Syphon Filter 2: Mission 02 Walkthrough

by Nemesis

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Syphon Filter 2: Mission 02 Walkthrough
Platform: PlayStation
Version 1.00
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TABLE OF CONTENTS
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01. INTRODUCTION
02. LEGAL STUFF
03. UPDATES/REVISION HISTORY
04. Mission 02 Walkthrough
05. Credits
06. Contact Info
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01. INTRODUCTION

This walkthrough only covers Mission 02: McKenzie Airbase Interior. It only covers this level, and only this level. If you need help with any other mission, check out my other seperate mission walkthroughs (1-4), or the other great FAQs by David Blake, and Magus.

02. Legal Stuff

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03. UPDATES/REVISION HISTORY
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• First non-beta version of the FAQ, first released version.
04. Level 02 Walkthrough
Mission 02: McKenzie Airbase Interior
Operative: Ling Xing
Mission Objectives: - Find Adrenaline Booster - Get Combat Gear

- Escape Holding Facility

Mission Parameters:

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

When you begin this mission, you will be by yourself in a room. You are not to be detected by anyone. Now wait until the guard has passed by, then leave the room and go right, then take another right down this hallway. Keep to the right side of this hallway, but stop when you hear Dr. Elsa and Lyle Stevens talking. Stay in the crouched position until they pass by, then run over to the room they just left. In here is the Adrenaline Booster. Take it, then leave the room and go left.

Follow the hallway to the barred window, then go left again. Get into the crouch position again, and walk down this hallway and go to the end and go left. You should see a guard. Wait for him to start walking, then follow him (in the crouch position), but stay far enough away from him to avoid being caught, then go into room A6 to your left. After viewing the short FMV, hit the switch to your right, and enter Phagan's room. Now lean out the door, in the crouch position. You should see a guard to your left at the end of the hallway. Wait for him to leave, then run to your left, down the hall, but stop right before the red light. Get back into the crouched position, then peek around the corner to the left. You should see another gaurd. He'll start to walk away, and follow him slowly until he stops to talk to a friend. He'll then go through an open window and leave. Now while crouched, slowly walk past the tiny window to your right, and go down the hallway to your right, and go into the room at the end on the right, B1. In the lockers here, you'll find your combat gear.

Now after the FMV scene, equip the Hand Taser, and crouch and walk towards the guard near the window. Once behind him, shoot him with the taser, and he'll go unconsious. After he's down, hit the switch that's to the right of the window. Now run quickly out the door, to your left, and through the open door that the guard went through earlier. Now head down the stairs, and through the open door. If you take too long and get trapped in between the two doors, you'll have to restart from the last checkpoint. Once out the door, go left and into the small doorway, and stay crouched to stay out of the guard's view. A guard will be coming down the hallway in seconds. Wait for him to ask Carter to buzz him back in, then use the hand taser on him.

Now run down to the end of this hall, but peek around the corner to the right. There's another guard here. Sneak up on him and use the taser on him. Now run towards the Exit sign to end the level.

towards the Exit sign to end the level.
05. CREDITS
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CJayC- For accepting all of my FAQS, and for creating the best web site on the net!
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06. CONTACT INFO
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One final word:

"Don't Do Drugs!"

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