



SYPHON FILTER

PlayStation® Classic

MISSION BACKGROUND

Deep in the heart of Central America, a U.S. special agent falls dead to the moist earth. Nearby, a secret jungle laboratory erupts into flames. Recovered evidence indicates that someone is creating a powerful biological weapon. Days later, special agents Gabe Logan and Lian Xing discover the gruesome remains of victims littering the contaminated landscape of a Nepalese village.

Agency intelligence connects these events to terrorist Erich Rhoemer and his skilled team who are orchestrating a plan to unleash the deadly Syphon Filter virus on the U.S. The ruthless terrorists capture hostages, plant explosive traps, and hide viral bombs throughout Washington D.C.

In response, the Agency sends in Gabe Logan, their best covert operative, to eliminate the terrorists one by one and save the U.S. from certain death. He is assisted by teams from the U.S. Army Chemical and Biological Defense Command (CBDC), and Lian Xing, who stays in close contact with Gabe throughout his missions.

The fate of millions relies on the skill of one special agent.

DEFAULT CONTROLS

directional buttons:	move/aim cursor in Manual Aiming mode
SQUARE button:	fire weapon/throw grenade
CIRCLE button:	roll
CROSS button:	kneel/hide behind objects/ crouch-walk/descend from ledge
TRIANGLE button:	climb/reload weapon/interact with objects such as doors and switches/contact Lian Xing via the Advanced Communication Device (ACD) when prompted

L2 button:	strafe left/peek around corners in Sniper mode
R2 button:	strafe right/peek around corners in Sniper mode
L1 button:	access targeting crosshairs
R1 button:	establish a target lock on the nearest targetable enemy. Tap the R1 button to cycle through targetable enemies.
START button:	pause game/access the ACD
SELECT button:	access weapon inventory. Tap the SELECT button to cycle through your current stockpile. Press and hold the SELECT button while pressing the R2 button or the L2 button to scroll through and highlight any of the weapons, then release the buttons to select the highlighted weapon.
SELECT button (hold):	access flashlight and virus scanner

NOTE: Gabe's hand-over-hand move is necessary to cross rails and ledges set high above the ground. Press UP to jump up and grab a rail, then move across it by pressing RIGHT or LEFT. Gabe can shoot while he's moving hand-over-hand across a rail; he'll hang from one hand and use the other to fire his weapon, but he can't reload or change weapons while performing this move.

GAME SCREEN

The game screen consists of the following elements:

- ARMOUR/HEALTH
- DANGER METER
- TARGET METER
- RADAR
- WEAPON
- NUMBER OF ROUNDS

ARMOR/HEALTH

Indicates the amount of armor you have remaining. Your armor depletes before your health. When your health runs out, the game is over. Although you cannot replenish your health, you can replenish your armor by picking up flak jackets from dead enemies or weapon boxes.

DANGER METER

Indicates your likelihood of being hit. When your Danger Meter is completely filled, it and your radar's Enemy Indicator Cone begin to flash. Evasive maneuvers like rolling or hiding behind obstacles decrease your likelihood of being hit in dangerous situations. When you are no longer in danger, the Danger Meter returns to normal.

TARGET METER

Indicates when you have an enemy in target range. Press the L1 button to bring up targeting crosshairs for more accurate aiming. When your Target Meter is completely filled, you have a 100% chance of hitting the targeted enemy. When there is no target available, the target Meter does not appear.

RADAR

Indicates the location of all detected enemies relative to your position and includes a compass for easier navigation. The Enemy Indicator Cone flashes red when an enemy has you in sight and is likely to hit you.

WEAPON and NUMBER OF ROUNDS

Indicates the currently selected weapon and the remaining number of rounds for that weapon. Hold the SELECT button to bring up a scroll bar and press the L2 button or the R2 button to scroll through weapons from your inventory.

TARGETING MODES

Default mode

Of the three targeting modes, Default mode is the least accurate, because Gabe shoots at enemies without the assistance of target lock or targeting crosshairs.

Manual Aiming mode

Manual Aiming mode provides pinpoint accuracy. Press the L1 button to bring up targeting crosshairs and use the directional buttons to move the crosshairs in the desired direction.

Target Locking mode

Target Locking mode allows Gabe to keep track of enemies and shoot at them while facing in other directions. Press the R1 button to lock onto the nearest enemy. The on-screen Target Meter indicates your chances of hitting an enemy and increases or decreases as Gabe moves around. When Gabe is locked on a target, one-handed weapons grant him nearly 360 degree movement while keeping the target in sight. Two-handed weapons provide a 180 degree shooting range. Quickly release the R1 button and then press the R1 button again to immediately target the next enemy.

WEAPONS AND PICK-UPS

Gabe can use a wide range of deadly weapons to survive, and at the outset of the action he brandishes a silenced 9mm handgun, a sniper rifle, a taser, and a flashlight. Look for additional weapons like shotguns, grenades, and assault rifles on fallen enemies or in strategically hidden weapon boxes.

Each weapon's Fire Rate and Damage Rating are ranked from I to IIIII, with I being the lowest rating for each feature. Ammunition is indicated by number of bullets in a current clip over the maximum number of bullets a weapon can hold for example 15/45.

Virus Scanner

Developed in secret by the viral research branch of Pharcom Industries Inc., this device is capable of detecting trace particles of the Syphon Filter virus. It can also scan through some solid objects and provide visual feedback of their contents.

Flashlight

Standard equipment for all Agency operatives, this torch is shockproof and charged by a 300 hour battery. It is a permanent item in Gabe's weapon inventory and necessary for reconnaissance in darker areas.

Flak Jacket

Standard issue flak jackets function as mobile armor. When armor runs low from damage, Gabe can bolster his armor by picking up flak jackets from dead enemies or finding the jackets in weapon boxes. Flak jackets found in weapon boxes provide full protection.

Keycard

This is a standard magnetic strip card key used primarily for security purposes. Keycards can be found on certain dead enemies and used to access certain restricted areas.

Viral Antigen

This device is used to subcutaneously inject a fine stream of fluid through high pressure without puncturing the skin. The viral antigen is loaded with an experimental serum capable of counteracting the effects of the Syphon Filter virus.

MISSION GUIDELINES

Objectives

Each mission has between one and five objectives you must fulfill before you can progress to the next level. Objectives may be added during a mission. If you fail any of these objectives, you abort the mission. At any point, you can restart your entire mission or restart from the last checkpoint by pressing the START button to access these choices from the Options Menu.

Parameters

Parameters are important elements of a mission since they set conditions which you must adhere to in order to complete the level. Depending on the level, each mission has between one and three parameters. If you fail a mission parameter, you fail the mission and will not advance to the next level, even though you can continue playing the game. As noted, you can restart your mission should this occur.

For example, you must adhere to the following parameters in order to finish the subway level:

1. Do not eliminate any CBDC agent.
2. Avoid damaging explosive delivery systems or viral bombs.

Briefing and ACD

A briefing provides background on your mission and a quick level overview. As Gabe progresses through a level, he periodically receives communications via his ACD. The ACD is Gabe's link to Lian Xing and the rest of his team who provide mission updates and track enemy movement. When Gabe has an incoming communication, a text prompt appears on-screen. To activate the message, press the TRIANGLE button.

Map

Your map is integral for successfully navigating your way through levels. Consult your map frequently to determine your position relative to the location of objectives. Depending on Gabe's location, a map may not be available.

DOSSIERS Gabriel Logan

Covert Operative

Sex:	Male	Height:	6'3"
Age:	35	Weight:	185 pounds
Birthplace:	Camden, NJ	Eye Color:	Brown
Nationality:	American	Hair Color:	Black

Background

Recognized as the top operative in the Agency today. Agency Operative, 1993–Current. U.S. Army, Special Operations 1987–1992. Gulf War, 1991. Presidential Citation, 1991. Silver Star, U.S. Army, awarded 1989. Commissioned as a 2nd Lieutenant in the U.S. Army, 1987.

Training

M.A. Degree, Biochemistry, Magna Cum Laude, Rockefeller Institute, awarded 1994. B.S. Degree, Biology and Chemistry, MIT, awarded 1987. U.S. Army Reserve Officers Training Corps (ROTC), MIT, 1983–1987.

Lian Xing

Intelligence Communications Expert

Sex:	Female	Height:	5'7"
Age:	29	Weight:	120 pounds
Birthplace:	San Francisco, CA	Eye Color:	Brown
Nationality:	American	Hair Color:	Black

Background

Operative for the Agency since recruitment after graduation in June 1996.
Expert in the field of communications.

Training

Ph.D., Computer Science, Magna Cum Laude, Stanford, 1996. M.S., Computer Science, Stanford, 1995. B.A., B.S. Languages and Computer Science, U.C. Berkeley, awarded 1993.

Thomas Markinson

Director of the Agency

Sex:	Male	Height:	6'0"
Age:	52	Weight:	210 pounds
Birthplace:	Cambridge, MA	Eye Color:	Green
Nationality:	American	Hair Color:	Grey

Background

Agency Director, 1997–current. Defense Intelligence Staff, Washington D.C., 1986–96.

Army Intelligence, Washington D.C., 1976–86. U.S. Army Special Forces, 1968–75. Purple Heart, Medal of Honor, both earned during tours in Vietnam.

Training

B.A., International Relations, Georgetown, 1968.

Officers Training School, U.S. Army, 1968.

Edward Benton

Deputy Director of the Agency

Sex:	Male	Height:	6'0"
Age:	47	Weight:	210 pounds
Birthplace:	Chicago, IL	Eye Color:	Brown
Nationality:	American	Hair Color:	Black and Grey

Background

Deputy Director, Agency, 1999–current. Division Chief, Agency, 1993–96. Intelligence Analyst, Balkan Region, Agency, 1984–92. Intelligence Analyst, South America Region Agency, 1978–84.

Training

M.A., International Relations, University of Maryland, awarded 1978.

B.A., Political Science, Johns Hopkins, awarded 1975.

Erich Rhoemer

International terrorist

Sex:	Male	Height:	6'2"
Age:	35	Weight:	193 pounds
Birthplace:	Leipzig, Germany	Eye Color:	Brown
Nationality:	German	Hair Color:	Black

Background

Responsible for the bombing of the Comm Parks building, London, U.K., 1997. Airplane hijacking, Gulf Airlines, Istanbul, Turkey, 1995. No records exist prior to 1994. Has ties with many terrorist organizations in South America, the Middle East, Europe and the former USSR.

Training

No formal training records or certifications exist.

Mara Aramov

Expert assassin working for Rhoemer

Sex:	Female	Height:	5'11"
Age:	32	Weight:	137 pounds
Birthplace:	Novgorod, Russia	Eye Color:	Blue
Nationality:	Russian	Hair Color:	Auburn

Background

Assassin for hire, 1989–current. Believed to be responsible for the deaths of at least 14 people, all contracted assignments. KGB Operative, 1986–1989. Believed to be a member of the Black Baton terrorist organization. Has links to organized crime in Moscow.

Training

No formal training records or certifications exist.

Jonathan Phagan

CEO and Founder of Pharcom Industries, Inc.

Sex:	Male	Height:	6'5"
Age:	65	Weight:	190 pounds
Birthplace:	Chicago, IL	Eye Color:	Hazel
Nationality:	American	Hair Color:	White

Background

CEO and Founder of Pharcom, 1992–current. Vice President, Wyn Industries, 1983–92.

Director of Laboratories, Wyn Industries, 1972–83. Research Chemist, Zyon Labs, 1965–72.

Helped bring both Zyon Labs and Wyn industries to the forefront of the biotech industry.

Chairman, Society for the Advancement of Biotechnological Materials.

Training

M.D., Ph.D., University of Illinois, 1965.

B.S., Biology and Chemistry, University of Illinois, awarded 1957.

Anton Girdeaux

Munitions expert working for Rhoemer

Sex:	Male	Height:	6'0"
Age:	29	Weight:	200 pounds
Birthplace:	Toulouse, France	Eye Color:	Blue
Nationality:	French	Hair Color:	Blonde

Background

Mercenary for hire, 1992–current. Machinist, 1988–1992. Girdeaux has no official records linking him to any significant criminal activity. Believed to have been recruited into the Black Baton ranks by Mara Aramov.

Training

Certification by French Society of Machinists, 1988.

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