

Syphon Filter 3 FAQ/Walkthrough

by Hyperactive

Updated to vFinal on Apr 25, 2003

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#####  
# Gane: Syphon Filter 3          Created on: Wordpad          #  
# System: Playstation           Version: Final              #  
# Type: Action                  My Nationallity: Austaralian #  
# Name: Wayalla                 First posted: August 25th  #  
# Real name: Aaron Baker        Last updated: April        #  
# Email: Wayallal@yahoo.com.au  Posted on: Gamefaqs, IGN, Neoseeker #  
# Website: None                 Walkthrough completeness: DONE #  
# Title by: network-science.de Message board name: wayalla #
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#####  
# http://www.gamefaqs.com/features/recognition/24572.html ~ Wayalla #  
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FAQ INFORMATION

93 pages
43,766 words
239,733 characters
5,252 lines

A Complete Guide to Syphon Filter 3 Final Version

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=====
1.3: Goodday and Hello

=====
Hello to everyone, this is my FAQ and walkthrough on Syphon Filter 3, it has lots of information about lots of things in the game. feel free to contact me about anything that you want about this FAQ. This is an updated version, when I looked at this version on gamefaqs, I thought the TOC was really crappy, so I decided to make the Table_Of_Contents better looking. Please e-mail me if you find anything wrong with the new section numbers and things like that, as I did a huge makeover to this

and I could have forgot some sections out.

This is my 3rd FAQ written for gamefaqs, and I hope to help many more gamers out there with strategy guides. Most of mine will start off to be on Playstation, but then I will probably go to Ps2.

You might say, why write guides?

Well, I want an Aussie to be a writer of FAQs, I know there are many, but not a heap. the most prolif Aussie/New Zealander is 'Astroblue' and I want to get some more Aussies writing these guides and stuff for a great site. And also to help all these people playing this great game.

=====
1.4: Versions
=====

Version 2.9: 1/7/02

=====

Version final, I have done the Walkthrough, just writing notes on what you have to do on the last levels of the game. Fairly simple. Anyway, I will no longer update this guide, for several reasons:

- 1)This game is getting old, and no-one hardly plays it
- 2)This FAQ tells you just about EVERYTHING about this game, so it's covered evertyhting
- 3)I couldn't be bothered
- 4)I have way too many other FAQs to update

It's been fun, the only time I will update is if someone gives me the last 3 levels as an in-depth walkthrough, or I change my e-mail adress. Farewell. It's been fun, but it's time I moved on.

Version 2.8: 12/6/02

=====

Notice something new? I have added the ASCII art to the top of the page, thanks to network-science.de for that. I have fully finished the story for Syphon Filter 2 describing all what happebed. This FAQ hasn't been forgotten. Also i did something to my 'previous FAQs' section as I have now written more. But still this guide is a half filled circle. Oh yeah, also corrected some spelling errors.

Version 2.7: 11/23/02

=====

Hello there fellow people still playing this cool game. This 2.7 version I have added heaps to the story from Syphon Filter 2. It took me about 1/2 and hour to write, so it was still worth an update. I am currently working on more FAQs, so only expect updates about once each two weeks or month now. Also cheers to everyone who is on the Australia/New Zealand Gamefaqs board. Your all cool!

Version 2.6: 11/18/02

=====

The below thing didn't quite work out, so I put it back to normal. Also in this version I have changed my email, it is Wayallal(at)yahoo.com.au, everything should now be sent there.

Version 2.5: 11/4/02

=====

Just updating the table of contents to give a breif description of the sub-contents. So just a samll update, not even worth a full tenth, but oh well. I want to get a copy of GTA Vice City soon and write an FAQ for

that, so updates might even be really sluggish that they are now since I got my Playstation 2. Can't wait for November 5th. (Thats when VC comes out in Australia.

Version 2.4: 10/31/02

=====

Nothing much here, all I did was add each of the mission briefings to the beginning of each level to give the player a little bit about the story line level they are playing. It took me half an hour, but a version none the less. If I do update on weekdays, it's going to be real short ones because school occupies alot of my life. Thanks to Enrico Fong who submitted a FAQ.

Version 2.3: 10/30/02

=====

Phew, after a few hard hours, I have re-arranged the table of contents to make the first screen when you come to this FAQ look good. I also got rid of the other section and put the part from there in the right section they originally belong to. Also I have started adding the briefings to the beginning of each walkthrough level. Please contact me if you find anything wrong, as I was messing around abit with the sections.

Version 2.2: 10/26/02

=====

Hello everyone, in this new version, all I added was the walkthrough for Militia compound, that is all. The last few updates I have mainly focused on the walkthrough section and briefings, but on my next few versions I'm not going to, I will put more into other sections and just leave the walkthrough for now, I'm sure that if you have gotten this far you can do the last few levels yourself, but the walkthrough levels for the remaining 3 will come soon.

Version 2.1: 10/21/02

=====

Sorry about the sluggish update, but I got a Playstation 2 today and I've been playing that in most of my free time. So basically school occupies most of my day, and the playstation 2 controls most of the other. Anyway, I managed to get the walkthrough for Paradise Ridge up and the Militia Compound walkthrough will come as soon as I have time to do it.

Version 2.0 10/12/02

=====

I actually forgot about this FAQ for nearly a week, but here it is, updated again. Focused mainly on the Walkthrough this version, adding it for Australian Outback and St George, Australia. I was updating daily because I had school holidays, but for the past 5 days, I have created and sent a new FAQ. From the 14th, I will be back at school, so updates will be once a week, but I promise I will keep updating as this guide isn't finished yet. Next version will probably contain 2 more walkthrough levels, again. I apologise to anyone who has trouble accessing this FAQ as the file size is big.

Version 1.9 10/7/02

=====

Hello everyone that's still playing Syphon Filter, this version I have added 'The Beast' walkthrough along with level briefings for: The Beast, Australian Outback, St George Australia, Paradise Ridge and Militia compound. Also I corrected 2 mistakes in the opening movie words and

made the = lines above and below each title extend all the way across to the end. This file is now over 200kb, the biggest Syphon Filter 3 FAQ, yet I still haven't completed the walkthrough.

Version 1.8 10/5/02

=====

Big update here, but still only 1 more walkthrough level done, it is the level 'Convoy'. This version I removed the other section and replaced it with bits and pieces as I already had a section called other, I added more to the starting section and some more to the story. Also I wrote tips for the remaining 6 levels I had to do, so all the tips part is complete. Lastly I added all the words to the opening movie and another description for a weapon I forgot in other versions. Don't expect too many daily updates. Next version will probably only be a small one as the next walkthrough level is small. So long.

Version 1.7: 10/4/02

=====

Basic update, 3 days after my last one. Once again, I have added another walkthrough level, it is the Docks, Final assault. But mostly on this update, I focussed on the briefings, I added them for: Aztec Ruins, Waterfront, Docks and the convoy. I was going to input a record times section but it didn't work out. other things added were more tips for 3 levels and I changed the version descriptions around to a paragraph instead of just listing what I had done.

Version 1.6: 10/1/02

=====

A daily update, but I just felt bored this day so I felt like updating. Added here was the Waterfront walkthrough, some more weapons' descriptions, the D.C Subway secret, End Word, some more to the fun stuff and I put the legal thing at the bottom of the FAQ.

Version 1.5: 9/30/02

=====

Massive update, my biggest yet. This time I have added 2 levels to my walkthrough, these levels are S.S Lorelli and Aztec Ruins. Also I added 2 more level briefings and added a funny, fun and idiotic section. Also I added a new website that has my FAQ, some basic tips and the cheats section. Also added more to the story.

Version 1.4: 9/27/02

=====

Once again, just a small one. Added here was the walkthrough for Kabul, 2 new contributors and a Syphon Filter 4 section.

Version 1.3: 9/24/02

=====

A small update because of my last one. 1 more addition to the walkthrough and changed the Table of Contents describing whats in each of the sections. Nothing much here.

Version 1.2: 9/18/02

=====

A big updt, nothing on the walkthrough though. This update I added the new numbering system at the top so it makes it easier for me when putting in a new section, the in-depth story of SF 1 and 2. Other things include my own review, 3 more level briefings and the secrets section in the minigames and multiplayer section as well. Also added the new Frequently Asked Questions section.

Version 1.1: 9/8/02

=====

It's been 2 weeks, so I decided to do a little update. Not much here, just a new walkthrough level and the websites section put in.

Version 1.0: 8/24/02

=====

This was the first release of my FAQ to the best FAQ site on the internet, which is of course, Gamefaqs. Hope it got posted, and if you are reading this now, then it has.

=====

1.5: Spoiling

=====

This FAQ does contain spoiling the game for people that haven't finished it, I'm sorry but I need to do this as part of the FAQ. Go no farther if you haven't finished the game, otherwise, go right ahead.

=====

1.6: Contacting and legal

=====

Having trouble with the game, can't find what you need anywhere, check this FAQ by pressing CTRL + F, if you need help, try me. please feel free if you need help to email me with a question, my email is:

My FAQ/walkthroughs are never complete, because I like to keep updating. to add things to this, please email things to me, it could me anything from something iv'e missed out to a section that I need. Everyone who contributes to this FAQ will be put in the credits section (contributors).

the Dos and Dont's when sending email to me:

DOs:

-Put Syphon Filter 3 or something like that in the subject of the e-mail, otherwise I don't know if it is spam or not so I will delete your e-mail.

-Use correct spelling and grammar, of course, afew wrong words are unavoidable but please try to make the e-mail easy for me to read.

DONT's:

-Leave the subject blank

-Send me spam or anything like that

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=====
1.7: Contributors
=====

Wayalla: <Wayallal@yahoo.com.au>

That's me, I created this FAQ and it took a long time to do all this.

Scott Robidoux: <Scrobido@sfhs.com>

Question about the Afghanistan sniping level

Agency Operative: <Gamefaqs message board name>

Told me the ending story of Syphon Filter 1

Enrico Fong: <Radiocar_Forever@yahoo.com.>

Asked about how to get the secret in the level "Militia Compound".

Gamefaqs <CJayC>

For putting my FAQ on his fabulous site and for creating Gamefaqs.

=====
1.8: Still to come
=====

A lot of things haven't been covered yet in this FAQ, so here is what's to come in the way of future versions, all these are what I hope to do because I can't be bothered doing it in this version.

2.6: Finish Teresa Walkthrough

2.7: Finish briefings

2.8: I don't know

=====
1.9: Other FAQs
=====

Tenchu 2	F--FAQ/Walkthrough	83k
This Is Football	N--FAQ	19k
Syphon Filter 3	H--FAQ/Walkthrough	249k
Ducati World	F--FAQ	30k
Army men Sarges heroes	F--FAQ/Walkthrough	60k
Syphon Filter 3	Minigames Guide	37k
Urabn Chaos	H--FAQ/Walkthrough	50k

=====
1.10: Websites
=====

=====
I don't mind if these websites just take my FAQ.

www.gamefaqs.com

www.cheatcc.com

www.gamesages.com

www.neoseeker.com

Sites of intrest for Syphon Filter

www.syphonfiltercentral.com

=====

2.1: Starting/learning

=====

Load the game up in your Playstation and when it's loaded:

Press X to skip the movie.

Once on the main mnu, select NEW GAME to start any game you wish, you maybe could start off by practicing in the minigames section. Highlight 1 player and press X to start story mode. If you leave it on the main menu for long enough, you can get a little tutorial about Syphon Filter, like what the levels are like, it will come to a demo that you can just watch. Press any button to skip the demo and go back to the main menu. You don't have to play story mode first, you can play a friend in Multiplayer, or if you have just started playing SF 3, you might want to try a minigame to brush up on some skills. Before you play the story mode, you need to learn some things:

-The controls

-Tips

-Using headshots

Find all of these sections in my FAQ, except using headshots is under
The Stealth section.

=====

2.2: Controls

=====

For sake of completeness, I will add the controls in.

D-Pad: Move,

X: Crawl, Duck, Climb down from high place,

Square: Shoot, use item,

Triangle: Action, Reload, Climb up, zoom in

O: Roll, zoom out

L1: Aim, sniper,

R1: Auto aim,

R2: Strife Right

L2: Strife Left

-Combonations-

R2 + O: Roll Right

L2 + O: Roll Left

L1 + X: Duck while aiming

X + O: Roll while kneeling

-Others-

L2 + Hanging on ledge: Hand over hand left

R2 + Hanging on ledge: Hand over hand right

-Menu-

X: Select, choose

Triangle: Back

START: Continue game, accept,

=====
2.3: Story
=====

I could never really understand the whole story about syphon filter, so I can't really put anything much here.

Aramov never dies in the end of Syphon Filter 3 , this left it open for a sequal, but there isn't going to be one, I would of loved for there to be one. I have enjoyed every level from the Syphon Filter Series and wish there could be more. The series is one of my best Playstation Games.

Here is the opening movie + conversation:

(Gabe, Lawrence, Lian around teresa's grave)

Lian:"I can't believe she's gone, she'd be alive today if we had never dragged her into this"

Gabe:"Teresa died the way she lived, fighting for what she believed in"

Lawrence:"In any case, you could hardly of stopped her, no one could"

Lian:"She gave her life for mine, how can I live with that"

Gabe:"The same way I will, by surviving, but not giving up, it's not over yet"

(Hadden and group are taking pictures)

Mara:"You could of ended it here, when the administration falls, you would have the power"

Hadden:"No, I've got other plans for Gabriel Logan, hearings have been scheduled, and I need someone to blame."

(Gabe is in the courtroom)

Haden:"There is no conspiracy, no arms consortiom, only a traitor,

acting alone, or with his friends, I ask you again Mr Logan, as a member of this unnamed agency, did you ever assassinate a world leader?"

Gabe:"No, never"

(Gabe is in the hotel ready to assassinate Shi Hao)

Lian:"Take the shot Gabe, Shi Hao's men are just across the street"

Mix:"Take the shot Gabe, Ever assassinate a world leader, I have other plans for Gabriel Logan, take the shot Gabe, I ahve other plans for Gabriel Logan"

(Gabe shoots Shi Hao)

Gabe:"Right"

2.2B: BIG STORY

A whole recap of all the Syphon Filter story.

I have a better knoledge of SF2 than SF1.

SYPHON FILTER 1:

Gabe is sent to find Eric Rhomer, a terrorist, on the way, he must encouter many things, as bombs are set, one in an abandened bank, he must protect the bomb squad to help difuse it. The other bomb is in the subway. They have spotted the terrorist's in the subway and must defeat them. When he is in the subway, he comes across the bomb and must tag it for the Bomb squad. He tags it and continues to the end of the other subway line to eliminate Rhomer, but when he gets there, Rhomer is already gone, and there is another bomb. Logan goes up to it, but can't stop it in time, the bomb only had 5 seconds to go before it went off, Gabe just got away and just survived the bomb blast. From the bomb, the subway is filled with lots of fire around gabe and burnt trains lying upside down, he is lucky to be alive, anyway he must find some explosives to open the hatch so the bomb squad can get to the bomb he tagged (1st level). He finds the C4 against the tracks and fights his way through the men in the Subway and finds his way to the track above him. He opens the passage to the street and helps the Bomb Squad get to the bomb in the Subway. Next, he turns off the Gas Mains so that he can get into the Main Subway Line and hopefully find Rhomer.

So he goes through the tunnel avoiding guys on fire and killing anyone that messes with him. On his way, Gabe finds Mara Aramov, she must be stopped to find the location of Rhomer, but it will be hard, she runs away and trains go by each side and the only place to hide is between a little part of the 2 trains, so he must swich tracks each time in order to keep up with Aramov. When he finally is close enough, he aims, and shoots her in the head, but miraculously she doesn't die, but never gives away the location of Rhomer, inatead she falls unconscious.

Terrorists, once more have set up viral bombs in the Washington Park, Gabe must defuse these and kill who's responsible. Once again, after tagging the bombs, he must wait around for the DC bomb squad to diffuse the bombs and Gabe must protect the bomb squad agent. Gabe finds all 4 bombs and diffuses them in time, which is under 20 minutes. He continues on through the park and rescues the hostages in the tennis courts. Next, Gabe finds the communications tower and eliminates it. Then he goes through the Park Hedge maze and eliminates George Marcos, a terrorist. He continues on, until he reaches the Freedom Memorial.

Gabe enters the Memorial, only to find Anton Girdeaux there, a terrorist working for Rhomer. Gabe must kill Girfeaux, but there is only one problem, he is wearing super armour, and the only thing that will pierce it is grenades, but he can't use them because Girdeaux is smart, he put a bomb on his chair, and if the grenade went off, he would die as well

as Girdeaux. What can he do. Girdeaux is armed with a flamethrower, and Logan works out a way to defeat him. Gabe shoots the gas tank on his back that carries the flames to girdeaux's flamethrower. After about 5 shots with the Shotgun, Girdeaux is dead.

Gabe is tracking Johnathon Phagan, Logan must follow Phagan to a special meeting between him and some other people. Gabe is undercover there, as a guest. When Phagan leaves the reception, Gabe follows him, in stealth, killing everyone that is a threat, but he makes sure that no one sees him kill anyone, espicially Phagan. He shadows Phagan to the meeting, but finds Mara Aramov and a traiter there, his Agency member, Edward Benton. Aramov takes away Phagan and Benton stays guarding the area, Gabe must eliminate Benton who has got a powerful

G-18 machine gun. Gabe eliminates His agency traitor and continues on to try to find Phagan, his first job is to get the security cards to find the survaillance room to see where Phagan is on the cameras. He finds out where, the Dinosaur Exhibit. Gabe must get to Phagan and get the information before Aramov kills him. Gabe starts off by killing the 4 guys who come in, all with Flack Jackets. He runs out and can see the lobby beneath him (glass). He wonders how he can get down there, he improvises and uses a beam to climb across as there is a path going around the glass area, and jumps down through the glass. Next, Gabe falls down through the glass and destroy's it. Snipers appear from where he was above and he kills them all. He continues on past a few more exhibits until he finds Phagan and Aramov, they are standing on a very high ledge, with Aramov holding a gun to Phagans head, Gabe has orders not to kill Aramov as well, as the agency also needs some information from her. Phagan is just about to be shot by Aramov, but then Gabe pulls out his trusty Air Taser and gives one little shot into Aramov, this knocks her out and Phagan Runs away.

Gabe climns onto the Dinosaur and climbs onto the beams and makes his way high enough to get to Aramov, who is unconscious. Gabe gets Aramov back to his agency for torturing. Gabe is sent to kill Rhomer, and destroy his gas tanks, but Rhomers base is filled with hundreds, thousands and millions of people, all working for Rhomer and want to kill. If anyone spots LOgan, they set of an Alarm and swarms of enemies come and help kill Logan, so Gabe must be quiet and very sneaky, and must make sure not to be seen by the searchlights either. He puts all the explosives on the gas tanks without being seen, and then finds the power switch from the generators and turns it off. Next, he eliminates Vladmier Gabrek and steals is key, and Gabe races back and has to get in his bunker before he is killed by all the enmies, he finds his way into Rhomers Bunker. Gabe must try to find his way to the roff of the base and destroy the communctiations tower, but Gabe has to get past Lasers and millions of enemies, when in the bunker, a silent alarm was triggered and he now faces impossible odds. First, he prevents the launch of 8 missiles, and destroy's all the switches of the laser controls. Then he finds the elevator leading up to the roof. After going up to the roof, Logan sabotages the Communictaions tower, once he has done that, he gets a call from Lian Xing, his partner. While ready for Evac, she is captured, by Rhomer and from what Gabe knows, she has been killed. Rhomer now knows the position of you, and sent a chopper to kill Logan. The chopper comes and starts shooting at Logan, he uses the base of the tower for cover and before hand grabbed a PK102 and once it flew over him after it was finished firing, Gabe rapidly shot the underneath part of the plane until it was too far for the bullets to reach, then he dodged it by going over the other side and once again, using the base for cover, after a while, men started jumping out from the chopper and started shooting at you, and the helecopter atarted playing tricks, like bobbing down where you can't see it (MGS HIND D FIGHT). Once it was fully blown up..... The Plane crashed down and nearly destroyed the whole roof,

Gabe jumps down and now must escape before the gas tanks explosives go off, causing the gas to go up with it, destroying anything and everything near it, Markinson is waiting with a chopper for Logan to escape in. Gabe backtracks his steps from when he got here and gets back to where he started level 8 in under 2 minutes. Markinson is waiting there with the chopper for Logan. Gabe is sent to kill all the scientist infecting subjects with the virus. Gabe lands on a rooftop and makes his way down into the stronghold building. He finds all the test subjects that are infected with the virus and give them Antigen (antidote basically) and he has to kill all the scientists, all the scientists once captured, plea for there life, but you have to kill them to complete the mission, so Gabe puts a bullet in em. Gabe finds the card key to the doors and continues on killing all the scientists and anyone else in his way. Then, after doing all his objectives, Logan finds the Elevator down to the next floor of the Stronghold. Basically, down here there is more scientists and guys infected with the virus going 'Help me'. He finds all the subjects quickly and treats them. But, it isn't going to be that easy. The scientists now have guns, after they learn't what you did above. You fight your way through different scenery like Libraries, Graveyards and more. Gabe can see the exit from up above, but can't get down there, so he has to take the long way around and finds it that way, it is a path leading down to the Catacombs where Phagan is being held. Gabe finds his way to the catacoms, and needs to be quiet, as he can't be seen at all down here. While down in there, Logan hears a conversation going on between a scientist and a guard, the order is to kill Phagan, they no longer need him, Gabe must stop Phagan from dying. He follows the Scientist and kills all the guards on the way behind the scientists back, Gabe can't kill the scientist until he opens Phagans cell so Logan can get in. So Gabe continues, following the guy and killing everyone in stealth. The scientist opens the door and is about to shoot Phagan, but Gabe put a bullet through him and blood goes everywhere and Gabe tells Phagan to move. They talk in the cell, Phagan tells Gabe that his partner Lian is still alive, and is being held somewhere in the catacombs, so Phagan leads the way to Lian and while Lian and Gabe are talking, Phagan runs back. Lian helps Gabe find the way out, Logan just follows Xing in the maze, then they reach the exit, they can hear something, it's Aramov, She pulls a gun on Phagan at the exit and puts a bullet through his head. Aramov offers a ride to the warehouse district. Gabe is sent now to tag a few Viral Caries with the Virus in the Warehouse district, but there is a war going on between Phgans men and Rhomers me, so Gabe can usually slip by and he wont be shot at, first, he tortured Ericson for information by threatening to shoot him, and then took his Viral scanner and tagged the bodies. Then he tried to make his way to Warehouse 75, where a missile is going to be launched from, well actually underground missile silo, but the elevator is in warehouse 75. Anyway, Gabe turns off the power to the electric fences so he can use underground passage to get to where he needs to go. Whn in a warehouse, he finds information on a R9 Debyaka, a missile that could start world war three, and it is in the Missile silo, so he has to get to warehouse 75. Gabe goes down the little shoot from where he was and finds himself pitted against elite guards, most armed with BIZ-2s, my favourite weapon in the Syphon Filter series. Anyway, now you have to also get and tag the viral carriers. Once you have completed all your objectives, you reach warehouse 75, only to find it on fire, but not fully burnt down. Gabe finds the warehouse, only to see it's on fire, Gabe calls Aramov and says that she better be right about this, he has to find the elevator. The warehouse will come crashing down in 15 minutes, so gabe must hurry. He must be very careful as all the fire is around him spreads, and enemies catch on fire coming for Gabe, Gaberiel just avoids them and they burn to death, sometimes Gabe gives them a

little hand by shooting them. After a while, Gabe gets to the elevator, but it's not there, it's down below and the switch is on the other side, covered by fire, but being so smart, Gabe pulls out his gun, and shoots the switch, this making the elevator come up. He then goes down. Gabe goes down the elevator and into the tunnel leading to the missile silo, but Rhomer's men have learnt that Gabe is in there, and have orders to kill him. Straight away, Gabe finds himself in a little gun fight against a few of Rhomers men. Anyway, Gabe finds the power. After overloading the power, the whold tunnel blacks out and the floor beneath GAbE collapses, he must now find his way to the missile silo, in the dark. He climbs down into the tunnel and finds the missile Silo. After Gabe learnt that there was a missile going to o off, he found his way into the silo, he has less than a minute to destroy it, he gets the cardkeys on his way, and destroys the rocket on the way, blowing it up in mid air. He then legs it to the door, where he finds Rhomer, Gabe tosses a Gas Grenade at Rhomer killing the poor terrorist.

SYPHON FILTER 2

Members of the agency capture Lian Xing, and they need her for testing, because she was the one in the catacombs with Phagan, Gabe tries to fight back and protect Lian, but can't get to the helecopeter in time to save Lian, and she is carried away in a aeropane to an airbase. While Gabe is in a plane transporting the data discs to Teresa, his plane is attacked by terrorists, forcing it to crash to the ground and blow up, but just before Gabe and his GIs parachute down to safety. Gabe lands in the colorado rocky mountains, along with all his team. First, he must find the transponder locater carried by chance. He gets to Davies and he takes him to chance, who has the Transponder locater. But, on the way back to find high ground to use it, Gabe comes across the first terrorist, and eliminates him. Gabe continues back, and while he is in the cave, himself and 2 other GIs are attacked by another terrorsits, they both have M79s, so Gabe leaves it to the GIs to fight and runs before the cave collapses. After Gabe and a team mate gets out, the cave collapses, killing Eselmen. Gabe's other team mate must not let anyone in the caves. Anyway, Gabe goes back and all these terrorists come down in parachutes, after killing a few, Gabe makes a break for it, and finds a high part where he could use the transponder locator, but it is surrounded by 3 guards, so Logan eliminates them and gets up high to contact Teresa. After that, he must continue down to the crash site, but the tunnel blocked the way, but Gabe remembered that he had some C4 in the plane, and another GI was carrying and had broke his leg on the way down. Gabe goes back and gets the C4 from ferguson, who is now dead and blows up all the rocks in the cave and he progresses foward. Next, Gabe must make it to the highway. But, first he is attacked by snipers along with 2 other GIs. Gabe goes around and flanks them while the 2 other GIs give cover fire. Just when Gabe can see the Highway, my terrorists come down, chasing all the GIs, and they are all wearing flack jackets, Gabe targets and headshots them all before they hurt any of the GIs, then he continues on to the Highway, but when he gets there, Archer is there, an agency operative. He is in a helecopeter and fires at Logan, the rocks start to collapse and Archer is no where to be seen. Lian was taken to an airbase and infected with Syphon Filter, now she must escape and get an adrenilene booster. First, she eliminates the guard coming in her room. Next, she must get the adrenilene booster without being seen, and in 2 minutes, before she blacks out. She waits to the agancy people have gone away from the room with the booster in it, then she goes in and sees one of her team mates in there, dead. She gets the booster and continues on to try and find her gear. Once she avoids everyone in the interior of the base, she finds her Gear, in it she gets a .45, Taser

and a knife. But, she can't kill any army men, because they are good guys, but they have been told that Lian Xing is a terrorist, so if they see her, they will shoot and kill. Lian sneaks up to the guard at the main information centre and zaps him with her taser, then opens the door, and she is nearly out. She thinks she is just about out when a airbase personnel goes 'FREEZE'. she convinces him that she is good, and the airbase man helps her out. The attack by archer in the helicopter made a big mess, rocks where flying everywhere and it was impossible to get back where he came from, and the terrorists where coming to get him. he thinks he is doomed, but he finds chance hiding, a good guy. He has a M16 and a knife, Logan lost everything in the blast, so they make a plan, Chance makes a diversion by shooting at the terrorists with the M16, while Gabe sneaks into the tunnel and gets some more ammunition and weapons. Chance shoots and the terrorsits, and Gabe sneaks into the tunnel, but the terrorists are coming from there and he has only got a knife. there is only s truck, with it's headlights shinging bright. He gets an idea, he hides inbetween the headlight beams while the guys come past, then continues up into the tunnel and finds the supply truck, he gets some weapons and helps chance blast his way out. They both continue in the tunnel and eliminate anyone that gets in there way, until they come to guys with Flack Jackets, gabe gets the petrol hose and puts them all on fire. They all die, next, they come across 2 A.P.Cs in the roadway, Cahnce surrenders to them while Gabe shuts down the power in the tunnel so the APCs can't see anything, so GABe and Chance can continue. They do this successfully and Logan finds his way out of the tunnel, but no sign of Chance, but he knows he is safe. Gabe finds his way to the Colorado bridge, he needs to cross to get to the Plane Crash site to find the Data Discs that where in the plane. First, the agency is going to blow up the bridge. GABe must stop this, but the Commander and the other guy are the ones that are going to blow it up, the other guys on the bridge only have orders to get to the other side once the explosives have been set, first, Gabe must eliminate the commander and the other guy silently, and both at the same time, so Gabe snaeaks past them by crawling at the side part of the bridge, using the Hand to Hand methond and gets up and finds a truck with weapons in it, included in it is a Gas Grenade, he makes his way back to the commander, and eliminates both of them quietly. Next, he gets down on the scaffolding and diffuses the C4 charges, now it is alright to be seen as the commmander and the C4 charges have been delt with, so if he is seen, there is no way that they can blow up the bridge. Gabe feels proud, and he gets back on the bridge and listens to a conversation between to enemies saying that 2 of Gabes GI members have been captured farther up the road. Gabe continues up, kills those 2 guys and runs to save his GI team members. he kills the 2 guys holding them and they fight there way out of there to another bridge, while on the bridgem Logan tells the 2 to stay on the bridge while he goes back for chance. While Gabe is speaking, a helecopeter comes out of no where and fires at GABe and his memebers with missiles, the GIs die, but Gabe just makes it off the bridge and falls onto a train below. After Lian makes it out of the interior of the base, she must now get out from the exirior of te base, and she must try and steal a chopper, with thousands of agency men around, sounds impossible, right. First, she must find a silenced weapon incase she runs into any agency members, she does that, she finds a silenced sniper rifle in the back of a truck. But, she still can't kill any airbase personel or be seen by anyone at all. She tasers the Airbase guys and Lian gets a call from Teresa Lipan saying that the mountain that Gabe is on is going to be bombed with gas. Lian makes her way to the airoplane with the gas in it and kills the pilot and sabotages the egine so it can't move. Next, she follows Thomas Holman to give her infromation about Syphon Filter. She tracks him dwon and shoots him in the leg and demands infromation,

Holman doesn't know anything. next, Lian goes into the tower by creating a diversion by auto driving the truck into the wall so the guards would go to investigate while Lian got into the tower and found the Transponder Frequency so she could pick up Gabe, then she eliminates Falkan and steals his chopper. Gabe ends up on the train, he contacts Lian and she is OK. All Gabe has to do in this mission is get to the second half of the big train, but Archer is dropping men to kill Logan. He must find his way to the engine and stop it before the train crashes as Archer has blown the bridge ahead of the train, hoping to kill Logan and everyone else on board, even if they are his own men. Logan eliminates everyone, knocking some of the train altogether and Gabe finds his way to the second half of the train on the roof. Now, Gabe must quickly get to the engine and stop the train before they get to the bridge, the bridge is 10 minutes away so Gabe must hurry. Gabe battles off many enemies and finds his way to the engine, but the Train isn't going to stop in time, so Logan calls for the backup plan a Lian is there with the Chopper. there is the bridge, ahead, it is collapsed, and there is Lian, in the helicopter, Gabe makes a big jump and lands in the helicopter and the train falls all the way down into the mountain. Gabe finds the crash site of his plane, the plane had the data discs in them and Gabe needs them. He finds the downed plane and looks in the wing for them, but they are not there. Suddenly Archer appears carrying the discs and runs off. Gabe follows Archer, but is slowed down as Archer calls for snipers on the hill, Gabe has to use the quick peek method to kill him. He gets to where he can hear a plane, and sees Archer on the plane, he tries to shoot him, but Archer is hanging off the plane and the plane is moving. He fires a well timed shot at Archer's head and he dies. he falls to the ground and Gabe obtains the data discs. But he still has to find the encryption files. Gabe comes to find the encryption files and knows that they are at the Pharcom Expo centre. HE knows he can't be spotted at all by the Army GIs there or the mission will end in failure. He bypasses all the GIs. HE gets a call from Teresa saying that they are going to blow the exposition centre and Morgan is at the China Exhibit. Gabe makes his way there. The gates short circuit so Morgan can't escape. Gabe comes down from where he is. Morgan has planted about 4 bombs, they all must be diffused. They can't kill Morgan until all of them are diffused, because Morgan carries a dead-man switch. This means if they take out Morgan, the switch will hit the ground and the whole place will explode, suddenly Teresa appears. They chase Morgan around the China Exhibit diffusing the bombs as they go, they also have to fight Morgan's henchman as well. There is one more bomb to go, and Teresa is diffusing it, but it will take awhile. So Gabe follows Morgan around the main part avoiding his attacks for 2 minutes. It was very hard to avoid them and not kill Morgan as Morgan had a M-79. After the bomb had been diffused, Gabe kills Morgan and obtains the encryption files. Gabe, Lian and Teresa gather all the data discs, but it won't let Teresa open the files. the truth is that they never recovered all the data they needed in Kazakhstan. Lian remembers that they seen Gregorov at the Pharcom warehouses at the same time they were, so he could of had something to do with it, but they come to the conclusion that he couldn't be working for the agency, and he is Lian friend. Lian contacts Gregorov to meet someone, they choose Moscow Club 32. But before you could contact Gregorov, Mara Aramov appeared and shot at Gregorov, making him flee. He is now on the run from Mara's men, they want to capture him before Lian gets to him. Lian chases Gregorov through the night club, and she kills everyone on her way attacking her, but Gregorov will not turn around and face Lian, what could possibly be going on? read on farther. Lian tries to get out of the club, but the police are blocking the way, and Lian knows that she can't kill innocent police officers. They start firing at Lian and she has to find

an Alternative exit, through the toilets and she climbs out the top window and finds herself above ground. Gregorov is fleeing. You follow him through the streets battling enemies as they come along. Lian encounters the Russian police again, and agrees with herself that she can't kill any of these innocent people. While the police and the bad guys are in a fight with each other, Lian steals a Tear Gas launcher out of the car and uses that to put the Police to sleep instead of killing them, she gets by them. But in another bizarre twist, Gregorov now starts shooting at you. This is where you come to the conclusion that something is wrong, wanna know what? keep on reading. Lian battles of many foes and uses all her tactics to get close to Gregorov to scare him. Lian can't kill Gregorov otherwise they will lose the data discs, and all hope for a cure of Syphon Filter will be lost. Lian follows Gregorov to the park. Where Gregorov starts taking headshots, but being how good Lian is, she avoids the shots and tries to get close to Gregorov to implicate him with the taser. Gregorov then runs and gets his men to kill Lian, but being a hero and all, Lian battles her way through many puzzles chasing Gregorov and she has cornered him with no escape. Gregorov has stopped and turned to face you, in a battle. If you are seen, he will instantly get a headshot on you if you are in range and not hiding. Lian tries to figure out a way to stop Gregorov getting a headshot on her so she has time to get Gregorov with the taser. Lian shoots out the lights and it is pitch black, but Gregorov's infrared and yours comes on as well, and he is unable to get a fix on her head, with this distraction, Lian creeps up and tases Uri, now, do you want to know why Uri Gregorov has been acting strange, it was an imposter and not the real Gregorov. You take Gregorov to be grilled for information. He finally speaks and tells that the real Uri Gregorov is being held in Point 36, a women's Goulag in Siberia, it was supposedly shut down by Crushev in 64, but it wasn't. Lian knows all this information because she has been there, and was held there after she was captured in Afghanistan. They need to break Gregorov out of jail before they execute him at midnight. Gabe and Lian argue over who should go, but then they both agree on Lian, because she is the only one who knows the layout of the prison. Lian sneaks inside. She also knows that she cannot be seen while getting to the power switch to stall the execution. She has 1 hour before Gregorov is executed. She tases her way through the jail and rescues innocent prisoners as she goes. She finally finds the big screen that shows that Gregorov is up for execution. Lian races and quickly finds the power switch and stalls the execution and cutting the power, thus creating a riot. Also the guards know she is here and they try to kill Lian. Lian battles her way through the Jail to find and rescue Gregorov. But Lian finds dead guards, in a place where the rioters can't get to. So there must be another person inside the Jail besides her. Finally Lian spots Gregorov, and finds Mara Aramov running away as well. She is toying with them, pretending that she is on Uri's and Lian's side but working for the agency as well. Gregorov tells Lian that when the power went out, Mara Aramov shot and killed all the guards. Lian must protect Uri out of the Jail and to safety before the guards kill him and Lian. They need to make it to the wall and jump into the water, Lian has air tanks there. But Gregorov cannot fight because of the beatings. She protects Gregorov out of the jail and lands back safely on shore. But Lian is sick, because of Syphon Filter, and is dying. She collapses and says that it is hard to breathe. They take her back to the safe house and Gregorov gives Gabe the data discs. Gabe rings the agency and wants to trade Lian's vaccine for the data discs. The agency commander agrees and sets up a meeting to save Lian. Gabe goes to the New York labs and goes to the carrier. He takes Gabe down the elevator to Stevens and Dr. Elsa Weissinger. But Stevens betrays them, and without Gabe, they can let Lian die and no-one else could collect the data discs because they

think that it is just Gabe and Lian working together, they don't know about Teresa and Lian. Stevens and Weissinger inject a injection into Gabe and he falls unconscious. He is taken to the labs where he escapes by killing the scientist with a houndtooth, a thing that can kill people if they breathe it in. He acquires the scientist's suit which will give him the nessecary acces to location in the lab. Stevens Betrayel was actually part of Gabes plan, because it gave him acces to their labs. Gabe sneaks around the labs doing many objectives. He first of all gets to their computers and gets information off of it, including a map. Next, gabe finds his gear, including a Camera Scrambler and some weapons including the 9MM and Sniper Rifle. Gabe finds Romirez, he was captured on the Rocky Mountains. Chance is alos somewhere in the labs, and Gabe instructs Romerez to stay here and Gabe will send back Chance for him. Gabe continues on into the lab, and has to find the vaccine for Lian, so he needs to get to the Sealed Lab, and there is a back way. He goes through here and finds Chance. Gabe lets him free, and tells him to go back and rescue Romerez. Heng Su has come from Shi Hao in order to get the plasma for the virus, but they have to stall him. Gabe finds and eliminates Heng Su, now Stevens knows that Shi Hao will not be that happy. Gabe finds Elsa Weissinger in the Lab, and holds her hostage, with the gun pointing at her, Elsa decides to give Gabe the virus. Just as that happens, Elsa trys and kicks Gabe, and then runs out of the Lab and sounds an alarm. Stevens realises that Heng Su is dead, and orders full force to eliminate Gabe. He goes to extreme that he calls in fully armoured men, normal bullets will not pierce them, and Gabe has no Explosives yet, he was doomed basically if he didn't find some kind of big heavy weapon. Gabe makes a dash for it and thinks the best place to hide is in the vents, Gabe knows that the Exit to the Labs is near Romerez, so Gabe needs to get there. He uses the vents to get through, and gets into the vents where Romerez is. To his astounishment, Gabe finds Romerez dead, blood everyhwere and he was shot! Gabe just hopes that the same hadn't happened to Chance. Suddenly more guys appear, and Gabe has to get the control to the elevator doors so they will open. He finds the controls, and climbs the cables. Gabe comes out of the Labs and into the New York Slums, he is now above ground. He has to get to the Chopper where teresa is, because he has the Data Discs and also the Vaccine for Lian Xing. The agency is swarming the streets and also the swat police have been led false information that Gabe is terrorists. He makes his way through the Slums lending help to pinned down officers on the way, the Agency are also fighting the SWAT as well. Gabe helps a pinned down officer get to her partner that had been shot and was hurt very bad, but the officer decides to be mean and then turns on Gabe, gabe makes a dash. Then he comes across Lyle Stevens, holding an Innocent police officer hostage. Stevens syas to gabe to put his gun down, but the Officer says don't. Stevens kills the innocent officer, and then Gabe is left stranded with no weapon. He is trapped and about to be killed. Suddenly, the fflow below Gabe explodes, and he falls into the sewer. Once gabe is down there, he meets teresa, the one who planted the C4 and saved gabes life. Gabe lost all his ammo in the fall, so Teresa gives Gabe a piss weak .45, oh well, it's better than nothing. You battle your way through the Sear, and you eventually find Stevens in a parking Garage. You and Teresa find him, and he eventually gives up. You then kill him any way you want. That looks like the end of the Agency, but it really isn't. Gabe feels sorry for Chance, as they had heard nothing from him, so the assume the worst, that he is dead. They go to the chopper, but to there suprise, they find it already going. Suddenly, someone appears with armour all over there body, nothiong would pierce it, not even grenades! So how would you defeat this guy? Anyway, the mystery man comes out and with invincibility, he shoots teresa dead. The person un-masks himself, it is Chance, he has betrayed

you all along. It really made sense now for Gabe, because the Agency always seemed to know what Gabe was doing before he does in Colorado, because Gabe was with him down the mountain. Gabe runs, and finds a UAS in the helicopter. the force of the bullet forces chance back abit, and eventually Gabe uses the gun to his advantage and pushes Chance into the back blade of the helicopter, blood spurts everywhere and thats the end of the game. Teresa is dead, and gabe, Lawrence and Lian go and see teresa's grave (opening movie of SF3).

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2.4: Characters
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Spoiler

Gabriel Logan

Your tipical hero, does anything to reveal the truth, and the main playable character in the game.

Lian Xing

Gabe and Lian first met in Kabul, Afghanistan. Gabe saved her life and recruited her into the agency.

Teresa Lipan

Ex agency member, quitted because she knew who they were and they were corrupt. Gabe and Teresa first met in Paradise Ridge.

Lawrence Mujari

Biological expert, owns and runs a Mortuary out at Wispering Woods, Virginia. Helpful to Gabe, Lian and teresa.

Rest Coming Soon

Level Character Count
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Gabriel Logan: 10
Lian Xing: 4
Teresa Lipan: 3
Lawrence Mujari: 2

That equals 19, yep it is shorter than all the other Syphon Filters. This is because they Crammed it all into 1 disc and added a new feature, the minigames. Syphon Filter 2 was 2 discs and had thousands of movies that took up minutes on the CD.

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2.5: Weapons
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-Knife-

Standard item. Carry this in most missions. Use thiss weapon for stealth. Crawl and roll up close to the enemy and press Square and your

character will slash the knife and if your close enough, it will kill the enemy. If your not close enough, the enemy will hear the slash and turn around and kill you.

-9MM-

Standard handgun, can come with a silencer. Used in alot of levels, not a powerful weapon as it is the 2nd weapon you get in the whole game, if you have this weapon in your hand, use head shots to kill the enemy as it takes a long time to kill the enemy if you just shoot at the body.

-Sniper Rifle-

Can also come with a silincer, use to target enemies from long range, can zoom in by pressing Triangle and zoom out by pressing O. Anwhere above the groin in the first 10 levels will kill the enemy. This is the first weapon in the whole game and a very powerful one. Good for stealth kills.

-Falcon-

A new weapon to Syphon Filter 3. It is the pistol that has the power of a shotgun, don't worry about headshooting guys with this, just aim at their body and fire, 1 shot kill usually. Use always if in trouble. Enemies fly back when hit.

-HK5-

A wierd shaped weapon that can come with a silencer on alot of levels, a standard rapid fire machine gun good for any and all situations. it can hold 180 bullets and 30 in a round. Available to use in alot of levels. Lots of enemies have this weapon as well.

-Shotgun-

Another 1 shot kill weapon. A big weapon but it has 1 fault, it takes a while to reload. To kill an enemy, do the same as the Falcon, Aim with R1 and fire. Can be clumsy to use a times and can only hold 25 bullets, the falcon is probably better in my opinion, but the shotgun is still good as a backup weapon.

-M16-

Another cool machine gun, the main one in the whole game. use always as this weapon can hold alot of ammo. lots of enemies have this weapon as well. Can hold 180 bullets, 30 in each round. enemies carry 15 bullets which you can pick up once they are dead.

-Grenade-

This item is used for killing multiple people or things that can't be shot with guns, like turrets. 4 seconds after thrown, the grenade will explode killing everyone with in a certain distance. Use L1 to aim the position, and hold down square to set the height.

-Mine Dector-

All this item does is Dectect mines, it doesn't sound like much, but it comes in handy. Once deteced, the mines show up on your radar as red and a flashing indicator on your radar tells you where they are and how close you are to them. Get too close and you die.

-PK 102-

The absolute best machine gun in the whole gun, easy to use, light and does the job quick, always use this. This weapon can hold as many bullets as any machine gun, 180. 30 in each round. Dead enemies carry 15 bullets. This looks different from the weapon in Sf 1 + 2, and I think it's better.

-Crossbow-

A useful weapon, it has many uses, 1) Use to silently put to sleep an enemy without making a comotion. 2) Put to sleep people who are shooting you but you can't kill them, E.G the militia men. It can only hold 10 bullets at most so use all the bullets wisely.

-AUD 100-

The best weapon in the whole game, this weapon has a great feature, it can shoot enemies through walls. Just use the L1 target and look at the middle part to see through the wall where you are aiming. Another good thing about this weapon is that enemies don't carry it.

-SPYDER-

Another machine gun, I only use this as a backup weapon if I lose all my ammo. This weapon is new to the Syphon Filter series and is available to use on only 2 levels. It looks like a pistol and can shoot over your shoulder.

-45-

A great pistol, it is very powerful, this is one of my most liked pistols, it now looks different in Syphon Filter 3. it's a popular choice for the enemies as well, and also a popular choice for me. This is the standard pistol, easy to use and very powerful.

-Mil 15-

This is better than a M79, yep, thats right. It basically does the same but it doesn't shoot the grenade, it shoots a bullet and when the bullet that it fires hits someone, it explodes. The bullet gets there instantly with no fuss. A must use weapon, but save the ammo.

-M79-

Oh yeah, the most powerful weapon in the whole game. It shoots a grenade at the target and explodes instantly once it has hit an object, it can even pierce flack jackets, even the Mil 15 can't do that. Can hold 15 bullets at most but only use in an emergency.

-Gas grenade-

Really speaks for it's self. Aim with L1, choose height and fire. It will release gas once it hits an object or the ground. Another great item for stealth. It can kill a whole group of people if they are not aware of your presence. Doesn't really come in handy.

-H11-

Another one of my favourites. It acts like a sniper and has a different aiming system than other weapons, it's aiming is Like a cross. It is a great aiming system and I love this weapon. Good for all out attack levels or just plain saniping.

-K3G4-

This is another unique weapon, it has a special function that all other weapons don't have, it can pierce flack jackets and once the enemy is dead, you can still pick it up. Good for use on the level 'Senate Building' with all the guys with flack jackets.

-Air Taser-

Have fun using this, I always do. Use L1 or R1 to aim at the enemy and press Square and watch him fry. To torture him fully, just hold down Square for ages, he will turn black. After about 4 seconds normally, the enemy will be dead.

-G18-

This weapon is a machine gun that can empty a whole round of bullets in about 1 second. it is very easy to lose ammo on this because 1 second of holding down SQUARE can waste a clip. Make sure you have spare ammo all the time. Only available to you on the last 2 missions, Mara has one as well.

-Nightvision rifle-

Mainly used well in the dark. Good against enemies that you can't see very well. It illuminates any enemy within the seeing distance of the weapon, thus making it easier to see the enemy and kill the enemy. Can hold the same bullets as the Sniper Rifle.

-UAS-

The UAS is a very powerful weapon and the force can knock back people even with special armour. The only real fault with this weapon is that it only can hold 12 bullets all up. Never get in the way of a bullet from this. Available to you in 2 levels only.

-Mars-

No, it's not a planet, it's a machine gun. It can fire rapidly and kill an enemy with 4 shots at the body. It is well designed and is silenced. This weapon is new to the Syphon Filter series.

The BIZ to is a great weapon, but it is only available to use in two player. I always used it in Syphon Filter 2 and they should of made it available to use in Syphon Filter 3 story mode.

My favourite weapons:

Machine guns:

- 1st: PK102
- 2nd: BIZ-2
- 3rd: M16

Pistols:

- 1st: 45
- 2nd: AU 100
- 3rd: Falcon

Items:

- 1st: Crossbow
- 2nd: Air Taser
- 3rd: Gas grenade

Heavy:

- 1st: M79
- 2nd: Mil 15
- 3rd: Shotgun

=====
2.6:Menu
=====

One of the most important things in the whole game is the in game menu, you will need it for lots of things:

MAP:

View your map and all the objectivea and where they are. But not all

levels have maps and not all maps have all the objectives on there because it could be secret, or they just want to make it hard, use the map to locate special features and watch the way your going. Once map is highlighted on your start menu, press X to view it and use Left and Right to highlight objectives.

OBJECTIVES:

View your objectives for the current level, this also shows all the objectives that you have completed. Once you get a new objective, it will be added to your list of objectives.

PARAMETERS:

Rules that you have to follow for the level, E.G don't kill any innocent people, don't be seen, must complete level in under 4 minutes, all that sort of things.

WEAPONS:

View all the information of your weapons like there fire rate, damage, clip size, total rounds and all the information and background about the weapon. From this menu you can also equip a weapon as well, this is well use in a situation where you are about to get shot and have to change your weapon quickly.

BRIEFING:

View the story/briefing that you where given just before the level. You can read it all here and many of the levels have over 2 page story.

OPTIONS:

Change certain things such as snd, controller, select a mission, reverse sniper/invert aim and lots of other things.

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2.7: Stealth
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there is only 1 major stealth mission in the whole game. It is St George, Australia. The country I come from. And it's only stealth for half the level anyway. I think they should of put more levels with stealth in as it is cool. I don't always like all out attack missions.

there is two ways of doing stealth, 1 is easy, the other is hard.

easy:

If you catch an enemy that doesn't know your there, use any weapon and target their head and fire, this takes 1 bullet to kill the enemy and doesn't waste ammo. Do this all the time. Try to use a stealth weapon such as a sniper rifle to eliminate because it doesn't make much noise and it can kill if shot anywhere in the body

hard:

If you want to prove that you are a master at the granmaster series, use the knife. This is hard. Get close and kneel to the enemy, use O to roll to get closer. Once your right next to him, slash the knife. To do this properly and not get killed, don't do these thigs:

- 1) Bump into the enemy
- 2) Slash the knife when your not close enough
- 3) Attack when other enemies are around
- 4) Stand up and slash

If you do any of these things, the enemy will turn around and put a bullet in your head and you will die.

I recommend doing the first method (easy) because it doesn't waste time and there is more chance of succeeding.

When a enemy is walking side to you, and you want to get them in stealth, what you do is get a rough idea where they are going to walk and aim there in a headshot position, aim and wait for him to come into the range of the aim and wait to he gets his head on the point where the bullet goes, and shoot, very easy.

If using a AU100, you can shoot through walls and kill enemies in the head or body without them knowing you are there as the wall is in the way. This is best on the 3rd level for Lian Xing (Australia no.1).

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2.8: Secrets
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Here is some special things that you can do to unlock a certain minigame or a multiplayer area.

Level 1: Hotel Fukushima

All you have to do is rescue the prisiner across the street, sound easy, well it's not. Try to eliminate 2 guys quickly and then everyone who comes in that same room, who cares if you lose health, your going for an extra level.

Type: Mini game

Level: Military base

Diff: very hard because of all the guys who come in and shoot st him, but once your good at aiming, you can get this very easy.

My diff rating: 7/10

Level 2: Costa Rican plantation

Simple, when you rescue the first slave, scavenge around all the boxes and find the other slave at the back. See, very easy.

Type: Multiplayer

Level: Rhomers labs

Diff: Very easy, I did it in the first time I played this level, I usually go scavenging around for weapons and I found her. Most people think it is a objective that you have to do, so they go checking around everywhere for her anyway.

My diff rating: 3/10

Level 3: C5 Galaxy transport

When you reach the cockpit, you must not kill anyone in there, not even the guy that shoots at you, shoot no one. Try to sneak in without being seen and then once you have pressed the button, run out.

Type: Multiplayer

Level: Computer center

diff: not very hard, but you might lose some health trying to get in and out real quick, especially with the guy right next to you shooting at you.

My diff rating: 6/10

Level 5: Pugari complex

Avoid putting a bullet in foreman jone's head, let him survive and this will make your whole next part of the mission very easy, kill him and you don't get the minigame and the truck smashes into the building blowing it up and thousand of guys come. If you avoid killing, you get the game and none of the truck + guys happen.

Type: Minigame

Level: Colorado bridge

diff: very easy, did it the first time I played the level without any help from any walkthrough FAQ or anything like that. But most people like putting a bullet in peoples' heads, but I left him alone.

My diff rating: 2/10

Level 6: Kabul, Afghanistan

Alright, this is a hard one and is very crap once you get it, trust me.

Type: Mingame

Level: Afghanistan

diff: hard, very hard, this is the only level I haven't unlocked, but from sources I know what the level is. This is almost impossible and takes up a while too, and if your seen once by a sniper, you can't get it. Oh well, try your hardest.

My diff rating: 10/10

Level 7: S.S Lorelli

Don't kill the cook, once he is in the kitchen, sneak in past him when he is looking at the opposite way and then go in the dumbwaiter.

Type: Multiplayer

Level: S.S Lorelli

Diff: A bit hard, most people see the waiter straight away and pop them, I must admit, I did this and probably everyone did. Follow him from behind into the kitchen.

My diff rating: 5/10

Level 9: Waterfront

All you have to do is blast through the level as quickly as you can, I think you have to complete it in under 9 minutes to get the extra level.

Type: Minigame

Level: Warehouse

Diff: not very hard to do, but just run, ahooot and don't stop, look at your map so you know whereto go and what path to go to quickly and cutscenes take up time so just skip them.

My diff rating: 6/10

Level 14: St george Australia

At the start of this level, get the sniper rifle in the back of the truck next to the start, now kill all the enemies with it without bieng seen. You must rescue everyone of the aborigines before you can be seen. The only guys you can be seen by is the guy on the tower when your going to the truck at the end of the level, and the guys surrounding the helecopeter for escape.

Type: Minigame

Level: Rhomers fortress

Diff: Hard to do, use all your training and snipe from far back as possible if you can.

My diff rating: 6/10

Level 16: Militia Compound

This took me ages to find out how to do it properly, what you got to do is: Once you reach the first checkpoint, drop down into the hole, go over to yuor right (the opposite side to the agent walking) and wait for that guy to come in line with the other guy, head shot the one guy quickly and then the other guy who should be behind him, save Floyd and talk to him, go into the tunnel and come out, turn left and sneak up to hear the conversation, get in a position where BOTH of the agents are in line with your gun E.G one behind the other. Then shoot 2 times and kill them both, now talk to the militia men and then continue on with the mission and get the satellite data near the end of the level in the deer head to get the secret.

Type: Multiplayer

Level: Izmaliivio park

Diff: I didn't have all the info about the satellite data, so I was tearing my hair out, I tried everything, well almost everything, but completing every missin objective in the level. But one day I thought I'm never going to get it so I may as well just enjoy the mission and I remembered the conversation about the deer head and then I saw the head on the wall, so I went up to it and got the data.

My diff rating: 9/10

Level 19: DC Subway

All you have to do is blast through this level really quickly and you'll likely get the secret arena. I think the time limit is about 8 minutes or something.

Type: Minigame

Level: Mesa Verde Exhibit

Diff: very easy, the first time through playing the game I got this, without even knowing that I had to beat it in a certain time limit.

****ALSO****

Bonus minigame

In level 1, when fighting Shi HAO and luitennants, kill all the luitennants with the Air Taser (but make sure you save the prisinor as well, other wise I found it didn't work).

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2.9: Tips

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BASIC TIPS:

- Use headshots to kill any unaware enemies
- Never run to an enemy head on with only a pistol (unless it's a .45)
- Use the R1 aim when using a machine Gun
- Use the peek out method and fire for a efficient kill
- Never leave yourself open to snipers
- If you are really having trouble and too many enemies are on you, a good thing to do is RUN and hide.
- Sniper rfiles kill anywhere above the Groin
- Don't get shot (DUH)
- Save your machine gun bullets for later in the mission where it gets to become harder
- rescue all innocent people or just leave them there if you can't rescue them (Level 1)

LEVEL 1: Hotel Fukushima

-Against Shi Hao and his luitennants, you can duck behind the part below the window, it has good cover and if your close enough to the wall, you wont be shot, you can pop up from there and quickly shoot and hide again. Always duck when your danger meter is full as there is a big probability that you will be shot.

-Most of the enemies inside your hotel don't have a good aim, espicially the 2nd and 3rd enemy, the rest do. anyway, take your time and use a head shot to pick them off easily.

-Watch out for guys that sometimes hide behind stuff.

-Use a powerful weapon such as the falcon on the stairs as guys can come out at you as you progress down the stairs and get close to you and shoot, so you need a powerful weapon to kill them in one shot, both the Falcon and the Shotgun are good in this situation.

-None of the enemies actually shoot the girl at all, they all go for you, the makers of the game just put her there because if your first time playing Syphon Filter, you could have a shonky aim and miss the enemy and hit her. As you progress through the level with her, lots of guys appear behind you, watch out when shooting the enemy that you don't hit her accidently.

LEVEL 2: Costa Rican Plantation

-Use all the trees for cover, they come in very handy for eliminating the automatic turrets and for snipers in the trees.

-All the plant samples are in patches on plants that haven't been torched, so look for the patches that haven't been set alight and look around in there for the plant sample.

-Never get very close to the mines, the mines show up as red on your radar and a flashing indicator to where it is and what position to you it is.

-Protect Lian always and don't always let her do all the work, sometimes she doesn't kill an enemy fully and leaves the rest of him to you, only a few M16 bullets will kill them now.

LEVEL 3: C-5 Galaxy Transport

-For the first part of the mission, use your M16 as you should have a lot of ammo for it, and the guys on the plane have this weapon as well, so you can replenish all your ammo that you lose.

-When going up to the cockpit, you are allowed to kill the guy in the seat right in front of you, it doesn't matter. But it only matters if you kill the actual pilot, you can go up to him and talk, but he doesn't shoot at you at all.

-There is only 4 enemies (not inc. boss) on this level, so it is short and doesn't take long to complete.

LEVEL 4: Pugari Goldmine

-As soon as you start, do a full turn around to face the opposite direction, then fly to your forward and drop on a ledge up high, there will be a M79 here with 5 bullets, this is very useful.

-At the start, eliminate most people with 1 headshot as if you are seen, it alerts all the enemies in that whole section of the level.

-Also, on the ground there is a crossbow, this is best used for killing guys that you want to kill in stealth without all the noise of the weapon.

-An easy level for stealth, use the target headshot mode and fire with a silenced weapon to not make any noise, most enemies you can kill in stealth.

-As soon as you shoot the bad guys surrounding DeJesus, he helps you shoot and you finally have a partner, he shoots most of the guys so you really don't have to do much, I even just shot 1 guy and let him kill everyone else and I just replenished all my ammo, he never got hurt.

LEVEL 5: Pugari Complex

-Watch out for the guy as soon as you fall down the hill near the beginning, he has a powerful M79.

-The first guy in the whole level, you don't have to shoot, he gets run over by the cart.

-Don't kill Foreman Jones as it gives you a secret minigame area.

-Get ready at the elevator for all the guys wearing the flack jackets, they come up. Be ready with your PK102 and aim at their heads and fire.

LEVEL 6: Kabul, Afghanistan

-A rumour that I have never tried though, is that using the AU 100, you

can destroy the weapons cache from the normal ground without the hassle of going down into the underground part and getting out quickly. It can aim through walls and all sorts of things.

-The best way to eliminate a sniper is to shoot them in the head. In fact, the best way to kill any enemy is to do the same.

-Look at your map to find the AU 100, it will come in very handy for alot of things. Get to it first and kill all the snipers on the way.

-Near the truck at the end, use your AU 100 to shoot through the walls and kill the guys with the M79.

LEVEL 7: S.S Lorelli

-Don't kill the cook, sneak past him in the kitchen and go up in the dumbwaiter, do this and you will recieve a special extra area in either multiplayer or mingame. <Revert to secrets> or <Minigames> or <Multiplayer>

-I always just use the HK-5 in this mission, it lasts alot of the way.

-Use head shots on any and everyone who doesn't know you are present there.

-Search around all the cargo holds for ammunition and in most of them, you have to plant a bomb in the corner as well, once in the right corner, a status callout will tell you when you are in the right position to plant the bomb.

-At the last crane battle, just simply headshot everyone who poses a threat to Maggie. Easy hey.

LEVEL 8: Aztec Ruins

-A simple rule for this level, don't kill anyone in white, no one at all! Got that.

-As soon as you get the H11, just equiup it, this weapon is good, and at the moment has 200 bullets, so this weapon will last you probably the rest of the level. I always use it once I get it.

-As soon as you download the thing from the computer, destroy it. Any computer you find from now on, destroy it too.

-See those guys in the white trapped in the cells, and you wander how to rescue them, what you have to do is find the explosives all the way near the end of the level and come back and blow up the doors, press TRIANGLE to set the explosives the back away, go in the cell and recue the Scientist.

LEVEL 9: Waterfront

-The very first guy you come across has a flack jacket, so use a head shot to kill him.

-Barrels can explode once shot and blow up things, including walls and doors. You need to do this afew times.

-At the sniper tower, never stop running, always hold down the UP button and get your ass over to the truck.

LEVEL 10: Docks, Final Assault

-Try to use a machine gun that can shoot over your shoulder as enemies tend to come from everywhere in front of you and behind you, so you have to be ready with a HK5 or a SPYDER.

-Just follow Nigel through the crates, he is the Blue dot on your radar. You will need to look at the radar a lot as you will have to turn and kill a few enemies, and when you turn back, Nigel can sometimes be gone.

LEVEL 11: Convoy

-Try to stay near the truck and Ellis at most times, as sometimes Ellis goes on farther and without your perfect skills, he can usually die.

-Watch out for the 2 mines in the road and let Ellis diffuse them before going on.

-At the Valley Snipers, there is 2 ways you can kill them because you can't see them. The first one, aim where the Status callout is and toggle your aim to get a headshot. With the second guy, he shoots at Ellis, aim where the bullets are coming from.

LEVEL 12: The Beast

-Find the explosives in the North East part, where you start is south (It just makes it easier), the explosives are in the North East part of the main central square.

-Plant the explosives on the tank's front and use the detonator to detonate the explosives and blow up the tank.

LEVEL 13: Australian Outback

-You have to do the other 2 objectives before reaching Weissinger. They are the sabotaging of the communications dish and the Photographing of the Genocide.

-Once you get to Weissinger, you have to eliminate 4 guards, they all have Flack Jackets so be careful.

-Equip a machine gun near the end of the level as there is a lot of enemies near the chopper and you will need to act with a machine gun.

LEVEL 14: St George, Australia

-Use stealth often, and you need to at the start. Once you have killed the first lot of enemies in stealth, now go towards Silvers (Look on your map). Once you are there, eliminate him. Now you don't have to do any of the mission in stealth.

-the truck that you need to get back to the Landing Zone is the one at the start of the level. Watch out for the sniper in the tower when you go back. Press Triangle at the truck.

LEVEL 15: Paradise ridge

-At the first militia sniper, use your Sniper Rifle and crawl up until you can just see the Outline of the first sniper.

-At the second one, try and do the same, but if it doesn't work straight away, hide behind the rock and use your trusty quick peek method to kill him.

-At the end of the level, the Militia guys shoot you, but you can't shoot back, so it's really unfair. What you can do is equip your crossbow that you have in your inventory and shoot them with that. It

doesn't kill them, it just puts them to sleep.

-Shoot all FBI agents you see at the second part of the level as they become bad guys.

LEVEL 16: Militia Compound

-Try to save all militia members thta you come across.

-At the first 2 guys being held hostage, target the first guy and wait to the second guy comes behind him and use a headshot to kill the first guy and keep on firing and the guy behind will also die if his head is in the range of your aim.

-If you go into a room with a militia member, and there are other militia members in that room, they wont shoot at you because you are with another one of their own team members.

-Saving militia men makes you on the good side of the militia team and they wont try to shoot you now.

-To eliminate the snipers at the end of the level, grab the M-79 to the left as you come out the barn and fire it at the snipers, or if you are low on health, use your Sniper Rifle, because if you shoot them with your M-79, you can't get their Flack Jackets.

-The satelite data is inside the dear head just near when you come out the barn on the wall, near the M-79 and on top of a table.

LEVEL 17: Underground Bunker

-try to keep Dusty in sight at all times, because if he dies, it's mission failed.

-It's best to use a machine gun in this level as most of the enemies carry them and they come in flocks so you need to act quickly killing each one.

-Try to keep Debbie Oakton in sight at all times, this means that you have to walk basically near her. Sometimes enemies come from behind and everywhere. Don't worry about Dusty now, but still try and help him because he has died on me once before.

LEVEL 18: Senate building

-Before doing anything else, go in the left lot of toilets near the beginning, kill the guys, shoot the vent, go into the vent, crawl through the vent, and after awhile, you will come down in a different room. Flip the gate switch and obtain the K3G4. Use this often now as it pierces F.Js and you can still pick the F.Js up.

-Find the cancellation code in HAddens office by using the vents in the bathrrom on the right.

LEVEL 19: DC Subway

-Use headshots all the time in this level.

-If you have any K3G4 ammo spare, defenetly use it.

-Defently use a machine gun in this level or you will be dead in a very short time.

-Rescue the hostages by putting your gun aimer on the enemy on the left,

then quickly shoot and press R2 to quick peekright and your aimer will be on that guys head now, shoot him. Do it quicky otherwise the hostage will die.

-To beat Mara, you must get the AU300 from one of the carts. Once the engine door is open, climb up onto the roff and then make sure Mara is directly inder you and you are past the Bullet Proof glass, use L1 to aim at Mara's head and shoot her. Congratulations, you have just completed one of the best PS games ever made.

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2.10: Glitches
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Every different Syphon Filter 3 burnt copy has glitches, I haven't really found much but here are some:

In the level St george australia, I rescued one of the aboriginies in the little shed, i took out my AU 100 and aimed through the wall at a guy that was near, and while I was doing it, another guy came and he said 'Stop her' and then other vioces from Syphon Filter 3 like:

'Damn there's a tun of em' Dusty Oakton
'Terrorist' Pugari mine enemies
'It's zing, shoot her' Australian outback

There where a few more, but that is all I can remember.

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2.11: Fun, funny and idiotic
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LOCATION:

Level 1: Hotel Fukushima

1)Now, as soon as you start, turn to your left and get the key. Now, roll under the gate that you come out of at the end of the level, the guy at the desk says "Get out or I will call the police" (In japanese, but you have the captions in English). The truth is, you can go as far back into there as possible, like the kitchen with the cook and all those sort of places after you come down the stairs doing the level properly. It's good to view this part of the level before the total war breaks out, it looks so peaceful now, but in a few minutes time they will all be fighting for there Syphon Filter 3 life. After you kill Shi HAos luitennents and take the starts and rescue the daughter, go to where you rolled under the gate and the guy with his hands above his head will say "Don't shoot me, you can come behind here as much as you like" You can't kill him though and he never calls the police.

2)After eliminating Shi Hao and his luitettenants (spelling??), go back into the bathroom and go over as close to the door as possible in there. You cna hear the enemy trying to shoot you through the wall. What an Idiot, he wouldn't be an idiot if he had the AU300.

3)On the stairs, equip your Falcon that you collected from about 3 other enemies, anyway, when you come to the first guy that is on the stairs, auto aim at him and shoot, he will try to run away at the last second and you shoot him why he is running, he falls down the stairs, ha ha, point and laugh at him.

4)Ruin the hotel, I know is sounds bad, and you can't kill anyone of the

hotel staff, anyway, at the end of the level, kill the guy who runs under the gate and then equip your grenades, throw one into the lobby but not close enough so you kill the hotel staff. Ruin the lobby by just chucking grenades everywhere around, and if you accidentally kill the hotel guy, or yourself, the last checkpoint is just back where you saved the daughter by stashing her in that office.

5)Ohhhhh, I like doing this one, rescue the terrorist being held by Shi Hao and his lieutenants in the building across from Gabe, you must kill the guys on the same levels as the terrorist, if done successfully, Gabe will say got it, this gives you a special minigame arena. Now, something else that is fun is to pull out your 'Air Taser'. Kill all of Shi Hao's lieutenants using this, let them fry. Now, here is even better news, by killing Shi Hao's men with the Air Taser, you have gained yourself an extra minigame, no not level, an extra minigame objective, you get the biathlon. Now. Also, after you past the stairs, go in a room where there is usually a flack jacket and the terrorist will be in the room once you go into it, there will be a cut scene and the terrorist will give Gabe a MIL15 because Gabe saved his life, Gabe doesn't like the terrorist and goes 'Get out of here, you a terrorist, I should kill you on spot'. But the important thing is that you got a MIL15, raise hell with it, if you know what I mean.

Level 2: Costa Rican Plantation

1)As soon as you get up to Lian Xing, keep running to get up closer to her, now, just stick close to her and let her kill everyone, basically let her do the work. This sometimes doesn't work as she doesn't kill all the enemies fully.

2)Find the M79 in the level, it is opposite the enclosed building which is en route to disabling the enemy chopper, basically the west most part of the map. Go through that enclosed area and outside to see rock structures and find a M79 up high on one of them. The real exit tunnel is here, but Gabe is made to use the alternative exit tunnel so that he can get to the airstrip. Once you have the M79, raise hell with it.

Level 3: C5 Galaxy transport

1)Instead of hiding when Rhomer comes out of the cockpit, just stand in the middle of where he comes, equip any weapon apart from a M79, crossbow or a Taser. Anyway, once he comes down from the cockpit, Gabe will start shooting at Rhomer, this gives the level a bit more a war theme, and it makes Gabe look like an idiot because he knows Rhomer is wearing armour that can't be pierced by anything, even grenades.

2)See how fast you can beat this level in, it is the smallest level there is, so it won't take long, here is a rating of how long, and what ranking you would be if you are in the zone:

00:00:00 - 01:00:00: Syphon Filter genius

01:01:00 - 01:20:00: Good at Syphon Filter

01:21:00 - 02:00:00: O.K at Syphon Filter

02:01:00 - 03:00:00: Poor

Use a stop watch to time yourself, or if you don't have one, try a different type of clock that has seconds. My record time is 01:04:00 which makes me good at SF. I have only tried running through it 2 times, 1st 1min4secs, 2nd 1min6secs, to get a good time, don't worry about the co-pilot, just go straight out and kill Rhomer.

Note: Don't take all this seriously!

Level 4: Pugari Gold mine

1)As soon as you start, do a 180 degree turn to land on a high ledge, sometimes there is a guy here, but other times there isn't. Anyway, there is a surprise for you on the ledge, yep that's right, a M79, I think you now what to do with it.

2)After the first tunnel, there is 2 guys walking near the entrance to the part where the slaves are. Anyway, one guy walked into my line of fire, but I decided to see where he went before I shot. I just kept looking at him through my sniper rifle and he came towards a shed with barrels containing explosives. I think you can guess what I done here. If you can't guess, I shot the barrels a few times and.....

3)When I came to the place where Dejesus is, I ambushed the guy watching out, and then I went up, sniped the enemy following Djesus and then just stayed there doing nothing at all. About 10 enemies come and Dejesus just shoots them all, and I don't help at all. If he can handle all those enemies that just came, why can't he handle the few that just captured him, I suppose Mujari told him to surrender. Then afterwards, he thanks me when I only killed 2 guys when he probably killed quadriple that.

4)On the bridge with all the snipers looking down at it from the high ledge, I popped my head out, looked for a while and shot one guy in the leg. The guy next to him had no idea what had happened, even when I put my head out again, he never seen me, not even when his partner next to him had just been shot to the right of him.

Level 5: Pugari Complex

1)What an idiot, as if you would just stand there talking on your radio when the structure above you is collapsing, jeez! What would you do if the roof above you was collapsing.

2)As soon as you ride the cart, hold down X so you get a better view of what happens next, anyway a guy comes out from the right side of the mine, he has a PK102 and is about to shoot you. Don't kill him, even if your danger meter reads full, what you can do is just stay there, the guy will go to shoot you but then realise the cart is going to fast, so he tries to outrun it with no luck, he gets crunched by it. Ha ha.

3)Later on in the mission, you will come to a bit with snipers up high on the beams and a few guys walking down on the ground. Most of the snipers don't know that you are even there, anyway, kill all the guys in the first section, and then progress to the second. If you look straight ahead of you, you will see barrels containing explosives, look up from that and wait to a guy comes into your view, shoot him and he will fall on the barrels, after that I don't think you would be able to see his body again!

Level 6: Kabul, Afghanistan

1)Once you get the AU300, look for a guy that is behind a wall so you can't get him with a normal gun, aim through the wall, but don't aim at

his head. Juts simply aim at his body or leg, then shoot. If he was moving, he will now stop and wonder where the hell did that come from. He will now just stand there until you kill him, stupid guys.

2)Go down into the tunnels next to the weapons cache, sabotage it and get out quickly, don't worry if the guy comes in. Go away from the hole, equip your AU300 and look down where the weapon cache is, you should be able to see the guy there, just standing there when he basically knows that this tunnel is going to be covered in fire in a few seconds, what would you do?

3)Try shooting the weapons cache with the AU300 from above ground, I have tried this, and no matter how far you are back, you die? How does that happen?

Level 7: S.S Lorelli

1)As soon as you plant the bomb in the corner, stand away from it and get out a weapon. Aim at the bomb and fire at it. Surprisingly it wont go off, even if you shoot it alot of times.

2)Once I seen the cut-scene of the cook talking to the guy, I hid behind a wall and followed him into the kitchen. While he was in the dining area part, I went up to him normally walking with my Auto Aim on him. He heard my footsteps and said "Oh my God", he sat down on the floor in the hostage position. I thought he was involved with this so I started shooting him. When he died, it shoed him normally standing up and then does that dying thing and falls back to the ground, instead of just dying while next to the ground.

Level 8: Aztec Ruins

1)As soon as you start, turn right and take that path down until you reach a hole, Lian will automatically jump over it. Once she has done that, you will see a cut-scene about the guy who fell down it and needs help because he broke his leg. How stupid would you have to be to fall down a hole in your own lab centre, what an idiot. And in the cut-scene, the guy thinks that you are one of them and asks you to get help, I suppose he can't see you properly from down there, but if you fall down there, you will die. By the way, If you go back, do something else and then come back to him, he will ask you if you brought help.

2)Later on, you will have to rescue to wiessinger, kill the 2 guards there and eliminate all the guys that come down from the roof, but don't go back to Weissinger, keep going on through the mission. Recue DR Fried, do all the objectives here and then go back. When Weissinger will say once you come back "Please rescue DR Fried". Lian answers "Don't worry, I'll find him" when she has already rescued him. Hmmm, I wonder if you just left Weissinger alone and not shoot those 2 guards, I might try that, she will probably die, but I really, really hate her anyway, so a cut-scene of her dying would be nice :)

3)Plant the exlposives next to the cells of the scientists, movr back abit so the explosion wont kill you, and just before it is going to explode, shoot it, what I don't get is that you die, how does that work. Strange hey.

=====
2.12: Good and bad
=====

Good and bad things about the game:

Good:

- 1) Easy to play missions.
- 2) Great weapons including bullets that sound like that in real life.
- 3) Head shots that kill in one shot.
- 4) Alot of different weapons including machine guns, grenade launchers and normal pistols.
- 5) Challenge a friend to a deathmatch.
- 6) Stealth moves.
- 7) Practice all your skills mini games
- 8) Play different characters
- 9) Bullets go THROUGH glass and also smashes it.
- 10) Fun to play and very addictive.
- 11) Explosives kill anyone even in armour
- 12) Fun mingames to play

Bad:

- 1) Too easy.
- 2) Takes too long to get shot.
- 3) Very glitchy on some copies which is unbelievable.
- 4) Played in the past
- 5) Not enough levels

Thats all the bad things I can see for the game.

=====
2.13: The briefings
=====

Level 1: Hotel Fukushima

Gabe and Lian have come to Tokyo on the trail of Shi Hao, the leader of a chinese army rebelian. It is believed that he is trying to reproduce the Syphon Filter virus to aid his insurgent movement and is enlisting the help of the J.R.A (Japanese Renbilian Army), a japanese terrorist group.

A meeting between Shi Hao and the J.R.A is planned for tonight in the Shinjuku district. Across the street, Gabe must use room 413 of the hotel Fukushima as a snipers nest, his target, Shi Hao and his highest ranking luitennants, if they die, the rebelian dies, and Syphon Filter is prevented from falling into the wrong hands.

Level 2: Costa Rican Plantation

Logans testimony from the congressional record:

"In agust 1999, Lian and I where given a difficult mission, infiltrate Rhomers operation and rendezvous with ellis, our undercover agent and help him complete his mission. The order came from my agency C.O, Edward Benton. At that time I didn't question his orders."

"Lian and I made the drop successfully but got seperated. The plantation was spread out and heavily guarded. I knew we where in trouble when we hit the first traps, automated machine gun nests, it was pretty obvious

that Rhomer didn't want visitors.

Level 3: C4 Galaxy Transport

Logans Testimony from the congressional record:

"Lian had discovered from Elsa Wiessinger, one of Rhomers Lab technicians, that Rhomer was readying in a cargo plane for escape. He had ordered all the plantation workers to be killed and loaded the plane with crates filled with the extract from the plants he was growing"

"I boarded the plane determined to stop him. What I didn't know at the time was that Rhomer was already working for the agency, that my iwn C.D had betrayed me to get his hands on Syphon Filter. One of the things the agency supplied Rhomer with was the same advanced armour that I would later find on Jason Chance"

Level 4: Pugari Gold Mine

Mujari's testimony from the congressional record:

"In 1984 I was a soldier for the African National Council fighting to liberate my African Brothers from apartheid. On August 24th of that year, Venik Smith, Shawon DeJesus and I infiltrated the Pugari South African mining corp. to sabotage the facilities and free the indentured workers."

"We discovered that many of the workers had been exposed to some unknown biological agent that was unearthed deep within the mines. A foreman named Samuel Jones, sealed the sick men in one of the mines to keep them from infecting the other workers. For me, it became a mission of great loss and deep regret."

Level 5: Pugari Complex

Mujari's testimony from the congressional record:

"As I was setting the explosives, I was attacked by guards. The explosives were hit and went off, prematurely. I quickly took cover and survived, but the structure of the mines had been compromised and they began to collapse. I would have perished had not Smith been able to activate the power to the railways. Getting to the mine carts was my only chance."

"They were determined to prevent me from finding the sick workers. I began to wonder why, what had happened to them? why were they quarantined? I was going to find the answer, and nothing was going to stop me. Not even an army of Afrikaners."

Level 6: Kabul, Afghanistan

Lian Xing's testimony from the congressional record:

"I was in Kabul gathering evidence of Soviet commander Uri Gregorov's troop movements. The city was heavily patrolled, and snipers were everywhere. I had to be careful because Chinese intel showed the Soviets had developed a weapon that could penetrate solid objects. I knew my mission would be easy if I got my hands on that gun."

"Somehow I managed to walk into a Soviet ambush, I would have been killed

but an american Army Ranger saved me. He said his name was Gabe Logan. I agreed to help him get his truckload of arms for the rebels into the city by creating a diversion."

Level 7: S.S Lorelli

While Lian is testifying in Washington, Gabe is in Ireland tracking down another shipment of the Syphon Filter virus. Working with his MI6 counterpart Maggie Powers, Gabe must ensure that the shipload of Viral Containers never reaches its destination.

To do this, Gabe must infiltrate the ship and plant explosives in key locations. The bombs are timed to go off while the ship is at sea, thus sending it to the bottom of the Atlantic. Gabe knows he must also find the ship's manifest so he can find out where the virus is being tested. He needs any evidence he can find that will help him discover who is behind the shadowy organisation controlling the agency.

Level 8: Aztec Ruins

Lian Xing's testimony from the congressional record:

"Rhomer's group had kidnapped an impressive list of world renowned scientists and medical technicians to work in his labs. Benton was very concerned that I get them out alive. The agency needed their knowledge to help decipher whatever the plants were being used for"

"I was also ordered to collect samples of the plant materials they were synthesizing. Somewhere they were using computers to model the plants' chemistry. I had to collect the data disks and destroy the computers. At the time, we had not heard of the term 'Syphon Filter'"

Level 9: Waterfront

While Lian continues her testimony in Washington concerning their first Syphon Filter mission together, Gabe is busy with problems of his own in Ireland. While he planted the explosives on S.S Lorelli, and obtained the shipping manifest, Maggie Powers' MI6 team were attacked by the ARM.

Somehow the ARM had discovered the Constortium's plans to drop viral containers at this dockyard, and have already unloaded several truckloads of the virus. Gabe knows he can't let any of the trucks escape. If the ARM gets its hands on Syphon Filter, Europe will never be the same.

Level 10: Docks, Final Assault

Gabe has found and contained four of the ARM trucks which were loaded with the stolen viral containers, but two more remain and he has no idea where to find them. Gabe had Maggie order her team to spread out quickly across the dockyards in a search and destroy pattern.

An emergency radio call comes in from Maggie's best field agent, Nigel Cummings, is being pinned down by sniper fire in the north dockyards. Gabe has to get there as quickly as he can. That area of the wharf is a labyrinth of shipping containers: the perfect place to hide a truck. Gabe knows he doesn't have much time.

Level 11: Convoy

Logan's testimony from the congressional record:

"After our team was wiped out, I was ordered to scout ahead and clear the road of hostiles, while Ellis stayed near the truck. Someone, either the Afghan rebels or the Soviets, had mined the roads and only Ellis had the expertise to diffuse them."

"I had reconned the general area some moths ago before, so I knew the desert was riddled with rebel trenches and tunnels and the road passed directly in front of ancient fortress ruins which they had been using for a headquarters. I only hoped that they had not blown the bridge one click north."

Level 12: The Beast

Logan's testimony from the congressional record:

"Lians diversion worked perfectly. I don't know what she did, but suddenly an entire garrison of troops who had been defending the southern city walls, simply vanished and I was able to escort the truck into Kabul."

"When we got close to the rendezvous point, however, we ran into even more trouble. A soviet T-64 was guarding the town square, and he had help: Soviet troops were poring in. I had no idea how a single infantryman was going to take out several tons of russian armour."

Level 13: Australian Outback

The recovered shipping manifest from S.S Lorelli told gabe and Lian where the virus was being tested and shipped from. Because DR. Weissinger's signature was on the shipping invoices, they also knew who was running the medical end of the operation. They would need to capture her to solve the mystery of who was behind Syphon Filter.

Since gabe was required to be in Washington to testify, Lian teamed up with Maggie Powers to perform the kidnapping. But Lian also had some other plans. She intends to obtain photographic evidence of genocide, sabotage the compounds communications, and take out as many terrorists as she can. She vows that when she is finished, no one will ever be infected with this virus again.

Level 14: St George, Australia

After capturing DR. Elsa Weissenger, Lian discovers that the consortium has been testing different strains of the virus on the local population of aborigines. Lian forces Weissenger to synthesize the vaccine so that Lian can help as many of the nearby villagers as she can.

But commander Silver is on an accelerated timetable. Under orders from Mara Aramov, he is to shut down the entire operation, killing not only the aborigines, but the medical staff. Lian knows that she can't let herself be seen by the compound guards until she eliminates Silvers, or many innocents will die.

Level 15: Paradise Ridge

Teresa's testimony from the congressional record:

"My Granfather had owned a cabin on the ridge just south of where the

FBI said the satellite went down. I used to spend my summers up there, so I knew the area pretty well. I guess that's why my ATF unit leader gave me the job to recon the mountain pass up to the impact area."

"I also knew the sort of people who lived up here: Miners, Hunters, Militia, Survivalists. Folks like the unabomber who shunned people, mistrusted outsiders, and especially hated the government. I knew that if people like Oakton had got hold of the government satellite, there was going to be one hell of a fight."

Level 16: Militia Compound

Teresa's testimony from the congressional record.

"The moment I saw those government agents murder Earl Oakton in cold blood, my entire world changed. I was a trained law enforcement officer, and there I was, unknowingly part of some conspiracy that was way outside the law. It took me back to my own roots, where my ancestors had been cheated and murdered in the name of civilisation."

"The situation got complicated real quick, there was no way I was going to kill Oakton's family or his followers, nor was I going to kill ATF agents, who were innocent, like me, but the place was crawling with NSA hitmen who were passing as FBI, and I had seen what they were capable of, up close."

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2.13: FAQs
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Send in some for me to answer.

Q: HOW DO I DEFEAT MARA ARAMOV?

A: What you have to do is get the AU300 from one of the carriages (look near the left of each), then at Mara, climb up onto the roof of the train and then make sure Mara is under you, use L1 to aim at Mara, but make sure you aim at her and you are past the bullet proof glass, then aim at Mara's head and shoot. If done correctly, you have finished Syphon Filter 3, easy hey.

Q: I CAN'T GET THE SECRET MINIGAME/MULTIPLAYER LEVEL IN 'OAKTON COMPOUND', I HEADSHOT THE AGENTS AND SAVE FLOYD, THEN I GET OUT THE TUNNEL AND KILL THE NEXT TWO AGENTS AND MAKE SURE THE NEXT 2 SURVIVE, BUT I DON'T HEAR A GOT IT AND IT DOESN'T SHOW UP ON MY CHEATS PART, WHAT DO I HAVE TO DO EXTRA?

First of all, you never get a 'got it' from Teresa, and what you have to do is continue on with the mission and complete it making sure you have done all the objectives, especially getting the satellite data in the deer head, there is a secrets section that explains it in the 'Secrets' section, 'Minigame levels' section and 'Multiplayer' section.

Q: CAN YOU BE SEEN GETTING THE MULTIPLAYER LEVEL 'KABUL'.

A: You can't be seen by the snipers, that is all, you have to eliminate all the snipers without being seen to get the level, don't worry about the other soldiers, I recommend putting Super Agent on.

=====

2.15:"Why" and "Huh"

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A few questions that I just wonder about:

-How does Mara Aramov get shot in the head once in Syphon Filter 1 and again in Syphon Filter 3 and she still lives?

-Why does Lian rescue Weissinger when Wessinger tries to kill Gabe (SF2) and worked for Stevens?

-Whats with the last objective for Aztec Ruins, what was the point of going down into the tunnel and getting the artifact, the doctor could of got it himself, and there is no enemy down there, whats with that?

-On the levels 'Senate Building', run into the toilets on the left and creep in, listen to the conversation about a new spy game coming out next year?????? Whats that all about, hey. Maybe a new spy game made by the same company, or something.

=====

2.16: Cheats

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END LEVEL:

Obtain this after completing the game. Click on theis and press X and it will complete the current level that you are playing on. This is mostly well used in minigame levels that you haven't completed.

SUPER AGENT:

Once again, finish the game. Go onto the main menu, then go to cheats and put it on. This means you now have 1 shot kills for every gun except for the Silenced 9MM against people with flack jackets.

SECRET MINIGAME LEVELS:

Find how to obtain them all in my secrets section.

SECRET MULTIPLAYER LEVELS:

Find how to obtain them all in my secrets section

HARD MODE:

Highlight New Game, then press and simultaneously hold Up, Select, L1, R2, Square, Circle, and tap X. Highlight 1P mode and play to start on hard difficulty.

=====

2.17: Quiz

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For all you Syphon Filter fans, here is a quiz. Each game has 10 questions. If you only have Syphon Filter 3, only do the 5 questions for Syphon Filter 3 and mark yourself out of 10. If you have 2 of the Syphon Filter series, only do the questions for that game and only mark yourself out of 10. If you have all the series, mark yourself out of 15 and do all the questions.

Syphon Filter 1:

-Which terrorist had a flame thrower
1)Eric Rhomer

- 2)Anton Girdeaux
- 3)George Marcos
- 4)Mara Aramov

-What is the second level of the game

- 1)Destroyed subway
- 2)Washington park
- 3)Main subway line
- 4)Freedom memorial

-Who said this line 'I'll pay ya'

- 1)Mara Aramov
- 2)Anton Girdeaux
- 3)George Marcos
- 4)Johnathon Phagon

-How do you kill Rhomer

- 1)With a gas grenade
- 2)With a sniper rifle
- 3)With a grenade launcher
- 4)You don't

-Which one of these levels is stealth

- 1)Bunker
- 2)Missile silo
- 3)PHARCOM exposition centre
- 4)Rhomers stronghold

Syphon Filter 2

-Which of these guys is bad

- 1)Uri Gregorov
- 2)Jason Chance
- 3)Lawrence Mujari
- 4)Kyle Stevens

-What is the second level of the game

- 1)Airbase interior
- 2)Colorado Rockies
- 3)Colorado interstate
- 4)Mckensie airbase Extirior

-Which of these people get killed by a grenade

- 1)Dillon Morgan
- 2)Lyle Stevens
- 3)Ryan poterski
- 4)Mara Aramov

-What is the 3rd to last level in the game

- 1)New York Slums
- 2)Lab escape
- 3)Labs
- 4)Aljir prison break in

-Who is the guy speaking at the movie after the credits

- 1)Mara Aramov
- 2)Thomas Markinson
- 3)Edward Benton
- 4)Vince Hadden

Syphon Filter 3

-From 2002, how many years ago did Gabe and Lian meet

- 1)17
- 2)16
- 3)15
- 4)14

-Which one of these people didn't get help from Teresa

- 1)Silvers
- 2)Demarco
- 3)Kelly
- 4)Debbie

-How many playable levels does Lian have

- 1)1
- 2)2
- 3)3
- 4)4

-In what year did the level 'The beast' happen

- 1)1987
- 2)1994
- 3)1989
- 4)1992

-which one of these levels do you get the H11

- 1)S.S Lorelli
- 2)Aztec Ruins
- 3)St George Australia
- 4)Docks final assault

END OF QUIZ

Ratings:

15/15: True Syphon Filter genius

14/15: Played it alot

13/15: Good

12/15: O.K

11/15: Fair

10/15: So-so

09/15: Come on

08/15: Bad

07/15: What the?

06/15: How bad are you

05/15: Do you even have this game

or

lower

10/10: You know Syphon Filter well

09/10: Good

08/10: Average

07/10: Fair

06/10: O.K

05/10: Bad

04/10: Very Bad

03/10: Buy the game

or

lower

5/5: Great for the one game
4/5: Good
3/5: Fair
2/5: Bad
1/5: Buy the game

Answers:

Please don't cheat as it's only you marking yourself.

SF 1:
21413
SF 2:
21114
SF 3:
31412

=====
2.18: Favourite levels
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Just a little section about my favourite levels:

ABaker (Me)

- 1: Aztec Ruins
- 2: Pugari Gold Mine
- 3: Militia compound
- 4: Costa Rican plantation
- 5: Paradice ridge
- 6: Hotel Fukushima.

Hypa_Mega@yahoo.com

-
- 1:Paradise Ridge
 - 2:Oakton Compound
 - 3:Convoy
 - 4:Hotel

Please send in your favourite levels and see how they compare to others as they will be put on this FAQ.

Email: Wayallal@yahoo.com.au

=====
2.19: My Review
=====

This is my Review on Syphon Filter 3, I can't be bothered submitting it on the Review page as there is too many. Oh well, here goes.

STORY

Syphon Filter 3 is about a virus, and Gabe, Lian, Teresa and Lawrence have to get rid of it before it is transported over seas and can cause lots of trouble, but after they eliminate Shi Hao, they are told to testify against Syphon Filter, all the game is mostly about is flashbacks about when Lian and gabe first met, when Gabe and Teresa first met, and the way they all became involved with the corrupt agency and missions with the corrupt people. So, it's basically played all in the past, only 7 out of the 19 are in real time, personally, I don't think that is enough.

GAMEPLAY

Great, easy to control, no troubles at all, very easy to aim, actually there is many different types of aiming. I like the auto aim method as it gives you a good target. Also, you play Gabriel Logan, Lian Xing, Teresa Lipan and Lawrence Mujari, so 4 different characters that you play in the game, but all have the preset missions, so you can't play Teresa in the first level for example.

GRAPHICS

Great again, they have really captured everything clearly, all the details have gone into it, like the pictures on signs, the stars, plants, dirt, carpet, trains and just about everything you look at looks so real. Another great thing is the Enemies faces, when you're in Japan fighting those guys (1st mission), their face is very detailed as well. So the graphics is another great thing about this.

SOUND

Once again, good, all the music sounds good and the sound effects of the bullets sound real as well, from the sniper rifle bullets, to the PK102 bullets. Music fits the occasion, and my favourite one is where you are in the forest.

LIFESPAN

Meaning how long you will play it before you get sick of it. I have had this game for a year almost and I still play it, this is still how much I play it:

First week I got it: 28 Hours

2nd week: 10 Hours

3rd week: 4 Hours

this week: 3 Hours

So I have never really got that sick of it, there was a little period of hmmm lets see, 5 months where I didn't play it, but I am still playing it now.

FEATURES

This game has 19 levels, 4 characters, a minigames section where you can play minigames with objectives like Assassin, Elim, Steal and more, all in 10 different levels with all different rankings, also there is a 2 player mode where you can challenge a friend with over 20 different characters with 10 levels to compete in.

OVERALL:

Story: 6/10 I don't like it being in the past

Gameplay: 9/10 Easy to control, but has a rough spot

Graphics: 10/10 Very detailed everywhere

Sound: 8/10 Music fits the occasion

Lifespan: 9/10 Very addictive

Features: 10/10 Lots of different features to the game

9/10 JUST BRILLIANT

=====
2.20: Syphon Filter 4
=====

I know that this is going to be hard for some people, but there is not going to be a Syphon Filter 4, most of you maybe came down here thinking, oh yes, maybe there is going to be a Syphon Filter 4. They have decided not to make a sequel, but I think that there should of been

a sequel because Mara Aramov never died in the end after a bullet was put in her head, she must be lucky, after all she got shot in the head in Syphon Filter 1 as well. If they did have Syphon Filter 4, these would be my ideas:

- All same characters, I liked playing as Teresa Lipan and Lawrence, I wouldn't think that they would need another character.
- Lose the 'in the past' story line, they should make it all new levels and different types of levels as well.
- Lean up against a wall, that would be cool because it gives the effect of good stealth and hiding.
- Definitely more stealth levels, there is not nearly enough in SF 3, there should be heaps more, like SF 2, that would be great.
- A more challenging game to actually give all the Syphon Filter players a real challenge

if only there was a Syphon Filter 4. That would be great. I know that there is going to be something like it on Playstation 2 but not the same game name. (Tounge twister)

=====
2.21: End Word
=====

After about 1 week after I got this game, I finished it. It was very easy, but had a few hard parts. The first time through, these are the hard parts I came across:

- Getting past the mine field (Costa Rica)
- Eliminating the snipers (Afghanistan)
- Finding my way around the ship (S.S Lorelli)
- Finding the way out when your trapped in the shed (Waterfront)
- Rescuing all the Aborigines (St George)
- The whole Underground bunker

Of course, I got past it eventually. After the first day, I was up to level 7, 2nd day, level 10, 3rd, level 15, 4th, level 18, 5th, COMPLETE

WALKTHOROUGH

=====
3.1: Intro
=====

This is my Walkthrough part on Syphon Filter 3, currently it has only got 15 levels done, but watch out for the new update that has an extra level. So check back here next week for a new walkthrough level.

Level 1: Hotel Fukushima

Gabe and Lian have come to Tokyo on the trail of Shi Hao, the leader of a chinese rebelian. It is believed that he is trying to reproduce

the Syphon Filter virus to aid his insurgent movement and is enlisting the help of the J.R.A (Japanese Renbilian Army), a japanese terrorist group.

A meeting between Shi Hao and the J.R.A is planned for tonight in the Shinjuku district. Across the street, Gabe must use room 413 of the hotel Fukushima as a snipers nest, his target, Shi Hao and his highest ranking luitennants, if they die, the rebelian dies, and Syphon Filter is prevented from falling into the wrong hands.

As soon as you start, go left to get the key from the guy at the counter, next go to the bellhop and he will take you up into the elevator and onto the next floor. Once your off, turn left and follow the corridoor all the way down to the end and then turn left and the room is now on your right. Use the key to open it or if you didn't get the key, you can just barge it down. Just press Triangle to use Action.

Your load is in the bathroom in the bathtub. Find all your weapons in there. Use the sniper rifle to eliminate Shi Hao, his Luitennants and all his other men. The best way to avoid being hit by a bullet is to duck (X) under the window and pop back out again and shoot. To finish this part of the mission, you have to eliminate Shi Hao and all his Luitennants, it doesn't matter about the other guys. But usually you have to kill all the other guys so the Luitennants come out of hiding. If you run out of ammo, use the Air Taser because you need to save some ammo for the rest of the level because there is still along way to go. But you shouldn't run out of ammo.

Equip your handgun and progress to the door, don't go through the doorway though, there is an enemy right next to it with a Falcon, use the Quick peek attack method and grab his Falcon. Change weapons if you like and kill everyone. 2 guys come out and 1 hides behind the food tray, kill the other guy first and then the guy hiding which he thinks you can't see him. Now go straight for the stairs and watch out for the guy with the HK5 to your right. Don't hang around this top floor much as enemies come with shotguns and other powerful weapons. Head down the stairs, now equip your falcon and shoot anyone that gets in your way, but watch out for sneaky guys who come out at the last second and shoot. now after all that you are at the end of the stairs.

To left into shelves on the wall and a guy behind them, nail him. Go foward to the right if you need a falck jacket or left to continue the rest of the mission. Next, turn left into a hotel worker and 2 enemies, watch out that you miss target and shoot the hostage. Next, turn into the laundry, there are no guys here. Next, turn left to see the cut scene about the daughter being taken up the stairs.

Go up the stairs and kill the first guy with a head shot before he gets out of your site, next, go up the next lot of stairs and duck behind them and kill the other guy, but don't hit the girl as it is easy to miss the other guy and hit her, you will need to kill both of those guards with a head shot because they both have Flack Jackets. If you need to, pick them up. Now continue the mission, then watch out for the guy who appears behind you next to the daughter. Next, turn into the kitchen and eliminate all 4 guys in there and the guy who comes behind you. Now progress to the back part of the counter and stash the girl. Now enter the counter and kill the guy who rolls through the gap under the gate. Use your pop up attack to kill all the enemies near the door.

Go through the door or just next to it to complete the mission.

Level 2: Costa rican plantation

Logans testimony from the congressional record:

"In agust 1999, Lian and I where given a difficult mission, infiltrate Rhomers operation and rendezvous with ellis, our undercover agent and help him complete his mission. The order came from my agency C.O, Edward Benton. At that time I didn't question his orders."

"Lian and I made the drop successfully but got seperated. The plantation was spread out and heavily guarded. I knew we where in trouble when we hit the first traps, automated machine gun nests, it was pretty obvious that Rhomer didn't want visitors.

-Gabe tells hadden about Lian's and his first mission together.

As soon as you start, equip your silenced handgun and crawl foward, you will be able to see a guy just walking around just in front of you, kill him without him knowing you where there, continue foward to kill the next guy looking the opposite direction to you, once he is dead, progress foward to you see Lian and the status indicator does as weel. Go up to her and follow where she goes.

Hide behind the tree while she frags the turret and follow her, she doesn't always kill all the enemies so be careful and you clean the rest of them up. Keep on following her down the path and watch out for the sniper in the tree before the turret, now hide behind the tree and equip you grenades that you have, aim to get it right next to the turret with L1, and hold down Square to set the power, as soon as you have thrown it, equip back to a different weapon. Follow Lian around the corner to see the next automated turret, use the tree for cover. now you use your grenades to eliminate it. Follow Lian around the path, there is no enemy's here so don't worry. View the cut scene of the starting movie of Syphon Filter 1.

After the scene, run to where Elliwas shot, just follow Lian, she knows where to go. Now, follow Lian foward and eliminate the turret with your grenades, scamper through all the guys, watch out for all the snipers in the tree. Go into the enclosed room on you right. Now you are near the computer to email the co-ordinates to HQ. Kill all three enemies and on your right there is a room, this contains the computer. Also in this room is a Shotgun and a M16, both with full ammo.

Turn right out of the computer room and go foward and find the HK-5 in the corner. Progress foward and you will hear the helecopper noise, go around the back of it and eliminate the guy standing next to the chopper and then try to take out the sniper in the tree and then the last guy walking around on the ground that you will have to fight gun against gun. Move to the front of the plane and sabotage the engine to stop the chopper. Go back the way you came and eliminate the guy on the roof.

now, come out of the enclosed room and across from that one is another enclosed part. Walk into it. Keep going into it and find the Transport kits on a bench guarded by a enemy behind a box, eliminate him. On the side near that enemy is the Mine sweeper, get it, you will need this at

the end of the mission, anyway, go forward to find a secret area with all rock ruins. Around here is about 3 guys, climb up on the rocks and keep going farther and up high is a M79 grenade launcher. YEAH. take it and go back the way you came.

Using your map, head south and take a short cut to the east of the map. If you keep going farther up from the south path, you will come to a mine field, you don't want to go there yet, so take the other path that I mentioned, it looks like a shortcut. Once you took the east path, go up farther and follow the path around and look around in a non burning patch of plants to find the first plant sample. You must have the transporter kits first, and if you followed this walkthrough, you should already have it.

Follow the path around and kill the flood of enemies. Just follow the path and you will come to another plant sample in the east upper part on the map in a non burning patch. Once again, follow the path and watch out for enemies, once dead north, you will view a cut scene of a slave being hit. Creep up and on your left is the slave and the guy hitting her. Get him simply with a head shot. Talk to her, now you have to rescue her friend, venture throughout all this part and find the other slave in a corner, there is no-one around her or anything, she could of easily eascaped or tried to kill the guy hitting her friends attackers, 2 against one, come on. Collect a Flack jacket and

Anyway, once again follow the path around and next to the two enclosed rooms is a plant sample between two burning patches. Press Triangle to take it and continue all the way south, and once you reach the path that goes off to your left, equip your mine sweeper and continue on until you reach the checkpoint.

The last checkpoint in this level, it is about one of the longest levels in the game. Mines show up as read and there is a flash coming from it so you can tell where it is and how close to you it is and what direction, use X to crawl and avoid all mines and always look at your radar, some mines pop up just before you are going to walk there, once your into the tunnel, mission accomplished and that's the end of the level, just keep going farther in. But before you fully finish, equip a different weapon like a M16 or a .45 for the start of the next mission.

Level 3: C-5 Galaxy transport

Logans Testimony from the congressional record:

"Lian had discovered from Elsa Wiessinger, one of Rhomers Lab technicians, that Rhomer was readying in a cargo plane for escape. He had ordered all the plantation workers to be killed and loaded the plane with crates filled with the extract from the plants he was growing"

"I boarded the plane determined to stop him. What I didn't know at the time was that Rhomer was already working for the agency, that my iwn C.D had betrayed me to get his hands on Syphon Filter. One of the things the agency supplied Rhomer with was the same advanced armour that I would later find on jason chance"

-Gabe jumps form the jeep into the the cargo hold on the plane that Rhomer was trying to escape in.

View the cut scene about Benton saying that you disobeyed his orders, as soon as the game starts, you should have a weapon out, because a guy runs quickly up to your left and starts shooting you. Kill him. Next, creep up and kill the guy on your right with the M16, progress through the walkway to the next room, don't show yourself to the guy in there yet, catch him by surprise and kill him. Walk forward, when close enough, Rhomer comes out of the cockpit and runs past you. You don't even have to hide because Rhomer doesn't attack at all. Don't follow him to the back of the plane yet, you need to do a few things first.

After the cut scene is over, kill the guy who walks down the stairs and from under the stairs get the UAS and any armour if you need it, which you shouldn't. Progress up the stairs and shoot the guy in the seat in front of you, have a little chat with the pilot and press the cargo door switch on the side.

Now, progress to the back of the plane where you started. Equip your UAS and crawl into the room and you can now see Rhomer in the armour> Hide behind the jeep and duck so he can't hit you with the shotgun.

Use your quick peek method when he is out in the open and fire, keep firing at his body to force him back and never give him time to shoot you, so do it quickly. Or you could just run out quickly using R1, this is probably better as it auto targets him.

Level 4: Pugari Gold Mine

Mujari's testimonny from the congressional record:

"In 1984 I was a soldier for the african national council fighting to liberate my African Brothers from apartheid. On August 24th of that year, Venik Smith, Shawon Dejesus and I infiltrated the Pugari South African mining corp. to sabotage the facilities and free the indentured workers."

"We discovered that many of the workers had been exposed to some unknown biological agent that was unearthed deep within the mines. A foreman named Samuel Jones, sealed the sick men in one of the mines to keep them from infecting the other workers. For me, it became a mission of great loss and deep regret."

As soon as you start, do a full turn around and land on the rocky ledge, this will contain a m79 and sometimes there is an enemy here, but other times there isn't. Collect the weapon and look to your left. Aim down, equip your sniper rifle and kill the guy walking on the rocky part nearly below you. Eliminate him quietly anywhere in the body or head. Next, target the guy on the big metal structure and kill him. Also, kill anyone else that you can see from this position as you are up high. Jump over to the structure (where you would usually land if you didn't turn around and get the M79). Collect the guys ammo and next, target anyone you can see here and watch out for people on the ground as they can aim up you know! Just a simple quick peek and a body shot with the sniper rifle will kill them. eliminate the guy up high on the ledge to your forward right and the guy walking down low through the wire of your structure, he is just walking along the bottom path. Try to do this section without being seen at all as it kind of makes it easier. You

will know if your spotted as they will go 'Terrorist' to you, thats an insult, you should kill them for that, and thats what you do. Anyway, back to the walkthrough.

Anyway, progress foward more on the structure and make it clear that everyone is dead, then jump acroos and pull yourself up onto the ledge. Now you will have to get the explosives, they are to your left (the flashing blue dot on your radar). Press Triangle to get it, if you miss it, you can't complete the mission because you can't get back up there. Anyway, slide down, and look around the tiny raised section for a crossbow and on the ground near the entrance to the tunnel (to your left when walking to the tunnel) is a flack jacket, get it if you need to and go into the tunnel to progress on with the mission.

Run past the first lot of boxes and don't go too far near the next lot of boxes as a guy comes out, be prepared with whatever weapon you want. Progress out of the tunnel once you have killed him, and now you will be outside, snipe the guy walking like everythings okay just to your right at the rocks straight ahead of you once you come out of the tunnel. Kill the two guys near the entrance to the next tunnel, try not to make a big noise by hitting the barrels, jist snipe them individually in stealth.

Next, go into the tunnel and hear the revolting noise of the digger. Turn right and eliminate the two enemies there with your PK102, go up to the 2 slaves by the digger to see the cutscene. Just protect them now. Lead them to the cart and turn right, kill the guy there, sometimes he doesn't even know you are there, but others he automatically does. Sometimes a guy comes behind the slaves as well, like an ambush, but they go for you as you have got the weapon. Follow get them to follow you and wait just next to the oncoming bridge. When Lawrence says 'wait, there is danger ahead', creep up to the bridge and equip your sniper rifle. Now, there a snipers here waiting to pick you off as soon as you show yourself and are open for a shot, the first time I played this level, I just ran out thinking the danger was way ahead. Anyway, stand next to the farthest wall from the sniper to avoid the other snipers picking you off and use the quick peek shoot methond. (Hold down L1 and press L2 or R2). Get the shot on and then hide again, do this to both ways and eliminate all the snipers around you. Walk across the bridge and the slaves are home free.

Now, you need to help your friend, Dejesus. Continue down the tunnel (To your left) and follow the paths around until you can just see outside from the corner inside the tunnel. Eliminate the guard in fron of you looking out to Dejesus, now, if you go closer you can see Dejesus with the Status indicator, he has been captured by the enemy. Kill the guy walking behind him, and then the fight really starts, all the guys have shotguns, but your's doesn't do much damage here. If your always looking in front of you, a enemy will come from behind you and try to ambush you. Not many guys really come, but usually Dejesus does all the work, so you don't need to worry about 1 little thing, the rest of this mission is very easy. Anyway, in this reigion, there is no Flack Jackets but there is alot of ammo for you to collect if you need to. Once you have got everything you need from here, continue back the way you came, kill everyone on your way, watch out for the guy down the tunnel where the slaves went down. Fight your way back to where you saved the slaves, there is hardly any enemies, and no snipers looking down at you. Once you are at where the slaves where helped by you, plant the explosives by pressing Triangle next to the status callout.

Mujari's testimony from the congressional record:

"As I was setting the explosives, I was attacked by guards. The explosives were hit and went off, prematurely. I quickly took cover and survived, but the structure of the mines had been comprimised and they began to collapse. I would of perished had not Smith been able to activate the power to the railways. Getting to the mine carts was my only chance."

"They were determined to prevent me from finding the sick workers. I began to wonder why, what had happened to them? why were they Quarrantined? I was going to find the answer, and nothing was going to stop me. Not even an army of Afrikaners.

The start is a bit weak, as why would you be talking on your radio when the structure above you is about to collapse and you don't move, anyway, I say skip the opening conversation by pressing X. Now, just run foward towards the mine carts and watch out for the rock that falls near it. Once you are at the mine cart, press the switch near the first one. Lawrence will automatically get on it and ride it. I like ducking here because it gives you balance. Don't worry about the guy who comes in front of your cart, even if your meter says danger, don't worry, the cart will run him over, but you can't get his weapon at all. get your Pk102 out and aim down because straight away there is a guy with a M79 shooting at you, and if you get him before you hit the ground, he dies with the M79, so attack when you are sliding down the cliff, there, you have escaped the mine, but now you must interrigate Samuel Jones.

Get the enemies weapon and go left until you see the shed, look for the entrance to it, it is around the other side of the shed, from where you are at least standing now, you should be able to see Foreman Jones through the window. Hmm, a clear shot hey, lets take it, THINK AGAIN, read your parameter's, you have to get the information first, then once you have it you can kill him. Anyway, fin the door leading in the office (shed) and just go up to Foreman Jones, watch the cut scene as Mujari demands information and then Samuel Jones does that hostage thing. Did you listen to what he said, you have to find the elevator to the other mine, but first lets have some fun with Foreman Jones, what should we do, kill him, or leave him, if you kill him (which I like to do.. I hate him and I love battles), quickly get out of that little office, well you can stay in there, but not where Forman Jones was, anyway, now a truck will start up and ram into the building killing everything that was in that section. Once you come out of the shed, kill the guy that comes down right in front of you and then the other 4 near the window of the office and near the truck. If you didn't kill him, you don't have to do the battle and you also get a Minigame Areana; Colorado Bridge. It also makes the next bit of the mission easier to do in stealth if you don't kill him. Go up the ramp and do a U turn but go up onto the raised section, go past the boxes and you will find a present, yes thats right, a M79, this will come in handy for the last battle.

progress to where you where going to go to if you didn't stop and get the M79. Now, try to use stealth here, so get your Sniper Rifle out. Start by shooting the guy who is walking in front of you. Sometimes he isn't there though. Next, eliminate the guy in front of you up high on the beams going across, he shouldn't see you, just use your sniper rifle

and aim in the body. Progress to the next section, and usually there is guys all up high on the beams going across, but other times there isn't anyone there because you have used extreme stealth, I congratulate you if you can get past this whole section without your danger meter ever showing. Kill everyone in this section and progress on to the stairs leading down.

Go down the stairs all the way, now you will be able to see a guy underneath where you walk (smart hey). Use your shotgun's auto aim and fire at the 2 guys underneath you. You can't get their weapons. Turn right into the power section and flick the switch (the power section is near the 2nd guy that you kill). Go up th next set of stairs into the bay, and go towards the building with the window up top. kepp on going up farther to view the scene of Smith geting shot out the window by a shotgun and 2 mine workers, after the cut scene, they come after you. Pull out your shotgun and eliminate the both.

Go up into the top part of that building and equip your PK102. Press W on the transmission. If Smith is still alive at this point and in this building, you haven't flicked the Power Switch on, go back and do it. Once you have pressed W on the keyboard, Dejesus comes down with several enemies following him wanting to kill him. I like getting out my PK102 and go ballistic with it using the Auto Aim methond and just firing, using a whole round on about 2 guys, sometimes those guys aim at you, so you might have to retreat a bit and let Dejesus do some of the work, he only has a .45, but it is still powerful. Now, equip you M79 and race down to where Dejesus is with Smith dead. watch the cutscene and make sure you have your M79 ready, go towards the elevator and get a lock on one of the enmies and fire it, but make sure the enemies are still in the elevator when you fire. They will all die and you don't have to worry about using headshots. Now, that is the end of the level once they are all dead. Don't worry about scampering for the Flack Jackets as you don't need them. You have just completed all of Lawrence Mujari's levels.

Level 6: Kabul, Afghanistan

Lian Xing's testimony from the congressional record:

"I was in Kabul gathering evidence of soviet commander Uri Gregorov's troop movements. The city was heavily patrolled, and snipers were everywhere. I had to be careful because Chinese intel showed the soviets had developed a weapon that could penetrate solid objects. I knew my mission would be easy if I got my hands on that gun."

"Somehow I managed to walk into a Soviet ambush, i would of been killed but an american Army Ranger saved me. He said his name was Gabe Logan. I agreed to help him get his truckload of arms for the rebels into the city be creating a diversion."

Gabe had just saved her life, and now Lian owes him. What she has to do is create a diversion so that Gabe's truck can get through the city of Kabul. The first main objective is to eliminate all the snipers, so lets do that first, shall we? Well who cares, I'm doing it anyway.

First walk up past the road alley on your left until you come to the end of this alley you are in, turn left and see a sniper on the high ledge

looking the opposite way from you. Get out your little pistol and aim at his head and shoot. Prepare yourself for the guy that comes out from the broken wall section all the way to the left of the sniper, once again, eliminate him. Anyway, keep going forward from where you seen the sniper and killed him. Once you reach this bit, there is 2 ways to go, one left and one right. Turn left and use your quick peek method to see around the corner. If you are where I think you are you should be looking at a sniper on top of a truck, come out a bit and don't worry because he won't see you, and make sure you go the Nightvision Rifle from the first sniper, if you didn't, go back and get it, and the flack jacket, if you need it. Anyway, once you have the nightvision rifle, go back to where you were and aim where the guy will be walking and shoot when his head comes into the line of fire. Another sniper down, the first time around that you have played this level, don't worry about all the snipers seeing you. Go up to the dead sniper on the truck and take his ammo and flack jacket. Now, why on the truck, turn left but don't move forward at all, and you should be able to see a sniper in a terrific sniper spot up high. If not, use your radar and/or autoaim to get the exact position of him, he usually doesn't see you here unless you shoot at his flack jacket, the easy way to overcome this is to shoot at his head and not at the flack jacket. very simple, watch out that you don't get seen by him and get shot at.

Now, if you want to go by this walkthrough, don't jump down in front of you off the truck, go back the way you came, now keep on going this way and ignore the tunnel that you came from that should be on your right now and go into the tunnel with the mini weapon caches somewhere on your left. Stand back out of here, there is 2 things that you can do, shoot the Weapon Caches and blow up anything inside including the enemy if he is stupid enough to walk next to dangerous things, this will cause a big rattle and the snipers and everyone else will know where you are. Or, the other way is don't shoot the weapon caches, eliminate the enemy that goes in there when you have a clear shot and your name is nowhere even near the weapon caches, shoot, this will kill him in stealth, I like using stealth.

Anyway, go through that little tunnel and turn left, no straight ahead. Now just crawl slowly until your radar or auto aim picks up the enemy on the rooftops to your left. Once you have a clear head shot at this guy, take it and shoot. Another dead sniper, easy huh. Go up, then turn right and kill the sniper up high on the ledge, now check your map. Look at where the AU300 is and head there, try coming in the back way, basically from the NORTH part of the map instead of the SOUTH part of the map. Just stay there with your weapon out just waiting for him to show his head so you can kill him. Come on you damn sniper, show your head, I only want to kill you, nothing much. If this was all done correctly and you eliminated the sniper without being seen (it doesn't matter if you are seen), you will only have about 1 sniper to go.

Now, from the sniper you just eliminated and got the AU300, head south until you get to the northeast corner of the map, there is a flack jacket dead in that corner, so you will know where I am now if you see a flack jacket and you are in the NE corner. Anyway, from here, turn right and kill the soldier in the ancient building section, walk past this building and go in the next one on your right. Don't go down, instead go up, climb onto the broken steps, pull yourself up and get out a weapon. Turn to your left 90 degrees and what do you know, a sniper looking out, I think you know what to do here, yep that's right, eliminate him. That objective is done, if all the snipers were eliminated in stealth, you will get a secret minigame level, but if this is your first time

through, don't worry about it, just concentrate on the level.

Next, over the road from that sniper is a hole leading down to a weapons cache and it looks like a good way to get down into the tunnels and get out really quick. Now, what I have tried is to stand back away from the hole that the weapons cache is down and aim at the weapons cache by aiming under the ground from very far back and shooting the AU300, it kills me no matter how far I am back but no fire comes up and gets more or anything? Maybe it's made so you can't do that and you have to go own into the tunnels to sabotage the weapons cache. If you shoot the weapon cache, it goes off straight away.

Just press triangle next to the weapons cache to sabotage it, kill the 2 guys that come in and you have about now 10 seconds to escape, climb onto the table AND GET YOUR ASS OUT OF THERE. Use Triangle to climb up and up to climb up from hanging from a ledge. just back off away from the hole and watch the explosion, get the call from Gabe, now all the soviets get really mad, they all like headshots now. What we have to do now is get to Gregorov's troop movement map, but all soviets are around, there is a quick way of getting there. What you can do is go in the tunnel that you just blew up, yep, thats right! the tunnel isn't on fire, all the ennies are wiped out, and all the explosive things are long gone. Use the tunnels to find your way to the map, use your map to find it in the underground tunnels, because that is where it is, underground. No, here it wouldn't let me get up here, so go back the way you came. Defeat all the soviets on your way to that truck where you killed the 2nd sniper.

Once there, all the grenaders come blocking the helecopeter from coming down and getting you. All the grenaders fire in the air, and not at you. Eliminate the first one normally and just fire at him. All the rest are behind walls, pull out your AU300, and if you didn't know already, you can shoot this through solid objects, use it to kill all the grenaders. A good way to know where the grenaders exactly are is to use auto aim (R1), then while this is held down, press and hold L1 and now let go of R1 and you should have a great shot at them. Once you killed all of them, you have finished the levels. Easy peasy.

Level 7: S.S Lorelli

While Lian is testifying in Washington, gabe is in Ireland tracking down another shipment of the Syphon Filter virus. Working with his M16 counterpart Maggie Powers, gabe must ensure that the shipload of Viral Containers never reaches it's destination.

To do this, Gabe must infiltrate the ship and plant explosives in key locations. The bombs are timed to go off while the ship is at sea, thus sending it to the bottom of the atlantic. Gabe knows he must also find the ships manifest so he can find out where the virus is being tested.

He needs any evidence he can find that will help him discover who is behind the shadowy organisation controlling the agency. The FMV starts off by Lian defending accusations that Gabe and Lian committed acts of terrorism, which of course they didn't do. After that, it shows Gabe on board S.S Lorelli, trying to destroy the ship to end the Syphon Filter virus.

As soon as the mission starts, turn right and aim up high and kill the guy in the crane, you can't get his weapon. Turn right again and roll off the crate until you come to a wall, look right, sometimes there is a guy sitting down in that corner, and other times there isn't. If there is, headshot him before he notices you. Now, take his weapon and plant an explosives charge where he was, you will know if it's the right spot because of the status indicator saying 'Plant explosive here'. Once you have done that, you get a checkpoint, but what really is the point of that, a checkpoint 2 seconds into the level, that is ridiculous!

Find the exit/entrance to this cargo hold, a guy walks past here now and again so stay near there and wait for him to come into your site of fire, and you know what to do, eliminate him by using a headshot. Collect his ammo. Progress forward until you come to the T-Junction, hmm you think, which way do you go? left is quicker. Follow the corridor all the way down and kill the guys who attack you. After it ends, turn left again into the next part. Eliminate the guy and take the next path on the right, which will basically bring you to the Forward cargo hold, view the cut scene and kill the guy. ignore the cargo hold first and follow the path up, it may look like a dead end, but there is a box containing a 9MM, wow you say. Now go back into cargo hold. there is only one guy in here for now. He is up top, don't bother going up there to kill him, just aim with your weapon for a headshot, that's if the rail doesn't get in the way. Once he is dead, you need to plant an explosive charge basically under where he was walking on the ground, once it is set, you get a nice checkpoint. Walk up and get the guy's weapon if you need to, but you shouldn't need to.

Find where you came in, walk left to be at the same point that the cut-scene was, and then turn right this time at the T junction, the left is where you came from trying to get into the cargo hold. Follow the path to the corner and then turn left. Turn left again at the next path and you are at the next cargo hold, the last bomb that you have to plant, well so it says on your objectives right now. This is called the AFT cargo hold. Listen to the conversation between the 2 men about if he sees anyone out of place, he has to shoot them. After the cut scene, move left and see the non moving guy who was spoken to in the cut scene, eliminate him with a simple headshot and progress left a bit more to you have a clear shot at the moving guy doing laps of the crates. Plant the explosives in the corner closest to that dead enemy. Another checkpoint. Your objectives have now been updated, now you have to plant a decoy bomb, you must head to the east part of the map to do this. Find the exit/entrance to get out of here.

Once you spot it, turn left and follow the corridor all the way, then turn left once more and kill the 2 guys on the way. Go through the small door which is on your right and go through it, if you are where I think you are, you should be at an elevator/lift. Just hop on the lift and it will automatically take you to the level. Turn a little right and go forward to get the flack jacket. Go up the mini stairs and plant the decoy bomb on the 'keep clear' sign. move to your left (or just strafe) and kill the engineer. Do a full 180 degree turn and get the HK-5 in the weapons box. Now, a guy comes from the top of the stairs, but he stays up top waiting for you to expose yourself ready for an easy shot, use the quick peek method where you are now to eliminate him, I recommend you start using your HK-5 if you haven't been already as things start to get tricky here.

Once this is done, go up the stairs, and turn right into another lot of stairs leading up. Once you're there, you have to turn right as there is

no other way to go. Watch the cut scene and take the left path and the next right path to get a SPYDER, wait for the cook to pass you. Follow him into the kitchen and dining area which is basically across from where you are now. Do whatever you like with the cook, kill him, don't let him know you are there, keep him hostage, all possible things. Use the dumbwaiter.

Walk dead forward and keep on going, finally you will come to the shipping manifest, pick it up by pressing Triangle right next to it. Now watch out, the captain is returning to his quarters. Turn to your right and do a quick peek out and attack the captain and hopefully kill him without too much trouble, usually only one guy comes now, but if you are seen, others come. Search around this top area for some grenades, and return back to the dead captain so I can give you instructions of where to go next. So from the dead captain, head forward and go to your right and follow the path past the corner, kill the guy there, sometimes he hides in the little hiding spot next to the ladder. Get his ammo and progress on. Turn into the door on the left and go down the stairs. Steal the incriminating video, it is in a room on your right, go behind where the video player is and find the video in the machine, kill all the guys in here and get their HK-5 ammo. Go right to get out of here, kill the guy and go down the stairs, now find your way to the west most point on the map, follow the best suited path on the map, once you are there, go down the stairs and grab the flack jacket, go through the now open hatch and what do you know, you are back in the forward cargo hold. Kill the guy underneath you and collect his weapon, if you are really short on ammunition. Find the exit, turn left and follow the path all the way around, kill everyone and anyone who gets in your way, turn right into the cargo hold, and you only have one thing to do now.

Use all head shots to kill all of them, they mostly come in from the right, some guys you might have to even roll off the crates as things can get in the way, you will know you have finished the levels because no more enemies come and Maggie says Going up, or something like that.

Level 8: Aztec Ruins

Lian Xing's testimony from the congressional record:

"Rhomers group had kidnapped an impressive list of world renowned scientists and medical technicians to work in his labs. Benton was very concerned that I get them out alive. The agency needed their knowledge to help decipher whatever the plants were being used for"

"I was also ordered to collect samples of the plant materials they were synthesizing. Somewhere they were using computers to model the plants chemistry. I had to collect the data disks and destroy the computers. At the time, we had not heard of the term 'Syhpon Filter'"

As soon as you start off, there is 2 ways to go, forward or right. Choose forward and run up and kill the guy with your UAS, then collect his weapon. Continue forward and hide behind one of the 2 poles to avoid being hit by the next guy. Just quickly run up and kill him with your weapon. Near where you killed him, there will be a little pit (like a drain). Stand near the ledge and press Triangle then press up. You should climb up and be on the next level. Turn right through the exit to this room, keep going up and grab the Falcon in the corner near the

door. Go out of this room to the T junction and you will get your very first checkpoint, lucky you.

First of all, turn left without moving and kill the guy with your quick peek method, turn right and kill the guy who is there, go into that room on your right and kill the guard with the .45 and collect everyone's ammo. Head up to where you killed the first guy (so basically left from where you got the checkpoint, I just made you go right to kill a few enemies and collect some more ammo) After you turned left, keep going forward. Now, you will come to a T junction again, it doesn't matter which way you go, but there is a guy on your right, so take him out. So let's pick that way, turn right, collect his ammo and continue up and turn left as the corridor ends. Walk up a bit and you will hear the radio call from Benton about all the airstrikes coming in. Go up once you're free, and turn left. Sneak here and turn right into the stairs (NOTE: you will see 2 paths where you are, if you keep going forward, that is the end to the other path you could have taken before). Once you're next to the little stairs going down, kill the unaware enemy with a headshot, or if you want to be really sneaky, a knife slash.

Once again, after the stairs you will come to 2 ways to go, way right will bring you to a dead end where you see the cut-scene of a scientist being held hostage, and the left way is the way to go to complete the rest of the mission. Follow the path around, but when you get to the corner, crawl and kill the unaware guard. Continue into the room with all the boxes and kill the guy. Climb up onto the boxes, keep climbing up high and you will be out of sight. Roll off the roof and go right to get the UAS ammo. Go forward and you get a checkpoint. Equip your UAS and sneak up and peek to the left, you will see about 5 enemies, all not knowing you are there. Many people think because they see all the enemies, they have to kill them straight away. Take your time, aim at the barrel next to the first guy on the right and fire at the barrel. About 3 guys will die. Kill the guy in front of you who sometimes hides, and then use the quick peek method to eliminate the 2 guards up farther. After that, the two guys holding the scientist hostage will come, hide behind something near and once again use the quick peek method and eliminate them both. Once everyone is dead here, go the first path on the right and obtain a Flck Jacket if you are low on armour. Go across from this part and into the Lab centre. Go near the computer and hear Lian say "I've found the main Lab computer, Hacking it now". But first turn left a bit and rescue the scientist next to the boxes. Lian will give her little speech and then you go back to the computer and press Triangle at it.

Once you are free, you have a new objective, what you have to do is destroy every computer in the facility, start by equipping your shotgun, which you should have a lot of ammo for and shoot the computer in front of your eyes. 3 guys come barging in now, one stands in the entrance, another near the boxes and the 3rd one comes at you. Start by killing the one who comes at you first, then collect his ammo and run and shoot at the guy next to the boxes, and then run up, collect his ammo and then hide behind the wall, but get back a bit. Now you might be able to see a barrel. Shoot it, but stand back a bit, the barrel will explode and the guy will be dead (You will know he is dead because you can hear his body hit the ground and he will go off your radar). Walk left out of this room and go out the corridor, and then go left again at the end. Move up and rescue the scientist. Move left and into the room with the computer, destroy it.

Turn around, go left to go back and turn into the caves looking tunnel, from here, go up farther and turn on the path at the left. This will

take you to a little room with a Weapons box, in this will be a H11, equip and and go up the ramp. Now you will hear the call from benton. Move up to the exit, but don't go out. On your left, there is a guy, kill him with a headshot while the airstrike comes over. This is the safe way of doing it because your not seen or heard when you shoot the guy, but because I have played this level alot of times, I can't be bothered waiting for all the airstrikes to come over, so I just shoot them in the head normally, It sometimes works and I'm not seen for a while. Anyway, turn right and use a quick peek method just to see where all the enemies are. First kill the guy walking near the grass ramp looking thing near the entrance to the next building. You should see a guy on the roof of the big temple where you have to go afterwards. Eliminate everyone to the right of the roof, there is about 4 guys patrolling there, and if you are seen, a guy comes on the roof of where you are. Shoot everyone and anyone who gets in your way. Move up to the building which roof conatins the dead body. If you turn left, you will see a Scientist in a cell, don't bother about rescuing him yet. If you turn into the next part on the left, you will get a Tear gas Launcher. Obtain it. There will be another scientist n a cell, once again, don't worry about him. Go right and follow the path to the end and get some armour, if you need it. Turn back into the open area and run up forward and view the cut-scene.

First of all, equip your H11. Run up past the few boxes, then kill the guy talking to wiessinger. Shoot him. Run up to near Weissinger, the other guy will shoot at her about 2 times, but miss and run around the pole, stay where you are and use auto aim and when he is open, kill him. Take his .45 ammo. Now, total war breaks out. First of all, hide and use your quick peek method to kill the guy hiding behind the tree nearly in front of you. Never come into the open here because there is 2 guys on the roof. Kill them any way that you can. Do this best by staying under the shelter of where you are and get a clean shot at one and make sure the other one can't shoot you, he can't anyway if you are hiding under the shelter as he is on the roof. Once everyone is dead in this section, go back to Wiessinger. Destroy the computer there as well. Now view the cut-scene once everyone is dead. (enemies)

She will give you information about where Rhomer is heading. Then Lian contacts Gabe with the information. Once you are free from the cutscene, go foward. Wait near the broken statue, usually 2 guys come out, 1 to your left and the other to your right. Eliminate them both. Go up th path, turn left to see the cells with some more scientists. Between these 2 cells is some grenades. Get them, not that you really need them. Go to the room across from the grenades and go down the path. You will be taken outside and hear birds. Follow the path all the way around and into the computer part, kill the guy in here and destroy the 3 computers. Now you only have to detroy the 1 computer. Go up, then right into the first room and get the explosives. Turn up the end of the corridor into the left part, this will conatin DR Fried. Go down the hole and get the artifact on the right seat. Get back up, kill the guy to the right and take the path across from where you are. Turn into the room and get the sample on the box and destroy the computerr.

Now, all you have to do now is go back, place explosives at the scientisits' cells and let it explode, stay back though, then go in the cell once the door has exploded and go in and rescue the scientists.

Level 9: Waterfront

While Lian continues her testimony in Washington concerning their first Syphon Filter mission together, Gabe is busy with problems of his own in Ireland. While he planted the explosives on S.S Lorelli, and obtained the shipping manifest, Maggie Powers' MI6 team were attacked by the ARM.

Somehow the ARM had discovered the constortium's plans to drop viral containers at this dockyard, and have already unloaded several truckloads of the virus. Gabe knows he can't let any of the trucks to escape. If the ARM gets it's hands on Syphon Filter, Europe will never be the same.

Maggie says to her team that they are looking for trucks carrying the classied cargo and also tell her team not to shoot the good looking yank, Gabe tells her that.

As soon as you start, you should have equipped your HK-5, if you don't, the equip it straight away before doing anything else. Walk up farther a bit and the switch to maual aim. You will see a ARM guy, he is wearing a flack jacket, so use a headshot to kll him. Move up farther, turn right and obtain his Flack Jacket which you shouldn't need and his weapon. Move up farther and kill the next guy, he doesn't have a Flack Jacket so don't worry. Steal his weapon as well. Turn left into the path between the 2 warehouses and you will see Maggie, go up to her. Now you have to get around the sniper tower.

Let Maggie shoot at the tower, you don't need to shoot at there. Now, the most important thing here is NEVER STOP MOVING! Keep on running, don't worry about your danger meter. Turn right, then turn left, now keep going foward and you will be able to see the turck, remember, don't stop moving until your danger meter has died down abit. Go up to the truck. Plant the explosives on the roof, then quickly roll off and get the HK-5 in the weapons box. Turn around, walk foward so you see the tower, then turn Right and kill the ARM guy and run into the shed with Maggie, I always get shot afew times getting to the shed, but lucky me, I always have full armour up to that point. View the cut-scene, you are trapped in the shed and grenades come flying through the window. As soon as the cut-scene finishes, turn right at the wall, and then right again at the corner, keep running foward to find maggie, straight away target and shoot the barrels before the grenade pops right next to Maggie. Once the barrels have exploded, it will kill the guy running in and Maggie will run out and say "Excellent idea Logan, I have to prepare my other squad, you get the truck to the west".

From there, you can do 2 things, run out here and just attack!, or stay back and snipe from a distance using the quick peek method. I just attack because I have super agent on. But if you sniper from a distance, more and more guys come, and if you kill a big lot, you can't collect their ammo as most are behind the fence. Some you can collect as you can go near the fence and if your close enough to the ammo, you can collect it.

Now, if you look out, you come to a T-Junction, at this junction, turn right. Keep running foward and soon enough, you will come to the 2nd truck out of about 5, but only 4 in this level. Anyway, kill the guard here and plant the explosives on the roof of the truck. Turn back, roll off the truck and run foward. Now you will be at a Junction again, go foward and you will se some of your team. Turn right and ignore the enemies back there. Once you turned right, keep on going foward and you

will be meted by one of Maggie's team members. Follow where he goes. Now all snipers will come down from the roof, help kill them with any machinegun. If you need to, take the guy's Flack Jacket. Before you go in the warehouse, turn right and walk foward and obtain the MIL15. Now go into the Warehouse. Go around all the crates and you will see Maggie Powers and Jim Russel, go up to them both.

Now you have to crack the safe, but you can't do it yourself, you need help, that's what Russel is for, he has to crack the afe, but he doesn't carry any weapon, so you need to protect him. Follow him out the door to the left, and up past the crates, turn left. Basically just follow him around the few crates and through the door, here defenetly equip a machine gun, probably better to have something like your HK-5 or PK102. Thousands of enemies come down now, use your Auto Aim and radar wisely and kill all enemies, don't worry if you get hit, there is a Flack Jacket coming up.

Once you are through the door, run up the stairs where Russel goes, follow him into the room to view the cutscene. Straight away after theat, turn to the window and SHOOT, there is about 5 guys here, all mostly with shotguns. Still use your HK-5 or whatever weapon as a new machine gun will be yours in afew minutes. Turn right once again once all those enemies are dead, you will see a guy ontop of crates trying to kill Russel through the door, eliminate him. After a while he will get the contents of the safe and he sneaks out. As the cut-scene ends, prepare to shoot all the enemies that come up. Once all are dead, go down the stairs and collect the Flack Jacket for some armour. From there, kill the 2 guards up farther and go up and collect their ammo.

turn left into the second part of this warehouse and kill both guards here. Move up and find the barrles near the enemy at the back. Once again, shoot the barrels to explode the door. Turn out of here and take the Left path to see another truck, before blowing it up, grab the SPYDER on the ledge. Climb up on the truck and plant the explosives. Now keep going on foward. You will come into a full-on warzone, eliminate anyone who poses a threat, but you have some help. I always use the SPYDER for this part. Keep on going foward and you will come to the last truck for this level, stand up on the truck and eliminate both guards. Plant the explosives on the truck, get back to a fair distance away from it and let the explosives do the rest.

Level 10: Docks Final Assault

Gabe has found and contained four of the ARM trucks which were loaded with the stolen viral containers, but two more remain and he has no idea where to find them. Gabe had Maggie to order her team to spread out quickly across the dockyards in a search and destroy pattern.

A emergency radio call comes in from Maggie's best field agent, Nigel Cummings, is being pinned down by sniper fire in the north dockyards, Gabe has to get there as quickly as he can. That area of the wharf is a labyrinth of shipping containers: the perfect place to hide a truck. Gabe knows he doesn't have much time.

Maggie contacts Gabe and tells him to find Nigel Cummings, one of her top Field Agent, he is pinned down by Sniper fire.

As soon as you start, move forward and equip your HK-5, or if you don't have much ammo of that. Walk up a bit farther and kill the two guys coming straight for you. Run up and take their PK102 ammo. Move up to the end of the tunnel and get the Flack Jacket and I also think that there is a HK-5 next to it. Equip the weapon that you just got in the weapon box. Move forward and turn into the big part on the left.

Move forward past all the crates and you will come to Nigel Cimmings, I hated him from the first time I saw him, and as you know after the end of this level, he is a bad guy, so my instinct was totally right. I wish I could just kill him straight away but nooooo, he has to pose as one of the good guys so you can't shoot him or kill him, and he tries to run down Gabe at the end. I also hate the accent.

Now, first of all, turn back into near the crates at the back and shoot all the guys behind the fences and the back. Kill all the guys threatening you. As soon as you hear Nigel say "there's the sniper, run". face the sniper tower and go right and follow Nigel. Run up to him and follow him through all the crates. Equip a machinegun that will fire over your shoulder, as guys tend to come from everywhere and anywhere. Nigel has a few bad habits, as he tends to just stand there and not shoot at all while everyone is shooting at you. Use the R1 auto aim always, and use your radar to find Nigel and follow him through the crates so you don't get lost. Once you are through all the crates, follow Nigel to the last truck. This is where Nigel tries to run over our hero, but of course he didn't succeed. Lets pay him back with a bullet in his head shall we?

Maggie contacts Gabe and Gabe tells her that he knows who the ARM contact is. From the cut-scene, get the Flack Jacket if you need to and continue forward. Go all the way through the tunnel. Play around with Nigel, experiment with killing him. I have on Super Agent, so I run up to him with my machine gun and just fire and fire and fire and I don't care if I lose all my ammo as it is the end of the level anyway. Or, just simply use a headshot. But if you got the MIL25 from the last level, aim it at the ground next to Nigel and fire it. That's the end of him however you want to do it. I believe you don't have to blow up the truck at the end, it does it automatically.

Well, that is the end of the virus well actually, 2 seconds after the cut-scene, the ship explodes and the virus sinks to the bottom of the Atlantic. So long Syphon Filter.

Level 11: Convoy

Logan's testimony from the congressional record:

"After our team was wiped out, I was ordered to scout ahead and clear the road of hostiles, while Ellis stayed near the truck. Someone, either the Afghan rebels or the Soviets, had mined the roads and only Ellis had the expertise to diffuse them."

"I had reconned the general area some months ago before, so I knew the desert was riddled with rebel trenches and tunnels and the road passed directly in front of ancient fortress ruins which they had been using for a headquarters. I only hoped that they had not blown the bridge one click north."

Gabe tells Hadden about Benton. AFN means Afghan in this walkthrough.

If you watch the opening movie, you will know that you start off in an ambush. Move up abit and aim and kill the 3 AFNs with your .45. As soon as all those guys are dead. Instead of following the path foward, trun left and walk foward and you will come to a M16 not far off the truck. Obtain it. Sonce you have full ammo with it now, equip it and move back to the truck. The truck and Ellis are on your radar as Blue dots, don't let any of them die.

After awhile, you will come to the ancient ruins, therer is mortors in there firing at your truck, You must stop them destroying it. Turn left and run foward and kill the guy. Keep going foward, now you will be off the path. Ignore the small trench. Keep going and you will come to another great big tunnel, this leads under the road to the mortars. First of all, kill the guy on top of the tunnel and watch him fall. Go into the tunnel. Follow it around into the mortars. There is 4 guys here, one in each corner. Eliminate them all. Once everyone here is dead, you will get the radio call from benton about the road being clear. Turn aroun and go back into the tunnels. Down here now is some more AFGs, they hide behind those boxes, so use some headshots to kill them and move on. Follow the tunnel back around and kill everyone. Finally after awhile you will come back to the end of the tunnel. Once again, you will hear a radio call from Benton about the road block. Do basically a U turn but not back into the tunnel, but back to the truck and Ellis, both which will show up on your radar. Run back to the truck and leave it behind. Run with Ellis.

Next you will come to the road block. There is 2 fences here that have to be demolished. First of all, equip your PK102 or any other machine gun that you have handy. Actually the M16 would be good here. But really there is only 2 guys from here. Little do they know whats going to happen to them next. Just do the basic thing, aim then fire, kill everyone here and the truck will come up to you and Ellis. Let him demolish the fence and stand back as the explosion can kill you if close enough.

After the fence is demolished, walk foward through the broen bit and go up and destroy the fence. At first when I played this mission, I thought that Ellis was the Explosives expert and Deactivating things, so I actually stood there for a few seconds before working out what actually to do! Silly me. If you need to, grab the Flack Jacket on the box to your right and then plant the explosives on the fence and stand back and wait for it to explode.

Once that is done, follow the truck and Ellis up to the bridge, but don't go past them. There is a mine on the middle of it. Let Ellis sit down and try to diffuse it or whatever he tries doing. But, then he comes under sniper fire. Turn left and find a position where you wont die if you roll of the bridge. Run foward to where you can see the fire, and kill him with a headshot. Turn back near the supports of the bridge and run towards them. You will say to Ebnton about the 'box strap'. Now you have to diffuse the thing on the supports. Kill the guy underneath the bridge and climb up on the supports and you will see the explosives. Go up to the support it is on and press triangle next to it. Once you do that, you get another checkpoint. Run back up onto the bridge and follow the truck and Ellis.

Just after the bridge, you will come to another mine. Once again, stay

there and make sure you have equipped a machine gun. Guys start attacking Ellis and you, they come from both sides of the level so be careful. It's only you fighting as Ellis is busy. Ellis doesn't fight that good anyway. Kill everyone that poses a threat to him. Kill the person that is closest. After that is done and the mine is no longer, follow Ellis and the truck up, but stay close.

First of all, run up and you will come to the beginning of a valley. There is 2 snipers in here, but you can't see them. The one on the left has a status indicator, aim at the point of the status indicator and toggle around there for a headshot. Now there is a guy on the right of the valley shooting at Ellis and the truck. Use the enemy fire to work out where the 2nd sniper is. Search around here with your weapon and find the headshot and kill the sniper. Now don't run too far ahead here as all snipers come from above. Equip your PK102 and head into the valley. This is the hardest part of this level. about 2 guys come from each side at a time and try to kill you. Kill the 2 on your side first using the truck for cover and lets just hope Ellis takes care of the guys on his side. Don't worry, they never shoot the truck, they only shoot you and Ellis. So kill the guys on your side and then go around and help Ellis, but while your doing that, more guys come on the other side, learn to quickly turn around and shoot up high with you R1 aim and note that the PK102 doesn't shoot over your shoulder. Guys still come from everywhere including behind you. Don't worry if you lose any armour, you can replenish it by obtaining the 2 flack jackets from the 2 valley snipers. Take the Pk102 ammo because you will definitely need to replenish it after that fight!

Once all that is done, you are nearly finished. Follow the road up until you get to the last fence. Now all guys come. it's probably better to use manual aim. Aim at them all and kill them. Easy hey. Walk up to the last fence and press triangle to set the explosives to destroy it. Do whatever you like for 7 seconds except for destroying the truck or shooting Ellis, you have just completed the level once that fence blows up. Well done.

Level 12: The beast

Logan's testimony from the congressional record:

"Lians diversion worked perfectly. I don't know what she did, but suddenly an entire garrison of troops who had been defending the southern city walls, simply vanished and I was able to escort the truck into Kabul."

"When we got close to the rendezvous point, however, we ran into even more trouble. A soviet T-64 was guarding the town square, and he had help: Soviet troops were pouring in. I had no idea how a single infantryman was going to take out several tons of russian armour."

What you have to do in this mission is destroy the tank coming for your convoy. Seems simple huh, think again.

As soon as you start, equip your Nightvision rifle and snipe the guy just to your right. Quickly turn left and kill that guy and then the guy on top of the arch. Aim at everyone and kill them, it might be better to equip a machine gun that has alot of ammo left in it. Equip it and use

the auto aim. Once your past the arch, guys will now come behind you, so pe prepared. Note: If you lost armour at the beginning part of the mission, you can quickly go back and get the flack jacket right next to the truck.

Once you reach the main square, you have to go to the old ancient building on your way upper right. You will know if it is it because you can actually go inside it (kind of). Equip a machine gun if you haven't already, and make a mad dash over their, kill the guys who pose a threat to you, but only them. If you try to kill a guy that is far away, it will take ages to kill them and leave you open to other enemies, so make a mad dash over there.

Kill the guy on the left side of it, and to the right is some C4 explosives, obtain them, you need these to destroy the tank. Kill the guy to your right who jumps down, then sprint left from the C4 box, ignoring everyone who shoots at you. Get out to the open path where the tank comes and plant the C4 charge there by pressing square, go back to the building and lay low. Killing everyone who poses a threat, but stay in the building and equip the detonater, witch has '1' ammo. Wait until the tank comes over the C4 charge, and press square. if done correct, the tank will blow up, and it will be mission completed. Always remember where you planted the C4 charge on the ground, as it is hard to see from the ancient building. There is many ways to do this level, but I have explained it my way. try to set the explosives before you can actually see the tank coming, as it can fire at you, and you'll be no longer. This is probably a boss level, due to actually how short it is. It really sounds unbelievable, 1 man taking out alot of soviet troops and a ton of russian armour. Thats Gabe for ya. The first time I played this level, I thought this mission was very hard.

Level 13: Australian Outback

The recovered shipping manifest from S.S Lorelli told gabe and Lian where the virus was being tested and shipped from. Because DR. Weissinger's signature was on the shipping invoices, they also knew who was running the medical end of the operation. They would need to capture her to solve the mystery of who was behind Syphon Filter.

Since gabe was required to be in Washington to testify, Lian teamed up with Maggie Powers to perform the kidnapping. But Lian also had some other plans. She intends to obtain photographic evidence of genocide, sabotage the compounds communications, and take out as many terrorists as she can. She vows that when she is finished, no one will ever be infected with this virus again.

As you may already know, I'm from Australia, so it's good to have a level that is from one of the best playstation games ever made here in Australia. Anyway, on with the walkthrough.

First of all, you will be talking to Maggie powers about capturing Elsa Weissinger, which is your secondary objective.

After the radio call, run foward to the little box, you will have equipped your AU300 and you will see afew guards, practise your shot with the AU300 by using headshots to kill the guards. Usually once one of them is dead, anither comes to take the dead guard's spot and sees

the body, so pick him off when he comes to look. Once most people around here are dead, go up and obtain the m16 ammo and then equip your M16. From all the ammo you just collected, you should have alot of ammo. Now, head North East from where you currently are. Basically look on the map, and lets first go to the Communications Dish. Head over there by using your map, killing all medical personnel and guards as well. Once over there, press Triangle to sabotage the communications dish. This is one of your primary objectives.

Just a note here, you can't go to Elsa Weissinger until you have done both your other Primary objectives, and you just done the Communications disc if you were just following my walkthrough, so all you have to do now is complete the 'Photograph Aboriginal Genocide' objective.

But as soon as you have sabotged the communications dish, you get a radio call from Maggue Powers, she sasy that there is 4 guards around Weissingers tent, and you have to eliminate them before contacting her. Don't go and kill the guards yet, we still have to do another primary objective.

From looking directly at the communications tower, press down on the D-Pad really quick to do a turn around, and just run in that direction, killing all guards as you go, if you kind of get lost, look at your map to work out wheere you are and where the Aborigine grave is. You will know if you are there because you will see a sniper tower (Well kind of one, it looks like a water tower). Eliminate the guy on the tower by using a headshot, this is well done by using the mound as cover, this guy can get you in a headshot if your not careful. Anyway, from here continue foward and you will finally come to the grave. Now you don't even have to equip your camera here, just go up to the grave and press triagnle and Lian will automatically take the picture of the grave.

From where you are now standing on the grave, turn right, then press start to switch to your map. Now, where we want to go to is the left part of weissingers little fortress, so we have cover for taking out the sniper. So work out which is the best way to get there, but make sure you get to the left side of her little fortress part other wise the aniper will take you out. Anyway, just run foward and you will now be able to see the tower with the sniper on it. Run foward to the cover of the big boxes to make sure the sniper can't hit you. Now equip your AU300, and use manual aim and aim at the sniper's head and shoot. This can sometimes lure put afew more of the guards surrounding Weissingers tent, if so, shoot them as they come out. If not, continue up near the sniper tower, but not in range of the entrance to the tent. Go close up to the fence as you can and kill the guy usually hiding around the tent by shooting him through the wall with your AU300, then do the same for the other 2 guys if you didn't kill them before, they will be protecting the entrance to the tent. Go into the tent and find Elsa Weissinger and view the cut-scene.

Now you have a new objective, you have to get all the things to make up the Antidote to the Syphon Filter virus so Elsa Weissinger can make the antidote and Lian can cure the sick Aborigines in the next level.

Alright, you can see all the antidote things on the map, they are blue dots incase you don't know. First of all, run foward out of the tent fortress and run straight foward into the little building part and kill the guard and use your AU300 and shoot the sniper through the wall, then switch back to your M16 and then obtain part of the Antidote, then go around using your radar collecting all the things for the antidote, but

make sure that you leave the antidote next to the tent camp for last, so you can get that part of the antidote and quickly get back to the tent without the hassle of trying to find it again. So once all the parts of the antidote are obtained, head back to the tent, now, sneak in and kill the first guard with the Flack Jacket, and then the other 2 guards looking at Elsa Weissinger and sometimes shooting at her. Collect the M16 ammo left by them and go to Elsa Weissinger.

Now you must get to the chopper with Elsa. Equip your M16 if you haven't already, and go back out the fortress killing the guards and follow Elsa Weissinger. After a few more seconds, you will come to the Helecopter, surrounded by about 5 guys standing in a row. Use the R1 aim and fire at the five guys, Weissinger will help you by using her K3G4. Once all enemies are dead, go up to the chopper and it's level completed. A very easy level completed.

Level 14: St George, Australia

After capturing DR. Elsa Weissinger, Lian discovers that the consortium has been testing different strains of the virus on the local population of aborigines. Lian forces Weissinger to synthesize the vaccine so that Lian can help as many of the nearby villagers as she can.

But commander Silver is on an accelerated timetable. Under orders from Mara Aramov, he is to shut down the entire operation, killing not only the aborigines, but the medical staff. Lian knows that she can't let herself be seen by the compound guards until she eliminates Silvers, or many innocents will die.

I always skip the opening cut-scene as I have heard it thousands of times. This level is easy, except for finding all the aboriginies, that can take alot of time. I can remember spending around half an hour looking for the one aborigine, Yobongu.

As soon as you start, equip your AU300 and walk foward to the truck, creep up the side of it and eliminate the guard in the tower, this will get rid of the search light as well. Now, from the back of the truck, obtain the Silenced Sniper Rifle, equip it if you want, but I stay with the AU300. Now I will give you the positions of all the Aborigine's to give the antidote:

- Aborigine 1) Move foward past the start lookout tower and in the first room will be the aborigine Kakkerlak,
- Aborigine 2 & 3) From the start, move left and go over to where Commander Silvers is, kill him and the other guard and go over and rescue the aborigines.
- Aborigine 4) From where you killed Silvers (Looking at him from where you eliminated him) Go up abit near the aborigines that you saved and turn right and keep going foward to find Pottyare.
- Aborigine 5) In an underground bunker that has smoke coming out of it.
- Aborigine 6) Aborigine 6 is near a lookout tower with a search light, it is about south-central on the map.

Ain't all the aborigine's nice, all of them say 'Than you'. After all the aboriginies have been given the antidote, Maggie will call. Make your way back to the start, and the truck that you got the Sniper Rifle from, and press triangle in the drivers side window. The truck lights will

automatically come on. Make sure you have equipped a machine gun. Lian will automatically drive the truck to the chopper, now eliminate all guards around it. There is around 6 guys I think. Once all are dead, go up to the chopper and you have completed all of Lian's Syphon Filter 3 missions. Well done.

Level 15: Paradise Ridge

Teresa's testimony from the congressional record:

"My Granfather had owned a cabin on the ridge just south of where the FBI said the sattelite went down. I used to spend my summers up there, so I knew the area pretty well. I guess that's why my ATF unit leader gave me the job to recon the mountain pass up to the impact area."

"I also knew the sort of people who lived up here: MIners, Hunters, Militia, Survivalists. Folks like the unabomber who shunned people, mistrusted outsiders, and especially hated the government. I knew that if people like Oakton had got hold of the government satellite, there was going to be one hell of a fight."

After the FMV, you will come across a resl twist in the story line, and you know now that Teresa Lipan is still alive and was only injured when she was shot by Chance. Sorry to anyone who isn't up this far, but once your up to here, you will know.

As soon as you start off, you have equipped your Sniper Rifle, keep it equipped. Your first objective is to eliminate the two snipers pinning back the agents and yourself. Use X to crawl up, and use L1 and triangle to zoom in to see the sniper. Crawl up far enough until you can actually see the outline of the sniper, from here, aim anywhere above the groin and shoot to eliminate the first sniper. Now as soon as you done this, equip your HK-5 and run over to your upper right and eliminate the guy who comes, go up to his dead body and obtain his shotgun. Now, move up to the rock and try not to let the next sniper in the tower to see you.

Position yourself behind the rock, equip your Sniper Rifle, and use the quick peek method to kill him. Start off by doing the normal non zoomed in view, and then zoom in where you get around the spot where the sniper is. When you get a clear shot, shoot him. Now you get a checkpoint. 1st objective complete. Note that the Snipers don't have sniper rifles, they have M-16s that you can't obtain as they die in the lookout tower.

Follow the path around, and once you have followed it around enough, you will get a radio from your ATF leader or someone, saying that agent Demarco is in trouble and was last seen at deadmans gully. Straight away you will see a militia guy in a tree where you can't access, use a head shot to eliminate him and follow the path and you will soon come to dead mans gully. You will actually notcie that Demarco says that it is an ambush, but this is what I do: Go up to agent Demarco, but don't untie him yet, the 2 militia guys will come and you will see a grenade fly over your head, run to where Demarco is and use the cover of the rocks to eliminate the guy just foward of you and then the guy to your left, and then I untie him and get a checkpoint.

Now once again, follow the path around, but if you get lost, use your map. Once around far enough, you will notice 2 miltia men being taken

hostage by the MIBs, you can't shoot anyone here at all, not even the militia members as thats a parameter (only if you kill them when they have no weapon). If you hang around long enough, the MIB agents will be ambushed, help kill the militia guy, one of the MiBs will be dead, and the alive one says that you should leave, and thats what you should do if you want to spare Teresa's life. Note if you don't go and decide to hang around, the MIB guy shoots the Militia men and then targets and kills you and there is nothing you can do about it at that point.

A little tip here, always look at your map so that you know you are going the right way, because it usually gets confusing for me, especially when I have to remove the Homing Beacon later on, that really gets confusing as you have to go backwards.

I believe your next objective is to plant the homing beacon on the powerlines, so do what you normally do, follow the mountain path around. Go up to one of the powerline poles and plant the homing beacon on the pole. Before that though you should have got equipped your silenced HK5 ready for this part. About 2 or 3 militia guys come and do what you always do, but a few bullets in them and watch them die.

Continue on, until finally you get a cut-scene and see the smoke and fire. The guys kill Oakton, and you try to stop it but do it once he is killed, you are ordered to move and Gabe comes up to you, you are about to be killed when Gabe saves you. Why couldn't Gabe do the same thing for Oakton, instead of watching the NSA guys kill Oakton in cold blood. Oh well, who really cares.

You now come faced with 2 more objectives, they are to take the Homing Beacon off the powerlines and rescue the Oakton family. Don't worry about doing that 2nd objective at all this level.

Use your map to head back to the powerlines, I actually think if you just follow the path forward from where you start you will come back to it, but I'm not really sure. You will know if you have gone the wrong way because you will come to a ledge with a few huge statues. Anyway, make your way back to the powerlines and equip your HK-5. Take the homing Beacon off the powerlines and then you get a comm call. Eliminate the 4 agents that come and take all their weapons. Now head back to where Oakton was killed and Teresa first met Gabe. But don't get too close. Now also you will have another parameter, you can't kill any Militia members, but they can still shoot and kill you. So once your back at where Oakton was killed, hide behind the closest tree to the Militia member and wait until he goes past and into the bushes, he wont come back out now so make your move.

Continue down the mountain until you find a big rock statue and a very big statue with a NSA guy on it. A few militia members come out the bush and try to shoot you, but if you just quickly move and roll, they wont get a perfect hit on you and will leave Teresa alone and run into the bushes. At the big statues, you will notice one Militia member and about 3 or 4 agents, I know this sounds mean, but let the gunfight between the NSA and the militia guys go on, try to just hide behind the rock and let the agents kill the militia guy and then you make your move and kill all the agents in the process and turn the corner.

This is where it really gets hard, you come to cabins, and next to them is Militia members who shoot at you. Run forward and crawl past the first cabin, and then turn to your right, you will notice that there is a militia member here looking the opposite direction, and remember that

you can't kill him, but did anyone say you can't hurt him and knock him out unconscious so he wont die, so there is 2 ways of doing this part.

A)You will notice that in your weapon inventory, you have a crossbow, this can hurt enemies without killing them, just like in Syphon Filter 2. Aim at his back and press fire and he will go to sleep. Note that if you fire a crossbow at his head, he will die, so just aim and shoot it at his back.

B)This is what I do because I want to save ammo: Creep up near the militia dude, and fire a bullet near his leg or somewhere so he can see the bullet, then he will turn around and start firing, you quickly go back and run by while he is still looking hwere you first where. You need to find the part to go through with no fence.

You must avoid being directly seen and in the direct aiming of the militia men. Always hide behind things, and use the corrsbow often, but it usually doesn't work properly as R1 aim doesn't get a hold of the militia members, so use L1 and get an aim at the militia guy's legs or arms or body. Follow the mountain path around and kill the 4 agents and continue up and you will see another gunfight between the agents and the militia guys, I let the fight happen and don't do anything until the agents are dead, because then no more come and I'm stuck with the militia guys, then I use the crossbow to put asleep the 3 militia members and then run up the path and find the fence to the Oakton compound.

Level completed, it really does sound abit harsh that basically her first mission for the ATF was to recon that and floods of guys came pouring in, very big for her first mission.

Level 16: Militia Compound

Teresa's testimony from the congressional record.

"The moment I saw those government agents murder Earl Oakton in cold blood, my entire world changed. I was a trained law enforcement officer, and there I was, unknowingly part of some conspiracy that was way outside the law. it tokk me back to my own roots, where my ancestors had been cheated and murdered in the name of civilisation."

"The situation got complicated real quick, there was no way I was going to kill Oaktos family or his followers, nor was I going to kill ATF agents, who were innocent, like me, but the place was crawling with NSA hiten who were passing as FBI, and I had seen what they were capable of, up close."

This level is one of my favourite, it has a good variety of things to do, for example, afew stealth parts (Rescuing the 3 militia men, planting the homing becon on Silvers) and some all out attack parts as well. (After the sewer tunnel.

Ok, as soon as you start off, you get a radio call from ATF agent Kelly, saying that he is tied up and doesn't know where he is, yet he still has a radio. Your main objectives in this level are: Place the homing becon on Silvers, rescue ATF agent Kelly, and get the Oakton family to safety before the agents get there. Othere things can be done for bonususes like rescuing the Militia members that are being held hostage by the NSA.

Ok, after the comm call from Kelly, equip your HK-5 and trun the corner, a militia member will die from a bullet by the NSA guy, so deliver a few bullets his way and kill him. There isn't a way that you can save the militia member, iv'e sat there trying for 20 minutes and I still couldn't do it. Oh well, you will have to let him die. Anyway, pick off the guy behind the agent with a headshot or a few bullets to the body. Move up and trun and look left.

A kind of cut-scene sets in here, but it isn't really one, it's just a set thing that always happens. The militia member shoots a guy agent and he comes flying back at you, then a grenade appears next to the militia guy's feet and it explodes. At this time, hide behind the wall and stay hiding. The agent will come out of hiding and run around the outside of the path, but he can't get to you, so don't worry. Use any weapon and use the quick peek method and kill him. Next, jump foward onto the metal part, and then roll down onto the big container. From here, turn right and roll off the top and run foward into the stall.

There is usually a guy here, but if not, quickly press down really fast 2 times and he will appear, so basically once your back is turned from him he will appear. Kill him with your trusty HK-5. Run out of this stall and keep looking around this barn area, kill the 3 guys in this area, and in the middle barn on the left (This is when you are on the metal part, this is the direction), there is a K3G4, you will have to climb a few boxes to get it, and then jump down and collect it. Now go back to the container and climb up to get on with the mission. Note that you don't even have to go down into this barn area, it just gives you more ammo and the satisfaction of killing more enemies.

Anywho, climb out and jump foward to continue on with the mission. Enter the room with all the boxes and the low roof and trun right and thenright again and then jump down the hole into another barn.

From facing the wall closest to you, turn right and roll off where you are. Go foward and then turn right and the farthest stall from where you are. Run to near where the guy is holding the militia member hostage and stay back so that basically you can't see the hostage at all. (This means that the guy is blocking the view of the hostage). Stay here and aim at the guys head, but don't shoot yet, wait until the guy roaming around the outside is behind the agent member, then use a headshot to pop off the guy in front of you and then just hold square down for a second, the guy behind him will die if he was in the headshot range behind the first bad guy. This is just the way to save the hostage, it's not really a parameter if you let him die, but it kind of helps if you want to know where the satelite data is located. So try to save him.

Find the tunnel in the corner of the barn, roll down into the tunnel and sprint foward. Soon enough you will hear colnel silvers talking to one of his men in the warehouse. Aim up and eliminate him with the auto aim method. You can't get to where he is yet. Follow the tunnel up, and then turn right and eliminate the guy who falls down into here. Run up and collect his ammo and press triangle to climb up out of the tunnel and you will become outside again. From here, turn left and follow the path foward and sneak to the left using X. Get up to your normal feet, and get a headshot in line with the first bad guy and once he is dead, it will eliminate the guy behind him, do you get what I mean? Fire away and try to kill them both real quick before they have time to shoot the militia members. If you saved them, run up to them and talk to them for a bit and they will tell you where AFT agent Kelly is being held, which

is under the stairs.

Turn left and enter the warehouse door by pressing triangle to kick it open. Now you will see a cut-scene depending what you did in the tunnel far back. If you followed my walkthrough, you would have killed the agent above the tunnel. View the cut-scene and run right then sprint forward and press triangle to climb up onto the big container and quickly press down to do a quick turn around and jump to the part with the broken railing. You will now see Silvers once you are on the top floor. Use X to creep right to him and press triangle once close as possible, you will have planted the homing beacon on Silvers. Use X once again and creep back into the corner of this section, and after awhile, Commander Silvers will leave the area down the path where you have to go next.

Follow Silvers down that path after the cutscene and then turn right at the end to turn into a part with lights and is enclosed. Turn left from here and then turn left once again at the next corner as it is the only way to go, then follow the path around and you will come to the end. I just press triangle to climb the little bit of the stairs and roll down. Find ATF agent Kelly stashed under the stairs and go up to him and press triangle and Teresa will untie Kelly. Kelly will grab the .45, then run around the corner and eliminate all of the agents that come with the help of Kelly with his piss-weak .45, basically you have to do most of the work. Once all are dead, collect the ammo left by the guys. ATF agent Kelly is now gone and you can continue on with the mission.

Climb down into the tunnel and follow it around and you will come to 2 militia members discussing which way is better to get out of there. Go up to them so that they can see you. They will order you to get on the floor or they will blast your head off, so don't mess with them as you can't kill them or it's parameter failed, so press X to kneel on the ground and they will talk to you.

What happens next will depend on what you did before with rescuing the hostages. Here are the situations:

Situation 1: Rescued 2 hostages near Warehouse

The guys talk to you and then they realize that you were the one that saved their friend, so you and them agree that they should follow you out and give the enemy 3 targets instead of one, so Teresa gains some help defeating the enemies.

Situation 2: Don't rescue the 2 hostages near the warehouse

Once again the guys talk to you, and then they make a decision that they could never kill a woman, so you are let free but without any help from them.

Follow the tunnel path up on the opposite side you were kneeling, follow it around until you come to the end. The militia members will go out in front, and then you have to back them up, but I never do what they say, and I go running out blasting everyone with the trusty HK-5. Run to the end, here is the best spot to get all the bad guys that come. Straight away a guy comes above you on the wall, eliminate him and then focus on the guy near the barrels and eliminate him. Try to save the militia members here, but it doesn't really matter if they die. A flood of enemies comes, so be ready to shoot at all times and always collect the ammo lying around to refill your gun. Note that the last part only happens if you save the two guys near the warehouse, otherwise you have to do that part alone without any help.

Once all bad guys are disposed of, look for the door leading into a thousand of militia members. Now, if you saved the 2 guys in the last

battle against all the agents, you wont be attacked here because you are with 1 or 2 of them while you are in there, so they know that you are helping them. But if you lost the 2 guys in the battle, they will start firing at you and you have to quickly run for it. Note that even if you failed to save the 2 brothers near the warehouse, they will still shoot at you.

Once in the part with all the militia members, equip your HK-5, and with the help of you friends, blast the enemies in here and collect there ammo. Find the way out (It is across from where you first came in), then do a qucik turn around as more bad guys come, once again, help elimiante them all and collect ammo lying around. Go back to where you were and turn right and follow the path around the corners into a room. Turn right, and now you will be able to see a table and a deer head. Go to the table and press triangle to climb onto the table and go to the deer head and press triangle and you will obtain the satellite data, now if you rescued all the hostages, including Floyd, you will get a nice secret, an extra multiplayer level. But if you didn't rescue the hostages, too bad. Turn out from this bulding.

From looking outside, turn left first of all, and you will hear 2 guys saying "I'm going out in 3,2,1 go". Obtain the M79 from here and turn back and use the fence and sneak up to the militia members. Once the cut-scene is over, take out the M79 you just got and run out and wait for a lock-on target and fire the M79 at the enemy before they get a chance to hit you. 2 snipers are on your left, and the other one is to your right. Once all are eliminated, move over to the little bunker, just follow the guys. Run in and elimiante the 2 guys on the left and the right. Go to the mattress and press triangle to remove it and from here it's level accomplished.

Just some notes about how to do the rest of the levels:

UNDERGROUND COMPOUND

- Protect Dusty all the way
- Kill everyone posing a threat
- Get to Dusty's mother
- Protect them both up the elevator
- Get out of the compound

SENATE BUILDING

- Use headshots all the time
- Nearly everyone carries Flack Jackets
- Get the codes by going through the vents
- Rescue the hostages in the lobby
- Get to the train

TRAIN

- Make your way to the front
- Kill everyone as you go

- Use headshots most of the time
- Killl aramov with the AUD600 on top of the train

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BOSS GUIDE

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-SHI HAO-

Shi Hao is the only Luetennant in sight at the start where you are lokking at the hostage, he is walking from side to side. A simple headshot will kill him.

-RHOMER-

First of all, get the USB from under the stairs. To kill Rhomer, first of all, hide behind the jeep and then lunge out when he is open, use R1 and strike square as fast as you can to get the first hit and get yourslef inline with the cargo open space and push him out of the plane, but sadly Rhomer escapes anyway.

-NIGEL-

The easiest way to do this is to get down on your knees and equip a machine gun, walk up more ot get him in sight and headshot him to win.

-BEAST-

Grab the C4 explosives from the ancient building part and place a C4 in the road where the tank goes. Run and hide somewhere where you can't be hit by enemy fire, still have your weapon equipped just in case, but when you hear the tank come, sitch to the detonator of the C4 and memorise where you put it. Wait for the tank to go over where the C4 is planted and press square to use the detonator and the tank will be eliminated.

-ARAMOV-

Get the AU from one of the carts, then blow the door to the engine room, then run back and wait for the explosives to explode, run through the dorr and press triangle to climb onto the ledge, then go up onto the train's roof. Go past the bullet proof glass on the roof and shoot Aramov in the head.

-SYPHON FILTER 3 MININGAMES

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4.1: Intro

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As everyone knows, mini games are a great part of Syphon Filter 3. some people hate it because they think that it took up too much space on the disc not leaving space for more levels, I actually agree but when I started to play the minigames, I loved them.

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4.2: Types

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Here are all the types of minigames that you can play on Syphon filter 3. All are stunning and great, my favourite is probably Elimination or Assassinate.

Assassinate:

All you have to do in this mission is eliminate all enemies. There is about 2-6 of them. in trainee, there is only 2. But, there is 2 catches, it has to be done in stealth which means you can't be seen at all otherwise the mission will end in failure. To use stealth, you are given a Sniper rifle (Great for stealth), 9mm (O.K for stealth but not targeting) and a knife (Great up close). The other catch is that you have to do it in a certain time limit, in trainee it's 9 minutes and in agent it's 4 minutes. Time limits are big and the last 2 levels, you don't have a sniper rifle and there is no time limit. The last level on assassinate is the hardest, you have to kill every enemy with just a knife, this is extremely hard because you have to get right up close to them and sneak (crawl) and roll and use the knife. You have to be crawling to do the stealth knife kill otherwise the enemy will hear your footsteps. If you aren't close enough to the enemy This minigame improves your stealth, thats why I play it. It helps me save ammo in the real game by just killing most enemies in 1 shot, but you don't always have the sniper rifle and lots of ammo for it.

My Rating: 9/10

Eliminate:

One of my favourite types. The objective for it is the name of the minigame, all you have to do is eliminate enemies, there are 10 enemies in trainee and 25 in Commander. Most enemies come in flocks from 2-6, but alot of the time guys come single, which is easy. enemies only carry certain guns such as: 9MMs, Shotguns, M16s. The most common is shotgun. But you get to start off with a M16 and a falcon, I always use the falcon first, and then finish with the M16 or if iv'e got full shotgun ammo that I picked up, I maybe will use this. There is no time limit so go wild. No stealth is required, but if you want to try with stealth, you will find it impossible because you have to be in direct combat. The enemy runs until he has located you then starts firing at you, fire back and kill him. Always the lasat mission is very hard, you only have a pistol with 6 bullets. You have to scavenge for more ammo. In the first 3 difficulty's (Trainee, Rooke, Agent) you have to seek out the enemies, but in the last two, they are looking for you and are mad!

My Rating: 8/10

Demolition:

I don't really like this objective. When you start, you will notice that you will have a guy next to you, he usually says 'Kick Ass'. What you have to do is give him cover fire while he disarms the bombs. He wont help you fight if he is in the middle of disarming a bomb, so it's just you against everyone that comes. He is the only guy with experience to disarm the bombs. They got this idea from Syphon Filter 1 level 2, where you have to blow open the door on the subway to let through the bomb expert to disarm the bomb and you have to protect him. Bombs just look like a briefcase like on the 'steal' objective. It doesn't take long to disarm all the bombs. Guys come from all directions and most come for you first, so this is the one time that you need to get their attention and divert all the bullets to you, because you can take them, but he doesn't have any armour. As like all levels, rankings and objectives, it gets harder as you go along, so as you progress, there is more bombs and way more enemies. The first 3 ranking are very easy but then they start

to get very hard. Remember, protect that guy with your character's life. This gets boring after awhile after you have to circle your defuser in the middle because guys come from evrywhere around him.

My Rating: 7/10

Thief:

All you have to do is steal a briefcase and return that briefcase to the starting place. The briefcase is usually surrounded by alot of enemies, but sometimes the computer tricks you, puts it in a place where no enemies are. this is tricky because your likely to go for a spot where enemies are guarding and that fools you when the briefcase isn't there. Also you have to do it in stealth, which means you can't be seen while stealing it or geting back to the starting position. Also, you have a time limit to do the level in. These 2 aspects make it hard to complete. But, thief is challenging, think of it as Terrorist's have planted a bomb somewhere in the district and you must find it and bring it back to the bomb experts, the bomb is scheduled to go off in ___ Minutes and if you are seen, they will detonate it, so you must hurry. Anyway, thief is challenging and if perfects the skill off sneaking quietly around people, these tecniques come in handy for 1st level with Teresa Lipan. Enjoy the challenge. I think it is fun.

My Rating: 7/10

Biathlon:

Mah, I don't like this minigame, all it is is targets that you have to shoot with a sniper rifle, just follow the trail to the firing position and use L1 to aim, Triangle to zoom in, O to zoom out, and fire at the target and if you successfully hit a target it will break. There is a certain number of targets in 1 firing position and there is 4 firing positions. on Trainee, none of the targets move, but as you progress, targets start to move slowly and very fast, on the commander difficulty, you have little ammo and just about all the targets move, which makes this very hard to complete, I could never do it. here are the rules. 1)Only shoot from Firing positions, all firing positions are marked by the end of the trail and a status callout (A thing that says a characters name, points to something E.G). 2) Save ammo for use on all targets, this means: Just say you are on the last set of targets, there is 5 of them and you only have 6 bullets, then you fire 2 bullets and miss on both of them, now you only have 4 bullets, and there is 5 targets left, it is impossible to finish a level if there is 5 targets left any only 4 ammo left, get it.

My easiest to hardest:

Eliminate
Demolition
Assasinate
Thief
Biathlon

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4.3: Available Weapons
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Starting: you posses as a starting item at least once

enemies: enemies carry weapon and you can pick it up once their dead

9MM:

Small handgun, not very powerful using the Auto target or the normal

aiming, takes about 4 bullets to kill a normal enemy on Auto target mode at the body.

starting-----enemies

Shotgun:

A very powerful weapon, kills every enemy in 1 shot. The only fault with this weapon is that it takes too long to reload which is really bad if you're facing a lot of enemies at one time.

enemies only

Falcon:

A pistol that has the power of a shotgun. A normal auto aim will kill the enemy in 1 shot.

Starting only

M16:

The only machine gun, each time you press fire, it fires 3 bullets. A normal Auto target will kill an enemy with 4 bullets.

starting-----enemies

Sniper Rifle

Good for long range kills. Anywhere from the groin above will kill the enemy in 1 shot in Manual aim.

Starting only

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4.4: Level descriptions
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Whispering Woods Mortuary

The burial place of Teresa Lipan, or was it (sp). A dark cemetery situated in a town called whispering woods. It looks spooky when playing because you are at a cemetery at night. People might rise from the grave and become MONSTERS, sorry, of subject again. There is a path right down the middle of the cemetery, I advise that you don't use it, this path leaves you very open to head shots on the harder difficulty. On the harder difficulty, I think you should use the high graves as a barrier and a hiding place. But remember, it's dark so you can't always see the enemy. Watch out for the walls in the corner on the minigame Demolition, some guys jump over it without you knowing and kill your mate if you are unaware. Also in whispering woods there is an underground section, there is a shoot to get down there, kind of like a slippery dip. This time you can jump down from a tall place and land and live. The underground section leads to 2 rooms, 1 room has a bookcase and a stretcher and the other way is a corridor that leads to steps where you can get out, you can also access the secret area like this. The stairs put you out next to a house. This level is from the ending movie of Syphon Filter 2 and the starting movie of Syphon Filter 3. I tried to read the names on the plaques but it's too hard to read. A nice, spooky level to play, the first level I ever played in the minigames and it was fun.

New York Slums

The poor district, too bad there are no poor guys around. This level is also dark, it's like you're trying to be robbed because your rich and poor people want your money, but you pull out a gun and you show them who is boss around here. Except your fighting hitman who wants you dead, and

then maybe they will steal your gun, and then maybe your money, of sub again. You can get access to a shop, it doesn't have much space in there, but just somewhere to hide if you need to catch your breath after being chased by hitman around the block. In elimination, guys come from behind and in front of you so watch out for the guys behind the most. There are also secret rooms, well not secret at all actually, in fact a starting position is in 2 of them. Find the entrance to one of them near a pile of wooden boxes. I can remember when I first played this level and I started in a room with a big glass window, and I went past the window looking for the way out and I couldn't find it. I turned out it was hidden behind a few boxes and I was trying to get out through the roller door. Thief is very hard due to the open paths with enemies circling the block. The level isn't as big as some but still good to explore fully. They got the minigame level off Syphon Filter 2, where Gabe has to Rendezvous with Teresa at the helipad. It happened after Gabe escaped Stevens's Death Lab where Logan was double crossed after trying to get Lian's vaccine, which he did successfully.

Colorado Bridge

Not a very big level at all, the only main place where you can freely explore without climbing, jumping is on the bridge. The bridge isn't very long anyway, it only has 3 trucks to protect you from enemies. There are only 2 starting positions on this level, one at the beginning of the bridge and the other is on the scaffolding. The scaffolding is small rails holding the bridge up from below, if you drop, you will die. Get on to the bridge or side of the bridge from here by climbing up as far as you can and try to get as close as possible to the bridge and then pull yourself up by pressing Triangle and then Up on the D-Pad. Doing this on Eliminate at commander ranking is hard because of the time it takes to get up and you can't hide behind the barrier, well you can but your head and part of your body is still showing so the enemy can get a head shot so easily. I like doing assassinate because I see an enemy, hang from the bridge, and once there past be, I get up and crawl right next to them and kill them with my knife or pick them off from where I stood up. Try to explore the scaffolding especially on Thief mode as sometimes the briefcase is there, but not often. This level came from Syphon Filter 2, as most of them did. Gabe was going through Colorado when he came across this bridge that these terrorists and the agency were trying to demolish the bridge so Logan couldn't get past, he had to eliminate the commander in stealth with a 2 min time limit and then had to diffuse 4 bombs.

Washington Park

A Huuuuuuuuge level and it is very well designed. It is the second biggest level in the whole minigames. It has a lot of features in this level, from a statue of honour to tennis courts and built up areas near the start with trees on them, that looks cool. At one stage, there are 2 ways to go, to the left is a path twisting around trees and if you go the other way, you will come to a jungle gym, this looks cool. You can climb up it and be the king of the world, and no one can stop you because you have a gun. Ahahahahah. Sorry, anyway, explore the jungle gym a while, it is fun climbing up and down it. Keep on going and now you will come to a hedge maze, this maze isn't hard and note that you can't use climb (triangle) to climb on to the hedge, so this makes it harder, actually this is easy, just follow the concrete path around, past lights and all other ways leading off the track, if you want, you can explore the whole

maze. After a while you will come to the end of the maze, and come to a building called 'Freedom Memorial'. You can't get access to this building. If you have played Syphon Filter 1, the freedom memorial was one of the boss fights which was really fun and challenging, it took me ages to kill Anton Girdeaux, but I liked him, especially his French Accent, 'Gabriel Logan'. Anyway, as you can tell this park level came from the original Syphon filter and is the length of the whole level from Syphon Filter 1.

D.C Subway

A normal sized level that looks cool. All it is is two train tracks and a big station in the middle with signs and information on it. Next to both tracks is a little walkway where enemies love to walk, so look here for enemies, they come out of back rooms. Biathlon on this level is a very simple track, start on one side of the middle section and follow it and do a turn to the other side and go forward, like a U turn, but it goes:

```
<<<<<<
|      ^
|      ^
|      ^
|      ^
|      ^
|      ^
|      ^
```

Biathlon track:

^ = walk up

< = walk left

| = Walk down

In assassin, watch out for enemies in back rooms popping out to the little walking track, they come out the side tracks. In elimination, when enemies come from the little side walkways next to the track, use something for cover because the enemies can't come straight for you because they can't cross the tracks. Note that no trains go by like in Syphon filter 1. As you just picked up, this level came from syphon filter 1, in fact, it is the first level in the whole 62 levels in the syphon filter series. The original, and a great and fun level to play, enjoy it.

Rhomers Fortress

here we come to the longest level in all of the minigames, it beats at least 2 levels from the real Syphon Filter 3 story mode, those 2 levels are the Galaxy transport plane and the level called The Beast. You start off on a hill inside what looks like a church, go left and left again to see two missing windows and on eliminate, 2 guys jump down from there. Explore every possible route, as you can get to a lot of places. enemies love having the shotgun on this level, I've only ever played it on eliminate, so that's all I know, but I have played the level on Syphon Filter 1. Watch out when you get on the beams about 3/4 of the way through the level, it's easy to fall, trust me. Below you now is where you have to go, yep. But how do you get down there, you can't jump because it will be too far and you will die and have to start the whole level again. that spiral thing that looks like a window is where you have to go through, shoot it. Now you take the long, exhausting back road to the end of the level. The end of the level is the path going down into a door that you can't go in. During this level, you encounter

lots of different things, including a library, once again, it is the same length as the Syphon Filter level 'Catacombs Lower level'. This mission in Syphon comprised of 3 different levels, the first 2 are about exactly the same which is boaring.

Phagans Warehouse

You start outside and around you are warehouses containing boxes. This level is a reasonable size and there is thousands of places to hide, place to hide are inside warehouses, in rooms, Behind barricks and many other places, never hide behind those drums, because they contain fire, if it is is shot, everyone with in a certain distance of the barrels will die. This is good for elimination, stay way back from the barrels but still so you can see them, and when enemies come in flocks, shoot it and all will die, this makes it easier to achieve your goal. In assassinate, never fire at the barrels unless you are trying to kill the last guy that is next to the drums, in that case you can shoot them, but other times don't as it attracts the attention of the enemies and you will be spotted and mission will fail, so avoid making noise at all, same with the objective thief on this level. Another great tip for assassinate is: Get up high in a warehouse that you can easily duck and hide in, while your up high you should be able to see a fair bit of the level, so be a true sniper and fire. Once again, this level was in the original syphon filter, it is the 7th to last level, I never could find the viral samples, so I gave up trying. Anyway, you are dropped here and you have to get to warehouse 71 and find the elevator in the burning wreck leading down to the Missile silo.

China Exhibit

You are in part of the Pharcom exhibition centere, in the Ancient china exhibit. A normal sized level, not huge like some, but not short like others. This exhibits back ways is like a major maze, each statue you come to you are given either 3 or 2 or 1 more ways to go, also note that you can walk through the glass and it doesn't hurt you at all, buit this can create noise in Assassinate and also thief modes, so be careful that no one is around before smashing it. In no mission you really have to smash the glass, but I do it anyway. Eliminate is also hard because if your at a statue, tuns of guys can come from all different directions and target you in head shots (only on the hardest eliminate difficulty). Due to all the back wasy, thief can also be hard, because once again, it's like a maze, just look at your radar if your having trouble, it picks up the briefcase as a blue flashing dot, thats where you have to go. If you need to, you can hide behind the pharcom boxes and when enemies come past, usually they don't see you. This is a good method. This level came form the second Syphon Filter, it is a exhibition in the Pharcom centre. In this exhibit, Gabe has to eliminate Dillion Morgan, an agency boss, Gabe has help from diffusing the bombs that Morgan has armed, if Gabe and Teresa pop Morgan before all the bombs are disarmed, the whole place will go up in flames because Morgan has a dead man switch, which will set off all the bombs if that hits the floor.

Military Base

A great level, there is actually two types of this level, one is the normal outside snow stuff and there is also a little underground bunker with 2 paths leading out into the fresh air. The bunker is the main

starting place. Once out into the cold snow, you will see a truck, usually guys come and hide behind it, also there is drums which contain fire. If you keep going around, you will meet some more enemies and come to power lines and a power relay, watch out for an ambush on eliminate as you approach the relay, about 4 guys come, most with shotgun, just hide or kill them, I always die here, in fact, that is the only place I have died on this level. It's not a very big level, about a 1/10 th of the real level in Syphon Filter. Mabe they had to cut it short because they where running short on disc space, anyway, this is a easy level but not alot of ggod places to hide, except for the bunker. As I mentioned, this level originates from Syphon Filter 1, where it is kind of a stealth level, but if your seen, thousands of men come at you, so the mission doesn't fail if you seen, it's just that if your seen, men come towards you and you reach a checkpoint and die, when you are brought back to the last checkpoint, you will still be counted as spotted and the enemies will be flooding in, there is nothing to stop this, except if you reset and play this level again. You also have to play this level again as an escape level in 3 minutes but everyone is alerted so you just have to kill them.

HOW TO UNLOCK

Here is some special things that you can do to unlock a certain minigame area.

Level 1: Hotel Fukushima

All you have to do is rescue the prisiner across the street, sound easy, well it's not. Try to eliminate 2 guys quickly and then everyone who comes in that same room, who cares if you lose health, your going for an extra level.

Type: Minigame

Level: Military base

Diff: very hard because of all the guys who come in and shoot st him, but once your good at aiming, you can get this very easy.

My diff rating: 7/10

Level 5: Pugari complex

Avoid putting a bullet in foreman jone's head, let him survive and this will make your whole next part of the mission very easy, kill him and you don't get the minigame and the truck smahes into the building blowing it up and thousand of guys come. If you avoid killing, you get the game and none of the truck + guys happen.

Type: Minigame

Level: Colorado bridge

diff: very easy, did it the first time I played the level without any help from any walkthrough FAQ or anything like that. But most people like putting a bullet in peoples' heads, but I left him alone.

My diff rating: 2/10

Level 9: Waterfront

All you have to do Is blast through the level as quickly as you can, I

think you have to complete it in under 9 minutes to get the extra level.

Type: Minigame

Level: Warehouses

Diff: not very hard to do, but just run, ahoot and don't stop, look at your map so you know whereto go and what path to go to quickly and cutscenes take up time so just skip them.

My diff rating: 6/10

Level 14: St george Australia

At the start of this level, get the sniper rifle in the back of the truck next to the start, now kill all the enemies with it without bieng seen. You must rescue everyone of the aborigines before you can be seen. The only guys you can be seen by is the guy on the tower when your going to the truck at the end of the level, and the guys surrounding the helecopeter for escape.

Type: Minigame

Level: Rhomers fortress

Diff: Hard to do, use all your training and snipe from far back as possible if you can.

My diff rating: 6/10

Level 19: DC Subway

Finish the level as fast as possible and you will likely unlock a new arena. I think the time to beat it in is about 8 minutes.

Type: Minigame

level: Mesa Verde Exhibit

Diff: Easy, done it the first time around without even knowing how to get the Minigame. Very Easy if I can get it so quick.

ALSO

Bonus minigame

In level 1, when fighting Shi Hao and luitennants, kill all the luitennants with the Air Taser (but make sure you save the prisinor as well, other wise I found it didn't work).

=====
4.5: Rankings
=====

In the minigames, there are different rankings which determines the hardness of the game, E.G: Trainee is the easiest and commander is the hardest, once you complete the first, you can now move on to the next difficulty if you want. Here are the difficulties.

Trainee: The starting difficulty, this is just for you to get what the level and the game is.

Rookie: Next type, still very easy but a step up from the last difficulty, just have a bit more practice at the level.

Agent: Now, it starts to get harder, more enemies, more bombs and harder things. Be careful.

Special Agent: 2nd hardest, enemies are smarter and come in packs of 3 and 4. Don't hesitate.

Commander: No fooling around, the hardest. Watch out for headshots. If you complete it, you are a master of Syphon Filter.

=====
4.6: Tips
=====

=Assasinate=

- When assasinating with a knife, always crawl and use roll to get closer instead of running. The enemy can hear your footsteps when running but not when your crawling and rolling.
- With the sniper rifle, anywhere above the groin will kill an enemy in 1 shot, so you don't always have to do a head shot.
- With the 9MM, you have to use a head shot to kill the enemy, 1 shot at the body will alert the enemy.

=Eliminate=

- Try to use a one shot kill weapon as enemies usually come in groups, the falcon is probably the best weapon.
- When people come in flocks, try to use a few head shots while coming towards you to only face a few guys.
- Hide behind a wall and use the quick peek method and then fire to kill enemies with a head shot.

=Biathlon=

- Use Triangle to zoom in to get a better look and aim on the target, I always do this.
- Take short cuts on the red track, E.G cut corners on it if there are no firing positions, do this if you know the track well.
- You can come a bit forwarder than the firing position and shoot, but not too far otherwise parameter failed.

=Demolition=

- Mainly use the R1 aim to get a good idea of where the enemy is and where he is coming from.
- Use your radar to see how close the enemies are to the guy and there chance of hitting the bomb squad member.
- Act quickly as soon as the enemy comes and preserve your best weapons ammo for the harder parts.

=Thief=

- Enemies are mostly blind, they can only see straight ahead of them, use this to your advantage.

- Don't get real close to any enemy unless you need to to get to the briefcase.

- The briefcase shows up as a Blue flashing dot on your radar if your close to it.

=====
4.7: Cheats
=====

Well, if you have finished the game and got the End level and Super agent mode, this makes the minigames easy,

Super Agent: Put it on for a one shot kill on all enemies, even on your least powerful weapon.

End Level: This really takes the fun out of it, accept to end the level and go onto the next difficulty. Good if your a cheater, but not for me.

SYPHON FILTER 3 MULTIPLAYER

=====
5.1: Intro
=====

Challenge a friend, Syphon Filter 3 lets you do that. Play a two player match against your friend or brother or anyone and see if you can beat them and prove you are a true Gabe Logan. I have made a huge section just on Multiplayer for my FAQ on everyting abput multiplayer from all the characters and where ammo is. Enjoy..

=====
5.2: Levels
=====

All the multiplayer levels available to you:

Mckensie Airbase:

This is an airbase where Lian Xing was taken for testing, the airbase personnel didn't know what was happening, the agency was in charge of this. You get to play the outside of the base.

Training Simulator:

I'm not sure, but I think this is an agency training level. They train agents against Gabriel Logan, Lian Xing and all friends, ready for a real life combat as the agency is corrupt.

Afghanistan 1:

This is in Afghanistan, but a different district to the other level. This is set just out of Kabul, like the mission 'Convoy'. This level has sniper positions, trenches and places to hide for an ambush.

Paradise Ridge:

This is actually inside a compound. It is Oaktons compound and they are inside a building with Horse stables in it. Not a very big level, but still OK to play in.

Rhomers stronghold:

This is where Gabe came to find out more about the Virus and Rhomer. He also learn't that Phagan was in the catacombs, which is inside the stronghold building.

Computer center:

This is actually the computer cnetre at the missile silo, here, gabe had to shut down the controls to destroy the rocket that was in the air. This has the most weapons it it.

Labs:

This is where Lian came after being in the first part of the forest plantation. She was sent to rescue scientists and get a viral sample. This level is very very small.

S.S Lorelli:

This is a shipment of the Syphon Filter virus. Gabe must plant explosives in the cargo holds and he destroys the ship and the virus falls to the bottom of the ocean.

Izmalavio park:

Lian Xing had to chase Uri Gregorov through this park, because she wanted the SF Data Discs and Lian couldn't kill him either. This level is bigger than about 3 others.

HOW TO OBTAIN

See how to obtain the leves,

Level 2: Costa Rican plantation

Simple, when you rescue the first slave, scavenge around all the boxes and find the other slave at the back. See, very easy.

Type: Multiplayer

Level: Rhomers labs

Diff: Very easy, I did it in the first time I played this level, I usually go scavenging around for weapons and I found her. Most people think it is a objective that you have to do, so they go checking around everywhere for her anyway.

My diff rating: 3/10

Level 3: C5 Galaxy transport

When you reach the cockpit, you must not kill anyone in there, not even the guy that shoots at you, shoot no one. Try to sneak in without being seen and then once you have pressed the button, run out.

Type: Multiplayer

Level: Computer center

diff: not very hard, but you might lose some health trying to get in and out real quick, espically with the guy right next to you shooting at you.

My diff rating: 6/10

Level 6: Kabul, Afghanistan

Cap all the snipers without being seen, you can be seen by anyone but the snipers, they are the only ones that count, always use the sneak method and the peek method as well, try to aim at them with head shots.

Type: Multiplayer

Level: Afghanistan

diff: hard, very hard, this is the only level I haven't unlocked, but from sources I know what the level is. This is almost impossible and takes up a while too, and if your seen once by a sniper, you can't get it. Oh well, try your hardest.

My diff rating: 10/10

Level 7: S.S Lorelli

Don't kill the cook, once he is in the kitchen, sneak in past him when he is looking at the opposite way and then go in the dumbwaiter.

Type: Multiplayer

Level: S.S Lorelli

Diff: A bit hard, most people see the waiter straight away and pop them, I must admit, I did this and probably everyone did. Follow him from behind into the kitchen.

My diff rating: 5/10

Level 16: Militia Compound

This took me ages to find out how to do it properly, what you got to do is: Once you reach the first checkpoint, drop down into the hole, go over to your right (the opposite side to the agent walking) and wait for that guy to come in line with the other guy, head shot the one guy quickly and then the other guy who should be behind him, save Floyd and talk to him, go into the tunnel and come out, turn left and sneak up to hear the conversation, get in a position where BOTH of the agents are in line with your gun E.G one behind the other. Then shoot 2 times and kill them both, now talk to the militia men and then continue on with the mission and get the satellite data near the end of the level in the deer head to get the secret.

Type: Multiplayer

Level: Izmaliwio park

Diff: I didn't have all the info about the satellite data, so I was tearing my hair out, I tried everything, well almost everything, but completing every mission objective in the level. But one day I thought I'm never going to get it so I may as well just enjoy the mission and I remembered the conversation about the deer head and then I saw the head on the wall, so I went up to it and got the data.

My diff rating: 9/10

=====
5.3: Charcters
=====

Now, here are all the characters to play as:

Gabe
Lian
Anton Girdeaux
Bag Lady
Unit one
CBDC Agent
Corpse
Elsa Wiessinger
Ninja Gabe
Uri Gregorov
Russian Bodguard
Lawrence Mujari
Virtual test subject
Mara Aramov
George Marcos
Terrorist
Agency operative
Monk
Military Police
Johnathon Phagan
John Romirez
Eric Rhomer
Evil Scientist
Spook
SWAT officer
Teresa Lipan
Vladmir Gabrek

My Favourite

1st: Anton Girdeaux
2nd: Gabriel Logan
3rd: Teresa Lipan
4th: George Marcos
5th: Military Police

=====
5.4: Menu
=====

Now, for the menu and options for the game:

Armour Strength:

Choose how good and strong your armour is, 200% is the best and 5% is the weakest. This can be used as a handicap for a player.

Inverted aim:

Another words, reverse aiming, E.G, when aiming, UP = Down and DOWN = Up, understand.

Vibration:

Choose weather your control vibrates or not if you are hit by a bullet or anything like that.

Control setup:

Speaks for itself, change all your controls to the ones that are best

suited for you, but default is best.

Options

Head shots:

If on, a player can kill the other player by 1 shot in the head, if on no, it will only count as a body shot.

Screen split:

Which way the screen is split into to, choose from Vertical or Horizontal, normal is Horizontal.

Sound FX:

How loud the shooting, landing, glass smashing, the noise of picking up weapons is.

Music:

How loud all the background music is, if you like it, put it on high, if you think it is horrible, put it down to 1.

Voice:

I have only heard 1 person speak in the actual 2 player mode, it was Anton Girdeaux to Gabriel Logan.

All very simple.

=====
5.5: Available Weapons
=====

All the weapons that are available for you to use in at least one of the levels, these are in no particular order.

- .45
- Grenade
- Gas Grenade
- Falcon
- PK102
- K3G4
- Mil15
- HK5
- M79
- 9MM
- MAKS
- Silenced Sniper Rifle
- Maks
- Biz2
- Shotgun
- Mars

thats it, a good selection from all the weapon types.

=====
5.6: Weapons in levels
=====

all the weappns and ammo in each of the levels.

Mckensie Airbase

K3G4: 20
Grenade: 01
Gas Grenade: 01
Falcon: 08
PK102: 30

Flack Jackets: 02

Izmiravio Park

Gas Grenade: 02
Mil15: 12
Falcon: 48
HK5: 180

Flack Jackets: 01

S.S Lorelli

Falcon: 40 3
M79: 05
PK102: 120 2
9MM: 15
MAKS: 10
Gas grenade: 01
S.S Rifle: 30

Flack Jackets: 02

Labs

M79: 05
9MM: 45
Falcon: 24
K3G4: 20

Flack Jackets: 01

Stronghold

MAKS: 10
PK102: 60 2
K3G4: 100
Grenades: 02 2

Flack Jackets: 03

Paradise Ridge

Grenade: 10 2
Falcon: 56 3
Biz-2: 66
MIL 15: 06

Flack Jackets: 01

Nahangar-Afg

K3G4:	20	
M79:	02	
Falcon:	48	3
.45:	10	
Sniper rifle:	10	
Gas grenade:	02	
MAKS:	10	

Flack Jackets: 03

Computer center

Shotgun:	05	
Grenades:	04	4
.45:	50	5
Falcon:	96	2
M79:	05	
MARS:	32	
Gas grenade:	01	
K3G4:	240	2
PK102:	90	3

Flack Jackets: 05

Row A

=====

The weapon that is in the level.

Row B

=====

Ammo in weapon or all the ammo combined for all the same type of gun.

Row C

=====

How many weapons of that is in the level.

=====

5.7: Tips to beat someone

=====

- 1) The R1 aim doesn't work good so avoid using it. The only time it works well is if you have equipped an M79 or a Mil15.
- 2) If head shot mode is enabled, always go for headshots, you could even use that pop out method that everyone uses for 1 player mode.
- 3) Use all your powerful ammo first, if you pick up a M79, use it's ammo on the enemy, don't change weapons thinking i'm going to save it because if you die, you lose all your ammo and then start off with a .45 and a knife.

4)Hide behind things when your enemy has got a powerful weapon, but don't hide too close to it or the blast will still kill you.

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