

Syphon Filter: Dark Mirror FAQ/Walkthrough

by Ivory_Soul

Updated to v3.7 on Oct 7, 2007

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1.--INTRODUCTION--

This is my first FAQ-I chose Syphon Filter: Dark Mirror because I've always loved the franchise (until its abomination with Omega Strain) and I wanted to help people get through this game and find all the little secrets they can.

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2.--VERSION HISTORY--

V1.0 (3/26/06) - The walkthrough was written in about 4 days and it contains all the level walkthroughs and most of the hidden evidence files. I went through the game once first and got most of them so I will restart a third time and put down the ones I already got, THEN I will go through a fourth time and hunt down the ones I still haven't put down. Plus I still need to find one more DU container in Episode 4, Part 3. I have not yet covered the bonus missions which I am still trying to figure out because they are rather hard.

V2.0 (3/29/06) - This new update contains the following:

Added Weapons to Dossier:

MDS A4 Silenced
USAS-12
Silenced .44
M4 Silenced
Sawed-Off Pistol
Tek-9 Silenced
M16A2
SP-57

Added 24 Hidden Evidence locations

2 at Episode 1, Part 1 'Insertion Point Alpha'
2 at Episode 1, Part 2 'Red Jack'
1 at Episode 1, Part 3 'Finding Freeman'
1 at Episode 1, Part 4 'A Man Without Power'
2 at Episode 1, Part 4 'A Man Without Power'
3 at Episode 2, Part 1 'Under NORAD's Nose'
2 at Episode 2, Part 2 'Security Section D'
2 at Episode 2, Part 3 'Kreislser's Garden'
3 at Episode 2, Part 4 'Freeman's Answer'
3 at Bonus Mission Level 2: 'Black Dragon Triad: Jimmy Zhou's Army'
3 at Bonus Mission Level 1: 'Black Dragon Triad: Birds of a Feather'

Added Bonus Mission walkthroughs for the Bangkok bonus levels.

I also changed a few strategies in the first 2 episodes.

V2.5 (4/14/06) - This new update contains the following:

Added easy to follow table of contents.

Added 1 DU container location - Thanks to James Wiersema

Added the last DU container location - Thanks goes to Gabe Kuhn for this

Added misc. strategy changes.

A new strategy in 7.2.1 Episode 2 Part 1 'Under NORAD's Nose' thanks goes to Andrew

A new strategy in 7.7.2 --Episode 7, Part 2 'Drowning'-- - Thanks goes to Gabe Kuhn for this

Added 2 Hidden Evidence locations

1 at 7.4.1 --Episode 4, Part 1 'Forged Under Fire'-- - Thanks goes to Gabe Kuhn for this

1 at 7.4.2 --Episode 4, Part 2 'Traitor in Our Midst'-- - Thanks goes to Gabe Kuhn for this

1 at 7.7.3 --Episode 7, Part 3 'Event Horizon'-- - Thanks goes to Gabe Kuhn for this

1 at 7.5.2 --Episode 5, Part 2 'Blood Money'-- - Thanks goes to Gabe Kuhn for this

I would like to give HUGE thanks to Gabriel Kuhn for the rest of these hidden evidence locations because I just can't find time to play this game often anymore and he has spent lots of time helping me complete this guide for all of you to get the most out of, what is an incredible game, Syphon Filter: Dark Mirror!

V3.0 (4/16/06) - This new update contains the following:

Added 11 Hidden Evidence locations

2 at 7.6.1 --Episode 6, Part 1 'Meeting Fate'-- Thanks to Gabe Kuhn for this

2 at 7.6.2 --Episode 6, Part 2 'Into the Abyss'-- Thanks to Gabe Kuhn for this

3 at 7.7.1 --Episode 7, Part 1 'Red Section'-- Thanks to Gabe Kuhn for this

2 at 7.7.2 --Episode 7, Part 2 'Drowning'-- Thanks to Gabe Kuhn for this

2 at 7.7.3 --Episode 7, Part 3 'Event Horizon'-- Thanks to Gabe Kuhn for this

The rest of the hidden evidence for the bonus missions and ununlockable/multiplayer only weapons will come soon so stay tuned!

V3.1 - This new update contains the following:

Changed a confusing direction in a hidden evidence location for 7.6.1 --Episode 6, Part 1 'Meeting Fate'-- - Thanks to teh_pwnerer for this correction

Added a missed hidden evidence file in 7.3.1 --Episode 3, Part 1 'Old Friends'-- - Thanks to Rory Coveney for this

V3.5 (6/19/06) - This new update contains the following:

Added Weapons to Dossier:

FAMAS

Paintball Gun

Added Characters to Dossier:

Stone

Mara Aramov

Dr. Elsa Weissinger

Added walkthrough for Bonus mission

9.1.1 --Bonus Mission Level 1 'Narboone': 'Good Night Sweetheart'--

Added walkthrough for Training missions

Training 1-Learn basic Agency movement and controls

Training 2-Learn basic Agency combat techniques and controls

Training 3-Learn basic Agency MB 150 rifle and darts

Training 4-Learn basic mulitplayer techniques and equipment

Added 3 Hidden Evidence locations

3 at 9.1.1 --Bonus Mission Level 1 'Narboone': 'Good Night Sweetheart'--

V3.6 (6/20/06) - This new update contains the following:

Added the environmental kill strategy to 9.1.1 --Bonus Mission Level 1 'Narboone': 'Good Night Sweetheart'-- -Thanks to lynux 3 for this.

Confirmed last 2 Hidden Evidence files in 9.1.1 --Bonus Mission Level 1 'Narboone': 'Good Night Sweetheart'-- and one strategy change. - Thanks to Tristan McGuire for this.

V3.7 (10/7/07) - I know I haven't updated this FAQ in over a year, but after playing

Logan's Shadow I've been interested in Dark Mirror again. Here is an alternative boss

strategy for Black King submitted by a reader. I lost the email so I don't know the reader's name to give credit.

3.--CONTACT--

Please contact me at ivorysoul@gmail.com with the subject Syphon Filter if you see any things I missed in the walkthrough (such as Hidden Evidence files, or anything like that), misspelled words, or any checkpoints I did not list. To make this easy on me just copy the whole level with the missing part; i.e. Episode 4, Part 3, you would just put in what you want to put in, and send me the level and I will fix it from there. Make sure you tell me what you put in and what you did. This would be a lot easier on me so I would appreciate it if you could submit fixes.

4.--STORY--

Gabe Logan is again being betrayed by the Agency. A terrorist group called Red Section is trying to take over a project only known as Dark Mirror. Dark Mirror is a mysterious underground, black market project that consists of making a biological weapon similar to the Syphon Filter virus...but different. Gabe is trying to find out who's behind the project ,who's running it, and who's funding it. He runs into people who betray him, try to kill him, and even try to kill...his loved ones. Can Gabe and his team figure out who's really behind Project Dark Mirror? Only one way to find out and as Gabe himself says 'We're going to do this my way.'

5. --WEAPONS--

--ASSUALT RIFLES--

--AK-47--

The Kalashnikov assault rifle, also known as the AK-47, is one of the world's most prolific small arms. It has been used in hundreds of countries and conflicts since its introduction in 1947. This is a truly legendary weapon, known for its extreme ruggedness, simplicity of operation and maintenance, and unsurpassed reliability even in the worst conditions possible.

FIRE RATE: V
DAMAGE: V
CLIP SIZE: 30
CAPACITY: 60

--AU300 H-BAR--

This is a modification of the standard AU300 rifle that has a heavier barrel for the light machine gun role. It has a flash suppressor that reduces recoil and rise during sustained firing. The AU300 H-BAR fires from a closed bolt position making single shots extremely accurate.

FIRE RATE: V
DAMAGE: V
CLIP SIZE: 30
CAPACITY: 60

--C11--

This weapon is a product of decades of research and is one of the most advanced weapons ever made. The main demand behind its development was the need for a rifle with high hit rate. The C11 uses specially designed caseless ammo that consists of a ball round imbedded into a solid propellant. Because of this the C11 can fire a 3-round burst before the rifle has a chance to recoil. This ensures that the entire burst will hit their mark exactly where the user intended. The IPCA version of the C11 has an integral scope and has a 50-round magazine capacity.

FIRE RATE: V
DAMAGE: V
CLIP SIZE: 50
CAPACITY: 100

--FAMAS--

Development of the FAMAS began in 1967. After several years of research and development, the first FAMAS prototype was completed in 1971. French military finally accepted the rifle as the standard French combat weapon. More recently, the FAMAS saw service in 1991 in Kuwait during Operation Desert Storm and in other various peacekeeping missions afterwards.

FIRE RATE: V
DAMAGE: III
CLIP SIZE: 25
CAPACITY: 50

--M16A2--

This is an improved M16A1 with a heavier barrel, built in flash suppressor, and is set to fire single shot and in 3-round bursts. The A2 is the current service model of the US military and it gave soldiers fighting in the second Gulf War the advantage over the AK-47 because they could dig in outside the effective range of the enemy and pick them off with little fear

of being hit by the inaccurate Iraqi weapons.

FIRE RATE: V
DAMAGE: III
CLIP SIZE: 30
CAPACITY: 60

--M4 CARBINE--

The M4 Carbine is a shorter and lighter version the M16A2 assault rifle, achieving 80% parts commonality with the M16A2. As with many carbines, it is handy and more convenient to carry than a full-length rifle. While this makes it a candidate for non-infantry troops, it has also been used by United States Special Operations Command (SOCOM) and others seeking a compact weapon for close quarters combat. It is the preferred weapon of U.S Special Forces.

FIRE RATE: V
DAMAGE: IV
CLIP SIZE: 30
CAPACITY: 60

--M4 SILENCED--

The M4 Carbine is a shorter and lighter version the M16A2 assault rifle, achieving 80% parts commonality with the M16A2. As with many carbines, it is handy and more convenient to carry than a full-length rifle. While this makes it a candidate for non-infantry troops, it has also been used by United States Special Operations Command (SOCOM) and others seeking a compact weapon for close quarters combat. It is the preferred weapon of U.S Special Forces. This version has been fitted with a silencer

FIRE RATE: V
DAMAGE: IV
CLIP SIZE: 30
CAPACITY: 60

--MDS-7--

The MDS-7 essentially operates like a scaled-down assault rifle. It fires a specially designed round with a muzzle velocity nearly as high as the 5.56 x 45mm NATO round used by many modern rifles. There is a drawback, however-the round is comparably smaller than 9mm sized bullet, meaning less stopping power.

FIRE RATE: V
DAMAGE: III
CLIP SIZE: 20
CAPACITY: 40

--MDS A3--

The MDS A3's accuracy, reliability, and wide range of accessories and variants have made it the submachine gun of choice for military and law enforcement agencies worldwide.

FIRE RATE: V
DAMAGE: III
CLIP SIZE: 30
CAPACITY: 60

--MDS A4 SILENCED--

The MDS series' accuracy, reliability, and wide range of accessories and variants have made it the submachine gun of choice for military and law

enforcement agencies worldwide. The A4 variant has been fitted with a silence.

FIRE RATE: V
DAMAGE: III
CLIP SIZE: 30
CAPACITY: 60

--RPK--

The RPK (Ruchnoi Pulemet Kalashnikova-Kalashnikov light machinegun) was developed as a light support weapon, and had been standard issue in the Soviet Army. It is essentially an AK-48 assault rifle with sturdier receiver, heavier and longer, non-detachable barrel, and re-contoured wooden butt stock.

FIRE RATE: V
DAMAGE: V
CLIP SIZE: 40
CAPACITY: 80

--SSP 90--

A unique appearing weapon, the SSP 90 has a 50 round clear magazine loaded into the top of the weapon. Its ballistic performance is vastly superior to the 9mm round. This weapon fires from a closed bolt which allows for perfect accuracy while firing semi auto. Its ergonomic design makes it easy and comfortable to fire and helps add to its deadly accuracy.

FIRE RATE: V
DAMAGE: IV
CLIP SIZE: 50
CAPACITY: 100

--UNP .45--

The UNP is an extremely reliable and lightweight weapon that has precision accuracy and low recoil making it relatively easy to handle, even for lesser-experienced users. Like the MDS family, the UNP also fires from a closed bolt position. The large caliber and small size of this weapon makes it a very deadly and effective weapon that can be used in many different hostile situations.

FIRE RATE: V
DAMAGE: III
CLIP SIZE: 30
CAPACITY: 60

--SUB-MACHINE--

--MAK-10 .45 ACP--

The MAK-10 was originally developed in 1964. Its simple, low-cost design with few moving parts gives the MAK-10 reputation for being extremely reliable and easily manufactured. However, the combination of its small size and high rate of fire make it rather undesirable as a military weapon. This variant is chambered for .45 ACP rounds.

FIRE RATE: V
DAMAGE: IV
CLIP SIZE: 30
CAPACITY: 60

--MAK-10 9MM--

The MAK-10 was originally developed in 1964. Its simple, low-cost design with few moving parts gives the MAK-10 a reputation for being extremely reliable and easily manufactured. However, the combination of its small size and high rate of fire make it rather undesirable as a military weapon. This variant is chambered for 9mm rounds.

FIRE RATE: V
DAMAGE: II
CLIP SIZE: 30
CAPACITY: 60

--SPECTRE--

The Spectre SMG was developed in the mid-1980s. The Spectre was designed primarily for close combat, anti-terror or police operations that require compact size and instant firepower at short range.

FIRE RATE: V
DAMAGE: II
CLIP SIZE: 30
CAPACITY: 60

--TEK-9--

The TEK-9 is a very dangerous weapon that has a nasty reputation on the streets. Gangs and drug dealers favor it because of its relatively low cost, large magazine capacity and accuracy. The entire front end of the weapon is a compensator making the weapon easy to control while firing one handed.

FIRE RATE: V
DAMAGE: III
CLIP SIZE: 32
CAPACITY: 64

--TEK-9 SILENCED--

The TEK-9 is a very dangerous weapon that has a nasty reputation on the streets. Gangs and drug dealers favor it because of its relatively low cost, large magazine capacity and accuracy. The entire front end of the weapon is a compensator making the weapon easy to control while firing one handed. This version has been fitted with a silencer.

FIRE RATE: V
DAMAGE: III
CLIP SIZE: 32
CAPACITY: 64

--UZI--

The Uzi is a compact, boxy, lightweight submachine gun designed in the late 1940's and named after its inventor, Uziel Gal. The Uzi was used by the Israeli special forces until recently, when in December 2003, the Israeli military announced that it was completely phasing the Uzi out of use by its forces but would continue to manufacture the weapon for both domestic use and export.

FIRE RATE: V
DAMAGE: III
CLIP SIZE: 32
CAPACITY: 64

--SHOTGUNS--

--M1 SUPER 90--

The M1 Super 90 is a high-quality shotgun, available in numerous versions for both civilian, law enforcement, and military use. Based on a system developed in the 1980s, which utilizes the gun recoil and inertia of the moving parts to operate the action, the M1 is simple and reliable in operations.

FIRE RATE: I
DAMAGE: V
CLIP SIZE: 6
CAPACITY: 18

--SAWED-OFF PISTOL--

The Sawed-Off Pistol has a pistol grip and shortened barrel extended to increase its spread pattern. While capable of dealing massive damage at short range, its wide spread pattern renders it near-useless at distance.

FIRE RATE: II
DAMAGE: V
CLIP SIZE: 2
CAPACITY: 16

--SWEEPER 12-GAUGE--

The Sweeper is a lethal riot control device designed to take out a crowd of hostile individuals very quickly. It has a 12-round cartridge that is easy and quick to replace. All the user has to do to take out a rioting crowd is hold the trigger and sweep across the crowd. After a few seconds most individuals will flee the scene or be incapacitated. Due to its lethality and changing times, this weapon is no longer considered for riot control and is likely to run up in the hands of organized criminals or terrorists.

FIRE RATE: II
DAMAGE: V
CLIP SIZE: 12
CAPACITY: 24

--USAS-12--

The USAS-12 shotgun, developed in South Korea in the 1980s, was intended as a special purpose, military or special operations close combat weapon with extreme firepower.

FIRE RATE: IV
DAMAGE: V
CLIP SIZE: 10
CAPACITY: 20

--PISTOLS--

--CZ MACH-9--

The rarest version of the standard CZ pistol, the Mach-9, is a selective-fire version of the basic CZ pistol, with a rate of fire of about 1,000 rounds per minute.

FIRE RATE: V
DAMAGE: IV
CLIP SIZE: 16
CAPACITY: 32

--DESERT SNIPER .357--

The Desert Sniper .357 is a long range high powered sniping pistol with a 10 inch barrel extension and mounted scope. The .357 Magnum round makes this weapon difficult to handle for novice users, but with practice the user can hit long range targets with deadly accuracy.

FIRE RATE: II
DAMAGE: V
CLIP SIZE: 8
CAPACITY: 16

--MARK 23 SD--

In August of 1991, a request was made the U.S. Special Operations Command (SOCOM) for an offensive handgun. Termed the OHWS, for Offensive Handgun Weapon System, it was a pistol designed within certain specified parameters tha would be sufficient for conducting "offensive" operations, as opposed to the more traditional for the handgun, which was typically used for defensive operations. The result was the Mark 23 SD. The heavy .45 bullet, precision accuracy, and threaded silencer makes this weapon an ideal choice for the silent soldier.

FIRE RATE: II
DAMAGE: IV
CLIP SIZE: 12
CAPACITY: 24

--JERICO-41--

The Jerico-41 is more commonly known in the U.S.A as the Baby Eagle. It is a locked-breech, recoil-operated firearm, patterned after the famous CZ series of pistols.

FIRE RATE: II
DAMAGE: V
CLIP SIZE: 10
CAPACITY: 20

--PAINTBALL GUN--

While it may look like the real Mark 23 SD, this pistol actually fires paintballs and is used as a training weapon by new IPCA recruits.

FIRE RATE: II
DAMAGE: IV
CLIP SIZE: 12
CAPACITY: 24

--SILENCED .44--

The Silenced .44 is a long range high powered sniping pistol with a 10 inch barrel extension and mounted scope. The .44 Magnum round makes this weapon difficult to handle for novice users, but with practice the user can hit long range targets with deadly accuracy. This version has been fitted with silencer.

FIRE RATE: II
DAMAGE: V
CLIP SIZE: 8
CAPACITY: 16

--SP-57--

The 57 uses the same ammo as the SSP 90 and is destined to become a major

service pistol throughout the world. The firing mechanisms are disgned to balance the recoil with the forward friction and torgue of the bullet. This creates a very unusual reloading cycle with very little recoil. The bullet cartridgege is longer than most other pistol cartridges and the bullet is very thin, being only 5.7mm in diameter.

FIRE RATE: III
DAMAGE: V
CLIP SIZE: 10
CAPACITY: 20

--SNIPER RIFLES--

--M82 BFG--

Also known as the 'Light Fifty', this weapon is semi-automatic and is equipped with a muzzle brake that reduces recoil by 65%. The .50 caliber bullet is close to 3 inches long and is one the most powerful rounds available.

FIRE RATE: I
DAMAGE: V
CLIP SIZE: 10
CAPACITY: 20

--MB-150--

The MB-150 is the standard IPCA sniper rifle. It has the ability to fire specialized darts that can be triggered by the user at any time.

FIRE RATE: I
DAMAGE: V
CLIP SIZE: 10
CAPACITY: 30

--VSS-DU--

The VSS-DI is a prototype variant of the standard MSS or Vintovka Snaiperskaja Spetsialnaya (Special Sniper Rifle). This is the prototype that eventually led to the dvelopment of the MB-150. As with the MB-150, the VSS-DU can fire specialized darts that can be triggered by the user at any time.

FIRE RATE: I
DAMAGE: V
CLIZ SIZE: 10
CAPACITY: 30

--ROCKET LAUNCHER--

--SMAW ANTI-TANK--

The Shoulder-launched Multi-purpose Assault Weapon fires an HEDP fin-stabilized high explosive rocket. Agents are cautioned to be a safe distance away from the target to avoid becoming collateral damage. The SMAW Anti-Tank fires rounds specially designed to penetrate heavy tank armor.

FIRE RATE: I
DAMAGE: V
CLIP SIZE: I
CAPACITY: ---

--GRENADES--

--EMP GRENADE--

Electro Magnetic Pulse grenades are timed grenades which create a powerful EMP blast that renders electronic devices temporarily useless.

FIRE RATE: ---
DAMAGE: ---
CLIP SIZE: 1
CAPACITY: 5

--M67 GRENADE--

The M67 Delayed Frag Grenade has a time fuse that detonates 3 seconds after it's thrown.

FIRE RATE: ---
DAMAGE: V
CLIP SIZE: 1
CAPACITY: 5

--MINES--

--C4--

C4, or Composition 4, is a common variety of military plastic explosive. Plastic explosives combine explosive chemicals with a plastic binder material. The binder coats the explosive material so that it's less sensitive to shock and heat, and it makes the explosive material highly malleable so that you can mold it into different shapes for fitment as well as to change the direction of the explosion.

--LASER MINE--

Laser trip mines are incendiary mines that, when detonated, create a fire blast of up to 40 feet from the position of the mine. Laser mines can only be deployed onto a vertical surface.

FIRE RATE: ---
DAMAGE: V
CLIP SIZE: 1
CAPACITY: 2

--KNIVES--

--K-BAR--

This is the standard issue combat knife of the US military. It has a 7-inch high carbon chromium stainless steel blade and a non-slip gripping handle. This knife can withstand extreme impacts and is capable of quickly slicing through bare flesh and heavy military fatigues.

FIRE RATE: ---
DAMAGE: V
CLIP SIZE: ---
CAPACITY: ---

--GADGETS--

--EDSU GOGGLES--

Electronic Device Sensing Utility (EDSU) goggles allow the agent to detect and interact with hidden devices.

--EDT--

The EDT delivers a powerful 625K-volt charge capable of incapacitating

the target. It is completely non-lethal (given that the victim is not subjected to prolonged exposure) and is small enough to fit into a holster. The DT has range of 25 feet.

FIRE RATE: IV
DAMAGE: III
CLIP SIZE: ---
CAPACITY: ---

--IR GOGGLES--

Infrared (IR) goggles allow the agent to detect heat signatures, potentially revealing hidden targets.

--NV GOGGLES--

Night Vision (NV) goggles amplify dim light and allow the agent to discern targets in the darkness.

--PID--

Personal Illumination Device (PID) is a visible light source which allows the agent to traverse and search dark areas.

--RTL--

Rapid Traversal Line (RTL) allows the agent to make a two-way traversal over short distances.

--MISCELLANEOUS--

--FIRE EXTINGUISHER--

This standard industrial fire extinguisher is used for putting out small fires in specific locations.

--MED KIT--

The standard military field med kit allows the agent to heal other people they encounter during missions.

6.--CHARACTERS--

--GABRIEL LOGAN--

Covert Operative

Sex: Male	Height: 6'3"
Age: 38	Weight: 185 pounds
Birthplace: Camden, NJ	Eye Color: Brown
Nationality: American	Hair Color: Black

Games Appeared In:

Syphon Filter
Syphon Filter 2
Syphon Filter 3
Syphon Filter: The Omega Strain

--LIAN XING--

Intelligence Communications Expert

Sex: Female	Height: 5'7"
Age: 32	Weight: 120 pounds
Birthplace: San Francisco, CA	Eye Color: Brown
Nationality: American	Hair Color: Black

Games Appeared In:

Syphon Filter
Syphon Filter 2
Syphon Filter 3
Syphon Filter: The Omega Strain

--TERESA LIPAN--

Ex-Agency Special Operative

Sex: Female	Height: 5'6"
Age: 27	Weight: 118 pounds
Birthplace: Phoenix, AZ	Eye Color: Green
Nationality: American	Hair Color: Brown

Games Appeared In:

Syphon Filter 2
Syphon Filter 3
Syphon Filter: The Omega Strain

--LAWRENCE MUJARI--

Freelance Bio-Chemical Expert

Sex: Male	Height: 6'2"
Age: 40	Weight: 210 Pounds
Birthplace: Queenstown, South Africa	Eye Color: Black
Nationality: South African	Hair Color: Black

Games Appeared In:

Syphon Filter 2
Syphon Filter 3
Syphon Filter: The Omega Strain

--ADDISON HARGROVE--

Ex-Agency Operative/Gabe's Ex-Girlfriend...

Sex: Female	Height: Unknown
Age: Unknown	Weight: Unknown
Birthplace: Unknown	Eye Color: Blue
Nationality: American	Hair Color: Blonde

Games Appeared In:

This is the first one

--BLAKE HARGROVE--

Addison's Daughter/You'll know what else at the end of the game...

Sex: Female	Height: Unknown
Age: 12	Weight: Unknown
Birthplace: Unknown	Eye Color: Blue
Nationality: American	Hair Color: Blonde

Games Appeared In:

This is the first one

--SINGULARITY---

The Big Bad Guy

Sex: Male	Height: Unknown
Age: Unknown	Weight: Unknown
Birthplace: Unknown	Eye Color: Unknown
Nationality: American	Hair Color: Red

Games Appeared In:
This is the first one

--STONE--

Gabe's "Personal Assassin" who was sent to kill Mara Aramov in Syphon Filter:
The Omega Strain

Sex: Male	Height: Unknown
Age: Unknown	Weight: Unknown
Birthplace: Unknown	Eye Color: Unknown
Nationality: American	Hair Color: Brown

Games Appeared In:
Syphon Filter: The Omega Strain

--MARA ARAMOV--

Professional Assassin/Gabe's Arch Nemesis

Sex: Female	Height: 5'11"
Age: 35	Weight: 139 Pounds
Birthplace: Novgorod, Russia	Eye Color: Blue
Nationality: Russian	Hair Color: Auburn

Games Appeared In:
Syphon Filter
Syphon Filter 2
Syphon Filter 3
Syphon Filter: The Omega Strain

--DR. ELSA WEISSINGER--

German Scientist

Sex: Female	Height: 5'8"
Age: 34	Weight: 134 Pounds
Birthplace: Frankfurt, Germany	Eye Color: Brown
Nationality: German	Hair Color: Blonde

Game Appeared In:
Syphon Filter 2
Syphon Filter 3
Syphon Filter: The Omega Strain

7.--WALKTHROUGH--

T.1.1 --Training 1-Learn basic Agency movement and controls

This purpose for this as a walkthrough is so you can beat the record time and you will be one step closer in unlocking the bonus mission Narboone.

First just run as fast as you can all the way through the level until you get the part where you have to crawl under the containers. Instead of doing that face the crawl space then turn right and through the little cranny. Turn left and climb on the brown containers in front of you. Once on top use the RTL then go around the catwalk and you should hit it by the 1:15-1:20 mark. My fastest time is 1:10.

--END OF LEVEL--

T.1.2 --Training 2-Learn basic Agency combat techniques and controls

This is the second step for getting the Narboone mission unlocked. All you have to do is do everything as fast as you can and don't wait for Teresa to tell you what to do. Just shoot the targets and kill everything as fast as possible. You should be done before 3 minutes. My fastest time is 2:05.

--END OF LEVEL--

Training 3-Learn basic Agency MB 150 rifle and darts

This is your second to last step of getting that mission unlocked. Basically you can't waste ONE shot here. When you shoot the 3 targets don't use more than one bullet on each one. When the 1 guy comes out for EDT DON'T miss. When the 4 guys come out DON'T miss and this can be a bit tricky. I sit right at the end of the walkway (just before the cave) and I crouch and zoom in right where they're coming from and hit R right when they come into sight. For the 2 Gas Dart guys wait until they stop by where you start out, but down below, and quickly shoot the ground between both guys and then trigger it. For the 4 Explosive Dart guys wait until they stop right where the 2 Gas Dart guys did and shoot the ground right in the middle of them all then trigger it.

--END OF LEVEL--

Training 4-Learn basic multiplayer techniques and equipment

All you have to do here is complete the mission normally. You aren't timed or anything but it's best to do it as fast as you can.

--END OF LEVEL--

If you did all the above correctly Narboone should be unlocked.

7.1.1 --Episode 1, Part 1 'Insertion Point Alpha'--

As soon as the level starts Gabe will be "buckled" against the wall. Wait until the guard walks past you and he stops behind you then knife him. If you hear some sound like loud music playing that means you got a stealth kill, or an environmental kill. Equip your sniper rifle with EDT darts and shoot the squad commander on the tower ahead with it. Unbuckle from the wall and turn around, and on the wall to your right is a Med Kit, go and pick that up. Next go to where you killed the guard and take his Spectre and the Keycard.

--HIDDEN EVIDENCE--

Head right after you pick up the keycard and shoot the barrel behind the fence. Crouch and hopefully the 2 guards behind the container at the other end won't come after you. If they do they should just turn away (either or there's a glitch in my game). You can knife them if you can for 2 stealth kills. Next turn around and climb up the ladder then up the roofs then up the ladder on the tower and pick up the hidden evidence. For another hidden evidence file you can go back down the ladder and the roof you'll land on. Then look up for an RTL line and go across. Use the keycard we picked up earlier. Turn your flashlight on and pick up the hidden evidence on the table.

Note: You don't have to do this level with stealth, it's just easier and so you can get the rewards for it.

Next go back to the dead worker, with the keycard, and go down the alley. You will here a guy talking to a worker and threatening him. If you look

Up you will see him and hopefully shoot him with an EDT dart for a stealth kill. Then take the other guard out with a headshot. Or you can wait for both guard to appear and then shoot the barrels to take them out accordingly. Go around and shoot the magnetic lock on the gate. Slide down the ladder and equip your IR goggles and go down the ladder.

--CHECKPOINT--

You should see a guard wandering around on the other side of the column. Sneak around the left side and watch him until he stops and shoot him in the head.

--HIDDEN EVIDENCE--

After you climb down the first ladder go forward, where the flak jacket box is, and pick up the hidden evidence on the floor.

Go back to where he originally was and go up the ladder. Head left and when you get to a door on your right turn around and look up and you should see a guard on the building. Use your pistol or sniper rifle and shoot him in the head. Go around and go up the next ladder and this will trigger a cut scene. After the cut scene you have to quickly go up the ladder and pull the switch.

--CHECKPOINT--

This is where your stealth and sneaking ends and will be your first gunfight!!! After you kill the guard right in front of you on the catwalk hit Select and to tell Lian to advance. Two guards will come out of the left on the ground so quickly get rid of them or blow up the barrel down there next to them. You should have the Spectre equipped (Circle on the weapon equip screen) and after you take those two out another guard will appear there take him out then pan over to the right and you will see a guard going across a zip line. After he lands quickly take him out. Now if you are out of ammo fill up with the ammo crate on your left on the catwalk you are on. Now tell Lian to advance. One guard will appear from the lower left and two out of the gate in front of you. Take them out quickly. Tell Lian to advance and go all the way over to the right and 3 guards will come out of the building. Tell Lian to advance again and one guard will come out of the same building. Lian will get a zip line over to you and after she does zip across it.

--END OF LEVEL--

7.1.2 --Episode 1, Part 2 'Red Jack'--

As soon as the level starts Gabe will be buckled against a wall. Turn your IR goggles on and equip your sniper rifle and the gas darts. Crouch and slowly move away from the wall until you can see the first guard on the top. Shoot him anywhere with the gas dart then shoot again. Next carefully sneak up to the pillar on the railing and buckle against it. Peak around and shoot the tanker next to him for an environmental kill. Go back to where you started and use the RTL. A guard will come running after you so shoot him. Go around the corner and use the next RTL and quickly get across and buckle against the wall and a guard will come running up the hall. Crouch and sneak up behind him and when a white mark comes up on the guard hit R and Gabe will push him off the ledge. Next go around the corner and fill up all your weapons with the ammo crate. Then crouch and open the door. Equip your knife and sneak up behind both guys and knife them, then use the computer. It won't work so put on your EDSU goggles (red) and find the blinking source and use the keypad. Now go back and use the computer

again. Your stealth is done for now so equip your Spectre and take out the two guards that come in the room. Next equip your pistol and go out the door and buckle next to the left side of the door. Almost to your direct left a guard on the catwalk will be shooting you with a sniper rifle. So lean around the corner and pop him in the head. Next go back to where you pushed the guard off the catwalk and go down the ladder. Quickly run the turret and man it (!) and shoot all the ten guards or so that come after you. They will be at the top catwalk in front of you and from the left and right on the ground.

--HIDDEN EVIDENCE--

Go towards the truck from the turret and keep going straight and around the blue container. Face the left wall and jump up on the pipe and move on the other side of the fence. Go towards the dead body and take the B1 keycard, this will activate a cut scene. After the scene take the evidence and go back on the other side of the fence. Go to the door on the right of the truck and use the card. Inside will be a flak jacket and another hidden evidence.

Also head back up the ladder and go back to where the first RTL you went across was and there should be a hidden evidence file on the floor somewhere at one of the 2 ends. The 3rd one will be inside a building where 3 guards or so came out of and it has a keycard slot next to the door but it should be unlocked. Inside is the 3rd hidden evidence file.

Next go to the lift and activate the switch. This is your first boss fight.

--CHECKPOINT--

--BOSS FIGHT--

--RED JACK--

This one is pretty simple. Equip your Spectre and hide around a box so the flamethrower can't hurt you. When Red Jack reloads shoot the tank on his back.

--END OF LEVEL--

7.1.3 --Episode 1, Part 3 'Finding Freeman'--

You start out in a hall with fire and the guard says not to hit the breaker switch, well guess what we aren't Red Jack and we ARE going to hit that breaker switch. You have 3 options here: break his neck, knife him, or hit the breaker switch. Whatever way you want just kill the guy. After you kill the guy use the RTL and go to the very end but watch out for the higher flames!!! Shoot the lock on the vent and crawl through. Turn right and when you come to the opening shoot the green light so the flame turns off. Turn your Night vision goggles on (green) and look in the corner near the vent and see that is says 938. Keep this number in mind.

--HIDDEN EVIDENCE--

In the room with the 938 number somewhere on the floor.

Go through the other vent and then a vent door will shut in front of you. Face left and look through the two fans and you will see a green light on the other side, when you do shoot it and continue through.

--CHECKPOINT--

You will see a guard getting mad at a soda machine so wait until he walks off. When you crawl out he will be playing a pinball machine so sneak up behind him and smash his head into the machine (!) Go around the corner and you'll hear two guards complaining about the TV signal. Sneak up behind the first guard standing and knife him. Then for fun go over to the remote on the end table and press it and you'll piss the guard by the TV off even more. After you've had fun knife that guard too. Next you'll hear a guard coming so go around the couches and buckle against the half-wall in front of the couches and you should see the guard coming down the hall. As soon as he turns the corner follow him while crouching and you'll eventually catch up to him and then knife him (before he gets to the soda machine) and pick up the key he drops.

--HIDDEN EVIDENCE--

On the couch closest to the TV, and remember that number we found earlier? Well go down the hall where the coughing guard came from and check the first locker and a Med Kit will be there. Now go to the next set and enter the number on the locker and a hidden evidence is in there.

Go into the security elevator and push the button and this will trigger a cutscene.

--END OF LEVEL--

7.1.4 --Episode 1, Part 4 'A Man Without Power'--

As soon as the level starts a guard will start shooting at you and he'll run down the hall. Don't try to kill the two goons just run down the hall a bit (don't go near the windows!) Run back and buckle against the wall near the door and a bomb will go off incinerating the two guards. Two flames will come out of the pipes so just shoot the green button at the end of the hall.

--HIDDEN EVIDENCE--

After the explosion head down the hall with the box that has the flak jacket, and if you face the machine there will be a hidden evidence file.

There will be 7 guards that you will have to kill in this room so hide somewhere and take them out with your Spectre. After all the guards are eliminated use the RTL and zip across but one guard will come out so shoot him then another will use the AZL above so quickly take him out. You will probably be out of Spectre ammo buy now so pick up the guards' Galil AR.

--HIDDEN EVIDENCE--

There will be a vertical stream of fire and you should be able to see a green light; shoot it and at the end near the window will be a hidden evidence. Also turn your Night vision goggles on and go into the hall near the ladder and at the end, by the door, will be another hidden evidence file.

Go up the ladder and this will trigger a cut scene

--CHECKPOINT--

Gabe will be buckled against the window so just pop up and shoot the two guards. Climb through the window and in the room will be a case with a gun in it. Shoot the glass and you will be able to pick up the M1 Super 90 shotgun.

Note: Turn your Night vision goggles on because this next section is so dim you can't see anything.

Go through the door and two guards will run up the stairs. Blow a whole through them with the shotgun and go down the stairs. As soon as you hit the bottom two guards will run through the door on your right. Blow them with a shell. I haven't tested this but if you look at the corner where you came down the stairs and you should see a vent. Shoot it and you can get through part of the next level with stealth. Go through the door they came through and then go down the hall and through the next door.

--CHECKPOINT--

You should still have your Night vision goggles on and you should switch to your pistol because this is a stealth section. Crouch and head down the stairs and open the door in front of you. Quickly buckle against the wall to the left of the door and peek around and you should see a gun standing their with a gun. Pop him in the head. After the cutscene go up to the boxes on the wall and you should bypass the circuits on 3 different boxes. After this the technician will tell you to help him power up the levers. Grab the lever then when the technician says 3 pull it down.

--END OF LEVEL--

7.1.5 --Episode 1, Part 5 'Freeman's Files'--

When the level starts you shouldn't have your goggles on. Walk up to the table that your facing and use the radio. Go through the door and head up the stairs. Now if you shot out the vent in the last level you can try this. Right in front of you is a vent. Shoot the magnetic lock and if you crawl through you will see two guards. If you do then knife them both. If the vent doesn't go through go through the door and the next door and take out the two guards in the room.

--HIDDEN EVIDENCE--

If you go just past the stairwell and search by the machines on the left side of the wall there should be a hidden evidence there.

If you go upstairs back to the office where we got the shotgun you can reload on ammo for it and if you move the painting on the wall the technician will tell you the password to the safe and you can pick up the scoped .45. After this go back downstairs and tell the technician to open the door.

--HIDDEN EVIDENCE--

Behind the door the technician just opened on the shelves somewhere.

Turn your IR goggles on and switch to your knife because this is a stealth bit. When you go through the next door you will be in a server room and you'll see two guards at the end. Stay on the left side of the servers and one guard will make a patrol route. Make sure you take him out before he goes through the door. After this knife him and then knife the guy on the computer and use the computer. After this you will need to boost the technician so do that. Make sure you keep your IR goggles on and switch to your Spectre; when the technician tells you to hit a switch pull the one directly underneath him at all times. After this two guards will appear in the ceiling. You can shoot them through it so take them out before the technician dies. After this use the computer again.

--CHECKPOINT--

Tell the technician to open the door.

--HIDDEN EVIDENCE--

DON'T SHOOT THE PIPE BEHIND THE 2 GUARDS!!! If you kill them safely you can get the hidden evidence in the laptop.

As soon as the door opens two guards will be just down the hall. If you shoot somewhere behind them the pipe will explode and kill them (do this for an environmental kill), but if you don't want to make it explode you can get the ammo box behind the flame (you can't get to the box if the pipe exploded). Tell the technician to open the next door. He will tell you he doesn't have clearance so he'll boost you up to the vent. You won't have to worry about him anymore.

--END OF LEVEL--

7.2.1 --Episode 2, Part 1 'Under NORAD's Nose'--

You will be playing as the other agent Lian Xing. The level will start out with her buckled against a rock. Turn your IR goggles on and switch to your knife. unbuckle and turn around and go around the rock in front of you then head straight for the first set of crates in front of two barrels and go behind them. Keep going and stop behind the set of crates next to these. You should see two guards. The closest guard should be near the crates to your right. Quickly go to the crates on your right and buckle against the part that sticks out. The guard should stop right next to you on your right (if this is confusing watch the guards route and you'll know what I'm talking about). Make sure when you're buckled you are standing and that Lian's are isn't right at the edge of the crate because the guard will see you. Unbuckle and re-buckle a few times very quickly until her arm is away from the edge. When the guard is next to you move the analog nub to your right and there should be a white marker on the guard. When you see it press R or quickly unbuckle and knife him if that doesn't work. After you kill him go to the set of crates directly in front of you and stop. You should see another guard pacing in front of you. When he can't see you head towards the set of crates to your right and stop again. You'll notice that one of his stops is right on the other side of the crates you're hiding behind and he will be facing you. AS SOON as he turns and starts walking left start following him, while crouching, and knife him when he stops. Then quickly get behind the crates you are right next to. You'll notice a third guard on the other side of the plane. When he starts walking to the left go to the crates on your right, not your direct right but the ones in front of you to your right and stop. When he starts walking to the left again quickly head toward the crate he walked around and stop on the right side of it. When he starts walking right again go around the crate, follow him, then knife him. After this turn your EDSU goggles on right in front of you, on some crates, where you knifed this last guy should be a blinking beacon. Climb on the crates and open the metal box to obtain the first hard drive. Before you do though go around and pick up the hidden evidence. After you do go get the other hard drives.

--HIDDEN EVIDENCE--

Behind the rock on the left side of the cockpit, when you come around to kill the guy by the flare on the ground.

--CHECKPOINT--

Turn on your IR goggles and Lian will be buckled against some crates. Notice the two guards IN the plane and the one patrolling the outside. You should equip the sniper rifle and you must shoot the guy walking by the plane BEFORE he gets to the body at the far end. Make sure you shoot him with the gas dart because the rifle isn't silenced. After you shoot him go and pick up the keycard he dropped. You will see two guards in the plane and there isn't a way to kill them with stealth (or that I've figured out) so go ahead and shoot them then get on the plane and use the computer. After the scene a guard will throw a smoke grenade down the hatch up top. Just peek up there and shoot him. Another alternative could be to go outside the plane and equip your sniper rifle, turn your IR goggles on, and head shoot him. As soon as you reach the top go to the middle of the plane and stop. Turn to where the hatch is and a guard will come out so shoot him. Then on the left and right sides on the hills, two snipers will appear on the left and one on the right so kill them too.

--HIDDEN EVIDENCE--

Turn you EDSU goggles on and you will see 2 yellow spots on the wings of the plane. Go over to each on and open the flaps then take the hidden evidence inside.

When you run to the back of the plane Teresa will tell you to plant the C4 on the back of the plane. When she does to more snipers will appear on the left. Take them out and go to the left side of tail, on top, and face the part sticking out and you can place it there.

--CHECKPOINT--

A bunch of goons have hijacked Lian's snow cat so take your sniper rifle or whatever gun your prefer and take them all out. Start by heading back towards the hatch and two goons will try to come through. Quickly slide down the ladder and two more guards will be in the plane. Hopefully you have the shotgun so you can take them out quickly. After you take them out 4 more guards will be outside so buckle against the container closest to the opening of the plane and take them out. Hopefully you can head shoot them all to get your sharp shooter percentage up to unlock a medal in your Rankings profile. After you take them out switch to your sniper rifle and equip the explosive darts and shoot the guy on the snowcat with it (it works just like all the other darts shoot to stick then shoot again to detonate). Head towards the snow cat and one more goon will pop up in the plane behind you, and now head toward the snow cat.

--CHECKPOINT--

After the scene you will be mounted on a turret so take out the 7 or so guards.

--END OF LEVEL--

7.2.2 --Episode 2, Part 2 'Security Section D'--

When the level starts out head through the door in front of you and, sneak up behind the first guard and break his neck or knife him. Now you can have fun with the next guard with two options: hit the red switch on the wall next to the guy you just killed or taser the guys head until he catches on fire and blows the valve up! It's SO FUNNY! I couldn't stop

laughing! Anyways go through the doorway.

--CHECKPOINT--

Make sure you crouch and turn your EDSU goggles on because there are trip mines in this and they are invisible (unless you have the goggles on) and they will kill you. Crouch up to the blinking beacon on the wall to the left and when you see a Disarm option appear tap up and disarm it. Go through the doorway and four guards will run out of a building behind the crates and a guard will appear on the roof. DON'T RUN THROUGH!!! Kill all three guards BEHIND the crates then disarm the trip mines. Or you can kill the guy on the roof and shoot the mines to kill the other guys.

--HIDDEN EVIDENCE--

On top of the crates where you just killed all those guys.

After that go through the window right in front of you and a guard will appear on your left. Shoot him then sneak down the stairs and stop in the middle and you should see a guard arming a laser mine. Instead of shooting the guard shoot the mine for another funny scene!!! Go down the stairs and turn around and hit the switch and the flame should go away. Now use the ammo crate and fill up all of your guns that you can. Next crawl through the vent and go through.

--HIDDEN EVIDENCE--

Go all the through through the vent and pick it up then go back to the fan and shoot the switch behind the fan.

When you see a fan on your left shoot the guards head through it. This part is very annoying because you just waist ammo trying to get between the blades. After he's down shoot the green light and head through the vent.

--CHECKPOINT--

This is one of the hardest parts in the game because there are so many guys. This is easy if you have auto lock on but hard if you have manual aim. Now shoot the two guys that come after you and turn around and get the flak jacket if you need it. Turn your EDSU goggles on because there are laser mines you will need to shoot. Run down the hall and turn the corner and get the Med Kit if you need that too. Look on the other side and down all the way and you should see a laser mine and you should shoot it. Use the RTL and when you get half way look down and on the pillar you should see a laser and you need to shoot it. Now quickly get across and kill the 3 guards that come after you. Go to the end and slide down the ladder and two more guards will run after you. If you can be quick enough you can shoot the laser mine that they run after. Now go down to the end and slide down the next ladder. When you get to the bottom go through the doorway and at the end there will be a Med Kit if you need it. Head out and if you are quick enough you can shoot the laser mine to kill a few guys. Get rid of the 7 or so of them (easily with the shotgun if you have it)

--HIDDEN EVIDENCE--

Go to the bottomless pit at the end of the room and go next to the crates. Back up next to them so Gabe hangs off the edge. Shimmy across and there will be hidden evidence there.

Climb up the next ladder and defuse the bomb.

--END OF LEVEL--

7.2.3 --Episode 2, Part 3 'Kreislser's Garden'--

Turn around and shoot the magnetic lock on the vent. Crawl through then climb up on the ledge. Quickly drop down and run over to the left and use the machine. Shoot out the four vents located on the ceiling in each corner of the room.

--CHECKPOINT--

After the scene shoot the two guards and then climb down from the ladder and go underneath where Kreislser was and get the key and the flak jacket if you need it. Next go to where the two guards are and pick up the keycard by the right guard.

--HIDDEN EVIDENCE--

Somewhere by one of the two guards.

Go down the stairs and use the keycard to open the door. Turn your EDSU goggles on because there is a laser mine in this hall and if you want you can shoot it to take the two guards out. After you go down the hall three more guards will come after you so get rid of them. You can also shoot the little pipe on the big metal cylinder on the wall to get rid of some guards too. Shoot the laser mine by the elevator and push the button.

--CHECKPOINT--

When you hit the bottom two guards will run after you and a timed flame will come out of the pipe hopefully killing the two guards as they run after you. Go through the door on your right and take the M4 Carbine out of the box if you want it and use the switch to turn off the flame.

--HIDDEN EVIDENCE--

In the room with the switch to turn off the flame, in one of the corners.

As soon as you come out of the door a guy with a flamethrower will come after you so shoot the tank on his pack (remember Red Jack?) to kill him quickly. Then go through the door at the end of the hall.

--CHECKPOINT--

Turn you EDSU goggles on because there are laser mines all over this next part. Turn the corner at the first corridor and shoot the guard there. Then go out on the catwalks and kill the guys up top. You can either go down the ladder on the other side of the catwalks or you can go back and go down the stairs. When you hit the bottom 3 or 4 guys will start coming after you so kill them.

--HIDDEN EVIDENCE--

Go to the far right side of the room and run along the plants and you should see a hidden evidence there somewhere.

Go to the windows at the end and use the palm scan to open the door but Teresa will tell you she will have to hack the door so just kill everyone that comes after you. After Teresa accidentally sets off the sprinklers turn your IR goggles on because you won't be able to see the enemies. After everyone is dead go through door and take the flak jacket and/or Med Kit if you need it. Also there is an ammo box in here so fill up all your guns with ammo then use the computer.

--CHECKPOINT--

Turn your IR goggles on and buckle against the window (crouching) and just kill everyone that comes after you. Make sure no one gets close to the window because they will lob grenades at you.

--END OF LEVEL--

7.2.4 --Episode 2, Part 4 'Freeman's Answer'--

As soon as the level starts there will be guys shooting you everywhere. Tell Lian to cover you and use the RTL on your left and quickly drop down and go through the door on your left.

--HIDDEN EVIDENCE--

When go through the door turn your Night vision goggles on and go to the back of the room and there will be a hidden evidence file there.

Tell Lian to cover you again and slide down the ladder.

--CHECKPOINT--

Three guys will come after you so take them out.

--HIDDEN EVIDENCE--

After you go down the ladder turn right in the doorway and then turn right and next to the wall will be a hiddene evidence file.

Go around and turn the corner to your left and three more guys will come after you so kill them. Turn the corner and again three more guys will start shooting you. You can get the flak jacket between the wall and the fence if you want.

--CHECKPOINT--

There will be four guys in the pipe room so just go to each side and crawl through and shoot them. When you go in the hall two guys will come after you and you should see two laser mines on the right wall even without your EDSU goggles so you can shoot them to take the guards out. Go down the hall a bit and on the left wall there will be a laser mine so shoot it to try and take out the two guards that come after you.

--HIDDEN EVIDENCE--

Go to the hall on your left and shoot the laser mine to get to the flak jacket if you need it and the hidden evidence should be there somewhere.

Then continue up the stairs and through the door.

--CHECKPOINT--

--BOSS FIGHT--

--BLACK KING--

This one is a little tough. You need to tell Lian to cover you so Black King is shooting at her then run to a bomb, deactivate it, then run back to the little metal container in the middle of the room. Turn your EDSU goggles on if you can't find all FIVE OF THEM! There is one by the container without the large cylinder sticking out. One under the

stairwell, and three behind you where you start out. After you disarm all explosives kill Black King.

(NOTE: Here is an alternative strategy you can use that makes things a lot easier

This alternative strategy was submitted by a reader but I lost the email).

There is a box of EMP grenades somewhere in the room (I forgot because I wasn't paying

attention but I think it's in a dark corner somewhere, so just use your EDSU goggles

and you should find it. Throw one of these grenades and it disarms all the bombs!

ZING!!

--END OF LEVEL--

7.3.1 --Episode 3, Part 1 'Old Friends'--

--HIDDEN EVIDENCE--

Go on top of the roof at the beginning of the level, and turn around and you will see a rafter or pole with a wire going across between the two buildings. Jump on top of that and shimmy across to the other building. Next drop down onto the balcony, and there's a vent so go through it. You will see a rebel beating a woman. Sneak up and knife him. There's a hidden evidence file sitting next to her.

You'll start out with Gabe buckled against some boxes. Stand up and peek around and there will be a guard on a catwalk. Shoot him in the head with your pistol. There will be a set of boxes near the building to your left so climb ALL the way up top and make sure you don't go between the sign and the little part sticking out of the roof or the guy on the turret will see you! Stick close to the left side of the wall and go on top of the little part sticking out and shoot the guy on the turret in the head. Next go back down to the lower part of the roof (the part you climbed on first) and slowly crouch to the right side and Gabe will hang off the edge. Drop down and in front of you will be a fire extinguisher so get that then if you turn right a guard will be right there. So kill him by knifing him, breaking his neck, shooting him in the head, or tasing him. Next go all the way to the left wall and turn your IR goggles on and a guard will be down the street. Hide behind the box that's closest to him and peak around and pop him in the head. Next go through the doorway to your right and down the hall and to the next doorway and this will trigger a cut scene.

--CHECKPOINT--

Now your IR goggles should still be on and you will see 3 people above you to your left and one guy off to your right behind a building. Back up some from the doorway and shoot the guy on the balcony then quickly buckle against the wall and shoot the guy crouching towards you. Don't kill the other two people because that is Addison and the holding her hostage! Next is a really cool part. Go out and climb up the boxes near the balcony to your direct left. Climb on the roof then on the balcony and shoot the guy standing up through the curtain.

--CHECKPOINT--

Next open the door to your right.

--CHECKPOINT--

Next head out the door and three guys will start shooting you (you can turn your goggles off) so kill them and then follow Addison.

--CHECKPOINT--

Head back the way you came and a whole slew of guys will come after you and they will also be up on the balconies. You can go to the end and use the turret or use guerilla warfare and duck and shoot. Next go back to the beginning of the level and 2 or 3 more guards will come from there and about 2 more from behind you. Shoot the tank underneath the balcony then climb up the rubble and use the fire extinguisher.

--CHECKPOINT--

Next push the cabinet over and crawl through the vent. Equip your silenced pistol and you will hear a guard say a number 694. Remember this because you need to open a safe. Shoot him in the head then crawl through.

--CHECKPOINT--

Go to the window and take out the two snipers on the roofs.

--HIDDEN EVIDENCE--

Go to your left and there will be a safe on the ground. Put in 694 and there should be hidden evidence in there.

Addison will shoot something outside the window and you have to go down and take out the next 15 or so guys that come after you. They will be on the ground and the balconies and all over the place.

--END OF LEVEL--

7.3.2 --Episode 3, Part 2 'Memories'--

You start out mounted on a turret and there will be three parts to this. Just shoot all the guys that run after Addison and she will search for the plants in three different stages.

--CHECKPOINT--

Addison will enter the house at the far end and just shoot all the guys that run after her.

--CHECKPOINT--

--HIDDEN EVIDENCE--

Climb down the ladder and head right then look to your right and you will see a bunch of boxes on fire. Use your fire extinguisher so you can get over them and pick up the hidden evidence there. Go over to the house that Addison was in and this will trigger a scene.

--CHECKPOINT--

--BOSS FIGHT--

--WHITE SCORPION--

This is really easy; all you have to do is take out the few guys that run after you and equip your sniper rifle with explosive darts and one dart will kill White Scorpion.

--HIDDEN EVIDENCE--

Go to the house where Addison was in and turn around and go down the left side of the capsized canoe and go to the side of the building on your left and you can pick up fire extinguisher ammo on the wall and if you go in the broken away fence area there will be hidden evidence on the body.

Follow Addison and 3 guys will come out of a building so kill them.

--CHECKPOINT--

Follow Addison and climb up the ladder and 3 guys will come after you from your left. Continue down the walkway and 3 more guys will come from the way your going.

--CHECKPOINT--

Continue down further and 2 guys will appear down below to your left and 3 will appear down below behind you so use your sniper rifle and take them out. Go down the way further and climb through the window.

--CHECKPOINT--

--END OF LEVEL--

7.4.1 --Episode 4, Part 1 'Forged Under Fire'--

You start out with Gabe facing a guy hitting a UN soldier so shoot him in the head.

--CHECKPOINT--

Next quickly step back to where you originally were and tell the guy to move there.

--HIDDEN EVIDENCE--

Turn around and look up at the the hole in the ceiling above where you started. Climb up the hole and shoot disarm the laser mine on the left wall so the guards don't hear it. Then go up to the satchel and take the hidden evidence. Then go back to Janzen.

Crouch and turn your IR goggles on hide behind the box in the hall but make sure the guy on the left doesn't see you! Shoot the guy on the right when he's on the right side of the container he walks around then quickly go to where you shot him and wait for the other guard to stop to your right in a little space. QUICKLY equip your knife and crouch over to him and knife him. Then tell the soldier to move where you are. Turn around and if you look on the ground there will be a container with orange lights and if you shoot it you will eliminate 1 of 5 containers. Then go to where you killed the last guy and turn right and climb up the boxes and use the RTL. Also if you look around on top of the boxes somewhere should be hidden evidence. As soon as you get half way across some soldiers will blow up the rubble and you will have to kill about 5 or 6 of them and make sure you tell Jensen to hide! Drop down off the RTL and kill all 8 guys or so that come from where you started. After they are all dead go back on the RTL and move all the way over to the

left and turn your EDSU goggles on and look down and you will see a bomb on the ground near the rubble. Shoot it and it will clear a way to the vent. After you crawl through the vent equip your knife and knife the guy standing then the guy messing with the DU containers.

--CHECKPOINT--

Make sure you shoot the DU containers on the table. Janzen will ask you to help him move the pipe so do it. Tell Jensen to get back then buckle against the wall and take out all the 6 or 8 guys that come after you. After this climb up on the first box and face the wall then jump up and shimmy across the pipe. Look through the broken part of the building and two guards will shoot at you. Climb up in the building and tell Janzen to install the frequency hopper, but before you do shoot the last DU container.

--END OF LEVEL--

7.4.2 --Episode 4, Part 2 'Traitor in Our Midst'--

When you start out tell Jensen to go hide then take out the two guys by shooting the DU container at the end of the hall on floor. Turn your flashlight on and go around the corner and kill two more guys. Tell Janzen to move and if he says he can't see shine the flashlight on him until he moves to where you want. Go up the stairs and tell him to install the frequency hopper.

--CHECKPOINT--

Drop down to where Janzen fell. Shoot the two guards here then shoot out the vent and crawl through. If you can you can shoot the two guards here with stealth by equipping your pistol, buckle against the wall, and you can pop the guy facing you in the head then the guy at the end of the hall with his back towards the boards. After this there may be one guy who will shoot at you behind the boards so just kill him. Turn your flashlight back on and bust out the boards at the end of the hall. Turn your flashlight on and to your left in the corner is a DU container so shoot it. Turn right and then right again and tell Janzen too help you boost up to the top. Tell Janzen to hide then go up and kill the two guards at the end of the hall. Turn your EDSU goggles on and shoot the bullet or bomb or whatever it is and it will bring a part of the wall down to walk across. Move over to the hole in the floor and shoot the 5 guys that appear down there. Turn your flashlight on (if it isn't already on) and look to your right and at the end of the hall by the door will be another DU container so shoot it, then tell Janzen to come over to where you are. Turn left and head down the hall and two guards will appear. Head down the hall some more and two more guards will appear. At the end, turn right, and there will be a vent so crawl through and tell Janzen to follow you.

--CHECKPOINT--

When you crawl through there will be three guards you will need to kill. You can shoot the DU container right in front of you to kill them too. Go to the end of the hall and kick the bottom board out and crawl through. Stop and crouch and sneak up behind the guard and kick him into the radioactive sludge (!) Next help Janzen lift the board to get across the hole. Go through the door.

--CHECKPOINT--

There will be 4 guards you will have to kill before moving up. After you kill them take the AK-47 and replenish any other weapons. Climb up the box in front of the one you were buckled against and climb up the ladder then shoot the two guards in front of you and on your right. Next head right and go around and shoot the guard on your left and the two in front of you. Keep going around and you will trigger a cut scene. Look in front of you and shoot the two guards heading for Janzen then tell him to advance. Next kill the guy up top and the one at the bottom then use the AZL. Go in the little metal shack and shoot the DU container and take the flak jacket, Med Kits, and ammo if you need them, then tell Jensen to advance. Climb up the ladder and there will be one guy on top and two at the bottom then tell Jensen to advance again.

--CHECKPOINT--

5 guys will come out of the door at the bottom on the far side so shoot them when they try to climb up the ladder. Next go in the room and tell Jensen to install the frequency hopper.

--HIDDEN EVIDENCE--

Go outside the room with the frequency hopper and head straight in front of you down the broken catwalk and Gabe will catch the ledge on the other side. Climb up and there will be a hidden evidence file on the dead body.

After that go down the ladder and back into the metal shack and use the keypad and type in 541.

--END OF LEVEL--

7.4.3 --Episode 4, Part 3 'The Ultimate Sacrifice'--

At the very start look left and there will be a DU container behind the bars that look like a jail cell. Head out the doorway and down the hall then through the two next doors. Turn your IR goggles on and you will see 3 guards. You can do this with stealth by waiting until each guard stops around the corner to the left then shooting them in the head with your pistol. I wasn't able to get the third guard with stealth but you can try this to increase your stealth percentage in your ranking profile. Next go all the way around and past the ladder and in the corner is a DU container. Climb up the ladder and move away from the box in front of you that has a bullet that can kill you when shot at. Kill the three guards then go around the rubble to your right, and then turn left then go all the way to the end and get the med kit, flak jacket, ammo fill up box then open the cabinet.

--CHECKPOINT--

Stay buckled against the crates and shoot the guy running after you then a guy will go down the AZL so shoot the bullet you avoided on the box earlier. Next shoot all the guys that come down the AZLs to your right and in front of you. After then go around the rubble and back the way you came but 2 guys will come up the ladder and 2 will come down the AZL. After you kill them go down the ladder and 2 guys will come down the AZL and 2 more more will be up top. After this go all the way back through the door, up the stairs, down the hall, and in the room.

--CHECKPOINT--

After this go BACK through the door and climb over the rubble on your right and then 3 guys with flak jackets will come out through the door up

top and on your right. You need to head shoot them or you will be wasting a lot of ammo on them. After this 3 guys without flak jackets will come out so kill them. Next head through the door they came though and go down the hall.

--CHECKPOINT--

Next go through the door and there will be 3 guards standing outside ready to shoot you. If you look on top of the tan box in front of you there is a large bullet to shoot so you can maybe take out 1 or 2 guards. After that quickly run up to the left pillar and buckle behind it by crouching and shoot all the guards that come after you. Next head back to where you came and turn right and behind the metal gray container is a DU container so shoot it. After that head towards the ladder and look behind the box in front of the door that's in front of you and there will be another DU container so shoot it. Next head up the ladder and two guys will come out of a door to your left so take them out and then use the RTL. As soon as you get across two guys will come out of a door to your right so take them out. If you head forward and look down, next to the left wall, there will be another DU container so shoot it, then go across the RTL. Next head forward then left then buckle behind the crate and shoot the two guards that come out of the door in front of you. A guard will come out of the door to your right and run across the plank so shoot him. Next head over and walk across the plank. If you turn left and go forward you can pick up the AU300 H-BAR from the box if you want. Next go back across the plank head back to the crate on your right. Climb up on the crate then face the wall and shimmy across and drop down. Head through the door and down the hall and you can pick up a flak jacket if you want. Go through the door, down the stairs, then through the next door.

--END OF LEVEL--

7.4.4 --Episode 4, Part 4 'The Trojan Horse'--

You will be buckled against a crate so if you look over it you will see a bullet you can shoot and it will explode and kill the two guards shooting at you. Next go out and shoot the guy that comes out the door then the two AZL guys on your left and right. Next kill all the guys that come after you from in front of you and behind you. If you are on the hard difficulty (I think) there will be 2 guys with rocket launchers on your left and right up on the walls so quickly take them out.

--CHECKPOINT--

--BOSS FIGHT--

--KRESS--

This one is really easy; just take a rocket from the rocket launcher guys you killed (if they fell) or inside the little container, or on the left side of the walkway, and blow Kress up with one shot.

--CHECKPOINT--

--BOSS FIGHT--

--TANK--

This one is a little tough. First you will be buckled against a crate and with no ammo in your rocket launcher. So run and get a flak jacket if you need it. There is a box with on just up the stairs and one on the crate

just past the open container. Next head straight inside the container and get ammo for your rocket launcher. Next turn your EDSU goggles on and just shoot the 3 yellow weak point and the tank will explode. The best strategy for this is to take out the panel on the right side first. Then you have to run over to the left side, past the tall crates, and shoot the left panel then run back in the container. Once you refill your ammo 2 guards will show up in front of the guard towers up top on your left and right. Step back some and shoot them with a weapon you have (not the rocket launcher!). Next climb up on the box in the crate quickly shoot the front panel.

--END OF LEVEL--

7.5.1 --Episode 5, Part 1 'Fist Full of Rubles'--

This whole next level is a stealth level (if you want) so immediately crouch and hide behind the third pillar up from you. Wait for the guard to pace left and then as soon as he turns around to go right step out a bit, on the left side of pillar, and look up at the building to your left and shoot out the spotlight. Don't worry about all the noise the guards don't even hear it. Now quickly buckle behind the pillar and stand. Peek out the right side of the pillar and shoot the guard closest to you when he's all the way to the left and when the other guard is BEHIND the statue he's pacing by. Quickly shoot the closest guard in the head then when the other guard is all the way to the right shoot him in the head. Next head through the front doors and pick up the med kit behind the counter if you want. Crouch and sneak up the stairs and on the first pillar sticking out on your left will be a laser mine so disarm it. Next sneak up through the doorway and dead in front of you to your left will be a guard so knife him or break his neck. Next shoot the red light on the other side of the METAL DETECTOR so it won't go off.

--CHECKPOINT--

This part is really tricky so pay attention. Turn your IR goggles on and you will see 3 guards. One on top, left, and right. Stay crouching and quickly head for the left guard and buckle against the left most pillar and shoot him in the head or quickly go out in the open and shoot him in the head. Next head forward and buckle against the wall and when he is all the way to the left peek around and shoot him in the next. Next head back to the left side of the banister of the stairs and wait until the guard is almost all the way to the left then stand up and go halfway up the stairs, and shoot him in the head between the posts in the railing. If that is too hard for you, wait until the guard is all the way over to right then run up the stairs to the left and buckle against the pillar then peek around and shoot him in the head (when he is all the way to the left). Keep your IR goggles on and head straight down the hall and turn right and go all the way to the end and through the door. You will see a guard on the other side of the next door so wait until he walks away from you and open the door then quickly buckle against the wall on the left side of the door. Wait until he is facing you and then peek around and shoot him in the head. Don't worry he won't know what hit him. Next go to the left wall, crouch, and buckle against the edge and another guard will come walking after you. You must shoot him in the head BEFORE he gets to you or he will see you. Next you must disarm the trip mines on the lowest part of the left pillar then on the right one ahead. Go through the door on your left and go to the chest of drawers at the end of the room and take the fingerprint. Next go back out and go down the hall and on the left side should be a door you can go through. Crouch through and go out the door and turn left and you will see a guard and the security chief will be on the other side. Knife the guard standing there then when the

security chief is all the way to the right knife him or break his neck (make him feel pain for what he's doing to that poor woman!) If you are on hard mode you will have to stab or break these guys necks twice which is a real pain. So make sure you hit R right when they stand back up so they don't shoot you and set off the alarm. If you want you can just shoot them in the head but then you won't be able to increase your stealth or melee percentage in your rankings file :-P. Just leave the woman and go in the room and on the drawers in front of you is the keycard.

--CHECKPOINT--

Next head back the way you came and go back through the door that lead to the hall you're in and make sure your IR goggles are on. Head through the door and a guard will appear up top where you killed the last. So just wait until he starts heading right and he will stop. Just stand up and shoot him in the head. Next go back down the stairs and head left and use the keycard on the door.

--END OF LEVEL--

7.5.2 --Episode 5, Part 2 'Blood Money'--

You have two options here. You can head shoot the guy on the right first then QUICKLY shoot the guy on the left in the head before he turns around and shoots you. Or you can use your gas darts and kill either one of them then either knife the other guy or break his neck or taser him or whatever you want to do. Next crouch just around the corner in the hall and knife the guy in front of you. Listen to what Yavlinsky says, and wait until you see him (with the IR goggles remember) walk somewhere in the room he's in and stops. There is a laser mine on the first pillar to your right so disarm that. Then crouch through the door on your right and equip your taser. Slowly inch through the doorway in the room and taser Yavlinsky and laugh as he burns into flames!

--CHECKPOINT--

--HIDDEN EVIDENCE--

Go back through the doorway and turn right and open the door and there will be hidden evidence on the table.

Next go back out into the hall and turn right and disarm the next to trip mines. Make sure your IR goggles are still on and there will be a guard in the hall to your left so when he stops in front of the doorway just shoot him in the head. Next go down the hall and climb over the counter and knife the next guard in front of you.

--HIDDEN EVIDENCE--

Turn around where you killed the guard and it is behind the counter where you're standing!

Next head out in the hall and look up on the balcony in front of you and shoot that guy in the head. Next you will see two guards just to your right on the other side of the wall. Head out in the hall and look just around the corner and there will be a guard facing the wall on the right. Wait until he looks the other way then come up and knife him, and do the same to the other guard. Next head back to where the keypad is in the hall where you killed Yavlinsky and type in 514.

--HIDDEN EVIDENCE--

Once you head up the stairs turn to your left and there will be a safe. Enter 919 and a hidden evidence file will be in there.

Go all the way up the stairs and on the table to your right will be the first MI6 recording device.

--CHECKPOINT--

Next head all the back to place where you climbed over the counter and turn your EDSU goggles and pick up all 3 MI6 devices.

--CHECKPOINT--

Now go back up to where you killed Yavlinksky and use the laptop.

--CHECKPOINT--

This is where the stealth ends, so switch to a powerful weapon (preferably the AU300 H-BAR) and kill the two guys in the hall. You can't shoot these guys in the head because of the special suit they're wearing so shoot them in the body. Later on there will be these same guys but with flak jackets so their only weak spot is there legs, remember this. You can shoot the guys in their body, with the flak jackets, if you have the AU300 H-BAR but not with any other gun. Next go further out in the hall and 2 guys with flak jackets will run after you so shoot them. Continue down the hall and climb over the counter and there will be guys coming from you everywhere. 2 guys will be on your right, and a few from the left and right at the other end of the room. After that head through the front door.

--END OF LEVEL--

7.6.1 --Episode 6, Part 1 'Meeting Fate'--

You will start out with 2 snipers shooting at you so you must be quick with this or you will drop dead. Look at the building straight where you are facing and pop the sniper in the head. Next turn around and look up at the top of building just around the corner and shoot that guy. Slide down the ladder and head down the walkway, and shoot the 2 guys that come after you. Continue on up.

--CHECKPOINT--

First take out the sniper on top of the left most building before he kills you. There will be about 3 guys shooting at you so kill them and remember they have flak jackets. After this 3 more guys will come out so kill them. Next there will be 3 guys up top so shoot the explosive barrels. If you go down the stairs there will be a sniper on the building directly above you so kill him.

--CHECKPOINT--

Next head back to the beginning, where you started, and 6 guys will come after you. shoot the yellow lock on the little gate to your right.

--CHECKPOINT--

--HIDDEN EVIDENCE--

After you go out the gate turn to your left and go all the way down and in the little nook there is a hidden evidence file.

Next slide down the ladder and 3 guys will come after you. Next continue you down and 4 more guys will come after you. Just continue all the way down the walkway and take out any guys that come after you until you get to a door with a keycard slot. Next head all the way back down the walkway until you see a ladder on your right. Climb up and take the keycard from the dead body.

--CHECKPOINT--

--HIDDEN EVIDENCE--

Turn left and climb over the pipe and go all the way around the corner and under the stairs will be a hidden evidence file.

Next go all the back to the door with the keycard and this will trigger a scene.

--CHECKPOINT--

You only have 8 seconds to kill this next guard so stay buckled against the wall and switch to your pistol. Peek out and shoot the guard in the head when he sticks his head out.

--CHECKPOINT--

--HIDDEN EVIDENCE--

Go back and turn left and climb up the ladder, and the things sticking out of the wall, and shimmy across the ledge, then climb the boxes and take the grenades and med kit but 5 guys will start shooting at you from down below. After you kill them go all the way to your right and you will see a gate similar to the one you shot open before. Drop down and run all the way to the right of the dome curved thing your on and you will see a dead body. There will be a hidden evidence file on him.

Whether you do this or not go use the keycard to go through the door.

--END OF LEVEL--

7.6.2 --Episode 6, Part 2 'Into the Abyss'--

There is no way to do this stealthily I tried using darts, waiting for guards to be in different places, but there are downs down below and in the window next to you that can see you. Even Gabe says there's no way to do this with stealth. So just go ahead and kill the guy next to you and the two guards down the hall. There are 2 laser mines in the pillars sticking out of the wall when you turn left so just shoot them. There will be a guy in the windows in front of you and above you. Next head down the hall and 2 guys will come after you who are shooting down a civilian. Turn right and part of the wall will blow out.

--CHECKPOINT--

Next down the ledge so Gabe hangs and shimmy over to the ladder. Quickly slide down and shoot the magnetic lock on the hatch your standing on.

--HIDDEN EVIDENCE--

QUICKLY go down the hatch, the 2 civilians come out of, and there will be a hidden evidence file there but make sure you hurry your ass up out of there or the elevator will drop.

--CHECKPOINT--

--HIDDEN EVIDENCE--

Head down the hall after you get out of the elevator and there will be a door to your left. You will go into a bathroom and there should be a hidden evidence file somewhere on the counters along with some grenades.

The 3rd one for this level is through the door down this hall and go around the right side of the first tree and it will be there on the tree.

Next head through the door and there will be 2 guys there. Head through the door on your left and 3 guys will be around the corner. Next there will be 3 or 4 guys around the next corner. Next head out the door and this will trigger a cut scene.

--CHECKPOINT--

--BOSS FIGHT--

--TOUCHSTONE--

This is a little tough. If you have grenades you can lob them on the balcony Touchstone is on to get rid of his flak jacket. Next just shoot him with all your weapons you have and guys will come out of doors all the time to take you out. There is a med kit on the large pillar in the middle if you need it.

--END OF LEVEL--

7.7.1 --Episode 7, Part 1 'Red Section'--

Follow Lian just around the corner and activate the lift on the forklift. Climb up the crate and the large container, but don't boost her up yet.

--HIDDEN EVIDENCE--

Before you boost Lian up drop off the edge of the trailer you are on and crawl under the trailer in front of you. There will be a box of grenades so pick them up if you want. Next crawl under the next trailer and then you will see a trailer that's open on the side. Climb in and right in front of you, on the crates, will be a hidden evidence file. Next just go back to Lian and boost her up.

--CHECKPOINT--

You must shoot everyone in the head because they have flak jackets. Shoot out the spotlight so it won't be so hard. Next just shoot all the guys that come out on top and on the bottom. If you are on Hard mode you have to use your darts on most of the guys up top because trying to aim at their heads takes too long and Lian will constantly die.

--CHECKPOINT--

Go around everywhere and check all the packs for a keycard. Once you have it go to the little shack and activate the crane. You can also take the grenades on the table if you want.

--CHECKPOINT--

Go over to the right corner of the area and hang on the crane, then tell Lian to lift you up. Drop down and use the RTL, then drop down in the truck and walk to the back.

--CHECKPOINT--

Next, turn your IR goggles on and equip your silenced pistol. Jump back up through the hole in the roof. Quickly crouch over to right of the truck and look just over the back and shoot the guy in head with your silenced pistol. Next turn around and shoot the guy that's over to the far left in the head. Jump off the truck and buckle against the wall next to the little alley the other guard is in. Wait until he starts walking away from you and shoot him in the head. Next head up the ladder and quickly crouch over the farthest box and if you go quick enough you will buckle just as you steps past the box. Equip our knife and follow him when he turns around and knife him. Next open the door and hit R next to this guy and you will push him into the fan (!) Next go back out the door and turn right and you will see 3 boxes. There will be a vent behind one so shoot the magnetic lock and the crate will break. Crawl through and in the room there is an ammo crate so fill up on any guns you have to, then turn right and use the switch.

--HIDDEN EVIDENCE--

When going back to the vent there should be a hidden evidence somewhere on your right.

Go back through the vent and back into the room with the fans and crawl through the one that's all bloody. Even though the fan is spinning slightly you won't get killed by it.

--CHECKPOINT--

Next buckle against the part of the wall sticking out and 4 guys will be in the hall so shoot them. Once you run up 2 more guys will come after you out of the door. Or if you want, when you're buckled against the wall, you can shoot the green light on the right wall down away to turn on the power so the cord will flop around and electricute everyone (!) Next head out the door and use the AZL.

--CHECKPOINT--

--BOSS FIGHT--

--EM ARMOR--

--HIDDEN EVIDENCE--

Go around the truck and you will see some boxes stacked on top of each other. Climb up to the top and there will be a hidden evidence file there.

This really isn't hard. All you have to do is use something with EMP (think: EMP darts, EMP grenades). So if you don't want to do while you wait for Lian to throw down EMP grenades you can use your EMP darts and blast him away while he's flopping around on the ground. If you don't want to waste your EMP darts just have Lian cover you twice while you run around the box in the middle, then have Lian throw down a grenade.

--END OF LEVEL--

7.7.2 --Episode 7, Part 2 'Drowning'--

You will start out with 3 guys in a room. Don't panic. Just equip your knife and knife the guy on your far right. Switch to your fist and break the guys neck on your left. Next, to get a little variety, equip your

taser and fry the guy on your left, then head out the door and turn your IR goggles on. There will be 2 guards in the next hall. You really can't get them with stealth without getting shot at but you can kill them silently. First use a gas dart on the guard on the left then use your taser on the guard on the right. Next go out into the the big room.

--CHECKPOINT--

This next part is pretty hard so you have to be very accurate. Use your sniper rifle and kill the two guys below you on your right. Next just ignore the guy below them and jump on the catwalk in front of you and go all the way down. 2 guards will come out of in front of you so shoot the tanks on the left and right of them. Go inside the place they came out of if you need a med kit then use the AZL. Go inside the door and turn left and there is a flak jacket if you need it. Go out and use the RTL and a guard will come out of the door in front of you so shoot him.

--HIDDEN EVIDENCE--

In the room, with the flak jacket box, on the desks somewhere there are one on each table.

Next head right and go down the ladder and try to kill the 3 or 4 guards while you're running. Head toward the walkway spiraling down and when you get to the bottom head right and turn off the 2 valves, then free Blake.

--CHECKPOINT--

A guy will come down a zip line so peek around to your left and shoot him. There will be about 6 to 8 up on top so kill them however you like. Next go up the ramp and turn right then go all the way around and go through an open doorway.

--CHECKPOINT--

--BOSS FIGHT--

--EM ARMOR--

Note: If you can destroy the screens first you don't have to kill the EM armor.

--HIDDEN EVIDENCE--

On the computer desk/console closest to the exit.

This is just like the last EM Armor boss fight. Head to your right and there will be a flak jacket so pick that up if you want. Then go into the little corridor on your right and pick up the EMP grenades. Guys will come after you so buckle against the wall and shoot them down. Throw EMP grenades and shoot the EM guy until he dies then head through the doorway.

--CHECKPOINT--

Next equip your EMP grenades and throw a whole bunch out the window to destroy all the screens. Some guys will come after you so shoot them.

--BOSS FIGHT--

--EM ARMOR--

Just do what you always do. Buckle against the window (crouching) and throw a grenade at the EM guy then just hammer away at him with the RPK or the Desert Sniper. Next go all the down to the bottom and head through the door on

your right shoot the 2 green screens.

--END OF LEVEL--

7.7.3 --Episode 7, Part 3 'Event Horizon'--

You will start out in a hall and there will be a guard in the window so buckle against the wall and go right next to the window and tell Lian to advance. After she opens the door buckle against the wall that sticks out, on the right. When the guard is right next to you shoot him in the head with your pistol. Turn your IR goggles on, and go forward into the hall and buckle against the wall until you can peek around the corner and you should hear a ding. After that head back quickly and buckle on the back of the pillar sticking out of the left wall. Two guards will stop just ahead of you. When one guard starts walking left shoot the one standing in the head. Next head around the pillar and buckle against the wall, then peek around and shoot the other guard in the head.

--HIDDEN EVIDENCE--

Go back to the door Lian opened for you and the evidence will be on the computer screens right in front of you. Also on the computer screens before you use the elevator.

Next go down the hall and use the elevator.

--CHECKPOINT--

This next part is really touch so you're going to have to be fast. Sneak up on the guy in front of you and push him in front of the centrifuge and watch as he splatters everywhere! You must go over to the little nook in each section of the wall as soon as the centrifuge passes you. After you go through the door on the other side of the room and turn the corner 4 guys will come after you so kill them. Turn the corner and before you get to the door a guy will be holding a knife to Blake's through so when he pokes his head out shoot it, and remember you only have 8 seconds.

--CHECKPOINT--

Next you need to tell Blake to activate on of the 4 switches (the 3 box thingies) on the wall and then you activate the one next to it. Do this to all 4 then use the computer in the middle.

--CHECKPOINT--

Next you will need to shoot all the guys that run after Lian through the window. After she plants the charges and gets out of the way quickly turn the centrifuge on to splatter the rest of the guys everywhere! wait until the centrifuge is facing the door at the other end (it has a slash through it) then hit Select and tell Lian to detonate the charges.

--CHECKPOINT--

--HIDDEN EVIDENCE--

Inspect the part of the centrifuge tha was blown off and you will get a hidden evidence file.

Next head out back into the room and go through the blast door you blew open. Head down the and take the EMP grenades.

--CHECKPOINT--

--BOSS FIGHT--

--2 EM ARMORS--

This is just like before but you may run out of grenades in the box to your left. Buckle against the wall where you got the grenades and just lob them in between the 2 EM guys and use your M82 BFG sniper rifle (if you picked it up in the room with Blake hopefully) and shoot them when their armor is down. Go over to the bodies and pick up the keycard then open the door.

--END OF LEVEL--

7.7.4 --Episode 7, Part 4 'Matter's End'--

This is the last level and it's a boss level and yes, it's the hardest one and the LONGEST.

--BOSS FIGHT--

--SINGULARITY--

Singularity is wearing EM armor so you need to turn right and pick up the EMP grenades then to your right will be a flak jacket. Go on the subway tracks and climb up to the middle and buckle against the part sticking out. Just keep lobbing grenades and shooting Singularity until he dies. Sometimes guys will run after you but just shoot them and pick up their flak jackets. There is an ammo crate on your left so just run out and fill up when you need to. After that enjoy the surprise twist ending ;-)

8.--CONGRATULATIONS--

Hurray! You just beat Syphon Filter: Dark Mirror! There isn't a strong hint of a sequel but I'm sure there will be one. It may be for PSP and probably the upcoming PS3, so let's just hope it's as good, or better, than this! You can replay the story mode over again, do the multiplayer (!), or do the Bonus Missions, or you can do the Mission Mode.

9.--MISSION MODE--

--Bonus Missions--

9.1.1--Bonus Mission Level 1 'Narboone': 'Good Night Sweetheart'--

Note: For those of you who were unfortunate enough to play Syphon Filter: The Omega Strain for PlayStation 2 know about the end where Jack zooms into his scope and is deadlocked on Mara as she's reading a note from Gabe and you hear a crack. This is THAT mission you never go to see. So thank Sony for letting us play that part...kind of...

When you start out you will have 3 guards you will need to take out. The first one will be a guy in a window on your far right. Turn your IR goggles on to see him. If you are on Easy or Normal difficulty the guy on the roof won't pace back and forth but he will on Hard mode. So if on Hard mode wait for him to face away from you then quickly run out on the balcony and shoot the guy in the window in the head. Next shoot the guy on the roof in the head then the guy near the entrance of Mara's apartment.

--CHECKPOINT--

You can only get 2 of the hidden evidence files if you are on HARD MODE ONLY. You will notice Mara and Elsa in lingerie kissing each other (I think this is

only in Hard mode). This threw me for a loop! Mara and Elsa lesbian lovers! No freaking way! I don't know if that's good or bad. If you see them on the balcony doing this you will get 2 Hidden Evidence files at once (Mara in underwear and Elsa in underwear). If you don't shoot the guys fast enough well I don't know what happens because I got all this down in one try.

--HIDDEN EVIDENCE--

Before you kill the two quickly turn around and go into the bathroom and in the tub will be a Hidden Evidence file.

Next go out onto the balcony and you will hear Mara and Elsa arguing about loving or something like that so you should see Mara pacing back and forth behind Elsa and Elsa should be just standing there. Wait for Mara to walk behind Elsa then quickly (you have to be darn quick) shoot Elsa in the head and it will also kill Mara. If you are in Hard mode you can't kill Mara and Elsa at the same time. So read the note below.

Note: If you want the environmental kill just shoot Mara in the head and not Elsa. Wait for Elsa to run out of the apartment and look at her through her scope and just wait...you'll see ;-).

--END OF LEVEL--

9.1.2 --Bonus Mission Level 4 'Bangkok Part 2': 'Black Dragon Triad: Birds of a Feather'--

--HIDDEN EVIDENCE--

You will start out with Gabe buckled against a wall. Quickly unbuckle and strafe to your right then back up and climb up the ledge. Quickly grab the evidence then go back down but stay HANGING! You should be able to do all of this before the guard comes over to do his rounds. After he walks away drop down and head all the way left. Turn around and shoot the box on the wall. This will make both guards, up top, turn around and face you...and this is what you want. Face the wall and jump up, then shimmy all the way to the other side of the building. Drop down and back all the way up. Shoot the guy you see up top with an EDT dart. Next look over just left of him and, on the wall, will be another box like the one you shot before. Shoot it and the other guy will be electricuted by the fan shorting out. This also adds to your environmental kills.

--HIDDEN EVIDENCE--

Crawl underneath the bird cages and go up the ladder on the left. Use the RTL to get across and turn right. Go by the sign and there should be hidden evidence somewhere over there.

Next drop down and look in the bird cage farthest to the left. There are 5 in there so shoot one with a gas dart and it should kill all 5 without wasting bullets. Next go up the ladder again and use the RTL but go the opposite way. Look behind the yellow sign and in the windows somewhere should be another bird so shoot it. Next go all the way on top of the roof, where the 2 dead guards are, and look up on top of the building to your left. There will be a bird somewhere on the roof so shoot it. Next go over by the sign and look out to the building that's just to your right. Look on the balconies and there should be another bird. You should have 8 dead right now. Now go up the catwalk next to the billboard.

After the scene look up on TOP of the building to your left and a guard will be there. Shoot him with an EDT dart. Next look on top of the building to your right and shoot him with the last EDT dart. Next go across the RTL

and drop down then crouch. Look on top of the tall building behind you and shoot him with a gas dart. Next look at the building behind with a sign on top of it and shoot that guy with the last dart. Next head back across the RTL and look on the billboard behind you, to your left with a girl on it, and there is another bird on it. Next go to the right side of the catwalk and look on top of the pink arrow sign and that will be your 10th bird. Head across the RTL then across the next and drop down.

--END OF LEVEL--

9.1.3 --Bonus Mission Level 5 'Bangkok Part 2': 'Black Dragon Triad: Jimmy Zhou's Army'--

When you start out you will be buckled against a table. Pop up and shoot the guys on your left and right.

--HIDDEN EVIDENCE--

Head left and on the counter at the end will be a hidden evidence file. Also when you go around the corner quickly go by the vase and pick the evidence up before the vase is destroyed!

Next buckle against the wall and around the corner will be a vase. Shoot it when a guy walks by for an environmental kill. 7 or so more guys will come after you so kill them. Next go around the corner and shoot the 2 vases when guys walk by them. About another 12 or 15 guys will come after you so try your best to pop off head shots.

--CHECKPOINT--

Go around the corner and a guy with a mini-gun will come after you! It's ok just keep shooting him in the head for a few seconds and he will die. Take the key he drops.

--HIDDEN EVIDENCE--

By the elevater just down the hall.

Next go down the hall and into Jimmy's room. You have 3 seconds before Jimmy kills Lian so pop him in the head.

--END OF LEVEL--

MORE TO COME SOON!!!

--THANK YOU--

Thank you for reading my FAQ and walkthrough and I hope it helped.

♣ Richie Baker All Rights Reserved