle of your journey, you'll reach a part where you are surrounded from both sides, but as they have no Flak Jackets, it's easy, just make sure Gregorov doesn't get in the way of your Shotgun fire.

You'll reach another red door, joy! It leads to the outer wall. There's two ways to get through this part:

Sheer Utter Destruction:

Equip the PK-102 and cut sick. Err...not yet, just take out the guard and the light, then move forward. When you reach the next courtyard, shoot the light in the distance, and then take out the two guys in the courtyard. Look to the wall where the light was, dispose of the guards there. Don't worry about the guys on top of the wall to the right, as they keep coming back, but if you need PK-102 ammo, blast them down with the Shotgun.

You should hopefully reach the end of the yard with little damage, and then enter the building. Wait for Gregorov, then flick the switch to use the elevator. You'll be taken up to the wall, protect Gregorov from the guys on the left by using R1 and spraying bullets everywhere. He should be able to take care of people in front of him, so just protect him from everyone else, make it to the end, and JUMP!

Sneaky Little Bugger:

Equip the .45, and take out the guard in front with a head shot, before shooting out the light. Creep towards the next courtyard, then hug the wall as you move behind the two guards, you won't get detected if you stay to the wall. Gregorov follows you exactly, so don't worry.

Enter the building, wait for Greggy Boy, and then take it up to the top. Equip the Hand Taser, and use the camera manipulation trick to check the position of the guard. Don't run out when he's facing towards you, sneak up to him and tase him when he starts heading back.

Look into the distance at the tower. Once the guy turns to face the side, sneak up and tase him. Gregorov will follow, and you'll get a cutscene.

Joy doesn't last long. You'll be spotted! Equip the Shotgun and run for your life. It'll be easy if you keep Gregorov alive, and then you'll end the mission...

Briefing

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 BioGenetic 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.

Mission Objectives:

(There's a lot, but it's a relatively short mission)

- Penetrate Security Net
- Retrieve Gear
- Access vents to Gershon's Office
- Find Gershon
- Install Cellular Modem
- Find Chance
- Find Elsa
- Follow Elsa to the Synthesis Lab
- Synthesize Vaccine

Mission Parameters:

- Do not sound any alarms
- Do not kill Gershon
- Do not kill Chance
- Do not kill Ramirez

Mission Items

- 1)Knife
- 2)9MM (Silenced)
- 3)Silenced Sniper Rifle
- 4)Air Taser
- 5)G-18
- 6)K3G4
- 7)HK-5 (Silenced)
- 8)Camera Scrambler
- 9)Celluar Modem

Mission Secrets

None

Damn that Stevens...why trust him anyway? While dressed in this lab suit, just remember that you can't crouch with X, it's replaced by a walk. You also can't get too close to people or cameras without being detected.

Get out of the room you're in now and take a right down the corridor that's marked "A3". You'll hear something about somebody going to grab a body bag for you. Walk, and I mean WALK through the A3 doors, staying away from the Agency dude, and then up the sloping corridor. Don't get too close to the lab dude here, walk up to the right hand corner and face the wall.

An Agency man will walk around, stay facing the wall until he moves off (why face the wall? So he can't "see" you). Once he walks past, head into the hallway on your right. It's the one full of the hazardous chemical boxes.

Walk through here, and using the boxes, you need to hide from more Agency men. In the first part of the passage, an Agency man comes strolling down the corridor, face the left hand wall, and when he walks past you, move on.

Hug the wall, and move forward. When you see the next Agency nancy boy, face the wall (or crates) and wait until he passes before you move on.

One more guy to outwit here, as you turn the last corner, he'll stop dead in his tracks and stare at the wall. Wait patiently, and when he moves, walk down the left side of the crates, dodge past him, and into the next corridor. Take a look, and you'll recognize that you've just gone in one big circle (almost). If it weren't for that camera, you'd be here quicker. Enter the door to the right.

It's the A1 section, enter the door and watch for the guard. He should be moving to the right, dodge past him to the left, and walk down the corridor. Open the next door, and walk past the Agency dude there. Walk down to the stretcher, and pick up a knife from there. Turn around, walk up behind the Agency man, and slit his throat (awesome stuff).

Go back towards the direction of the stretcher, go right, past the door on your left, round the next corner, and take caution when going through this next door. A guy is most likely to be hiding in the doorway to the right, in front of you, so face the wall, and wait until he moves out of the way. Once he does, go into the door that he was blocking.

Get into the computer and hack the security net. Teresa will tell you that you need to look for a guy called Gershon. Alright, head back to the door that you entered from. Look both ways before exiting, and head back in the direction of where you picked up the knife. Go

into the door that you ignored before, it's a decontamination chamber. Exit via the other door.

Walk up to the guy here, slit his throat, and get a cutscene showing the surrounds. After that's done, walk to the room on your right, and enter.

Once you enter, a stupid lab dude will cower in the corner, use the computer to activate the elevator. Next, go to the lockers, and you'll find another lab dude in this room as well. Pick up your gear from the lockers, and equip the Air Taser. Zap these guys, and head out.

Equip the Sniper Rifle now, and look towards the cells. Zoom in on the Agency dude's head, and fire. Next, look for the guy on the right (he's on the same level as you, facing the door). Shoot him, and go down to the cells. It's Ramirez!!!

After the cutscene, head up the ramp again, and past the Agency man that's near the door. Teresa will say something about not having clearance for the area, so take a left, and enter the door. Down this corridor is a camera. Sneak up to it, and using your new and nifty Camera Scrambler, equip it, and get as close as you can to the camera without being detected. The camera should then be labeled; press Triangle to deactivate it. Run down the corridor, and into the A2 door.

Here, you'll locate the lab in which the vaccine for Syphon Filter is being kept. Go through the doors marked A4 and you'll soon return to the starting point of your mission. Head forward into the corridor with the radioactive crate thingys. Be careful, an Agency dude will be here, so kill him as swiftly as possible.

Head further up this corridor, and peek around the corner to the right. In the distance is a camera, and there's a Agency dude patrolling around. Wait until the Agency dude goes away, then go up to the camera and scramble it. Get a silenced weapon equipped, and when the Agency dude runs back, nab him with a head shot. Head down the corridor that he was patrolling, shoot out the vent and enter.

This vent leads to Gershon. You'll get a cutscene, and then Gabe will force Gershon to lead him to the computer place. Have the Air Taser equipped, as around the corner, another coat will spot you, quickly lock on to him and kill him before he sounds the alarm. Be careful not to let Gershon out of your sight either, or he'll run away.

You'll notice this as the corridor where you scrambled the first camera. Gershon will take you to the room on the other side, and it's the computer room. Gabe will tell Gershon to face the wall, and a funny thing happens here. Gabe either leaves Gershon alone, or kills him. Gabe killed him when I was playing Hard Mode, wonder if that's supposed to happen?

Head to the L-shaped console thingy, and install the modem. Oh crap, here come the Agency! Roll to the computer data storage thingies (I'll call them bookcases), and hide. Pop out every now and then and take out your foes with head shots. If you hide behind the bookcase in the corner, there'll be a guy patrolling on the other side of the bookcase, two guys up on the higher levels, and a few more near

the entrance area. I found that the Silenced Sniper Rifle works very neatly here.

Run back to where Ramirez was, and enter the door that Teresa told you was inaccessible. Inside the room are two scientists, either get them with head shots, or lock on to them with the Air Taser. There'll be one guy behind glass windows, to kill him, go up the ramp, and push the button to gas him. Guess what? There's Chance, in the cell behind you!

After the cutscene, enter the door up near the ramp, and navigate through the corridors until you reach the operating room. Watch the cutscene, then kill the lab people. Head through, find the vent in the next corridor, go in it, and halfway through, you'll get a cutscene. Blast open the vent and get rid of the lab guy here, and you'll confront Elsa....

xviii)Mission 18: Agency BioLab Escape

Briefing

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 evacuation 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.

Mission Objectives:

-Escape Labs

Mission Parameters:

-None

Mission Items

- 1)Knife
- 2)9MM (Silenced)
- 3)Silenced Sniper Rifle
- 4)Air Taser
- 5)G-18
- 6)K3G4
- 7)HK-5 (Silenced)

Mission Secrets

-Unlock Agency Computer Lab Arena (get back to the Operating Theatre)

This will test you. The mission is...hard, to say the least. You cannot kill the guys here, as they are fully armored! No head shots, no HK-5 fire, but M-79s/explosions do the job...

A guy will run in, use L1 and aim for the vials of liquid on the benches to knock him off. Pick up his HK-5, and if you want, the one in the chest behind you, and then run through the door. You'll get the choice of going through two vents; unless you are suicidal, head into the vent on the left (the one that's not open).

Climb through, and fall out. Run now, to the right, down this corridor, take a left, and then go straight, keep going straight and pop in the door to the right. You've got to run like hell to survive.

This is the room you started in...find the vent, shoot it out and climb in. You'll soon reach the morgue, with Girdeux (I believe he's from the first game) layed out, all nice and burnt. Shoot out the other vent and climb through.

You'll drop down in an office, check the lockers here for an... M-79!
YES!!!

Now, if you want to unlock the Arena:

Backtrack, all the way back to the lab where you started in. Don't waste any M-79 shots until you get to the lab. See the other vent, the one that you came through in the last mission? Head back through it, and all the way to the Operating Theatre. Take out the guy on the ground, then the guy up above. Climb up, pick up the M-79, and the Arena is yours! Now head back, taking care not to die.

Back in the office, shoot out the other vent, climb through and drop down, M-79 in hand. There'll be two unsuspecting EDS agents in front of you, blow 'em up. Run to the end of that corridor, and head south. Once you reach the half open door, a guy will run from the south, so take care of him. Rounding the next corner or two (this is where you got the knife), another guy will run to you from the north, deal with him. You should have 2 shots left. Climb through the vent.

This next part seems hard, it isn't. There's a big fan below, and the only way out is a little vent just above it, so, drop down, while holding up, and you should be fine. Crawl through and reach Ramirez's cell.

He's dead! NO!!! Pick up the M-79 from the chest nearby, equip it and get ready for a firefight. Take out the guy that's in front of you, then turn around and grab the two guys behind you. Go up the ramp, turn right, and shoot the guy that's in front of you, slightly to

the left.

Face the elevator, and strafe out. A EDS dude is blocking a doorway, blow him up, and head to the doorway. Here, inch up to the door, but don't go into the room. Instead, do a quick spin, and run out. Hide behind the corner, and aim the M-79 at the wall, and you'll kill the guy without damaging the computer. Use the computer inside the office, and then spin around quickly. A guy will come from behind, use your remaining shot. Go to the elevator and escape.

xix)Mission 19: New York Slums

Briefing

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 evacuation on the roof of a parking garage a half mile from your current position. Make it to the chopper and you're home free.

NYPD has gotten reports of gunfire between you and the Agency security and has sent several SWAT teams into the area. These officers believe you're a wanted terrorist responsible for the attack on DC, and will fire at you on sight. Avoid contact if possible. Lend assistance if necessary.

Mission Objectives:

- Eliminate Snipers
- Rendezvous with Teresa at chopper

Mission Parameters:

-None

Mission Items

- 1)Knife
- 2)9MM (Silenced)
- 3)Silenced Sniper Rifle
- 4)Air Taser
- 5)G-18
- 6)K3G4
- 7)HK-5 (Silenced)
- 8)M-16
- 9)Flak Jacket

Mission Secrets

-Unlock DC City Park Arena (get the Dirty Laundry)

The Agency, and the NYPD are after you, be on your toes. Equip the HK-5, and look to the graffitied wall, an Agency man will run out. Kill him, then if you need a Flak Jacket, go to the alley that he ran out of, and inside, there should be a chest.

Turn around and run the other direction down the street. Reach the truck, then hide behind it, as a sniper will appear on one of the roof of the building on the corner. Equip the Air Taser, jump out and use R1 to target him to get a kill.

Head up this next street, taking out any Agency men that appear. You'll soon reach a passage on your left, run in there, and spin around. Use the Air Taser to dispose of the guy that's behind you on the other side of the street, then pick up the G-18. Use the Air Taser, and hit R1. You'll target someone on the top of the roof of the building closest to you, run out and zap them.

Head left out of the alley, and attempt to reach the end of this street. The Agency will block it off, your only alternative is to shoot open the doors to the Pawn Shop, and enter. Equip a rapid fire gun (HK-5, or a G-18), then shoot out the windows. A few guys will come running now, dispose of them. Equip the Air Taser, and then climb over the wooden panel that the windows were sitting on, and then navigate your way through the tight corridors, sticking to the right wall. Once you see a big opening, have the Air Taser at the ready, step out and shock the unsuspecting Agency man.

The next area is a large, open room; no enemies. Pick up the M-16 in the corner and make your way out. Equip the Sniper Rifle when you're in the alleyway, and quickly look to the right. There's a Agency guy hiding there, and he's equipped with grenades...pick him off with a head shot. If you need the Flak Jacket, grab it in the chest next to the drum on fire, and then climb up the dumpster onto the roof. An Agency man lies in wait here, on top of the blue box, fill him full of lead. Teresa will radio you about two snipers that you have to rid of, so that the SWAT teams can operate.

Checkpoint! Climb up the blue box, onto the next building, and then inch forward a little. Two guys will run out, one from the top and one from the left. Take out both of them with a head shot, the M-16 is kinda handy here, as you might want to conserve your HK-5 and G-18 stuff for later.

Now you'll need to drop off the roof, onto an awning. If you're paranoid, use L1 to scope out where the awning is before climbing over the edge and falling. If you need it, there's a Flak Jacket on the ground.

A SWAT guy will yell out "I'm coming!!!" You can follow him, only to watch him get slaughtered. Head into the white ramp, in front of the white building. On your way there, you'll most likely come under Agency fire, you know what to do.

Take care not to set yourself on fire in this next part!!! Head through the smoke, and through the hallway. You'll soon reach a part

where Agency men flood you (it's only three, but as they say, strength in numbers), so gun 'em down with whatever you've got. You'll also come across a laundry, check the washing machine in the far right for the Dirty Laundry (unlocks the DC City Park Arena).

Head to the place where the smoke is rising to the floor. You'll notice that a passage is blocked by fire. Step on the floor. You'll fall through, and in this room is the Sprinkler System. Pull it to extinguish some of the fires. Two Agency men come running at you now, exterminate them. Return to the room where you fell through the floor, and go through the passage that was blocked before.

Continue through the halls until you hear a big crash. Soon the sniper that you were trying to eliminate will run out, and he's on fire. Hah! Pick up his ammo and leave him for dead.

Proceed through the next hall, and you'll reach a room with an overturned table. Hiding behind that table is an Agency dude, kill him, then run into the room and deal with his friend too. Climb up the table to reach the hole in the roof, then pull yourself up.

Equip a rapid fire weapon now, and step out into the hallway. A SWAT guy will radio for backup, and then he'll be killed by Agency men. Get ready, as two Agency guys will run out, and it's your duty to take them out (they've got Flak Jackets, so head shots only).

A good way to kill them is to step out, aim (at head level) at the wall that they're going to run through, and start firing. Hopefully they'll just run into your line of fire. Otherwise, peek out, and when you see them, run back into the room. One of them will run in, dispose of him with a head shot, or shoot him into the hole. The other guy throws grenades, so peek out every now and then and try to deliver a head shot.

Continue along, and you'll reach the last sniper. Peek into the room and grab a head shot. Climb out the window and drop to the road, you'll be back at where the SWAT officers were killed. Equip the Air Taser and run around the corner. Two Agency men will be on the ground, fry them. One will be on the roof as well, where you dropped down onto the awning. Fry him, then run out. Near the gym sign is another Agency dude, toast him as well. Run into the passage to the right, zap the guy there, and you'll get a checkpoint.

Roll through the broken gate, past the swingset, and then onto the road. A SWAT officer will command you to drop your weapons, stay glued to the corner near the swings. You may want to peek out, to see him getting hit by a car. Yummy.

Two SWAT guys will run out at you now, what you need to do is to aim for their heads. Don't leave the safety of the corner, yet. Take out the one guy that's in the open, and then be careful as you run onto the road. Use R1, and you'll hit a target up high. He's a sniper that likes grenades, so pump him full of lead. Sneak up to the little alcove in the top left, and kill the guy there with a head shot.

Spin around and enter the other passage. When you reach the tollgate, you'll probably spot an Agency man hiding behind the booth thingy, if you're lucky, you can pull off a head shot from where you are, otherwise, go in and get him.

In the next room, the chest behind the bar thingy holds a G-18. Head through the passage marked "Courtyard" and you'll find a SWAT officer. You'll help this one by providing cover for her as she runs to the other side. Equip the M-16, and alternate your fire on the snipers to the left and the right. You'll get a cutscene showing her covering you, and then you'll see her partner with a nasty bullet hole to the head. How could he still be alive? The SWAT gal won't let Gabe go though, so he makes a run for it.

Up on the next level, you have to clear out the sniper nest. Be careful when exiting the stairway, a guy will run from the left. Get him with a head shot, then go into the hallway in front of you. Take caution when popping around the corner, the sniper is there, so deal him a head shot.

Run back out to the main corridor and to the other side. There's another passage here, and take out the sniper inside. Once you exit out of the sniper hidey-hole, another Agency man will appear near the corner to the right, take him out with a head shot.

End level! Watch the interesting FMV.

xx)Mission 20: New York Sewer

Briefing

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.

Mission Objectives:

- Find Sewage Drain Valve
 - Eliminate Stevens
 - Escape in helicopter with Teresa
-

Mission Parameters:

- Protect Teresa
-

Mission Items

- 1) .45
- 2) Knife

- 3)H11
- 4)HK-5
- 5)9MM (Silenced)
- 6)M-79
- 7)UAS-12 (Yes, it's possible! Tell you below)
- 8)Flak Jacket

Mission Secrets

-Unlock Syphon Filter 2 characters (collect the M-79 at the top of the stairwell)

First of all, you must be itching to know how you get the UAS-12 on this level. You're going to hate me for this. Kill Teresa. That's right, kill her, as she drops a UAS-12. However, kill her and the mission ends...err...

Second, you've got no weapons apart from a crusty old knife and .45. Follow Teresa, picking off Agents and picking up their H11s while doing it. There seems to be an endless stream of agents on this level.

Teresa is the blue dot on the radar, follow her. The easiest way to dispose of the Agents that are chasing you is to use R1, and hold it down forever. Use up the .45 first, before reverting to the HK-5/H11. You'll soon reach Teresa, who says that to cross this next area, you need to use the Sewage control. Fair 'nuff, head back. At the first bridge that goes left, take it. Follow this around, stick to the wall until you see a passage to your left.

Enter, and head past the computers, into the Sewage Control room. Flick the switch, switch to the H11 and face the computer room. Two Agency guys will try to sneak in, but you'll spot them. Deliver two head shots, and pick up their ammo/Flak Jackets. Run back to Teresa, disposing of Agency guys on your way.

Climb down the sewer thing, and climb up the one on the left. Shoot the Agency guy there, then run past the spot where he was. You'll reach an open room soon. Turn right, and near the computer console, two Agency men will be standing. Deliver two head shots, then head to the dead end. Pick up the Flak Jacket, reload your H11, then climb up onto the pole. Go across. Watch the radar, when you see it blink (meaning an Agency man is arriving), use R1 to target onto the dude and kill him. There's one more below you, use R1 to rid of him too. Continue to the other side and rendezvous with Teresa.

Follow her up the stairs and out to the parking lot. Stevens is here with his cronies, and he'll run away. Your task is to get rid of the three idiots here. You can take one out easily by shooting the van, and making it blow up. For the other guy, peek around the corner and deliver a head shot, then run out into the open. The last guy will follow suit, and that means it's time to kill him.

Go up the ramp, and HUG the LEFT wall. HUG IT. If you don't, you'll be hit by a van. Ouch. Run past it, and then help Teresa exterminate the Agency men. Be careful, when you round the next corner, another Agency guy will run out from behind you, kill him.

Teresa will smoke the guys in the next room, so get ready for head shot mania! Aim at head level in the doorway and let your rapid fire weapon rip. After they're dead, you'll split, Teresa will go up the ramps and you up the stairs. Pick up the all important M-79 ammo and continue up the stairs.

Around the first corner is a guy, but no Flak Jacket. Easy kill. Equip the M-79, and when you reach the stairs with two guys, shoot them for another easy kill. Revert to a normal weapon, and around the next corner is another guy, kill him. One more corner, one more guy, and then switch to the M-79 to kill the two guys (like before).

Continue up the stairs, past the doorway, and then have the M-79 ready. You'll face two M-79 snipers, kill them before they kill you. Around the next corner is a grenadier, watch the blasts, peek out and kill him. Switch to a rapid fire weapon, and then run up the stairs. An Agency guy will run down, kill him with a head shot, and then collect the M-79 from the chest. Return to the doorway that you passed before.

Follow the guy who's sneaking behind the truck, and kill him. Hide behind the corner near the truck, and turn to face the ramp. A Flak Jacketed Agency dude will run out, nab him with a head shot. Peek out around the corner, and shoot the other van to blow it up. You'll take out another guy in the process. Run into the open, near the ramp, and one last Agency dude will run out, kill him.

Teresa runs up with Stevens now; after the cutscene, kill Stevens straightaway. Now get ready to watch the shocking (well, kind of shocking) FMV that ends the level.

xxi)Mission 21: Finale

Briefing

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.

Mission Objectives:

-Kill Chance

Mission Parameters:

-Don't damage the helicopter

Mission Items

- 1) .45
 - 2) Knife
 - 3) H11
 - 4) HK-5
 - 5) 9MM (Silenced)
 - 6) M-79
 - 7) UAS-12
 - 8) Flak Jacket
-

Mission Secrets

None

What a beautifully hidden twist, just like the Sixth Sense...anyhoo, sniff...sob...Teresa's dead. Let's get revenge!

The situation here: YOU CAN'T HURT CHANCE. You can shoot him to delay his attack, but with a unlimited UAS-12, it won't do much as he'll end up nabbing you anyway. Your goal is to push him into the helicopter blades to kill him.

You'll start in the little building. Run out the right, rolling to avoid Chance. Run up to the helicopter, and pick up the UAS-12 in the chest. YAY! Press START and equip it, as going by the SELECT way takes too long.

Go right and roll underneath the copter. If you need a Flak Jacket, grab it (it's on the opposite side of the UAS-12). Now, hopefully Chance will roll out from where you did. If he did, strafe left and get yourself on an angle that you can shoot Chance and push him into the blades. Waste him, and with every shot, he'll go further back, and into the blades...

If he runs from an opposite direction, try and run around until he moves into the right spot. Hiding down in the ramp also works, just be careful, he has grenades.

NOTE: M-79 works here too. Just that you have to be a hell of a lot further away.

Congrats! You finished the game! Now play on HARD MODE!

More Coming Soon!