PlayStation
NTSC U/C
PlayStation
MATURE
M
CONTENT RATED BY ESRB
SCUS-94640
94640
syphon filter 3
SONY
COMPUTER ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

USE OF UNOFFICIAL PRODUCT

The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a heater or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

ESRB RATING:

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

SYPHON FILTER™ 3 Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the U.S.: **1-900-933-SONY (1-900-933-7669)**

$0.95 per minute auto hints, $1.40 per minute live, $6.95-$16.95 for tips by mail (subject to availability), $5.00-$20.00 for card recharge.

Within Canada: **1-900-451-5757**

$1.50 per minute for prerecorded information.

For U.S. callers, game counselors are available 8 a.m. - 5 p.m., M – F, Pacific Standard Time.
Automated support is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support/Order Line 1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available Monday-Friday, 7 a.m. – 6 p.m. Pacific Standard Time.

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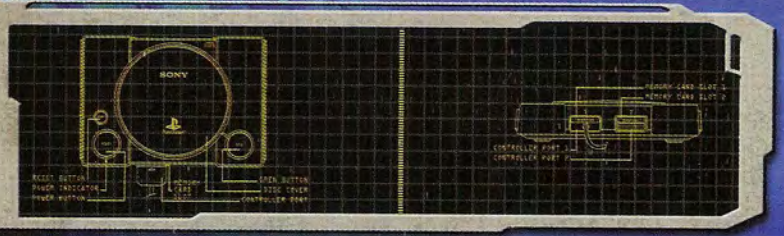
SETTING UP YOUR CONSOLE

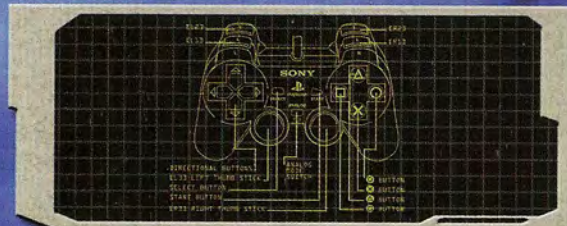


Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Syphon Filter™ 3 disc and close the disc cover. Insert one game controller and turn ON the PlayStation game console. Follow the on-screen instructions to start a game.

MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of your PlayStation game console BEFORE starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved Syphon Filter 3 games. Three blocks of memory must be available on the MEMORY CARD in order to save Syphon Filter 3 data. If you do not have a MEMORY CARD, all game data will be lost when you turn off your PlayStation game console. Do not remove or insert a MEMORY CARD while saving is in progress or damage may result.

CONTROLLER DIAGRAM



CONTROLS

These are the default game controls. You can adjust controls on the Options menu.

Note: DUALSHOCK™ analog controller only: Toggle the vibration function ON/OFF by using the Option> Controller>Vibration setting. The vibration function is not affected by the controller's analog mode switch. See "Options" on page 18.

START button – Pause and Open ACD

- Pauses the game and opens the Advanced Communication Device for access to mission intelligence, weapons status, mission map and game options.
- Press again to close ACD and resume game.

Directional button

Press ANY DIRECTION to:
- Manually aim weapon while holding R1 button (target cursor activated).

Press UP to:
- Run.
- Pull agent up when hanging from ledges.
- Sneak in crouched position while holding the ⊗ button.

Press LEFT or RIGHT to:
- Turn.
- Move hand-over-hand while hanging from ledges.
- Change option settings.

Press DOWN to:
- Walk backward.
- Drop from ledge.
- Tap DOWN to quickly turn 180 degrees.

Press UP or DOWN to:
- Jump through objective locations on the ACD Map.
- Highlight menu options.

□ button – Attack
- Fire currently selected weapon.
- Slash with a knife.
- Throw a grenade.
- Use selected gadget.

R1 button – Target lock
- Press and hold to lock onto the closest enemy. Tap to switch the target locked enemy from closest to farthest.

L1 button – Manual aiming
- Press and hold while pressing the Directional button to move the cursor. Use also to search the environment.
- Press and hold to aim a grenade toss.

⊗ button – Multifunction button depending on the situation
- Kneel or crouch – Press and hold when motionless to steady weapon aim, hide behind objects or duck gunfire.
- Crouched walk – Press and hold while moving to avoid detection or sneak up on targets.
- Accept a highlighted menu selection.

△ button – Multifunction button depending on the situation
- Use items or perform tasks – throw switches, open doors, operate equipment, etc.
- Reload the weapon in hand if you have ammo.
- Climb up on a ledge or object.
- Zoom in on target in Sniper Mode or while holding binoculars.
- Respond to calls on Advanced Communication Device (ACD).
- Exit menu or go to previous screen.

○ button – Forward roll
- Press the Directional button to control the roll.
- Press the L2 or R2 button during a forward roll to roll hard left or right.
- Zoom out from target in Sniper mode.

SELECT button – Weapon selection
- Tap to quickly change selected weapon or gadget. The selected item is at the bottom right of the screen.
- Press and hold to display the inventory at the top of the screen, then press the L2 or R2 button to change the selected weapon. Release the SELECT button to select the weapon.

R2 and L2 buttons – Strafe or Peek
- Strafe – Press and hold to run right or left while firing at enemies.
- Peek – Sneak a look around corners when in Manual Aiming mode (L1 button).

Analog Controls – Left analog stick
- Walk by slightly pressing up.
- Aim weapon while pressing L1 button.
- Cycle through the Menu Options.

Right analog stick
- Move agent while keeping camera viewpoint fixed.

MISSION BACKGROUND

Gabe Logan, Lian Xing and Lawrence Mujari must give closed-door Congressional testimony to Secretary Vince Hadden about the activities of the Agency during the period when Syphon Filter first emerged as a world threat. Now alone and unable to even prove the existence of the Agency, the three are beginning to appear more like traitors than patriots. They are certainly on trial for their freedom and maybe for their lives.

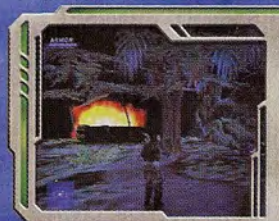
Giving detailed and chilling testimony to the missions in which they participated, the three outline their efforts to stop crimes including illicit drug manufacturing, slavery, and attempted genocide – all committed to develop and proliferate the virus. They also testify about the kidnapping of prominent chemists and other scientists who were ultimately forced to aid in the development of Syphon Filter.

Aware that every word of the proceedings is entered into the Congressional Record, Hadden makes it clear by the nature of his questions and statements that he believes Logan, Lian Xing and Lawrence Mujari are liars and solely responsible for the murder of former agent Teresa Lipan, along with the worldwide chaos that they blame on the Agency.

Congressional inquiries and political posturing aside, organizations are at this moment maneuvering to secure Syphon Filter to use toward their own ends. Logan, Lian Xing and Mujari are the only ones with the knowledge and resources to lead the pursuit of these murderous groups. They will be joined by Logan's British counterpart Maggie Powers of MI-6 and her elite intelligence team.

Their missions will include extractions of people important to the production of Syphon Filter and rescues of those already victimized. They must sabotage the efforts of several groups that seem to be acting in concert to capture the virus. Certain key enemy leaders must be assassinated and facilities destroyed. But they must first clear their names.

The Agency has evaporated leaving few clues. As Logan's team plans their next attack, the force that controls Syphon Filter remains buried deep within the shadows.



AGENT MOVES

Gabe, Lian Xing and the other agents are highly trained with extensive combat experience both as operatives and soldiers. All are expert at solo stealth operations, personnel extractions, assassinations or all out firefights. They are in excellent shape and capable of maintaining battle readiness under extended periods of physical and mental stress.

Running or Turning

- The agent will run forward when you press the Directional button UP. Press LEFT or RIGHT to change direction.
- To edge forward, tap the Directional button or left analog stick UP.
- Press the Directional button DOWN to walk backward.
- To snap around quickly 180 degrees, tap the Directional button or left analog stick DOWN.

Crouched Walk for Stealth

To walk in a crouched position, press and hold the ⊗ button while pressing the Directional button UP. Walking in a crouched position reduces the agent's chance of discovery and reduces his or her target size.

Kneel to Steady a Weapon

Press and hold the ⊗ button to kneel down.

- From this position, if you lock onto an enemy in Target Lock Mode, your target meter will increase to maximum at a rapid rate and almost guarantee a hit.
- While in a kneeled firing position, your agent is harder to detect. Kneel if the agent is going to hold position for awhile during a reconnaissance or sniping situation.

Climbing and Hanging

Press the △ button when close to a climbable object to either crawl on top of it or jump and hang from it. If an object is smaller than the agent, he or she will crawl up on top of it. If larger, the agent will jump up and hang on the object. Once the agent is hanging, press the directional button UP and he or she will crawl up over the edge.

Move Hand-Over-Hand While Hanging

To move hand-over-hand while hanging, press the Directional button LEFT or RIGHT. To let go, press the Directional button DOWN. Look for ropes or cables that can be jumped up to for hand-over-hand movement.

Climbing Down or Dropping Down

To climb down a ledge, walk the agent to the ledge and press the ⊗ button. If the object or distance to the ground is taller than the agent, he or she will hang from it. If the agent walks backward off a ledge, he or she will automatically grab at the ledge when falling. Press the Directional button DOWN to let go and drop.

Leaps

In certain situations, the agents can handle huge jumps from ledge to ledge. Just run the agent at the ledge and if they are capable, they will make the leap.

Forward Roll

If you see your agent come under fire or know he or she is targeted, roll out of the line of fire (◎). Press the Directional button LEFT or RIGHT to control the roll. Press the L2 or R2 button just as you press the ◎ button to roll hard to the left or right.

STARTING THE GAME

On the Main Menu, press the Directional button to highlight an option and press the ⊗ button to select it.

New Game

Play Syphon Filter 3 from the beginning.

Load Game

Continue playing a saved Syphon Filter 3 game.

Note: You must be using a MEMORY CARD containing Syphon Filter 3 game data to use this option.

2 Player Game [Death Match]

Plug a second controller in Controller port 2 to play a 2 Player game. Play a death match against another player with a choice of agents, game rules and mission environments.

See "2 Player Mode (Death Match)" on page 21.

Mini Game

Play five Mini Game missions that demand specific agent skills to complete. All mini games are strategically different almost every time you play them. This is a 1 player game and excellent training for the real Syphon Filter 3 game.

See "Mini Games" on page 24.

GAME SCREEN

Armor/Health Meter

Armor – Blue
Health – Red

This meter shows the agent's armor in blue and health in red. When taking hits during battle, his or her flak jacket becomes damaged and begins to lose strength, causing the blue in the meter to drain.

Once body armor protection is gone, the unprotected agent begins taking damage causing the red meter to drain. When the red disappears from the meter, the agent is dead, which results in mission failure. Find flak jackets in weapons boxes or take them from downed enemies.

Weapon/Item in Hand

This is the weapon or item the agent is holding. To change weapons, press and hold the SELECT button to display your Weapons Selector and press the

R2 or L2 button to select the new weapon or item you want. Tap the SELECT button to change weapons or items without displaying the Weapons Selector. You will see the weapons change on the bottom right of the screen.

Rounds Remaining/Total Rounds

The number on the left is rounds remaining. The number on the right is total rounds your agent is carrying. To reload, press the △ button. When using grenades, the rounds remaining and total are combined into one total. Find additional ammo in weapons boxes or take them from downed enemies.

Status Label

These labels appear over objects or people to give you important information.

- Displays the name of important people (both friendly or enemy) when it is important to identify someone. Members of your mission team may not always display a label, so be careful not to get in a friendly fire situation.
- When using Manual or Target lock aiming modes, a label will designate targeted body parts or weapons.
- May alert you that a target is wearing a flak jacket which certain rounds cannot penetrate. Choose your weapon accordingly or go for a head shot.
- Appears on weapons boxes to show contents.
- Appears at geographically important positions.
- Appears by switches or any object that requires a special action on the agent's part. Press the △ button to take the action.
- May appear in mini games to alert you to important information.

Danger Meter

As this meter begins to fill with red, the agent's probability of being shot increases. The agent has been discovered and the enemy is preparing to attack. When the meter reaches maximum and flashes, attack is imminent. Attack or evade by taking cover.

Target Meter

When using Target Lock (R1 button), the meter fills with red as the probability of hitting a target increases.

Radar

The radar displays the agent's relative position in relation to human beings or certain objects such as mines. The compass on the radar always points to true north.

- Green blips are enemy positions.
- Red blips are enemies firing on your agent. A red sweep also points in the direction of the attacker.
- Blue blips are friendly, non-combatant objectives.
- A red or yellow blip is a land mine. When critically close, the blip changes from yellow to red. (This only functions if the agent has found a mine field detector.)
- Important locations display with the name when the agent is facing them.

Timer

The Timer appears during missions that must be completed within a set time. A countdown meter will appear over the radar in these situations. Mission failure occurs when the countdown meter reaches zero.

PLAYING AS GABE, LIAN XING OR OTHER AGENTS

Gabe, Lian Xing or other agents will take mission assignments with other agents supplying a supporting role. Some missions are taken from the Congressional Record and exactly recount the testimony given by Gabe, Lian Xing or Lawrence Mujari.

Mission Guidelines

The Briefing

The mission briefing will precede each operation to outline objectives, set parameters and provide a threat assessment based on current intelligence. Additional objectives and intelligence may be added during the mission.

Advanced Communication Device (ACD)

The ACD is designed for a dynamic combat environment. It is a text prompt system to command personnel and other partners on the operation team. Changes in objectives, intelligence updates and alerts of immediate danger are sent through the ACD. When alerted, press the △ button to receive the message.

Agent to Agent Voice Communication

When operating with a partner, you may be contacted either as a heads up or as a call for assistance.

Missions and Objectives

Complete one mission before proceeding to the next. Each mission may include up to 10 objectives. Assignment of new objectives may be received at any time during a mission via ACD. You can review current or updated objective information at any time by pressing the START button and selecting OBJECTIVES or BRIEFING.

Checkpoints

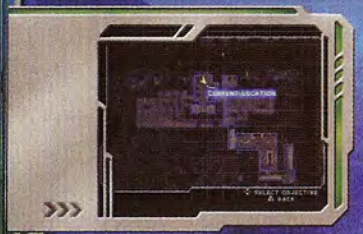
Complete an objective and a Checkpoint display marks the completion. If the mission fails, it restarts at the last Checkpoint.

Note: You will restart a saved game at the last checkpoint.

THE ACD DISPLAY OPERATION

Press the START button to pause the game and open the ACD display. Highlight a menu selection and press the ⊗ button to open it. Press the △ button to close a menu. Press the START button to close the ACD display and return to the game.

Map



Navigate to mission locations using the map. The map shows all current objective positions and is updated as objectives are added. Press the Directional button UP/DOWN to pinpoint objective locations and get a brief description of the objective. Note primary objectives as they are the most important.

Use the map in conjunction with the radar to avoid getting lost in areas without prominent geographic landmarks.

The Map display includes:

- The agent's location displayed as a flashing arrow. Note the direction the arrow is pointing.
- Prominent geographical landmarks of the whole mission area.
- Objective positions.

Note: Completed objectives disappear from the Map.

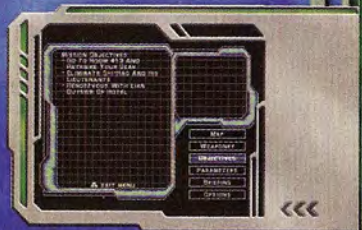
Weaponry

View detailed descriptions of the weapons the agent is carrying and equip weapons. On certain missions, you will begin without weapons. You have to find them or be guided to them via ACD instructions.

1. Highlight WEAPONRY and press the ⊗ button.
2. Highlight the weapon you want to view and press the ⊗ button to display its description. If you want to equip that weapon and return to the game, press the ⊗ button.

See "Using Weapons" on page 26.

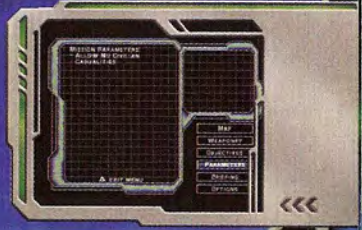
Objectives



View mission objectives here. The screen has two sections:
Mission Objectives and Objectives Completed.

Any new objectives are added to this screen.

Parameters



View mission parameters here.
Following parameters are crucial to mission success.

See "Keeping Within Parameters" on page 19.

Mission Briefing

Review the Briefing to make sure you understand the exact nature of the operation.

Options

Make gameplay decisions and adjustments here. Press the Directional button UP/DOWN to highlight an option and LEFT/RIGHT to change settings.

- Restart Mission – Start over at the beginning of the mission.
- Restart at Last Checkpoint – Start over from the last completed objective.
- Select Mission – Replay any completed mission.
- Save and Quit Game – Quit playing and save the game to the last Checkpoint. At the prompt select YES and press the ⊗ button.
  When prompted to save the game, select YES and press the ⊗ button.
- Sound F/X — Adjust game sound effects volume.
- Music – Adjust the musical track volume.
- Voice-Over – Adjust game voices. This includes agent to agent radio transmissions.
- Sound – Select STEREO or MONO depending on your T.V.

Controller

- Vibration – Turn the Vibration function ON or OFF. (DUALSHOCK™ analog controller only)
- Invert Aim – Reverse the Directional button UP/DOWN controls when in Manual Aiming or Sniper Mode.
- Remember Zoom – When set to ON, the game remembers the last magnification setting of zoom-capable scoped weapons.
- Preset Config – Create an alternate controller configuration. (STANDARD is the default setting.)

To create an alternate configuration:

1. Highlight PRESET CONFIG and press the Directional button RIGHT to alternate.
2. Press the Directional button DOWN to highlight the button action you want to change.
3. Press the new button you want as the alternate.
4. Highlight ACCEPT at the bottom of the list and press the ⊗ button.

Note: You must make sure that all controls have a button assignment to reset the controller.

- Select CANCEL to revert to the last setting.
- Select RESET to revert to the default STANDARD.

KEEPING WITHIN PARAMETERS

Any action must fall within mission parameters. Acting outside these rules results in mission failure. In many situations non-combatants and innocents end up in the middle of full blown armed conflicts. Unnecessary loss of life is outside the parameters of any mission. View parameter information at any time by pressing the START button and selecting PARAMETERS.

Vital Materials

Recovery and protection of certain vital assets may be necessary at times. The loss of these items will result in mission failure.

Protecting Other Agents

You may operate with another agent. On multiple agent missions, it is your responsibility to cover and protect your partner. If the other key agent is shot during a mission, failure will result.

Friendly Fire

When operating with another agent, be careful not to mistake them for the enemy. If an agent shoots an ally, the mission fails.

Rescues

Hostages and innocent prisoners may need to be rescued and guided to safety. If any of these people are shot, the mission fails. When escorting innocents to safety, clear the way in front of them to ensure safe passage.

Unwitting Military, Police or Security Personnel

Some military or security personnel may believe your agents are the enemy and attack. They are unaware of the facts and must be considered innocents. In these situations an agent may not use lethal force. If an agent cannot avoid confrontation, use non-lethal means to neutralize a person. A taser may be best in these situations.

Discovery

In certain situations an agent must complete a mission undiscovered. Stealth may be required to complete a mission. Discovery during a stealth operation results in mission failure.

2 PLAYER MODE [DEATH MATCH]

2 Player games are death matches played out in arenas that are similar to the mission areas of the single player game.

- Select one of 27 characters including Gabe Logan, Lian Xing or Lawrence Mujari.
- Select to fight in one of 10 arenas.

To prepare for a death match, highlight 2 PLAYER on the Main Menu and press the ⊗ button.

When a player has completed making game settings, select DONE and press the ⊗ button. When both players have selected DONE, the Briefing will appear on-screen prior to the beginning of the match.

Death Match Setup Screen

Player 1 makes selections on the left side of the screen and player 2 selects from the right side of the screen. Press the Directional button UP or DOWN to highlight a menu item and LEFT or RIGHT to change settings. Either player can select the Arena, Score Limits and Options.

Character Selection

Press the Directional button LEFT/RIGHT to select the character you want to take into battle.

Armor Strength

This adjusts flak jacket strength from 5%-200%, allowing each player to set a handicap before entering the arena.

Invert Aim
Invert Aim reverses the Up and Down controls on the Directional button during Manual Aim or Sniper Mode.

Vibration
Set the Vibration function on a DUALSHOCK analog controller to ON or OFF.

Controller Setup
Customize button controls or reset them to the defaults.

Selecting the Arena
Select one of 10 arenas. The number of available arenas depends on progress through the single Player Syphon Filter 3 game.

Score Limit
Set the score limit from 1-99 or select NONE.

Options
- Headshots On/Off – With head shots turned OFF, no Head Shot label appears on-screen when a weapon is aimed at the target's head.
- Horizontal/Vertical – Set the split screen to the desired format.
- Sound FX – Set the sound effect volume to the desired level.
- Music Volume – Set the music volume to the desired level.
- Voice – Set the desired voice levels.
- Stereo/Mono - Set the desired sound, depending on your T.V.
- Save Settings - Save your selections.

Playing a Death Match

Players begin each match positioned out of the other's view. Each must stalk until visual contact occurs.

Weapons
Each player starts the match with at least a .45 pistol and a knife. Find additional weapons in weapons boxes.

Kills
The length of each match depends on the number of kills set on the Score Limit. The kill score for each player appears at the top or bottom edge of the screen divider.

Death Match Results
At the close of each match, the Results screen appears with stats on the match. Each stat shows a score for the preceding Match and a Total for the game session.

Kills – Number of kills.

Head Shots – Number of kills resulting from a head shot. (The Head Shot option must turned ON.) When an opponent is lined up for a head shot, the Status label reads "Head Shot" and the target's selected weapon glows red.

Knife Kills – One knife attack is fatal unless the attacker misses.

Fastest Kill – Each battle is timed.

Matches Won – This is the total matches won by each agent.

MINI GAMES

There are five mini games that you can play as one of 12 agents (Gabe and Lian Xing show up as multiple characters in different outfits) in 10 different environments. Any of these games serves as excellent training for the real Syphon Filter 3 missions.

To set up a mini game:

On the Mini Game setup screen, press the Directional button UP or DOWN to select mission options and LEFT or RIGHT to change the settings.

1. Select a Mission. Each mission calls on a different agent skill.
2. Select a Difficulty Level. Some difficulty levels are locked until the previous difficulty level is successfully completed.
3. Select an Arena. Some arenas are locked until the previous arena is successfully completed.
4. Select an agent.
5. When you have made all your choices, press the ⊗ button to begin play.

Mini Game Briefing and Parameters

- Before the mission begins, view the briefing that matches the mission you selected on the main Mini Game screen.
- To view Parameters during the mission, press the START button, and select PARAMETERS. As with the full Syphon Filter 3 game, you must follow parameters to succeed.

Game Timer

Certain missions are timed. At the start of the timed Mini Game, the timer is activated on the lower left of the screen.

The Mini Games

Thief

Steal a briefcase and return to your starting position without being detected. This is pure stealth. The agent carries no weapon. Depend on your radar to avoid brushes with the enemy.

Elimination

Hunt down and kill all enemies. Some enemy agents will come running to you, and others will hide. You must hunt them down. The agent begins with limited weapons and ammo, and must scavenge from downed enemy agents.

Demolition

Provide cover fire for a munitions expert while he defuses bombs. You must locate bombs and then stay close to protect the bomb expert as he defuses them. Attacks can come from any direction.

Assassin

Kill all targets without being detected. The difficulty level determines what kind of weapon the agent carries at the beginning of the mission. The easier the difficulty, the better the weapon. The radar is valuable in finding the location of targets and learning their patrol patterns. Stalk quietly and patiently to get the perfect shot.

Biathlon

Destroy all targets from specific firing positions within the allotted time. Follow arrows that mark the course. A Status Label will appear to designate your firing position along the course. You must fire from the designated firing positions only, and failure to comply will abort the mission. Shoot as fast and accurately as you can using the silenced sniper rifle.

USING WEAPONS

Press the ▣ button to attack with a weapon. You can use various targeting modes based on the combat situation and selected weapon.

Quick Fire Mode

Take a shot without aiming. While the least accurate mode of firing, it may save the agent in situations where a quick response is most important. Since Quick Fire is the least accurate method, use it as the last resort. A shotgun is the best weapon to use without aiming due to the spread of shot.

Target Lock Mode

Press and hold the R1 button to lock onto the closest target. Release the R1 button and press it again to lock onto the next closest target. The agent can cycle through all available targets. This mode is recommended for firefights or ambush situations where the agent is taking fire from multiple positions.

In a fire and retreat scenario, the agent can shoot over the shoulder. While using a rifle, target lock can be maintained during a rotation of up to 180 degrees. Target lock with a handgun is a full 360 degrees.

- Pressing the R1 button in darkened or low visibility areas may also reveal an enemy position.
- The "No Target Available" display indicates no enemy in the immediate area.

Target Lock mode locks onto the body of a target. The shot may be wasted if an enemy is wearing a flak jacket.

Using the Target Meter

The Target Meter appears at the top left of the screen to show hit probability when the R1 button is held down and a target is selected. The length of the Target Meter increases with the probability of hitting the locked on target. Accuracy depends on the weapon in hand.

For example: If the agent is firing a short range weapon (pistol or shotgun) at a distant target, accuracy is less than a medium range weapon such as an M-16 rifle.

Manual Aim Mode

Use this very accurate mode when you have the time and position to make a very deliberate shot. Press and hold the L1 button and aim with the Directional button. A manually aimed shot can target the head, ensuring an effective shot against armored targets.

Sniper Mode Weapons

Sniper and Nightvision Modes are manual sighting modes that exploit the high-tech capabilities of the scopes on these sniper rifles. Use a sniper rifle when extreme shot accuracy is critical. The most valuable feature of a sniper rifle is its stand-off capability which lowers agent exposure to enemy fire. Silencers further protect the sniper from detection.

There are four sniper rifles available to agents.
The AUG is a modified assault rifle using a laser scope and very fast semi-auto operation. A high performance silencer ensures an almost soundless shot while not impairing accuracy. The specially designed round can pierce a wall to hit a target on the other side.

The Silenced Sniper Rifle identifies human impact points – discriminating between the target's body parts and the weapon he is holding.

The Nightvision IR model uses an infrared scope sensitive to body heat. This weapon is ideal for night recon work because its scope is able to sense and display a human form in zero light conditions.

The H11 sniper rifle offers extreme auto-fire rate to overcome its lack of zoom scope capability.

To use a sniper scope:
- Press and hold the L1 button when using a sniper rifle to enter Sniper mode.
- Press the Directional button to take aim.
- Press the △ button to zoom in and the ✕ button to zoom out on models that have zoom capability.

Strafing

The agent can run sideways while firing a weapon. Press the L2 or R2 button to run sideways while pressing the ○ button to fire. Strafing is effective against multiple targets or when you want to retreat or take cover. A method that increases the chance of a hit is to target lock (R1 button) while running sideways and firing the weapon.

RELOADING WEAPONS AND FINDING AMMO

The numbers under the weapon icon at the bottom right of the screen tell you how much ammo is remaining for the weapon in hand. The number on the left displays rounds remaining in the weapon. The number on the right displays the number of extra rounds the agent has for the selected weapon.
- When you run out of ammo, the firing pin will audibly hit an empty chamber and the counter will display a zero.
- If an agent runs out of ammo and has more, he will automatically eject the empty clip and reload a fresh one.
- Press the △ button for the quickest reload.

See "Weapon and Gadgets" in other manual to view the maximum clip capacity and maximum rounds carried for each weapon.

Finding Weapons and Ammo

Find weapons and ammo in weapon boxes, take them from enemy arms caches or strip them from combat casualties.

- When you find a weapons box, loadout or weapons cache, press the △ button to take possession.
- To strip weapons or ammo from a enemy casualty, just walk towards him. You will automatically collect his weapon or ammo if your inventory is not full.

You may be directed to the location of "loadouts" by support personnel via radio. Some weapons caches will be heavily guarded, requiring you to deal with resistance prior to acquiring the weapon.

Switching Weapons and Gadgets

The selected weapon is displayed at the bottom right of the screen. To switch weapons or gadgets:

1. Press and hold the SELECT button to display the Weapons Selector on the top of the screen.
2. Press the L2 or R2 button to move through the available weapons or gadgets and release the SELECT button.

OR

Tap the SELECT button to cycle through the weapons one-by-one in the order they appear in the Weapons and Gadgets Selector.

OR

1. Press START, select WEAPONRY and select the weapon or gadget you want.
2. Press the ⊗ button to return to play holding the new weapon or gadget.

DOSSIERS

Gabe Logan

Background

Logan leads a handful of agents trying to stop the Syphon Filter virus. Formerly an operative for the ultra-secret Agency, Logan discovered his employers were deeply involved in development of the deadly virus and turned against them. Now he is under investigation as a rogue agent, traitor and enemy to his country.

Present: Giving Senate testimony. May be charged with traitorous acts.
1993-2000: Agency operative
1987-1992: U.S. Army Special Operations
1991: Served in Gulf War
1991: Received Presidential Citation
1989: Awarded Silver Star
1987: Commissioned 2nd Lieutenant, United States Army

Lian Xing

Lian Xing - Intelligence
Communications Expert

Sex: Female
Age: 31
Birthplace: Kashi, China
Nationality: Chinese
Height: 5 ft. 7 in.
Weight: 120 lbs.
Eye Color: Brown
Hair Color: Black

Background

Recruited from the Chinese MSS in 1996, Lian Xing joined the agency as Gabe Logan's partner. The agency created a new identity for her and she now carries U.S. citizenship. Kidnapped to be used for testing, she was one of the first exposed to the Syphon Filter virus and survived by receiving the antidote. Lian Xing, as well as Gabe Logan and Lawrence Mujari, are now giving Congressional testimony. Like Logan she has been branded a rogue agent, and possible traitor.

Present: Giving Senate testimony. May be charged with traitorous acts.
1995-2000: Agency operative
1989-1995: Chinese MSS Agent

Lawrence Mujari

Lawrence Mujari
Freelance Bio-chemical Expert

Sex: Male
Age: 39
Birthplace: Queenstown, South Africa
Nationality: South African
Height: 6 ft. 2 in.
Weight: 210 lbs.
Eye Color: Black
Hair Color: Black

Background

Mujari is a gifted pathologist who joined Gabe Logan and Lian Xing to stop the Syphon Filter virus. While primarily a man of science, Mujari showed uncommon skill as an operative because of his military experience. He began his Agency affiliation in 1984 while a freedom fighter.

Present: Giving Senate testimony. May be charged with traitorous acts.
1987-2000: Freelance bio-chemical expert
1986: Master of Science, Bio-Chemistry, Rhodes University
1983-84: Soldier, African National Council, Agency Operative

Maggie Powers

Maggie Powers
Anti-Terrorist Operative, MI-6

Age: 35
Birthplace: Plymouth, England
Nationality: British
Height: 5 ft. 8 in.
Weight: 125 lbs.
Eye Color: Brown
Hair Color: Black

Background

Powers is a British Secret Service agent attempting to monitor and disrupt contacts between dissident IRA splinter groups and foreign hostile organizations. She heads a small covert team assigned to neutralize confirmed enemy operatives.

1989-Present: Agent, MI-6
1987-89: Research Assistant, MI-6
1983-1987: Student Modern (Medieval) History, Oxford University

Vincent Hadden

Vincent Hadden
Secretary of State

Sex: Male
Age: 59
Birthplace: Cheyenne, WY
Nationality: U.S.A
Height: 6 ft. 3 in.
Weight: 201 lbs.
Eye Color: Brown
Hair Color: N/A

Background

Secretary of State Vincent Hadden is feared by Washington insiders who take great pains not to offend him. Hadden is now personally questioning Gabe Logan, Lian Xing and Lawrence Mujari about their involvement in the Syphon Filter crisis. He is a streetwise bureaucrat having risen through the ranks of the State Department to its top spot.

1975-Present: U.S. Department of State
1964-1970: U.S. Marine Corp
1963: Received B.A. Political Science, U.C. Berkeley

Mara Aramov

Background

Aramov is an assassin who gained her reputation with the Russian Mafia. She is involved in the proliferation of the Syphon Filter virus. Aramov is a highly intelligent sociopath who is skilled in all types of weaponry.

1999-Present: Active conspirator in effort to market Syphon Filter to enemy organizations
1989-1999: Freelance assassin linked to Russian Mafia
1986-1989: KGB operative
1984-1986: Member of the Black Baton terrorist organization

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Jack Tretton
Mark Valledor
Ben Wallace
Joe Ward
Mike Zlatoper
Rapp-Collins
Zugara

WANTED

GABRIEL LOGAN

Former intelligence agent of the United States of America.

- Conspiracy to commit treason against the government of the United States.
- Murder of Teresa Lipan, several agents of the government of the United States and certain foreign nationals on U.S. soil.
- Illegal arms trafficking for the transport and release of the Syphon Filter virus.

LIAN XING

Former intelligence agent of the United States of America.

- Accessory to murder in connection with the death of Teresa Lipan and the deaths of certain foreign nationals on U.S. soil.
- Illegal arms trafficking in connection with the transport and release of the Syphon Filter virus.

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