

Syphon Filter: Dark Mirror Weapons FAQ

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SYPHON FILTER: DARK MIRROR
WEAPONS FAQ (PS2 and PSP version)

>>>Ver.2.51<<<

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Part 0: Version History

Version 1.00: First version of the FAQ

Version 1.10: Added the "Paintball Rifle" and corrected grammatical errors

Version 1.20: Corrected misspelling errors

Version 2.00: Removed some sections that made duplicates and added "unused" section. Added comment for weapons and real life counterpart. Table of content re-done. For now don't match the order of items and some missed. Will fixed as soon as possible. Added weapon categories explanation and updated "Part 6: Contact"

Version 2.10: Now the items match with the table of content. Need to add the "unused" section

Version 2.50: Added "unused" items. More to come!

Version 2.51: Fixed formatting errors and other fixes

Part 1: Introduction

This FAQ describe ALL weapons of this fantastic game including online weapons, gadgets, objects, unused and controls. In Syphon Filter: Dark Mirror the weapons are divided in categories (and even in sub-categories, not listed in weapon selection, where is generic) like Syphon Filter: the Omega Strain, but here the "Melee" section is virtually absent due

the lack of other knives and non-lethal weapon selection. However Melee weapons can still be selected in "Equip" This is virtually replaced by the "Special" section, where you can't change/remove the weapon in any case. For easier recognition the weapons have a colored badge on the top right of the in-game weapon menu. These change in base of the weapon type and are six. Then the categories are:

- Special: here there are the new weapons featured in the game. In Training 3 you will make practice with the MB-150 (in reality is a "Paintball Rifle"), first of the two Special weapons. These can fire darts and Gary Stoneman is the only playable character without a Special weapon. In online the MB-150 have an extra dart type. Specials have a very light blue badge
- Back: shoulder weapons is the category with most weapons in it and are divided in many sub-categories. These are: assault rifles, heavy machine guns, launchers, light machine guns, shotguns, sniper rifles and "other" where a weapon in real life don't have a proper category. If you play as Gary Stoneman, you will have selected by default its own rifle, the "Stone's Rifle". In reality is a generic old type AR-15 series rifle, where in online is in fact an "AR-15". The Back weapons is the most vary category and have a red badge
- Sidearm: sidearm weapons are generically pistols and are also divided in other three sub-categories: machine pistols (like TEK-9), sub machine guns (like MDS-7) and shotguns (the only is the Sawed-Off Pistol). Two sidearm weapons are exclusive to Gabe Logan and Lian Xing. The Mark 23SD is for Logan and the TEK-9 is for Xing. Sidearm weapons have the special ability to be dual wielded when that is unlocked (earn the first sharp shooter badge) like Omega Strain. If you want use just one you need to pick-up a pistol from a dead enemy/crate and re-pickup the your own. Every sub-category of sidearm weapons can be dual wielded also if aren't pistols. This mean that you can have dual machine pistol, sub machine guns and shotguns. Sidearm weapons have a yellow badge
- Auxiliary: in this category there are only sub machine guns (but in online there is also one shotgun, the Sawed-Off Shotgun). They are the intermediate choice between Back and Sidearm weapons due small weapons dimensions and high capacity magazines. As other weapon categories can have suppressors and scopes. Also if some weapons can be dual wielded in real life, here can't because the dual wield ability affects only Sidearm weapons. Auxiliary weapons have a white badge
- Grenade: grenades are weapons intended to eliminate groups of enemies, but some are just for slow the enemy. In singleplayer you can use just two grenades, M67 and EMP. However in online you can use a lot more grenades. Grenade is divided in two sub-categories: grenades and mines. The full mines lineup is available in online, but in singleplayer you can use only the laser mine. Grenades have a very light green badge
- ETC: The "ETC" is a weapon category created by me. The ETC haven't a meaning, but can be "Et Cetera". This category is virtually "Melee" of Omega Strain due that contains the same weapons. However this category being fictional you can't select different Tasers, they are replaced as soon as you have earned the last stealth combat specialist. ETC weapons have an orange badge

As Omega Strain, there are also some gadgets. In Dark Mirror there aren't just the PID and the NV Goggles, but also some new and other equipment. They can be selected with the same method, just press "Left" instead of "Right". The last used gadget (affects only goggles and PID) can be activated rapidly just pressing faster that directional button, as fire modes for weapons. Also if they aren't divided per category, I've created the my own:

- Goggles: here there are the three visors that will help a lot. There is also a fictional google, the EDSU. This permits to find electronic things and find also some other things, like hidden evidences
- Torches: this category have only one gadget, the PID. The own use is very very useless in Dark Mirror because you have always the access to the NV Goggles. However is essential in Episode 4, Part 2 in the very beginning of the level, helping Janzen to pass the broken ground
- Healers: this is the most useful gadget. It is a med kit. Of course you must use it to heal yourself after injuries. Can be used also for heal teammates too, but are one use only, requiring to pick-up another to heal again. Use it carefully and when you have really need. A good strategy is to use it when you have seen another med kit, using and pickup the other
- Other: the last category have a fire extinguisher and the new gadget, the RTL. The first can be found only in Episode 3 and the purpose of it isn't just to extinguish fires, but also to "stun" temporarily enemies shooting directly in the face. It have the unique characteristic to have infinite "ammo" as the EDT/EPDD, but for some reason can be replenished. The RTL is used to move faster or pass sections without a ground

The penultimate category of things are the objects. Them can be only pickpuped and viewed through the weapons menu in pause menu. There are two distinct objects type: "Online" and simply "Objects". Of course there aren't real sub-categories, but I've created once again fictional by me:

- Objective: section made for online objects for objective type of online matches. This section is online specific only
- Cards: this section have security cards
- Keys: these are just ordinary keys
- Keycards: similar to the previous, but are keycards that permits to access off limit areas
- Other: this section is available for both Online and Objects categories. The only online exclusive "Other" object is the Agency Zip Line, meanwhile the Flak Jacket is shared between the two bigger categories. The Other sub-category have also all of the non card and keycard objects like the Freeman's Server Code. This sub-category contain the Hidden Evidences too

Finally the last category, the listing of the unused things. It have all of the previous sub-categories plus some new, but are still created by me. For unused weapons I've wrote only the stats are sure: name, real life counterpart, caliber, in-files descriptions and comment unlike including all stats as seen also for objects for example. The new categories are:

- Darts: available only for Syphon Filter: Dark Mirror unused things, contains two unused darts: Decoy, maybe the singleplayer version of the Sensor and Taser, that is unknown what is. Maybe a non-lethal EDT dart (as said in the training for the MB-150 the EDT darts are lethal)
- Descriptions: this contains the descriptions of bullets and darts used for both MB-150 and VSS-DU. For some reason there isn't the description for the Sensor Dart. The presence of these however is strange, because in game never you will never have bullets/darts displayed in pause weapon menu
- Clone weapons: these are very strange adding. Actually are extra entries for already usable weapons. Them seems to appear as online version

of the standard weapons, meanwhile for the Laser Mine appear twice: one for the online and the other for the Training 4, making one of the many weapons to have three versions using the same game model. Other are the Heckler and Kock MSG90 and the Norinco Type 56. There are three types of clone weapons: "PvP" (Player versus Player), "MP" (Multi Player) and "TR" (Training). PvP and MP ones are online exclusives and can be the resolution of the more powerful Galil AR, but both don't have any difference between other modes variants. Instead TR ones are the mines used in the last training, but haven't differences between the two variants

Part 2: Controls

After the immense FAQ's Introduction finally I will illustrate all of the control schemes for the game. For start to play I must say that is obvious to learn the them of course. You can learn them thanks to the trainings. Be careful, there isn't just one type of controls. If you play the PSP version there are three different controls scheme (Standard, Advanced and Classic), meanwhile in the PS2 version lacks the "Classic" control scheme and the only change between the PS2 "Standard" and "Advanced" is are the analogic sticks, that swap the functions.

- PLAYSTATION PORTABLE (STANDARD, FREE AIM) -

X: aim down
Circle: aim right
Triangle: aim up
Square: aim left
Down: crouch/zoom out. When fall/burn roll
Right: weapon selection
Up: interact/zoom in/reload/climb
Left: gadget selection
Analogic Stick: movement/strafe
L: manual aim/target lock
R: fire
Select: command
Start: pause

- PLAYSTATION PORTABLE (ADVANCED, FREE AIM) -

X: move back
Circle: strafe right
Triangle: move forward
Square: strafe left
Down: crouch/zoom out. When fall/burn roll
Right: weapon selection
Up: interact/zoom in/reload/climb
Left: gadget selection
Analogic Stick: free aim
L: manual aim/target lock
R: fire
Select: command
Start: pause

- PLAYSTATION PORTABLE (CLASSIC) -

X: fire
Circle: strafe right
Triangle: snap to wall

Square: strafe left
Down: crouch/zoom out. When fall/burn roll
Right: weapon selection
Up: interact/zoom in/reload/climb
Left: gadget selection
Analogic Stick: free aim
L: manual aim
R: target lock
Select: command
Start: pause

- PLAYSTATION 2 (STANDARD) -

X: crouch. When fall/burn roll
Circle: remove dart (only with EDSU goggles)
Triangle: interact/climb
Square: command
Down: zoom out
Right: weapon selection
Up: zoom in
Left: gadget selection
Left Analogic Stick: movement/strafe
Right Analogic Stick: aim/rotate
L1: manual aim
L2: snap to walls
R1: fire
R2: reload
Start: pause

- PLAYSTATION 2 (ADVANCED) -

X: crouch. When fall/burn roll
Circle: remove dart (only with EDSU goggles)
Triangle: interact/climb
Square: command
Down: zoom out
Right: weapon selection
Up: zoom in
Left: gadget selection
Left Analogic Stick: aim/rotate
Right Analogic Stick: movement/strafe
L1: manual aim
L2: snap to walls
R1: fire
R2: reload
Start: pause

Part 3: Weapons, Gadgets and Objects

Now starts the real FAQ. If a weapon's "Capacity" and "Total Ammo" had two values, one without brackets and the other with them, means that the weapon appear online and have an ammo boost. A particular case is for the Galil AR, that in the online appearance have also a damage boost, from "III" to "IV". The weapons are divided by category, then are listed as the same order as the weapon category seen before. Meanwhile sub-categories are listed in alphabetical order. The alphabetical order applies also for individual weapons. Good reading!

Default Weapons

Weapon Name: MB-150

Real life counterpart: Heckler & Koch Militarisch Scharfschutzen Gewehr 90

Type: Special/Sniper Rifle

Button Select: X, press again to switch darts and bullets

Stripe Colour: Very Light Blue

Damage: V

Fire Rate: I

Caliber: 6mm+3/5/8/10 Darts x3 (Online 6mm+3 Darts x4)

Clip Size: 10

Capacity: 30 (40)

Total Ammo: 40+3/5/8/10 Darts x3 (Online 50+3 Darts x4)

Description: This is the IPCA sniper rifle. It has the ability to fire specialized gas darts, explosive darts, and EDT darts that can be triggered by the user at any time

Comment: The MB-150 is a very versatile weapon due the three types of darts. Also if isn't so powerful (requires also 4/5 shots to kill an enemy), the darts helps the weapon use. Not only is a sniper rifle, but also a "trap gun" when you arm gas or explosive darts, making stealth kills, but when you will trigger explosive ones of course the your cover will blow in the area. These two darts are excellent for group kill of course. The only cons of the weapon is that darts can't be replenished, but you can remove them with EDSU goggles when aren't triggered, however for EDT ones you still can remove it when making the kill. This will save a dart too, rendering virtually infinite. Good for Dart Specialist ranks. On online mode there is one more type of dart: the Recon dart. With this you will able to see enemies on radar if was hit from this dart

Weapon Name: VSS-DU

Real life counterpart: Vintovka Snayperskaya Spetsialnaya Vintorez

Type: Special/Sniper Rifle

Button Select: X, press again to switch darts and bullets

Stripe Colour: Very Light Blue

Damage: V

Fire Rate: I

Caliber: 6mm+3/5/8/10 Darts x3

Clip Size: 10

Capacity: 30

Total Ammo: 40+3/5/8/10 Darts x3

Description: The VSS-DU is a prototype variant of the standard VSS or Vintovka Snaiperskaja (Special Sniper Rifle). This is the prototype that eventually leads to the development 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

Comment: The VSS-DU from Omega Strain returns, but this time don't have any special proprieties (the capacity of kill two or also three enemies with only one shot), but act like as the MB-150. Sniper rifle and dart gun at the same time. This weapon is unique to Lian Xing and as the MB-150 can't be swapped with other weapons. This weapon don't appear in online mode, then the own dart selection is limited to three types. At the contrary of Logan, Lian will not lose its Special weapon in any occasion. Gabe twice: one against Touchstone and the other in the explosion in the ending cutscene of the first Bangkok level

Weapon Name: Stone's Rifle

Real life counterpart: generic Colt Model (M) 16

Type: Back/Sniper Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: II

Caliber: .330

Clip Size: 10

Capacity: 20

Total Ammo: 30

Description: Now this here's a rifle. I've had this weapon, man and boy, for forty years. The scope's cracked, the stock's split, and it's showin' wear same as I am. But I wouldn't trade it in for one of them new fangle MB-150s if Gabe paid me to, which he's tried. Nope, I'll stand by this old girl. One of the few I've learned to trust. --Stone

Comment: Unlike the its previous appearance this time is "fixed". For fixed I mean that in Dark Mirror have a magazine with 10 rounds and only one, rendering the weapon infinitely more useful than before. It have the best scope in game due is telescopic, not fixed in two/three levels of zoom. Have also a unique scope and how is said in the description is cracked. Have also the best zoom, zooming more than any other sniper rifle. This weapon is also the only sniper rifle that have a suppressor and unique to characters. However being a Back weapon and not a Special can fire only bullets and of course can be swapped with other weapons. You can use it in online as the "AR-15". It is the same rifle, but haven't the cracked scope. Other features remain the same. Enemies in "Narbonne, France" use the AR-15 variation of the Stone's Rifle

Weapon Name: Mark 23 SD

Real life counterpart: Heckler & Koch Mark 23SD

Type: Sidearm/Pistol

Button Select: Square

Stripe Colour: Yellow

Damage: IV

Fire Rate: II

Caliber: .45 Automatic Colt Pistol (ACP)

Clip Size: 12

Capacity: 24

Total Ammo: 36

Description: In August 1991, a request was made by the US Special Operation Command (also SOCOM) for offensive handguns. Termed the OWHS, for Offensive Handgun System, it was a pistol designed within certain specified parameters that would be sufficient for concluding "offensive" operations, as opposed to the more traditional role for the handgun, which was only used for defensive operations. Thus the Mark 23 SD was made. The heavy .45 bullets, precision accuracy, and threaded silencer make a good choice for stealth

Comment: This is the default weapon of Gabriel Logan. It is unique to him, anyone uses it in main story. Some enemies in last bonus level, Bangkok Part 2, use it. However when these enemies will be neutralized you will not able to pick-up ammo, also if you perform the glitch to use the Minigun (you need to kill yourself in game and retry the mission, for some reason undropable weapons will dropable. This don't work too for Red Jack's flamethrower). Always in this level there is a unique crate with ammo for the Mark 23SD, never appeared in main story. This weapon box will give infinite ammo. The only method for finish them is starting with an another sidearm weapon and then pick-up it from the box

Weapon Name: TK-9 (TEK-9)

Real life counterpart: Intratec TEC-9

Type: Sidearm/Machine Pistol

Button Select: Square

Stripe Colour: Yellow

Damage: III

Fire Rate: V

Caliber: 9x19 Parabellum

Clip Size: 32

Capacity: 64

Total Ammo: 96

Description: TK-9 is is very dangerous weapon that has a nasty reputation on the streets. Gangs and drug dealers favor it because of it's relatively low cost, large magazine capacity and accuracy

Comment: Called also "TEK-9" in game (depends on game region. TK-9 for PAL release, TEK-9 for original NTSC-U one), is the default Sidearm weapon for Lian Xing capable to shoot in two firing modes: single shot or three rounds bursts. Unlike Omega Strain can't make full auto shots, making it a little bit more realistic here. Being a Sidearm weapon can be dual wielded also if it is a machine pistol, anyway in real life isn't so difficult to handle two of them. Always unlike Omega Strain will not hold with two hands when single wielded. In Omega Strain make this less realistic, because without a grip you can't use two hands to handle it, or the hand that hold will be burn due the overheat of the gunmetal. Once again in Omega Strain you will not able to dual wield it, because is an Auxiliary weapon. The full auto thing can be justified that was used by Yakuza members that have modified the mechanism of firing, not a difficult thing who can make these modifications. In Episode 7, Part 3, Gabe can pick up a TK-9 from a box. This box is situated in the same place of the guy killed by Lian at beginning of the level. For enter in this place, you must entry in an air conduct and you will enter in this place. Search in the room and you will find this box. In online you can use a fictional variant called "Ripper", and is worse than the true TK-9

Weapon Name: Fist

Real life counterpart: Fist

Type: ETC/Bare Hands

Button Select: R1 (R For PSP)

Stripe Colour: Orange

Damage: I (Normal Attack), V (When Snap Neck)

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: None

Comment: What to say, these are the your hands, and you can use them for eliminate enemies with various scripted moves. These are: nudge (facing an enemy), low kick in mouth (when an enemy is crouched), pistol whip (when is equipped a weapon and the enemy is front of you and standing), low kick in nape (when you are behind an enemy and is crouched) and neck snap (when you are behind the enemy and standing). Of course the last move is the deadliest, but for bosses and some enemies (like some Yavlinsky's guards) you need to perform this various times before to kill them. Use this "weapon" only for stealth kills or if you love to make the things harder

Weapon Name: K-BAR

Real life counterpart: Fairbairn-Sykes

Type: ETC/Knife

Button Select: R1 Pressed twice (R For PSP)

Stripe Colour: Orange

Damage: V

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: This 7-inch high carbon chromium stainless steel blade is a standard issue of the US military. This knife can withstand extreme impacts and is capable of quickly slicing through bare flesh and heavy military fatigues

Comment: The only real weapon in game for making Close Quarter Combat (CQC) kills. As the "Fist" have also it scripted moves. Are just two this time: in front of the enemy you will stab the enemy's belly, killing it, meanwhile when you are you are behind an enemy you will stab the knife in the enemy's neck. As the fist some enemies that are more though requires also two stabs or more for bosses. However the damage are the same independent from where are you stabbing

Weapon Name: EDT

Real life counterpart: generic Taser

Type: ETC/Taser

Button select: R1 Pressed thrice (R For PSP)

Stripe Colour: Orange

Damage: III

Fire Rate: IV

Caliber: CO2

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: The EDT delivers a powerful 625-volt charge capable of incapacitating the target. It is completely non-lethal and is small enough to fit into a hoister. The EDT had a range of 25 feet

Comment: How to not know this weapon? The answer is you can't. If you have played Syphon Filter games enough is impossible that you haven't used it at least one time. As Omega Strain will have two versions of the Taser: the EDT (short range) and the EPDD (long range, practically infinite as previous titles). The EDT will be replaced and not anymore usable when you will reach the highest rank in stealth kills (make all stealth kills in all levels where available). However you can still use it when you start the Story Mode again, removing all goodies like this or extra darts, anyway the progress in Mission Mode will not overwritten by starting the Story Mode again, then don't worry. Interestingly Gary Stoneman is the only Main Character that don't have it, as the K-BAR. The effect of the EDT vary between releases: in original PSP release you can set in fire enemies and remain for indeterminate time till you don't release the fire button as previous installments, in European PSP version you can only set the enemies in smoke and after a while them will fall dead and in PS2 ports you can't set in smoke or burn enemies, just "stun". Maybe due a glitch, when playing in Hard Mode killing enemies with EDT will result a head shot, making this easier scoring head shots. However is even more easier when used the EPDD version for its very long range

Gadgets

Gadget Name: Electronic Device Sensing Utility (EDSU Goggles)

Type: Gadgets/Goggles

Button Select: Square

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

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

Comment: These fictional goggles are very very useful. Not only because find destructible objects or openable gates with a yellow light, but also because render the Hidden Evidence founding more easier, because also Hidden Evidences are displayed in yellow when EDSU Goggles are equipped

Gadget Name: Infrared Goggles (IR Goggles)

Type: Gadgets/Goggles

Button Select: X

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

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

Comment: The Infrared Goggles are very overpowered in Dark Mirror. Practically when wearing these you will able to discover enemies also if are very far or hidden behind very thick walls and its power don't stop here. The IR Goggles can be used as Night Vision Goggles as well without problems, due its recognize cold things by a clear image with blue color (as real life) making them less useful than expected

Gadget Name: Night Vision Goggles (NV Goggles)

Type: Gadgets/Goggles

Button Select: Circle

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

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

Comment: The best choice for very dark places. It amplifies the light present in the area with its light enhancer making a clear image of it. Using it in non dark places of course will cause a huge increment of light, making a near white image, also blinding the user

Gadget Name: Personal Illumination Device (PID)

Type: Gadgets/Torch

Button Select: Triangle

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip size: N/D

Capacity: N/D

Total Ammo: N/D

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

Comment: The PID isn't anymore so useful due to the own "evolution", the Night Vision Goggles. Of course when on you will be seen by enemies a lot more easier and isn't a very good fount of illumination for its small light ray. However is essential on the very start of Episode 4, Part 2

Gadget Name: Med Kit

Type: Healers

Button Select: L1 (L For PSP)

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

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

Comment: The only method to regain life, unlike previous games. You can use in any condition of life, from 1% of damage to 99%. If you will try to heal yourself with it when you have max health the game prompts you that you can't because you have max health. You can use it for heal you teammates too, but are one use only, then you will need to pick-up an another if you want heal yourself. It restores the 100% of health. A help is given by the game when you have more than 50% of damage and you reach a checkpoint, because if you reach a checkpoint with like 80% of damage and you die, at the restart the health isn't anymore at 20%, but at 50%. Use them only when you really need like after an intense battle

Gadget Name: Fire Extinguisher

Type: Gadgets/Other

Button Select: R1 (R For PSP)

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: CO2 powder

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: This standard industrial fire extinguisher is uses for putting out small fires in specific locations

Comment: Found only in "Ancient History" Episode, is essential if you will destroy the big fuel tank at the start of the level. Its have infinite "ammo" and can be used also for "stunning" enemies if shot in the face. In fact them will cover own eyes rendering vulnerable, then not

shooting at you. If made at Addison Hargrove for some reason her will reload its weapon also with max ammo in the magazine. In the second part of the Episode, is essential to extinguish a fire for take a Hidden Evidence

Gadget Name: Rapid Transversal Line (RTL)

Type: Gadgets/Other

Button Select: N/D

Stripe: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: Rapid Transversal Line (RTL) allows the agent to make a two-way transversal over short distances

Comment: The RTL permits to reach places in a little amount of time or reach places where there isn't a ground passage.

Unlockable weapons with the trainings

Weapon Name: FAMAS

Real life counterpart: Nexter FAMAS

Type: Back/Assault Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: III

Fire Rate: V

Caliber: 5.56x45

Clip Size: 25

Capacity: 50 (75)

Total Ammo: 75 (100)

Description: Development of the FAMAS began in 1967. After several years of research and development, the FAMAS prototype was completed in 1971. French military evaluation of the rifle began in 1972, but was not completed until 1978 when the 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 other various peacekeeping missions

How to get: Complete the second training under 3:00

Comment: Depending of game release can be called also "FA-MAS". It is one of the most known bullpup weapons (together to the Steyr AUG). It have an uncommon amount of bullets in magazine, twenty-five. This is a strange thing, because use STANAG magazines like Colt assault rifles. However the G2 variant features a 30 rounds magazine. "FAMAS" means: Fusil d'Assaut de la Manufacture d'Armes de Saint-Étienne, in English Assault Rifle from the Saint-Étienne Weapon Factory

Weapon Name: SP-57

Real life counterpart: Fabrique Nationale Five-seven

Type: Sidearm/Pistol

Button Select: Square

Stripe Colour: Yellow

Damage: V

Fire Rate: III

Caliber: 5.7x28

Clip Size: 10

Capacity 20 (30)

Total Ammo: 30 (40)

Description: The 57 uses the same ammo as the SSP 90 and it designed to become a major service pistol throughout the world. The firing mechanisms are designed to balance the recoil with the forward friction and torque of the bullet. This creates a very unusual reloading cycle with very little recoil. The bullet cartridge is longer than most other pistol cartridges and the bullet is very thin, being only 5.7mm in diameter

How to get: Complete the first training under 1:35

Comment: The SP-57, fictional name of the Five-sevenN, is a pistol that uses the same ammunition of the P90. In real life is capable to drill common flak jackets without problems and using a small caliber for a pistol, can be stored relatively a high amount of ammo, twenty bullets. In Dark Mirror own magazine have exactly the half bullets, ten. However in Omega Strain the amount is correct. Maybe was reduced due its enormous power

Weapon Name: UNP .45

Real life counterpart: Heckler & Koch Universale Maschinenpistole (UMP) .45

Type: Auxiliary/Sub Machine Gun (SMG)

Button Select: Circle

Stripe Colour: White

Damage: III

Fire Rate: V

Caliber: .45 Automatic Colt Pistol (ACP)

Clip Size: 30

Capacity: 60

Total Ammo: 90

Description: 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

How to get: Complete the third training without wasting a shot

Comment: This is absolutely one of the my favourite weapon of all time. The UMP (Universale Maschinenpistole, in English Universal Machine Pistol) if produced in three calibers: 9x19 Parabellum, .40 Smith & Wesson (S&W) and .45 Automatic Colt Pistol (ACP). The most used variant in media is the .45 one, because is the most powerful of the three, of course. The only cons is that haven't a standard magazine of 30 bullets. This is caused by the .45 ammunition, bigger than 9mm or a .40 of course. It have 25 bullets in real life, but in game have an incorrect 30 rounds magazine. It is the only Auxiliary weapon with a scope and the only weapon in game with a two-round bursts. Other fire modes are single shot and full auto. Is fitted also with a vertical grip for better holding of the weapon

Unlockable weapons with the Bonus Missions

Weapon Name: M249 SAW

Real life counterpart: Fabrique Nationale M249 Squad Automatic Weapon (SAW)

Type: Back/Light Machine Gun (LMG)

Button Select: Triangle

Stripe Colour: Red

Damage: IV

Fire Rate: V
Caliber: 5.56x45
Clip Size: 200
Capacity: 200
Total Ammo: 400

Description: This machinegun was adopted by the US military in the early 1990's and comes equipped with a 200-round box. The most significant difference between this and the M60 is the ammo size. It may pack less of a punch, but has greater accuracy and distance over the M60

How to get: Complete the Kemsynth Tower under 2:42

Comment: This is one of the most useful weapons in game for its 200 rounds magazine and very elevate fire rate. However "lacks" of power, scoring a IV of V. Reloading the weapon require more time because LMGs in game have own reload animation. In actual game never appear as pickupable weapon, only as unlockable. Is a perfect weapon for mass elimination also for the low frequency of reload of the 200 round magazine

Weapon Name: Shot Defender

Real life counterpart: Mossberg 500 Mariner Cruiser

Type: Back/Shotgun

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: II

Caliber: 12 Gauge

Clip Size: 8

Capacity: 16 (24)

Total Ammo: 24 (32)

Description: The shotgun is designed for personal defense role and fires 12 gauge shot through a narrow choke. The narrow choke prevents the shot from spreading out too far so most of the shot will hit a single victim out to the weapon's effective range. The advantage to this is instant incapacitation due to the powerful force transferred from a close group of projectiles. The victim is usually thrown back quite a distance, which is very intimidating to any other enemies in the area

How to get: Complete Sana Yemen under 3:39

Comment: This is for sure the most difficult weapon to unlock for the immense difficulty of the mission, not only that must be like a perfect frame timing, but also because the very high precision of enemies, also if there a lot far and Stone seems to take a lot less damage before to die than Gabe or Lian, plus the last two enemies are guys with extended health and SMAWs. However this shotgun isn't a big deal, is just like others. Can be pick-upped in Episode 5, Part 1

Unlockable weapons with the DU containers in Episode 4

Weapon Name: M16A2

Real life counterpart: Colt Model (M) 16A2

Type: Back/Assault Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: III

Fire Rate: V

Caliber: 5.56x45

Clip Size: 30

Capacity: 60 (90)

Total Ammo: 90 (120)

Description: 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 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

How to get: Destroy ALL 5 DU Containers in Episode 4, Part 2

Comment: The M16A2 features a correct fire modes unlike Omega Strain that have a full auto mode. In fact have only three-round bursts and single shot.

Weapon Name: M4 Carabine

Real life counterpart: Colt Model (M) 4 Carabine

Type: Back/Assault Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: IV

Fire Rate: V

Caliber: 5.56x45

Clip Size: 30

Capacity: 60

Total Ammo: 90

Description: The M4 Carbine is a shorter and lighter version of 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. This is the preferred weapon of the US Special Forces

How to get: Destroy ALL 5 DU Containers in Episode 4, Part 3

Comment: The M4 is the newer model of the Colt's assault rifles that replace the M16. The M4 exists mostly in two models: M4 (longer barrel) and M4 Carabine (short barrel). The Carabine was created for the Close Quarter Combat (CQC). Shorter barrel means faster movement for its less weight and major mobility. Of course is less accurate at longer distances. The M4 features also a telescopic rifle butt

Weapon Name: M1 Super 90

Real Life counterpart: Benelli Armi M1 Super 90

Type: Back/Shotgun

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: I

Caliber: 12 Gauge

Clip Size: 6

Capacity: 18

Total Ammo: 24

Description: 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 1980's, which utilizes the gun recoil and inertia of the moving parts to operate the action, the M1 is simple and reliable in operation

How to get: Destroy ALL 5 DU Containers in Episode 4, Part 1

Comment: The M1 Super 90 is produced by Benelli, an Italian manufacturer.

Benelli Armi produces mostly shotguns. The M1 Super 90 is maybe one of the most known weapon of it. The M1 is actually replaced by the M3 Super 90, the evolution of this shotgun. In game features an incorrect number of shells, six. In real life the military version features seven shells, meanwhile the civilian version only three

Weapon Name: SMAW

Real life counterpart: Nammo Talley Mk 153 Shoulder-Launched Multipurpose Assault Weapon (SMAW)

Type: Back/Launcher

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: I

Caliber: 83mm

Clip Size: 1

Capacity: 3 (4)

Total Ammo: 4 (5)

Description: The Shoulder-launched Multi-purpose Assault Weapon fires HEDP fin stabilized high-explosive rocket. Agents are cautioned to be a safe distance away from the target to avoid becoming collateral damage

How to get: Destroy ALL DU Containers in Episode 4

Comment: This is the most "broken" weapon in game because not only ironically you can survive also with three missiles in the face, but also because if you are quite skilled you can make "jumps" to reach non regular places or skip parts of level. For example you can skip practically entirely the first level. Is easy. In the first section eliminate the guard and the sniper, then destroy the barrel and go to the ladder to the left. Now turn about of 180°, you should see the part when you must climb the ladder to open the valve. Now run-up and aim to the ground and when you have reached near the finish of the roof shoot with the SMAW, you should "fly" to the part of turn the valve on. Congrats! You skipped like the half of the level! This is only one of the possible skips with SMAW. Now the ammo amount is less unrealistic, you can transport "only" five missiles and every one shot you must reload, unlike Omega Strain that have five missiles per reload, what an unrealistic thing

Weapons unlockables with the Headshots in Episode 6-1/7-4 (Hard mode)

Weapon Name: AK-47

Real life counterpart: AKM

Type: Back/Assault Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: V

Caliber: 7.62x39

Clip Size: 30

Capacity: 60 (90)

Total Ammo: 90 (120)

Description: 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 it's introduction 1947. This is a truly legendary weapon, known for it's extreme ruggedness, simplicity of operation and maintenance, and unsurpassed reliability even in the worst conditions possible

How to get: Do 25 Headshots In Episode 6, Part 1 in Hard mode

Comment: The iconic AK-47 is present once again in this series, but the model of the weapon ported from Omega Strain is in reality an AKM, one of the hundreds, if not thousands of reproduction. This Soviet rifle is very deadly due the big ammunition that use, the 7.62x39. AK-47 and own reproduction are always a lot reliable and very low cost. The AK-47 is known also for its proprieties of durability, shooting also underwater without problems and is near impossible that jams. For scoring head shots easily use the EDT/EPDD method, just hit the enemy and when will die for some reason you will have scored a head shot

Weapon Name: M4 Silenced

Real life counterpart: Colt Model (M) 4 Carabine

Type: Back/Assault Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: IV

Fire Rate: V

Caliber: 5.56x45

Clip Size: 30

Capacity: 60

Total Ammo: 90

Description: The M4 Carbine is a shorter and lighter version of 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. This is the preferred weapon of the US Special Forces. This version has fitted with a silencer

How to get: Do 10 Headshots in Episode 7, Part 1 in Hard mode

Comment: Nothing to add, it is just the silenced version of the standard M4 Carabine. Of course a little bit better due it is silenced. The range is still the same, meanwhile in real life the range is reduced because the silencer "stops" the bullet, resulting less range and damage

Unlockable weapons with the career ratings

Weapon Name: TK-9 Silenced (TEK-9 Silenced)

Real life counterpart: Intratec TEC-9

Type: Sidearm/Machine Pistol

Button Select: Square

Stripe Colour: Yellow

Damage: III

Fire Rate: V

Caliber: 9x19 Parabellum

Clip Size: 32

Capacity: 64

Total Ammo: 96

Description: TK-9 is is very dangerous weapon that has a nasty reputation on the streets. Gangs and drug dealers favor it because of it's 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

How to get: Get the first stealth combat specialist rating

Comment: This is the silenced version that can be used by any of the Main Characters. It is a lot more useful than the standard TEC-9 for two

things: because of course is silenced and have to addition the full auto firing mode. In real life this can be possible also without modification to the firearm, meanwhile isn't inexplicated why the silenced version can have a full auto fire mode in game. As said for the standard TEC-9 can be done modifying the weapon. A possibly can be that developers didn't know that TEC-9 can be silenced and so can be a "modification" like the full auto fire mode. The "Ripper" haven't a silenced version

Weapon Name: Silenced .44

Real life counterpart: Israeli Military Industries Desert Eagle Mark XIX

Type: Sidearm/Pistol

Button Select: Square

Stripe Colour: Yellow

Damage: V

Fire Rate: II

Caliber: .44 Magnum (Pistol)

Clip Size: 8

Capacity 16

Total Ammo: 24

Description: 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 a silencer

How to get: Get the third stealth combat specialist rating

Comment: The Israeli manufacturer of the most deadly pistol ever made (I'm talking about pistols, not revolvers, revolvers have own category. The most powerful revolver ever made is the Smith & Wesson 500, that uses .500S&M ammunition, a lot more bigger and powerful than the .50 Action Express, that uses in fact the Desert Eagle) make an appearance of all of the available calibers also in Dark Mirror. This time in all appearances uses the same game model, in fact a Mark XIX. The .44 Magnum version in game have a silencer. In real life is also possible, using an extended barrel like in Omega Strain and Dark Mirror. It have a correct amount of bullets, eight. Also if is a very recoiling weapon can be dual wielded being a Sidearm weapon. All "Desert Snipers" have also three levels of zoom. These are the only pistols that have a scope in game

Weapon Name: MDS A4 Silenced

Real life counterpart: Heckler & Koch Maschinenpistole Model 5 (MP5) A3

Type: Auxiliary/Sub Machine Gun (SMG)

Button Select: Circle

Stripe Colour: White

Damage: III

Fire Rate: V

Caliber: 9x19 Parabellum

Clip Size: 30

Capacity: 60

Total Ammo: 90

Description: 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 silencer

How to get: Get the second stealth combat specialist rating

Comment: The MP5 have used always a fictional name in the series. From Omega Strain is called "MDS". Also if the game name is "A4" should implies

that is the MP5A4, but isn't so. In fact is the A3 variant

Weapon Name: EPDD

Real life counterpart: generic Taser

Type: ETC/Taser

Button Select: R1 Pressed thrice (R For PSP)

Stripe Colour: Orange

Damage: III

Fire Rate: IV

Caliber: CO2

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: This amazing piece of technology is capable of shooting two darts attached to a long wire with amazing accuracy. This weapon uses a special recoiling the quickly rewinds the wire for a second shot. The EPDD has increased stopping power due to advanced Electro-muscular Disruption Technology (EDT). This weapon has higher instant incapacitation rate than most 9mm pistols and injury will occur if the individual is over stunned. Caution must be observed with this weapon. It is known to set assailants on fire during sustained stunning. The EPDD has a range of 200 feet

How to get: Get the fourth stealth combat specialist rating

Comment: The EPDD is the enhanced version of the EDT. It works the same, the only difference with the EDT is the range. The EPDD have practically an infinite range, hitting always the enemy from every distance if is far till 60 meters. This can be the original Taser, but in previous games the range was for real infinite. If the enemy was on the map, you was able to hit him. This is also for the Omega Strain version. The only cons is that you can't hit enemies with flak jackets, needing to shoot to head or superior/inferior limbs. When you obtain this, the EDT is replaced and you don't can use it anymore. Interestingly the EPDD will be usable by Gary Stoneman when unlocked. You kill Mara Aramov if you are very good! As the EDT can be used for scoring head shots in Hard Mode

Weapon Name: C11

Real life counterpart: Heckler & Koch G11 K2

Type: Back/Assault Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: V

Caliber: 4.7x33 Caseless

Clip Size: 50

Capacity: 100

Total Ammo: 150

Description: This weapon is a product of research and is one of the most advanced weapon ever made. The main demand behind it's development was the need for a rifle with high hit rate. The C11 uses specially designed caseless ammo that consist of a ball round embedded 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

How to get: Get the third combat knife specialist rating

Comment: This weapon is always appeared from Syphon Filter 2, assuming the name

"H11" in PlayStation titles and "C11" from Omega Strain. It have always an incorrect 50 rounds magazine (the K2 should have 45 instead). Also if the description says that the recoil happen every three shots, is in reality false, because in all fire modes the recoil is clearly visible. Have a fixed scope with three levels of zoom

Weapon Name: Chinese Type 56

Real life counterpart: Norinco Type 56

Type: Back/Assault Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: V

Caliber: 7.62x39

Clip Size: 50

Capacity: 100 (150)

Total Ammo: 150 (200)

Description: The Chinese Type 56 is a Chinese variant of the world-famous AK-47. The design of the Type 56/AK-47 has proven to be very successful. This weapon is highly reliable and tolerant to the abuses of use in the battlefield

How to get: Get the second combat knife specialist rating

Comment: The Norinco Type 56 is maybe the most known reproduction of the Soviet AK-47. It is a 100% replica of the original, maybe better. It have an improved fire rate and have a heavier barrel for its LMG purposes. Norinco is a Chinese manufacturer that reproduce famous weapons under license. In game and real life have a standard magazine of 50 bullets, rendering virtually more powerful. Always in game uses a lighter palette for faster recognize between AK-47 and Chinese Type 56

Weapon Name: MGL

Real life counterpart: Milkor Multi Grenade Launcher Mk (MGL)

Type: Back/Launcher

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: II

Caliber: 40x46

Clip Size: 1

Capacity: 4 (5)

Total Ammo: 5 (6)

Description: The MGL (Mini Grenade Launcher, affectionately know as the Moogles), fires grenades that detonate on impact

How to get: Get the fourth combat knife specialist rating

Comment: The acronyms explanation is wrong. The "M" refers to "Mini", that is "false" because own official acronyms is in fact "Multi Grenade Launcher". Apart this the Dark Mirror version was a lot worse, because for some reason can have only one grenade per reload. As the SMAW is a "broken" weapon, because also this can make explosive jumps to reach places and it is a lot more powerful. If you aren't careful this can kill with only one grenade also for some bosses. However you can use an infinite health code for jump in places. The max ammunition is five grenades, not fulfilling the cylinder. As other explosive weapons can be used for glitching the tank battle of the "The Trojan Horse" level, shooting own grenades over the wall that hide the tank. If the grenades hit the tank will be displayed the amount of destroyed parts of the tank

Weapon Name: SSP90

Real life counterpart: Fabrique Nationale Project 90 (P90)

Type: Auxiliary/Sub Machine Gun (SMG)

Button Select: Circle

Stripe Colour: White

Damage: IV

Fire Rate: V

Caliber: 5.7x28

Clip Size: 50

Capacity: 100

Total Ammo: 150

Description: a unique appearing weapon, the SSP90 has a 50 round clear magazine loaded into the top of the weapon. It's 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. It's ergonomic design makes it easy and comfortable to fire and helps add to it's deadly accuracy

How to get: Get the first combat knife specialist rating

Comment: This is the my favourite weapon of all time for its unique things like the strange positioned 50 rounds magazine. It can be dual wielded in real life, but is really difficult to handle two of them. It uses own ammo, the 5.7x28 ammunition, that is slightly more powerful than the standard 5.56x45 NATO due have armor piercing capabilities as the Five-sevenN (SP-57 in game). Also if Fabrique Nationale want this ammunition in the NATO, this isn't not happen yet, because one of the reasons is because the diameter of the bullet is too similar between the two, making competition between these two ammunition. This is one of the most "weird" SMG ever made for various factors like the weapon's shape or the system of bullet injection in the weapon. Have a very elevate number of rounds, fifty. This record can be broke with Calico firearms, where can have also 100 bullets per magazine thanks its helical system

Weapon Name: Calico HE

Real life counterpart: Calico Light Weapon System M950

Type: Back/Launcher

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: I

Caliber: HE

Clip Size: 10

Capacity: 20

Total Ammo: 30

Description: The Calico HE fires highly-explosive rounds that detonate upon impact with the target. Once detonation occurs, anybody caught within a 10 foot radius of the blast will take damage

How to get: Get the third survival specialist rating

Comment: This is clearly a fictional version of the Calico M950 that shots explosives! In real life I'm sure that is impossible this thing. This is also one of the most useless weapons because before to kill an enemy requires also two or three shots! It have the C8 Rifle red tinted scope

Weapon Name: Desert Express .50

Real life counterpart: Israeli Military Industries Desert Eagle Mark XIX

Type: Sidearm/Pistol

Button Select: Square

Stripe Colour: Yellow

Damage: V

Fire Rate: II

Caliber: .50 Action Express (AE)

Clip Size: 7

Capacity: 14 (21)

Total Ammo: 21 (28)

Description: The Desert Pistols are the only gas-operated pistols in service and the .50 caliber is the most powerful. The Desert Express is often referred to as a hand cannon due to it's size and the power of the round. Only users experienced with great recoil forces will be able to handle this weapon effectively. Anyone hit within it's effective range will be knocked to the ground instantly even if they are wearing heavy armor

How to get: Get the fourth survival specialist rating

Comment: This is the most powerful weapon in game that isn't an explosive weapon. The .50 AE Desert Eagle is the most powerful pistol in the world and have a tremendous recoil, and if you aren't enough strong to handle this you risk also of break the your wrist. However you can use two too in real life, always if you have very strong arms to handle them. In game have a correct amount of bullets, seven. As other Desert Eagles have an extended barrel and a scope. Everyone will die with just one hit of course. If dual wielded you will able also of kill bosses with "only" four or five hits per pistol. However there is really the 1% of chance that the enemy will survive with a shot of this weapon. The .50 version is also a lot more powerful than the M82 BFG! With the M82 very often enemies will survive also if uses gigantic .50 rounds! What a contradiction. In real life is more more and more powerful, being also a bullpup type, then longer barrel and more firing power

Weapon Name: Sawed-Off Pistol

Real life counterpart: generic Sawed-Off, maybe a Browning one

Type: Sidearm/Shotgun

Button Select: Square

Stripe Colour: Yellow

Damage: V

Fire Rate: II

Caliber: 12 Gauge

Clip Size: 2

Capacity: 16 (18)

Total Ammo: 18 (20)

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

How to get: Get the first survival specialist rating

Comment: One of the most useless weapons. Have a correct two shells per reload (in Omega Strain was six shells for some reason, an impossible thing) and ultra-short range. It have a more tight range than other shotguns and is really effective if shot very close of course. Can be dual wielded being a "Sawed-Off Pistol", but this make the things worse because just increment the own non efficiency

Weapon Name: Jackhammer HE

Real life counterpart: Pancor Corporation Jackhammer

Type: Back/Shotgun

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: I

Caliber: HE

Clip Size: 8

Capacity: 24

Total Ammo: 32

Description: The Jackhammer HE is a shotgun that fires highly-explosive pellets that detonate on impact with the target. Once detonation occurs, anybody caught within it's 10 foot radius of effect will take damage

How to get: Get the fourth tactical combat specialist

Comment: The Jackhammer is a very rare weapon in media. It is an unconventional shotgun that have a 10-shell drum mounted rear the trigger, making this one of the many, if not only shotgun with a bullpup system. It can fire only in full auto and in real life have also the "Bear trap" feature, that consist to attach the magazine to a detonator and when is the time triggering it for shot all of the ten shells at the same time, causing immense damage. In Dark Mirror this fictional variant have only eight shells and fire in a very slow full auto mode. It it the most destructive weapon in the game and is very deadly, most times you will die together enemies due its big spread. If you are very lucky you can survive by an accidental shot make too near

Weapon Name: USAS-12

Real life counterpart: Daewoo Precision Industries Universal Sporting Automatic Shotgun (USAS) 12

Type: Back/Shotgun

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: IV

Caliber: 12 Gauge

Clip Size: 10

Capacity: 20 (30)

Total Ammo: 30 (40)

Description: 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

How to get: Get the first tactical combat specialist

Comment: This is an another signature weapon of the series. Uses own name as Omega Strain and it is very very deadly. It shots an extreme fast (for a shotgun) full auto mode and nothing can be survive at this, including the major part of bosses. It had always an incorrect amount of shells. In real life have a 20-shells drum by default or 10-shells magazine, meanwhile in Syphon Filter games have a drum with 12 shells in PS1 titles and 28 shell in Omega Strain, a bit unrealistic. However in Dark Mirror the drum capacity is even less than PlayStation titles. It holds only 10 shells, implying that have a magazine, but isn't so

Weapon Name: M82 BFG

Real life counterpart: Barrett M82A1M

Type: Back/Sniper Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: I

Caliber: .50 Browning Machine Gun (BMG)

Clip Size: 10

Capacity: 20 (30)

Total Ammo: 30 (40)

Description: 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 of the most powerful rounds available

How to get: Get the third tactical combat specialist

Comment: This is the supreme sniper rifle. Also it uses the big .50BMG ammunition in game still can't kill the enemy with one bullet most times. It is the only weapon in game that is capable to shot two enemies with one bullet. When an enemy is hit this will literally fly for great distances. This time the weapon will have a correct 10 rounds magazine instead of Omega Strain that have the half, five. The suffix "BFG" can be a reference to the "Big Fuc@&\$* (you know what I mean) Gun" from DOOM, that is a very powerful weapon

Weapon Name: Jerico-41

Real life counterpart: Israeli Military Industries Jerico-941

Type: Sidearm/Pistol

Button Select: Square

Stripe Colour: Yellow

Damage: V

Fire Rate: II

Caliber: .41 Action Express (AE)

Clip Size: 10

Capacity: 20

Total Ammo: 30

Description: The Jerico-41 is more commonly known in the USA as the Baby Eagle.

It is a locked-breech, recoil-operated firearm, patterned after the famous CZ series of pistols

How to get: Get the second tactical combat specialist

Comment: This is the my favourite pistol of all time. It uses an unusual ammunition, the .41 Action Express (AE). It is the less powerful version of the .50 AE of course, but still more powerful than a 40 Smith & Wesson (S&W). This is a very deadly weapon in Dark Mirror (as well in Omega Strain that was more powerful than Desert Eagles!) capable to kill enemies also with only one bullet

Weapon Name: Flare Gun

Real life counterpart: Israeli Military Industries Jerico-941

Type: Sidearm/Pistol

Button Select: Square

Stripe Colour: Yellow

Damage: IV

Fire Rate: II

Caliber: Flare

Clip Size: 12

Capacity: 24

Total Ammo: 36

Description: The flare gun, always a staple in nautical applications, was traditionally used to help search and rescue parties home in on lost or distressed ships. In times of need, however, the flare gun could also be used as a makeshift weapon

How to get: Get the third combat sharp shooter rating

Comment: The flare gun is a Jerico 941 in game, sharing in fact the same model. It is a strange weapon because its function vary between original PSP

NTSC-U release and PSP/PS2 releases. In the first this is a very very useful and deadly weapon, because in the PSP USA you can burn enemies with one flare, starting to scream for the burn and then die, scoring also an environmental kill. In other releases the own function will be removed, working like any other pistol. Here can set in smoke enemies and stop, without killing them due the lack of flames and then not scoring an environmental kill. Both Jerico 41 and Flare Gun have glitched model in pre-mission weapon selection for PSP releases

Weapon Name: M67 Grenade

Real life counterpart: M67 Grenade

Type: Grenade/Grenade

Button Select: L1 (L For PSP)

Stripe Colour: Very Light Green

Damage: V

Fire Rate: N/D

Caliber: N/D

Clip Size: 1

Capacity: 5 (6)

Total Ammo: 6 (7)

Description: The M67 Delayed Frag Grenade has a timing fuse that detonates 3 seconds after it's thrown

How to get: Get the second combat sharp shooter rating

Comment: This is the only grenade available in the entire game (if you play only in single player) and have delay unlike M61 grenades, making this "safer"

Not unlockable weapons

Weapon Name: Galil AR

Real life counterpart: Israeli Military Industries Galil Assault Rifle (AR)

Type: Back/Assault Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: III (IV)

Fire Rate: V

Caliber: 7.62x39

Clip Size: 25

Capacity: 50 (75)

Total Ammo: 75 (100)

Description: The Galil project began after the Six-Day War, and the design was select by the Israel Defense Forces from two competing designs. The winner was based on the Finnish RK 62, a variant of the AK-47. The Galil was designed to be a domestically-produced, main battle rifle for the IDG, taking the best features of other rifles, such as the M16 and AK-47, and putting them into one rifle

Comment: The Galil AR is produced in two calibers: 5.56x45 and 7.62x39. In game is used the version with the larger caliber being the number of bullets right, twenty-five. It uses STANAG magazines, but of course aren't thirty due the bullet is big. It have this increment of five bullets due its curvature. 7.62x51 NATO STANAG magazines aren't curved so have only twenty bullets per magazine

Weapon Name: M-134 Minigun

Real life counterpart: General Electric M-134 Minigun

Type: Back/Heavy Machine Gun

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: V

Caliber: 7.62x51

Clip Size: 100

Capacity: 100

Total Ammo: 200

Description: This is a rather inaccurate and difficult to handle weapon that makes up for it's inaccuracy with a high rate of fire. Although very capable of dealing massive damage in a short period of time, it's sheer size and weight hinder mobility

Comment: The Minigun appear again in Dark Mirror. This time is a lot less powerful, but still can kill very fast. The ammo pool is very very reduced, only 200 bullets (100 per reload). It have the reload animation from any assault rifle/SMG and you will walk very slow as the enemy with it. However equipping an another weapon you can walk normally like if you haven't it. It have also the three classic fire modes: single shot, three-round burst and full auto. Logan will be the only person that can't reload it due the lack of replenishing crates. Very often the amount of bullets in the "magazine" is 62 when pick-upped. You can use the same glitch for obtain the flamethrower. The principle is the same, reach the checkpoint, commit suicide, retry the mission and kill the enemy with the Minigun. When you will pick up the key to Zhou's room, he will drop also his M-134 Minigun

Weapon Name: SMAW Anti-Tank

Real life counterpart: Nammo Talley Mk 153 Shoulder-Launched Multipurpose Assault Weapon (SMAW)

Type: Back/Launcher

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: I

Caliber: 83mm

Clip Size: 1

Capacity: N/D

Total Ammo: 1

Description: 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

Comment: This weapon appear only in one level, in "The Trojan Horse" and it is used for destroy the tank of course. It is the real most powerful weapon, destroying and killing every thing with only one missile. For sure if this version was available also in other levels can kill bosses with "only" one missile. It must be replenished in boxes every time when a missile is launched and of course can't be used for make "jumps"

Weapon Name: AU300 H-BAR

Real life counterpart: Steyr Mannlicher Arme Universal Gewehr (AUG)

Type: Back/Light Machine Gun (LMG)

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: V

Caliber: 5.56x45

Clip Size: 30

Capacity: 60 (90)

Total Ammo: 90 (120)

Description: 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

Comment: This is the most powerful assault rifle in game, and have Light Machine Gun purposes as said in the description. It can kill very easily, requiring max three hits to kill a standard flak jacked enemy, meanwhile less than ten shots for heavy armored enemies. It is one of the most known bullpup weapons of all time. The AUG was produced also in 9x19 Parabellum, ammunition used for pistols and SMGs. Is in fact named AUG Para

Weapon Name: RPK

Real life counterpart: Vyatskiye Polyany Molot Machine-Building Plant Ruchnoi Pulemet Kalashnikova (RPK)

Type: Back/Light Machine Gun (LMG)

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: V

Caliber: 7.62x39

Clip Size: 40

Capacity: 80 (120)

Total Ammo: 120 (160)

Description: The RPK (Ruchnoi Pulemet Kalashnikova-Kalashnikov light machinegun) was developed as a light support weapon, and has been standard issue in the Soviet Army. it is essentially an AK-47 assault rifle with sturdier receiver, heavier and longer, non-detachable barrel, and re-counter wooden buttstock

Comment: The RPK is an another famous variant of the AK-47. It assume the role of a Light Machine Gun and in real life is very often fitted with a biped for increasing precision when you are crouched or lying. The Dark Mirror appearance is with a very long magazine, implying that is a high capacity magazine. Instead no, the bullets per magazine are "only" forty. This is a discrepancy, because the Chinese Type 56 in game have the same magazine length of its original weapon, the AK-47, but have 50 bullets, ten more than the RPK. This long magazine should be like a 50/60 rounds magazine

Weapon Name: Sweeper 12-Gauge

Real life counterpart: Armsel Protecta

Type: Back/Shotgun

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: II

Caliber: 12 Gauge

Clip Size: 12

Capacity: 24 (36)

Total Ammo: 36 (48)

Description: The Sweeper is a lethal riot control device designed to take out a crowd of hostile individuals very quickly. it has 12-round cartridge that is easy tend quick to replace. All the user has to do to take out a rioting crowd is hold the trigger and swap across the crowd. After a few seconds most individuals will flee the

scene or be incapacitated. Due to it's lethality and changing times, this weapon is no longer considered for riot control and is likely to turn up in the hands of organized criminals or terrorists

Comment: If the USAS-12 is a deadly weapon, this is even more deadly. It have a 12-shell drum, that is correct. In game then have more shells than its direct opponent. However have the half of the fire rate, but still sufficient to kill enemies very fast.

Weapon Name: AR-15

Real life counterpart: generic Colt Model (M) 16

Type: Back/Sniper Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: III

Fire Rate: II

Caliber: .330

Clip Size: 10

Capacity: 20

Total Ammo: 30

Description: The AR-15 was adopted by the United States military under the designation M16. Today the AR-15 and it's variations are manufactured by many companies and have captured the affection of sport shooters and police forces around the world due to their low cost, accuracy and modularity. This variant is fitted with an 8x scope

Comment: The online version of the Stone's Rifle, the AR-15 is less powerful than the original. It have the same telescopic scope, but without the crack on it. As the Stone's Rifle have an integral suppressor

Weapon Name: Dragunov SVD

Real life counterpart: Snayperskaya Vintovka Dragunova Dragunov (SVD)

Type: Back/Sniper Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: I

Caliber: 7.62x54Russian (R)

Clip Size: 10

Capacity: 20 (30)

Total Ammo: 30 (40)

Description: The SVD (Snayperskaya Vintovka Dragunova-Dragunov Sniping Rifle) was accepted by the Soviet Military in 1963. More recently, it's seen service during the Afghan War as well as many other local conflicts, including the latest Chechen wars. This rifle was widely used and copied across the former Warsaw pact countries and is still in service with the Russian Army and many Russian law enforcement agencies

Comment: Soviet made weapons are always a lot powerful, using large calibers for practically every weapon. The 7.62x54R ammunition is bigger than the standard 7.62x51 NATO, then is more powerful and have still the same amount of bullets per magazine. Regularly is ten rounds. As Omega Strain uses own real life name and haven't anymore the "night vision scope", anyway these exist in real life

Weapon Name: Flamethrower (Flame Thrower)

Real life counterpart: generic flamethrower

Type: Back/Other

Button Select: Triangle

Stripe Colour: Red

Damage: IV

Fire Rate: V

Caliber: Petrol

Clip Size: 300

Capacity: N/D (300)

Total Ammo: 300 (600)

Description: Shoots a stream of flames that will ignite any flammable material it comes into contact with, including people

Comment: Called "Flame Thrower" in original PSP USA release, appear again in Syphon Filter games, ironically the first time appear for a boss, Red Jack and Logan in the following level will say the same. It won't kill instantaneously, but slowly and if you will roll the damage is really low. It have also three modes of fire: single shot, three-round burst or full auto. However at the side of the weapon the isn't the bar that display the current fire mode, maybe because isn't programmed that you can use it. In weapon selection instead there is that bar, but every time that you will change it won't till you don't re enter in the menu. If used in the following level the model will be invisible, but still completely usable. In the game, there are two guys with a flamethrower: Red Jack and an enemy. The Red Jack's flamethrower is unobtainable (in the Demo, you can use it) but the enemy flamethrower is obtainable. For use it, reach the door for enter to the greenhouse and when the Checkpoint is reached, commit suicide. When you restart the mission, the guy is still here and kill him, so he will drop his flamethrower. However this glitch can be performed only with PSP versions

Weapon Name: CZ Mach-9

Real life counterpart: Česká Zbrojovka Uherský Brod 75

Type: Sidearm/Machine Pistol

Button Select: Square

Stripe Colour: Yellow

Damage: IV

Fire Rate: V

Caliber: 9x19 Parabellum

Clip Size: 16

Capacity: 32

Total Ammo: 48

Description: 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 round per minute

Comment: It have a correct 16 rounds magazine and can be dual wielded as Omega Strain, but this time the capacity is just two magazines, instead of the pretty unrealistic 512 bullets (32 magazines!). It have selective fire modes as said in the description and are always the same three

Weapon Name: Desert Sniper .357

Real life counterpart: Israeli Military Industries Desert Eagle Mark XIX

Type: Sidearm/Pistol

Button Select: Square

Stripe Colour: Yellow

Damage: V

Fire Rate: II

Caliber: .357 Magnum (Pistol)

Clip Size: 8

Capacity: 16 (24)

Total Ammo: 24 (32)

Description: 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

Comment: The "least" powerful Desert Eagle uses .357 Magnum rounds, but aren't the ones for a .357 revolver. In fact are "special" made bullets, more short and then less powerful than a .357 revolver. As other two in game variants have extended barrel and a scope with three levels of zoom. This time the amount of rounds is incorrect, eight. A real life .357 Desert Eagle have nine bullets per magazine. Is used only by enemies in later levels and can't be unlocked unlike the other two, but of course you can use it when killed an enemy with it. Of course can be dual wielded

Weapon Name: G-17

Real life counterpart: Glock G-17

Type: Sidearm/Pistol

Button Select: Square

Stripe Colour: Yellow

Damage: IV

Fire Rate: II

Caliber: 9x19 Parabellum

Clip Size: 17

Max Ammo: 34 (51)

Total Ammo: 51 (68)

Description: The G-17 pistol first appeared in the Austrian Army trials and was later adopted by the Austrian Army and Police forces under the designation P-80. Since then, the G-17 and it's many descendants have become very popular military and law enforcement firearms, being exported in more than 50 countries

Comment: This weapon is fully usable in online, meanwhile in single player is used by Addison Hargrove in Episode 3, Part 2. With a glitch you can use it for a short amount of time before to restart from checkpoint. This is very easy and don't require the "reach the checkpoint and commit suicide" method. Just attend that Hargrove is killed or kill her and she will drop own pistol. This can made also the first time that you play the level, or rather, no restart from checkpoint.

Weapon Name: Makarov

Real life counterpart: Izhevsk Pistolet Makarova

Type: Sidearm/Pistol

Button Select: Square

Stripe Colour: Yellow

Damage: IV

Fire Rate: II

Caliber: 9x18 Makarov

Clip Size: 8

Capacity: 16 (24)

Total Ammo: 24 (32)

Description: The Makarov is a simple, sound and inexpensive design. While neither extremely accurate nor lethal at range beyond 50 feet, it is a formidable and reliable self-defense weapon

Comment: The Makarov PM is a Russian made pistol that uses an uncommon variant of the 9mm cartridge, the 9x18 Makarov. The caliber is even more powerful than the standard military 9x19 Parabellum, meanwhile the

civil 9mm is the 9x21. The caliber and weapon was created in fact by Nikolay Fëdorovič Makarov. Most if not all Soviet weapons had the surname of its designer, like Dragunov for the SVD or Kalashnikov for the AK-47

Weapon Name: MAK-10 .45 ACP

Real life counterpart: Ingram Military Armament Corporation (MAC) 10

Type: Sidearm/Sub Machine Gun (SMG)

Button Select: Square

Stripe Colour: Yellow

Damage: IV

Fire Rate: V

Caliber: .45 Automatic Colt Weapon (ACP)

Clip Size: 30

Capacity: 60

Total Ammo: 90

Description: The MAK-10 was originally developed in 1964. it's 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 it's small size and high rate of fire make it rather undesirable as a military weapon. This variant is chambered for .45 ACP rounds

Comment: The MAC-10 is an iconic weapon between gangs for its easy handling and for the easy concealment. It is also very accurate also if is a SMG with the dimension of pistol in terms of length. It can have also very extended magazine or also Beta C-Mag drums. In Dark Mirror appear two calibers: .45 ACP and 9x19 Parabellum. The .45 version is for some reason a Sidearm weapon, meanwhile the less powerful 9x19 is an Auxiliary. The .45 being a Sidearm can be dual wielded. In real life is very easy however. Always this version have also an extended barrel and a vertical grip, that will be unused when it will be dual wielded. The last difference with the 9x19 version is the fire modes, just three-round bursts and single shot

Weapon Name: MDS-7

Real life counterpart: Heckler & Koch Maschinenpistole Model (MP) 7

Type: Sidearm/Sub Machine Gun (SMG)

Button Select: Square

Stripe Colour: Yellow

Damage: III

Fire Rate: V

Caliber: 4.6x30

Clip Size: 20

Capacity: 40 (60)

Total Ammo: 60 (80)

Description: The MDS-7 essentially operations like a scaled-down assault rifle. If fire a specially designed round with a muzzle velocity nearly as high as the 5.56x45mm NATO round used by many modern rifles. There is a drawback, however the round is comparability smaller than a 9mm sized bullet, meaning less stopping power

Comment: The MP7 returns as Sidearm weapon and featuring a 20 rounds magazine (40 rounds magazine exists, but is visible from the handle, not happening in Omega Strain), rendering the weapon model more authentic. It uses a relatively small caliber, the 4.6x30. Also if is small, have armor piercing capabilities in real life. Being a Sidearm weapon can be dual wielded, not impossible in real life due its very low recoil. In game isn't so useful this weapon and is perfect to kill groups of two or three people. Have also the three fire modes of any other

SMG/assault rifle in game, single shot, three round burst and full auto

Weapon Name: MAK-10 9mm

Real life counterpart: Ingram Military Armament Corporation (MAC) 10

Type: Auxiliary/Sub Machine Gun (SMG)

Button Select: Square

Stripe Colour: White

Damage: II

Fire Rate: V

Caliber: 9x19 Parabellum

Clip Size: 30

Capacity: 60 (90)

Total Ammo: 90 (120)

Description: The MAK-10 was originally developed in 1964. It's 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 it's small size and high rate of fire makes it rather undesirable as a military weapon. This variant is chambered for 9mm rounds

Comment: The other variant is the 9x19 Parabellum. It have the classic and original design, no extended barrel and vertical grip. Also if is less powerful it is an Auxiliary weapon and of course can't be dual wielded. It have also the third fire mode, the full auto. It have an incorrect mount of bullets, 30. In real life this version have 32 bullets in a magazine

Weapon Name: MDS A3

Real life counterpart: Heckler & Koch Maschinenpistole Model 5 (MP5) A3

Type: Auxiliary/Sub Machine Gun (SMG)

Button Select: Circle

Stripe Colour: White

Damage: II

Fire Rate: V

Caliber: 9x19 Parabellum

Clip Size: 30

Capacity: 60 (90)

Total Ammo: 90 (120)

Description: 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

Comment: What the game calls "MDS A3" is in reality the world famous MP5. The unsilenced version is called correctly "A3", but it is just a name change in game because both uses the same model and the silencer (not visible as the TEC-9) is the only difference between the two versions

Weapon Name: Spectre

Real life counterpart: Società Italiana Tecnologie Speciali Spectre M4

Type: Auxiliary/Sub Machine Gun (SMG)

Button Select: Circle

Stripe Colour: White

Damage: II

Fire Rate: V

Caliber: 9x19 Parabellum

Clip Size: 30

Capacity: 60 (90)

Total Ammo: 90 (120)

Description: The Spectre SMG was developed in the mid-1980s. The Spectre was designed primarily for close combat, anti-terror at short range

Comment: The Spectre is an Italian manufactured weapon that uses a very unique bullet loading system. It have a 50 round magazine with practically the same size as a standard 30 round magazine. This is possible thanks to the casket magazine, that have a quad-column load system instead of the classic dual-column. In Omega Strain is said that holds the correct 50 round magazine, but in game have a 30 round one, like Dark Mirror

Weapon Name: Uzi (UG9)

Real life counterpart: Israeli Military Corporation UZI

Type: Auxiliary/Sub Machine Gun (SMG)

Button Select: Circle

Stripe Colour: White

Damage: III

Fire Rate: V

Caliber: 9x19 Parabellum

Clip Size: 32

Capacity: 64 (96)

Total Ammo: 96 (128)

Description: The Uzi is a compact, boxy, lightweight submachine gun designed in the late 1940's and named after it's 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 it's forces but would continue to manufacture the weapon for both domestic use and export

Comment: Called UG-9 in the original PSP NTSC-U release, is a weapon produced by IMI, the same producer of the Desert Eagle. It holds a correct amount of bullets, thirty-two. Unlike Omega Strain don't appear (also if obtainable only through cheat devices) the .45 ACP version, that exists also in real life. The UZI exists also in a smaller version, called in fact Micro-UZI

Weapon Name: EMP Grenade

Real Life counterpart: generic EMP grenade

Type: Grenade/Grenade

Button Select: L1 (L For PSP)

Stripe Colour: Very Light Green

Damage: N/D

Fire Rate: N/D

Caliber: Electro Magnetic Pulse (EMP)

Clip Size: 1

Capacity: 5 (6)

Total Ammo: 6 (7)

Description: Electro Magnetic Pulse grenade are timed grenades which create a powerful EMP blast that renders electronic devices temporally useless

Comment: These grenades don't cause physical damage, but electric things will be unusable for a little amount of time. In game are majorly used to deactivate the EMP armor. When explode also the your equipment and darts will be suffer for this amount of time. If you will try to use goggles you will be flashed in white, blinding in real life. You can use goggles only if was the last used gadget, meanwhile you can use without problems the PID. These are used also for destroy computers in Episode 7, Part 2. In online the own function is also to slow the enemy team for certain game modes, as well disarm mines in the amount

of time

Weapon Name: Smoke Grenade

Real life counterpart: AN/M8 Smoke Grenade

Type: Grenade/Grenade

Button Select: L1 (L For PSP)

Stripe Colour: Very Light Green

Damage: N/D

Fire Rate: N/D

Caliber: Smoke

Clip Size: 1

Capacity: 12

Total Ammo: 13

Description: This canister emits a dense cloud of white smoke that provides temporary obstruction of enemy vision

Comment: The smoke grenade appear once in story mode. It is launched by the enemy at the top of the plane in Episode 2, Part 1. In online can be found in crates and isn't very effective due opponents are real persons, not AI like Omega Strain where this grenade was overkill. Enemies was literally blinded for seconds also if you are face-to-face to an enemy

Weapon Name: Laser Mine

Real life counterpart: fictional

Type: Grenade/Mine

Button Select: L1 (L For PSP)

Stripe Colour: Very Light Green

Damage: V

Fire Rate: N/D

Caliber: Explosive

Clip Size: 1

Capacity: 2 (3)

Total Ammo: 3 (4)

Description: Laser trip 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

Comment: This is a very infamous weapon due it is near invisible. Only experienced players will find them easily. However is easy to spot at the end. Just watch walls, and if you will find some grey thing is a laser mine. Them can be viewed also with EDSU Goggles. With them will be viewed too the laser's line, in yellow. Laser mines can be destroyed by shooting or disarmed. For disarm one, go very close to it, but be careful, you can be killed by it and press Up/Triangle (Up for PSP and Triangle for PS2). The process is short, but made this when you have killed everyone in the area for a major security. At this point you can transport till three and place everywhere you want, but must be a vertical surface or the mine installation isn't possible. The red reticle means that the installation point isn't valid, meanwhile when is green you can place it. Once installed you can walk without problems, now are the enemies that must be careful! When you install one the reticle of the weapon will be the same as you aim to civilians/teammates

Weapon Name: C-4

Real life counterpart: Composite C-4

Type: Grenade/Other

Button Select: N/D

Stripe Colour: N/D

Damage: V

Fire Rate: N/D

Caliber: Explosive

Clip Size: 1

Capacity: 2

Total Ammo: 3

Description: Plastic explosive with remote control

Comment: The Composite C-4 is available in in-game equipment menu, but can't be equipped. It have the same game model seen in Omegas Strain

Paintball weapons

Weapon Name: Paintball Rifle

Real life counterpart: Heckler & Kock Militarisch Scharfschutzen Gewehr 90

Type: Special/Sniper Rifle

Button Select: X

Stripe Colour: Very Light Blue

Damage: V

Fire Rate: I

Caliber: Paint

Clip Size: 10

Capacity: 20

Total Ammo: 30

Description: While it may look the real MB-150, this rifle actually fires paintballs and is used as a training weapon by new IPCA recruits

Comment: Instead the Paintball Rifle, the clone of the MB-150, is only used in the own training, the number three. Apparently can fire darts as well the original weapon, but maybe this was done for demonstrating the weapon's functions. In weapon menu you can still read "6mm rounds". This is an error because fires paint, no real bullets

Weapon Name: Paintball Gun

Real life counterpart: Heckler & Koch Mark 23 SD

Type: Sidearm/Pistol

Button Select: Square

Stripe Colour: Yellow

Damage: IV

Fire Rate: II

Caliber: Paint

Clip Size: 12

Capacity: 24

Total Ammo: 36

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

Comment: This is the weapon used in combat simulations in Training 2, but is present as well in Training 1. It is a clone of the Mark 23 SD but fires paint. A strange thing is that in PS2 port paint marks on Gabe/enemies are for some reason removed. However in PSP PAL still there. An oversight is the end dialogue in PS2 port, that mentions the paint also if isn't present, making this no sense. In PSP versions there is an animation glitch when you take the weapon from the crate in Training 2. Instead of the right animation there is the one that Gabe is behind an enemy and snap its neck, maybe due an oversight. The Paintball Gun being used only on trainings is the only sidearm weapon that can't be dual wielded

Online mode weapons (PSP Only)

Weapon Name: M79

Real life counterpart: Springfield Armory M79

Type: Back/Launcher

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: I

Caliber: 40x46

Clip Size: 1

Capacity: 3

Total Ammo: 4

Description: The M79 fires a variety of 40mm grenade cartridges, but the most commonly used one is the M79 Fragmentation Grenade Cartridge. This grenade is filled with Composition-B and has a kill radius of 5 meters, but can substantially wound and incapacitate out 15 meters. The M-79 is a break-open weapon that fires from the shoulder and requires reloading after each round fired

Comment: The true M79 was appeared already in Omega Strain as the last unlockable for grenade kills and in Ukraine was used by enemies too. In PS1 trilogy the M79 was in reality a Tru Flite 37mm Super Long Range Gas Gun, that is incapable to shoot explosive grenades, but only gas grenades, as the name implies. The M79 appear for the first time as online exclusive weapon and is unchanged from Omega Strain, shooting correctly one grenade per reload, not unlike PlayStation titles that was a "bottomless" magazine

Weapon Name: M60

Real life counterpart: Saco Defense U.S. Machine Gun, Cal. 7,62mm, M60

Type: Back/Light Machine Gun (LMG)

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: V

Caliber: 7.62x51

Clip Size: 40

Capacity: 120

Total Ammo: 160

Description: This is an M60 that has a forward grip that helps stabilize the weapon during sustains firing. This weapon has been the US Army's general purpose machine gun since the early 60's and it uses the same feed system as the German WWII M642. The M60 maintains it's accuracy during sustained fire due to better barrel design that vents the hats away more efficiently. This model comes fit with a 100-round belt that is stored in an ammo box attached to the feed system

Comment: The M60 appear with a very and incorrect low ammo amount, only forty. Its description says that is a 100 round magazine, making this an error

Weapon Name: C8 Rifle

Real life counterpart: Heckler & Kock Militarisch Scharfschutzen Gewehr 90

Type: Back/Sniper Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: 1
Caliber: 7.62x51
Clip Size: 10
Capacity: 20
Total Ammo: 30

Description: The C8 is a scoped rifle, ideal for picking off targets from a distance. With a muzzle velocity that is much higher than that of many other sniper rifles, the C8 can deal massive damage even from very long range

Comment: The Heckler & Kock MSG90 appear thrice in Dark Mirror and this make this weapon the one with most variants, also if there are just two that shots real bullets. This time the role of the weapon is an ordinary sniper rifle, not an "assault sniper rifle". Here is very very less powerful, requiring many shots before to kill an enemy. It have now a correct 10 rounds magazine and not the older very unrealistic 50 rounds one, in real life is quite difficult to transport a magazine with this capacity due own weight. The own one shot, one kill, always accurate (is near impossible to miss an enemy) and the very high amount of bullets made this weapon the best in Omega Strain. Always in Omega Strain its fire rate depends on how fast you press Square, meanwhile in Dark Mirror was very reduced to rendering it the same as others. Always in Dark Mirror have own unique red tinted telescopic scope

Weapon Name: DSC-1 Thermal

Real life counterpart: Heckler & Kock Präzisionsschützengewehr 1 (fictional)

Type: Back/Sniper Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: 1

Caliber: 7.62x51

Clip Size: 20

Capacity: 40

Total Ammo: 60

Description: The DSC-1T is a sniper rifle equipped with a thermal scope capable of detecting heat sources of up 200 feet away. It has a heavy and long barrel and uses a four-groove polygon system which reduces bullet friction. This, combined with the long and heavy barrel, allows the bullet to reach higher velocities and have a much better effective range. It's very useful in thick fog or heavy smoke, allowing the sniper to see concealed targets clearly

Comment: Makes the own first appearance in Omega Strain only in Minsk level and was the only weapon that had a thermal scope. This is also the first time that a thermal device is seen in Syphon Filter. In Dark Mirror online is very very useful, of course because you can see through walls, not being IR Goggles in online. It have a correct twenty rounds magazine, a rarity for a sniper rifle and video games too

Weapon Name: Flashbang Grenade

Real life counterpart: generic flashbang grenade

Type: Grenade/Grenade

Button select: L

Stripe Colour: Very Light Green

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: 1

Capacity: 5

Total Ammo: 6

Description: This grenade incapacitates and disorientates enemies by creating a bright disorientating flash and a loud bang

Comment: The flashbang grenade is very useful in intense combat situations, of course useful when you must escape with low health for the research of a flak jacket

Weapon Name: X34 Nerve Agent

Real life counterpart: generic Nerve Gas grenade

Type: Grenade/Grenade

Button Select: L

Stripe Colour: Very Light Green

Damage: V

Fire Rate: N/D

Caliber: X34 Gas

Clip Size: 1

Capacity: 3

Total Ammo: 4

Description: Kills any unprotected person within the cloud of gas that is expelled from this grenade

Comment: The classic "Gas Grenade" from PlayStation trilogy and "Sarin Nerve Agent" from Omega Strain appears once again as the "X34 Nerve Agent". The X34 is a fictional lethal gas (in game is said that is even more lethal than the Sarin) contained in X34 Darts for the MB-150 and VSS-DU. But in online appears also a standalone weapon, this grenade

Weapon Name: Anti-Personnel Mine

Real life counterpart: generic Anti-personnel mine

Type: Grenade/Mine

Button Select: L

Stripe Colour: Very Light Green

Damage: V

Fire Rate: N/D

Caliber: Explosive

Clip Size: 1

Capacity: 2 (3)

Total Ammo: 3 (4)

Description: Small radius anti-personnel mine, capable of taking out one to two targets. Once armed this mine is invisible to naked eye. Disarming is only possible when viewing the mine with EDSU goggles

Comment: The AP Mine is the most deadly mine in Dark Mirror. It have a very big range explosion, killing also three or more enemies with only one mine. The installation is long, then be careful to install it when you are under fire. It is invisible to naked eye, then enemy placed ones won't be displayed in the your mini-map. Can be removed only with EDSU goggles and is quite fast to remove one. These mines can be installed only in flat surfaces and you can't shoot them for to explode

Weapon Name: Claymore Mine

Real life counterpart: Mohawk Electrical Systems M18A1 Claymore

Type: Grenade/Mine

Button Select: L

Stripe Colour: Very Light Green

Damage: V

Fire Rate: N/D

Caliber: Explosive

Clip Size: 1

Capacity: 2 (3)

Total Ammo: 3 (4)

Description: Claymore mines are directional mines that are wired electronically to a triggering device. Equip the triggering device once a mine has been deployed and press the fire button to detonate it. When planting the mine, face the desired direction of the blast

Comment: The Claymore is a mine that works in a strange way. Practically if you are behind the blast radius of the mine, you won't be hurt at all also if you are at one centimeter behind of it! The claymore can kill just one or if you are lucky two enemies at once. The installation is very very quick as the removal. Them can be activated only by the own trigger

Weapon Name: Claymore Mine Trigger

Real life counterpart: fictional

Type: Grenade/Other

Button Select: L

Stripe Colour: Very Light Green

Damage: III

Fire Rate: V

Caliber: N/D

Clip Size: 1

Capacity: 1 (2)

Total Ammo: 2 (3)

Description: The triggering device allows you to detonate claymore mines remotely. To detonate a claymore mine equip the triggering device and fire it

Comment: Nothing to say, is required to detonate a Claymore. For some reason have fire rate and damage stats too, with a "V" fire rate and a "III" damage...

Unlockable weapons in Online Mode, Team 1 (PSP Only)

Weapon Name: M16K

Real life counterpart: generic Colt Model (M) 16

Type: Back/Assault Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: IV

Fire Rate: V

Caliber: .45 Automatic Colt Pistol (ACP)

Clip Size: 30

Capacity: 60

Total Ammo: 90

Description: This assault rifle is a modified M16 that fires .45 caliber pistol rounds from a closed bolt, improving it's semi-auto accuracy. Specific ammunition, called Glazer Rounds, are used in this weapon. The interior of a Glazer bullet is filled with buckshot sealed by a breakaway plastic cap. This cap bursts upon impact causing the buckshot to tear apart unarmored flesh

How to get: Reach the O2 Rank

Comment: This is the my favourite fictional weapon of Syphon Filter ever. It fires .45 "Glazer" bullets. This is an obvious reference to "Glaser", the designer of the "Glaser Safety Slug", that also match the description of the "Glazer" round of this rifle. It have also a scope and the sound of the weapon seems silenced, or these bullets are sub-sonic. Being an assault rifle can shoot in three fire modes: full

auto, three round bursts and full auto. Also if fires .45 bullets that are smaller than a 5.56x45, still have a 30 round magazine capacity

Weapon Name: TripBar

Real life counterpart: Norinco Type 56

Type: Back/Assault Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: V

Caliber: 7.62x39

Clip Size: 50

Capacity: 100

Total Ammo: 150

Description: The TripBar is an assault rifle based on the AK-47 design.

Although it doesn't pack quite the same punch as the AK, it has a higher rate of fire, making it more of a spray and pray weapon

How to get: Reach the T3 Rank

Comment: In game appears two fictional variants of the Norinco Type 56: TripBar and Ramat. They are equal in every aspect to the original weapon and also to each other. The only difference is the reload animation, that in the case of the TripBar is from a Light Machine Gun

Weapon Name: M60 E-3

Real life counterpart: Saco Defense U.S. Machine Gun, Cal. 7,62mm, M60

Type: Back/Light Machine Gun (LMG)

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: V

Caliber: 7.62x51

Clip Size: 50

Capacity: 100

Total Ammo: 150

Description: This is an improved M60 that has a forward grip that helps stabilize the weapon during sustained firing. This weapon has been the US Army's general-purpose machine gun since the early 60's and it uses the same feed system as the German WWII M642. The M60 maintains its accuracy during sustained fire due to better barrel design that vents the heat away more efficiently. This model comes fitted with a 100-round belt that is stored in an ammo box attached to the feed system

How to get: Reach the O1 Rank

Comment: The enhanced version of the standard M60. However still have an incorrect magazine, 50 bullets. Also in this description it is said that they have a 100 round magazine. The only improvement is in fact the "extended" magazine

Weapon Name: 33 SC-1

Real life counterpart: Heckler & Koch HK33A3

Type: Back/Sniper Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: II

Caliber: 7.62x51

Clip Size: 20

Capacity: 40

Total Ammo: 60

Description: The 33 SC-1 is a scoped rifle, ideal for picking off targets from distance. Although it lacks the sheer stopping power of many relatively higher-powered sniper rifles, it still packs enough punch to deal a good amount of damage from long range

How to get: Reach the R2 Rank

Comment: The 33 SC-1 returns with a more incorrect magazine. Now it have only twenty bullets instead of twenty-four of Omega Strain and twenty-five from the real life

Unlockable weapons in Online Mode, Team 2 (PSP Only)

Weapon Name: Ramat

Real life counterpart: Norinco Type 56

Type: Back/Assault Rifle

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: V

Caliber: 7.62x39

Clip Size: 50

Capacity: 100

Total Ammo: 150

Description: The Ramat is yet another variant of the world-famous AK-47.

Although is deals a bit more damage from close range than the standard AK-47, it's not quite as effective at longer range

How to get: Reach the T3 Rank

Comment: The other fictional variant of the Chinese Type 56 is the Ramat. It haven't difference at all with the own original counterpart. Also if both TripBar and Ramat are listed as AK-47 reproductions, have the model of the Chinese Type 56, that shares everything. At the end the only difference is the name and description

Weapon Name: SPA-12

Real life counterpart: Browning Over and Under Shotgun

Type: Back/Shotgun

Button Select: Triangle

Stripe Colour: Red

Damage: V

Fire Rate: II

Caliber: 12 Gauge

Clip Size: 5

Capacity: 10

Total Ammo: 15

Description: The SPA-12 was designed in the late 1970's in Italy as a special purpose, military and police close combat weapon. Since it's introduction, the SPA-12 has become a very popular police and special forces weapon, being versatile and reliable, with good firepower

How to get: Reach the R3 Rank

Comment: For sure due an oversight the "SPA-12" (that is a faked name for the Franchi Special Purpose Automatic Shotgun (more known as SPAS-12), isn't the Italian shotgun, but in Dark Mirror appear as the Browning Over and Under Shotgun. It fires 5 shells per reload, an impossible thing for obvious reasons. The most strange thing is that the description describe the real SPAS 12, not the Over and Under Shotgun

Weapon Name: Stava SG-76 HBAR
Real life counterpart: Zastava M76
Type: Back/Sniper Rifle
Button Select: Triangle
Stripe Colour: Red
Damage: V
Fire Rate: II
Caliber: 7.92x57 Mauser
Clip Size: 20
Capacity: 40
Total Ammo: 60

Description: The Stava SG-76 HBAR was developed in the late 1970's in Yugoslavia. The SG-76 is based on famous Kalashnikov AK action, stretched and strengthened to accept much longer and powerful rifle ammunition. The trigger also as been limited to semiautomaty

How to get: Reach the R2 Rank

Comment: This time can be used without glitches/magic box trick unlike Omega Strain were was hidden. Always in Omega Strain appears with a wildly unrealistic magazine capacity, 50 bullets! However in Dark Mirror is "fixed", now have "only" 20 bullets. In real life there aren't 20 bullets magazine for this weapon, only 10 round ones. It uses a very uncommon ammunition, the 7,92x57 Mauser. It is more powerful than standard 7.62x51 NATO and 7.62x54 Russian bullets

Weapon Name: Ripper
Real life counterpart: Intratec TEC-9
Type: Sidearm/Machine Pistol
Button Select: Square
Stripe Colour: Yellow
Damage: III
Fire Rate: IV
Caliber: 9x19 Parabellum
Clip Size: 20
Capacity: 40
Total Ammo: 60

Description: The Ripper is a variant of the more widely-known TK-9. Made with cheaper parts than that of the TK-9, the Ripper's relatively low cost makes it more prone to falling into the wrong hands

How to get: Reach the T1 Rank

Comment: The online appearance of the TEC-9 is under more faked name, "Ripper" and is very weak than the original TEC-9 (the Ripper is a fictional variant). It have less damage and very reduced magazine. Holds only 20 bullets instead of the correct 32 bullets

Weapon Name: Sawed-Off Shotgun
Real life counterpart: Browning Over and Under Shotgun
Type: Auxiliary/Shotgun
Button Select: Circle
Stripe Colour: White
Damage: V
Fire Rate: II
Caliber: 12 Gauge
Clip Size: 2
Capacity: 16
Total Ammo: 18

Description: The Sawed-Off Shotgun has a pistol grip and shortened barrel

intended to increase it's spread pattern. While capable of dealing massive damage at short range, it's wide spread pattern it near-useless at distance

How to get: Reach the O4 Rank

Comment: The Browning Over and Under Shotgun appear again, but this time is fixed. It is an actual Over and Under, or rather have two shells per reload

Other unlockables in Online Mode (PSP Only)

Gadget Name: Large Medical Bag

Type: Healers

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

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

How to get: Elite badge in "Triage"

Comment: This is the enhanced version of the online healers. Maybe this is a perfect duplicate of the singleplayer Med Kit, replenishing the 100% of health. As the Medium Medical Pack can be used only (maybe) for heal teammates due isn't selectable

Gadget Name: Medium Medical Pack

Type: Healers

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

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

How to get: earn the Expert badge in Triage

Comment: This variant of healers isn't more obtainable due closed servers. Maybe this should restore 50% of life, guess. Maybe you can heal only teammates, being unselectable for yourself. However standard Med Kits are available in online too, but you can't pickup them, maybe the Medium Medical Pack because acts like a traditional Med Kit also if it don't appear in gadget menu and must be used before to pickup a Med Kit

Online objects

Object Name: Detonator Code

Type: Online objects/Objective

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: Bomb Detonator Code. Use of this device at the dirty bomb location
will stop the detonator fuse timer

Comment: You need this to defuse the bomb

Object Name: DU Container

Type: Online objects/Objective

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: None

Comment: You need to retrieve these if you want win the match

Gadget Name: Retinal Imprinter

Type: Online objects/Objective

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: This device can be used to copy the retinal information from a
subject's eyes, and then replay this information back to fool
retinal scanners

Comment: The retinal imprinter is required to access to the door and finishing
the objective and winning the match

Object Name: Rogue

Type: Online objects/Objective

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: Rogue Agent Credentials. Possession allows the agent to accrue
positive kills against the opposing faction

Comment: After taken the Rogue Agent Credentials you will be the rogue agent
and you are the only able to make positive kills. If you die the
credentials will be dropped and you need to re-take them

Gadget Name: Valve Control Wrench

Type: Online objects/Objective

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: This wrench can be used to operate the emergency pressure release valves on the distillation column

Comment: This is essential to close/open (depends the faction) valves of the distillation column

Object Name: Agency Zip Line (AZL)

Type: Online objects/Other

Button Select: N/D

Stripe Colour: N/D

Damage: III

Fire Rate: IV

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: Agency Zip Line (AZL) allows the agent to make a one-way traversal over great distances. At designed locations, equip the device and shoot. The line deploys automatically

Comment: This is the variation of the singleplayer Rapid Traversal Line. It have only one way of direction unlike the RTL that have two. For use the AZL you need to find in crates and then go in specific points to shoot the line. For some reason have fire rate and damage stats

Objects

Object Name: Security Card

Type: Objects/Card

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: Security access card. KemSynth uses an elaborate security system comprised of magnetic cards and photo sensitive readers that check palm print IDs. I wonder why they need such tight security at an oil refinery? --Gabe Logan

Comment: This card is found only in the first level on the dead body of a worker. This card is used to open a door for pickpicking a Hidden Evidence and some weapons. In that room there is too a Med Kit

Object Name: Security Card (Gas Room)

Type: Objects/Card

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: Security Card. A Red Section soldier had this security card that leads into the gas condensing unit room. It looks like they've taken over all of KemSynth's security systems. They had to have inside info to pull this off. --Gabe Logan

Comment: Necessary to progress into the level. Dropped by one of the two enemies that spawn after the cutscene of Kreisler's death

Object Name: Security Card (TransEuroTram)

Type: Objects/Card

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: TransEuroTram security card. Security all across Europe has tightened considerably since 9-11. The borders are still open, but no one gets across the alps without multiple security checks and screenings. With the exception, that is, of well armed terrorists like Red Section, who seem able to run around the continent at will. --Gabe Logan

Comment: Used for open the portcullis at the end of the level, after killed the boss with a EM Armor. Available only in Episode 7, Part 1

Object Name: Elevator Key

Type: Objects/Key

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: KemSynth elevator security key. Red Section is using the KemSynth security system against me. They can lock down the elevators all they want. Won't do them much good when I can obtain the key with just a few well placed bullets. --Gabe Logan

Comment: This key is essential to complete Episode 1, Part 3. Will be dropped by the last enemy in the level

Object Name: Key To Zhou's Room

Type: Objects/Key

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: Key to Jimmy Zhou's room. Only one other person has a key to Zhou's room: his number one body guard, Han Yen. Many escorts have seen the inside of Zhou's private apartment, not all of them like what happens there. Han has to be ready to come in at a moment's notice. -- Gabe Logan

Comment: In terms of game history, this is the penultimate enemy to kill. He use a M-134 Minigun and have extended life plus flak jacket. Do attacks when he reload and use the powerful Desert Sniper .50 dropped by an enemy (or if you like to risk take it from the crate opposite the enemy spawn) for kill him easier

Object Name: Locker Key

Type: Objects/Key

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: KemSynth locker key. KemSynth workers are each given a locker for storing work clothes, equipment, and I'm guessing, their sturdy metal lunch boxes. I wonder why Red Section is storing weapons in the lockers? --Gabe Logan

Comment: This key is situated at extreme left of the server room, in a shelf. It isn't essential for complete the level and are contained three M67 Grenades in it. Can be found only in Episode 1, Part 5

Object Name: Maintenance Key

Type: Objects/Key

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: KemSynth maintenance key. A dead worker in the gas room had this key. It's different from the other keys I've seen and is marked 'Maintenance Room.' What would they be keeping in a locked maintenance room? --Gabe Logan

Comment: Not essential for complete the level, can be found in Episode 2, Part 3. It opens the room to the right before the flamethrower guy. In this room you can find a Med Kit, a M4 Carabine and you can stop the flames coming from the tubes

Object Name: AIT Security Keycard

Type: Objects/Keycard

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip size: N/D

Capacity: N/D

Total Ammo: N/D

Description: AIT security keycard. AeroSpace Integrated Technology is even more security conscious than KemSynth or the Konigsberg Casino. Since this is Red Section headquarters I completely understand their need for tight security. I bet the poor dead bastard I got it from understands the need more than I. --Gabe Logan

Comment: Required to finish Episode 7, Part 1. Can be found on a dead body. It can open the door with crane controls. The room have also some grenades and a Med Kit

Object Name: AIT Security Keycard (Station)

Type: Objects/Keycard

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip size: N/D

Capacity: N/D

Total Ammo: N/D

Description: AIT security keycard. This key leads into the AIT loading station. Originally designed as an underground transport supply system, Singularity is using the subway cargo trains to move Project Dark Mirror out of the facility undercover. It stops here. --Gabe Logan

Comment: Required to finish Episode 7, Part 3. Can be found on a dead EM Armor enemy. Opens the last door before the last fight

Object Name: B1 Keycard

Type: Objects/Keycard

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: Keycard marked B1. Miller had one of Kemsynth's security keycards. Was he killed protecting whatever is in the room this key opens? Or was he killed trying to get in? --Gabe Logan

Comment: This keycard is used to open the B1 door. In this room, there is a hidden evidence. You can pick-up this going in section of the turret and going to the left near a fence. Climb and go to the corpse. A cutscene will play and you will able to open this door. If you are enough skilled you can open this door also without of it. Just alert enemies and wait that someone spawn in the room, opening the door. In this room there is also a flak jacket. Is available only Episode 1, Part 2

Object Name: Transponder Keycard

Type: Objects/Keycard

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: Transponder keycard. Transponder operation is limited to authorized personnel. These kinds of security measures prevent unauthorized access to NORAD technology and data. So how the hell does Red Section obtain a NORAD transponder security card? --Lian Xing

Comment: Found only in Episode 2, Part 1, is necessary to access to the transponder. Is dropped by the first enemy that go out from the plane

Object Name: Security Keycard

Type: Objects/Keycard

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: Konigsberg security keycard. Konigsberg Casino is almost as bad as KemSynth, everywhere you turn, a security keycard is required to gain access. --Gabe Logan

Comment: This keycard is required to finish the level and enter to the Ottokar Hall. It can be found only in Episode 5, Part 1 on a bedside table after bypassed the security system and killed the guard and saving the girl

Object Name: EM Armor

Type: Objects/Other

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: None

Comment: These are special suits that protect by every injuries made with firearms. The Electro Magnetic (EM) field reflects the bullets, not causing any type of damage. However have a weak point. This is that the EM can be deactivated by special grenades (EMP, Electro Magnetic Pulse grenades) or electric shots. These can be made with EDT darts and EDT/EPDD. Be careful, there is a limited time before that the EM field is restored

Object Name: Flack Jacket

Type: Objects/Other

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: None

Comment: In every mission you will start with a flak jacket. This protect you from bullets, but the strength of it isn't unlimited. After various shots you must change it with a new one. The flak jacket protect only the torso. You can replenish it with crates, dead bodies (if you have killed them in any part of the body apart the torso) or more rarely on tables. Unlike Omega Strain you can't increment the strength of the flak jacket

Object Name: Freeman's Server Code

Type: Objects/Other

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: Freeman's server access code. More KemSynth security. The information Freeman was storing on the KemSynth optical servers must have been highly classified if he would not even allow access to his regular personnel. Hiding the code in a wall safe isn't exactly original. --Gabe Logan

Comment: The code is 503. It isn't never said what is the code, but in weapons menu of pause menu the model of it you can see the "503". As the Locker Key can be found only in in Episode 1, Part 5

Object Name: Hidden Evidence

Type: Object/Other

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: Every evidence have own description

Comment: In levels there are some pieces of the evidence of the Dark Mirror. Them are present in all missions except two (The Trojan Horse and Matter's End miss them). In each level where you can take them there are three evidences. Hidden Evidences are required for 100%. Every time you will pick-up a Hidden Evidence in the right bottom of the screen will be displayed a message. This message have three variants: one for have taken a single evidence, one for have taken all evidences in a Part and the last for have taken all evidences in all Parts of an Episode. When you will have taken all of the Hidden Evidences for an Episode you will unlock the Locked File for that Episode. In Training and Unused missions (as well the Game Share one) haven't Hidden Evidences to take. In Training 1 there is a goody that can be virtually a Hidden Evidence, but don't happen nothing if is activated, just an extra dialogue will play

Object Name: Kemsynth Data Drive

Type: Objects/Other

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: KemSynth Data drive. This is one of Freeman's personal data drives. According to Gabe, Freeman had them password protected while attached to the KemSynth mainframe, probably to prevent any of the regular KemSynth employees from gaining access. --Lian Xing

Comment: There are three Data Drives located on crates. Use EDSU Goggles for easy recognize. Be careful, use stealth kills for not alert enemies and then recover the Data Drives faster. If you have acquired all of the three when enemies are alerted, you need to kill all of them for trigger the cutscene. You can find them only in Episode 2, Part 1

Object Name: MI6 Recording Device

Type: Objects/Other

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: None

Comment: These devices are used to spy Yavlinsky's operations in the Ottokar Hall. You need to recover three of them from it and other are in the security room with fingerprint scan. After recovered you need to kill Yavlinsky and upload the data

Object Name: Yavlinsky's Fingerprint

Type: Objects/Other

Button Select: N/D

Stripe Colour: N/D

Damage: N/D

Fire Rate: N/D

Caliber: N/D

Clip Size: N/D

Capacity: N/D

Total Ammo: N/D

Description: Yavlinsky's fingerprint. Teresa ran Yavlinsky's print through Interpol and came up with a list of priors that date back to the cold war. He's been responsible for everything but the fall of the Iron Curtain. --Gabe Logan

Comment: Another essential object for complete the Part 1 of Episode 5. The fingerprint can be acquired from a glass or from the typewriter

Unused weapons, darts, gadgets, objects, descriptions and clone weapons

Weapon Name: AU300 Mod-R

Real life counterpart: Steyr Mannlicher Arme Universal Gewehr (AUG)

Type: Back/Assault Rifle

Caliber: 5.56x45

Description: The SteyrAUG-HB is an assault rifle. It has severe recoil and may

be difficult to control. It is has a scope

Comment: Also if the description says that is the H-BAR, is in reality a Mod-R. This is one of the tons of leftover of Omega Strain. This version maybe was removed due like a duplicate

Weapon Name: Combat Shotgun

Real life counterpart: Fabbrica d'Armi Pietro Beretta 1201FP

Type: Back/Shotgun

Caliber: 12 gauge

Description: The Combat Shotgun, with its full-length barrel, is geared more towards relatively longer-range shooting. The full-length barrel prevents the shot from spreading out into a wide pattern over short distances

Comment: The "Combat Shotgun" should be appeared also here, but was removed, maybe because there is already the Shot Defender, making virtually a duplicate. Leftover from Omega Strain

Weapon Name: Riot Shotgun

Real life counterpart: fictional

Type: Back/Shotgun

Caliber: 12 gauge Bean Bag

Description: Riot shotgun 12 gauge Bean Bag - This is a modified combat shotgun that fires non-lethal bean bags instead of standard shot

Comment: Non-lethal weapons are absent in Dark Mirror (the Tasers don't count). This Omega Strain leftover is a strange one, there aren't non-lethal kills badges or special objectives unlike its predecessor

Weapon Name: SSG 550 Sniper

Real life counterpart: Schweizerische Industrie-Gesellschaft 550 Sniper

Type: Back/Sniper Rifle

Caliber: 5.56x45

Description: The SSG 550 Sniper is a good short- to medium-range military marksman rifle or police / antiterror rifle, capable of quick and accurate follow-up shots

Comment: Unfortunately the SIG SG 550 Sniper isn't available in game. Ironically this weapon is hidden in Omega Strain, but usable through cheats or Magic Box Trick. This is one of the my favourite rifles of all time

Weapon Name: VSS-DU

Real life counterpart: Vintovka Snayperskaya Spetsialnaya Vintorez

Type: Back/Sniper Rifle

Caliber: 9x39 DU (fictional Uranium bullets)

Description: The VSS-DU is a prototype variant of the standard VSS or Vintovka Snaiperskaja Spetsialnaya (Special Sniper Rifle). Although it lacks the silenced firing capabilities of the VSS, it's been chambered for a larger round with even greater stopping power than that of the standard VSS

Comment: The standard model of the Dark Mirror VSS is present in game files. This maybe should be intended to the VSS-Special in Dark Mirror, or the second entry isn't explicable. The Dark Mirror description is taken from the original Omega Strain one, slighted modified for talking about darts system. In Dark Mirror uses same bullets as the MB-150, a 6mm round. In real life (and correctly in Omega Strain) use a very large round made by Russians, the 9x39. In Omega Strain there are two variants: VSS-DU that fires fictional 9x39 Uranium bullets,

meanwhile the VSS- Special fires standard 9x39 bullets. The two rifles differs two things: the Special have a metallic stock and a standard scope, meanwhile the DU have a wooden stock and a nightvision scope

Weapon Name: TH3 Blaster

Real life counterpart: fictional

Type: Back/Other

Caliber: Thermite

Description: TH3 blaster - The projectile impacts with a hard surface, then it bursts and ignites everything within a nearby radius

Comment: This deadly weapon from Omega Strain should appeared also in Dark Mirror, but as like other unfortunately not

Weapon Name: Riot Pistol

Real life counterpart: Schweizerische Industrie-Gesellschaft Sauer P229

Type: Sidearm/Pistol

Caliber: 9mm Rubber Bullet

Description: Riot pistol 9mm Rubber Bullet - This pistol serves as a non-lethal means to incapacitate

Comment: Second non-lethal weapon, of course removed for some reason. In Omega Strain is available only in Zurich level

Weapon Name: Dormagen Gas

Real life counterpart: M1917 Chemical Hand Grenade

Type: Grenade/Grenade

Caliber: Dormagen

Description: Dormagen gas - Victims will fall unconscious

Comment: As other non-lethal weapon is removed. Leftover from Omega Strain

Weapon Name: Incendiary Grenade

Real life counterpart: M47 Grenade

Type: Grenade/Grenade

Caliber: Petrol

Description: The Incendiary grenade canister has a bursting radius of 15 feet and produces intense heat and flame that cannot be extinguished, even if submerged in water. This is a dual-purpose weapon that serves to provide cover or to incinerate enemy personnel or assets

Comment: This grenade isn't present in the online as well, should was a really good weapon in matches also as seen in Omega Strain isn't so deadly because you will burn slowly and rolling will extinguish flames

Weapon Name: M61 Frag Grenade

Real life counterpart: Mk2 Hand Grenade

Type: Grenade/Grenade

Caliber: N/D

Description: The M61 frag grenade is filled with composition-B and has a kill radius of 15 feet, but can substantially wound and incapacitate out to 25 feet. The frag detonates upon impact with any hard surface

Comment: The M61 explode at the impact, meanwhile the M67 after a delay. I like more this version because the enemy haven't a way out, but also more deadly due the instant explosion

Weapon Name: Tear Gas

Real life counterpart: Sting-Ball Grenade

Type: Grenade/Grenade

Caliber: Tear

Description: Tear gas (CS) - Any personnel exposed will be nearly incapacitated due to uncontrollable coughing and tearing of the eyes

Comment: Another non-lethal weapon, another removal. In Omega Strain is ironically hidden and usable only with cheats/Magic Box Trick

Weapon Name: Claymore

Real life counterpart: Mohawk Electrical Systems M18A1 Claymore

Type: Grenade/Mine

Caliber: Explosive

Description: Triggered explosive - This is a serious military application for C-4. The Claymore mine is a few pounds of C-4 embedded with 700 steel ball bearings. Upon detonation, the Claymore blasts ball bearings in a 50 degree arc away from the mine and will kill everything within 50 feet. Anyone unlucky enough to be caught in the blast will not survive

Comment: This removal can be explained because that the Omega Strain Claymore can be positioned only in scripted places in Myanmar mission, not in every place as Dark Mirror online and always here must be activated by a trigger

Weapon Name: C4 Detonator

Real life counterpart: fictional

Type: Grenade/Other

Caliber: N/D

Description: C4 Detonator. This is used to trigger C4 explosives

Comment: Same as the Claymore of Dark Mirror the C-4 in Omega Strain must be activated by a trigger. However was scripted and never selectable

Weapon Name: Gurkha Knife

Real life counterpart: generic Gurkha knife

Type: ETC/Knife

Caliber: N/D

Description: None

Comment: This is a perfect port from Omega Strain. Hidden completely in Dark Mirror

Weapon Name: IPCA Commando

Real life counterpart: generic bowie knife

Type: ETC/Knife

Caliber: N/D

Description: IPCA Commando - This blade is an extremely rugged weapon that can easily break light armour with a simple forward thrust

Comment: All of the Omega Strain knives are present in memory if the game only

Weapon Name: k_Stiletto

Real life counterpart: generic Stiletto

Type: ETC/Knife

Caliber: N/D

Description: None

Comment: Another perfect port of an unused weapon

Weapon Name: Stiletto

Real life counterpart: generic Stiletto

Type: ETC/Knife

Caliber: N/D

Description: Stiletto - The stiletto has a narrow blade made of tungsten-steel alloy

Comment: Also the standard Stiletto appear as memory only weapon

Weapon Name: VibroBlade

Real life counterpart: generic combat knife

Type: ETC/Knife

Caliber: N/D

Description: VibroBlade - This can cut through hard surfaces, such as body armour and flak jackets, easily

Comment: Last knife to appear in memory and of course unusable in Dark Mirror

Weapon Name: Air Pistol

Real life counterpart: fictional

Type: ETC/Non-lethal

Caliber: CO2

Description: Air Pistol Dart Gun - While this device is intended to be non lethal, Agents are cautioned to aim below the neck to prevent unwanted fatalities

Comment: As always Dark Mirror "hates" non-lethal weapons

Weapon Name: Stun Jack

Real life counterpart: generic Stun Jack

Type: ETC/Non-lethal

Caliber: Electricity

Description: This baton allows an agent to hit an enemy from any angle and drop them instantly

Comment: The Stun Jack was meant to appear again, but was an Omega Strain exclusive

Weapon Name: Shuriken

Real life counterpart: generic Shuriken

Type: ETC/Throwing

Caliber: N/D

Description: Shuriken - These are very accurate throwing stars made from an armour piercing Tungsten/Steel alloy

Comment: Also Shurikens are present in memory. It had a strange throw for sure due the new style of pointing

Gadget Name: X-Ray Goggles

Description: X-Ray goggles allow the user to see through many solid objects

Comment: These goggles was hidden and unusable as well in Omega Strain. Also in Omega Strain you can't access them with cheats/Magic Box Trick. It is very very strange this omission. Maybe removed in both games for the similarity of IR Goggles in Dark Mirror and of the Thermal scope of the DSC-1 Thermal

Object Name: Sample Kit

Description: Used for collecting tissue & water samples

Comment: The possible use is unknown in Dark Mirror

Object Name: Tracking Device

Description: This device will pinpoint the current location of the Viral Container on our radar and map

Comment: Same as the Sample Kit is unknown for what was intended the own function

Object Name: Viral Container

Description: Contains the Syphon Filter Omega Strain virus

Comment: What? The Omega Strain in Dark Mirror? For what motivation?

Weapon Name: MB-150 Silenced

Real life counterpart: Heckler & Koch Militarisch Scharfschutzen Gewehr 90

Type: Special/Sniper Rifle

Caliber: 6mm+3/5/8/10 darts

Description: The MB-150 is the standard IPCA sniper rifle. It has the ability to fire specialised darts that can be triggered by the user at any time. This version has been fitted with a silencer

Comment: This weapon is a contradiction. In Training 3 Logan complain that the MB-150 isn't silenced, but why? Because is unusable! It have the same description, the only adding is in fact that is specified that is silenced

Weapon Name: Impact Flame Grenade

Real life counterpart: unknown

Type: Back/Launcher

Caliber: Grenades

Description: For burning stuff up

Comment: This is maybe an alternate flamethrower, but nothing is know about it

Weapon Name: Incendiary Launcher

Real life counterpart: unknown

Type: Back/Launcher

Caliber: Incendiary Grenades

Description: The Incendiary Launcher fires timed incendiary grenades that detonate after three seconds. Once detonation occurs, a 5 foot radius around the grenade will be blanketed with flames

Comment: From the description this weapon should was very cool to use

Weapon Name: SMAW Nerfed

Real life counterpart: Nammo Talley Mk 153 Shoulder-Launched Multipurpose Assault Weapon (SMAW)

Type: Back/Launcher

Caliber: 83mm

Description: The Shoulder-launched Multi-purpose Assault Weapon fires an HEDP fin stabilised high explosive rocket. Agents are cautioned to be a safe distance away from the target to avoid becoming collateral damage

Comment: This third variant is unknown for what was intended. It shares the description with the regular SMAW. The most strange theory is that this should be a non-lethal variant or one that cause even less damage

Weapon Name: Big Game Gun

Type: Back/Shotgun

Caliber: maybe 12 gauge

Real life counterpart: unknown

Description: This big game hunting gun is capable of destroying nearly anything it's aimed at with one shot

Comment: This is an another shotgun available in game files. As the description says should be the most powerful shotgun in game

Dart Name: Decoy

Description: When deployed, this device emits a variety of sounds designed to attract the target's attention

Comment: Maybe an early version of the Sensor dart or a possible version if the singleplayer. However is unused. It have a description too

Dart Name: Taser

Description: None

Comment: The Taser dart can be an early version of the EDT dart as seen for the Decoy dart. It can be also a non-lethal EDT dart, because is said in Training 3 by Teresa that them are lethal

Gadget Name: Long Range Electronic Surveillance Device (LRSED)

Description: The Long Range Electronic Surveillance Device (LRESA) fires a special tracking & explosive dart. Use to track and eliminate special targets

Comment: This is really a cool gadget if was usable. Actually fires tracking and explosive darts as said in the description

Gadget Name: Remote Interact Device (RID)

Description: The Remote Interact Device allows the agent to remotely operate various devices from a safe distance. It can be used to disarm mines and detonators

Comment: Actually this was meant to be used remotely

Object Name: Security Card 4

Type: Object/Card

Description: KemSynth security card. It seems as if every damn door in this place is locked down, requiring special magnetic security cards for access. Why do they need this level of security at a refinery?
--Gabe Logan

Comment: Extra card, unknown where was intended to use precisely

Object Name: Security Card 5

Type: Object/Card

Description: Refinery security access

Comment: Strange card, because haven't a description with the comment of Main Characters, but is a generic description. Used for KemSynth levels

Object Name: Security Card 6

Type: Object/Card

Description: KemSynth Security card. How many damn security cards does this place need? Seems like every door, elevator, locker and chimney requires security clearance. Either this is the most secure refinery on the planet, or it's a front for a classified

operation. --Gabe Logan

Comment: All of the extra cards are from KemSynth levels. Then, how many unused door are there?

Object Name: Security Card 7

Type: Object/Card

Description: TranEuroTram security card. These security cards might do a hell of a lot more good, if the security personnel stayed alive long enough to use them. It seems that terrorists and thugs have no problem acquiring them from the guards, but then, I have no problem acquiring them from the thugs. --Gabe Logan

Comment: The only exception is the extra card, from the last Episode

Object Name: Security Keycard 2

Type: Object/Keycard

Description: Refinery security access

Comment: Same generic description as one of the extra cards, of course from KemSynth levels

Object Name: Classified Folder

Type: Object/Other

Description: Folder marked classified

Comment: This is unknown what is precisely, maybe an early Hidden Evidence

Object Name: Radar Sensor

Type: Object/Other

Description: The Sensor device can be used to determine enemy locations (sensing mode) or used to cloak your position from enemies (jamming mode)

Comment: Maybe this is the mini-map, but this is only a theory

Object Name: Radar Sensor

Type: Object/Other

Description: Sound Decoy Device (SDD) allows the agent to create audio distractions. Equip the device and plant it at the desired location. Nearby enemies will hear it and investigate

Comment: This is noise maker for distract enemies. As the description says this must be equipped and planted

Object Name: Commander Wrench (Fake)

Type: Object/Online

Description: This highly adaptive tool can be used to operate many devices, including the emergency pressure release valves on the distillation column

Comment: This fake wrench should be appeared on the Refinery online map. For sure for troll enemies. Is a shame that isn't present

Bullet Name: 6mm rounds

Description: The standard issue 6mm rifle round is designed for long range accuracy

Comment: 6mm rounds and darts have unused descriptions. Is strange that are present, because you will never have them in weapon menu in pause menu

Dart Name: EDT

Description: The EDT dart delivers a highly charged electrical shock which will eliminate any target silently

Comment: Also in the unused description is said that the EDT dart is lethal

Dart Name: Explosive

Description: Filled with mixtures of Azide and Mercury Fulminate, the explosive dart is capable of eliminating multiple targets within 10 yards

Comment: In the description is said what explosive use

Dart Name: Sensor

Description: The Sensor device contains a micro sonar transmitter which detects human movement. It is tied directly into the Agency virtual HUD radar display

Comment: Also the online exclusive dart have an unused description

Dart Name: X34

Description: When deployed and triggered, this device emits a small lethal spray of X34 gas. It is capable of taking out multiple targets at once

Comment: Last unused description. The X34 is the middle choice between EDT and Explosive darts, because is stealthy and can kill more people at once

Weapon Name: Galil AR (PvP)

Real life counterpart: Israeli Military Industries Galil Assault Rifle (AR)

Type: Back/Assault Rifle

Caliber: 7.62x39

Description: The Galil project began after the Six-Day War, and the design was select by the Israel Defense Forces from two competing designs. The winner was based on the Finnish RK 62, a variant of the AK-47. The Galil was designed to be a domestically-produced, main battle rifle for the IDG, taking the best features of other rifles, such as the M16 and AK-47, and putting them into one rifle

Comment: The PvP version can be the version with more damage. PvP means "Player versus Player", that implies that is

Weapon Name: Desert Sniper .357

Real life counterpart: Israeli Military Industries Desert Eagle Mark XIX

Type: Sidearm/Pistol

Caliber: .357 Magnum (Pistol)

Description: 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

Comment: This is a 100% duplicate. Everything is shared with the singleplayer version. Also this is listed as "PvP" in game memory

Weapon Name: Anti-Personnel Mine (Singleplayer)

Real life counterpart: generic Anti-personnel mine

Type: Grenade/Mine

Caliber: Explosive

Description: Small radius anti-personnel mine, capable of taking out one to two

targets. Once armed this mine is invisible to naked eye. Disarming is only possible when viewing the mine with EDSU goggles

Comment: This instead is the offline version, for sure from Training 4. Unused in PS2 versions due the lack of this Training and online

Weapon Name: Claymore Mine (Singleplayer)

Real life counterpart: Mohawk Electrical Systems M18A1 Claymore

Type: Grenade/Mine

Caliber: Explosive

Description: Claymore mines are directional mines that are wired electronically to a triggering device. Equip the triggering device once a mine has been deployed and press the fire button to detonate it. When planting the mine, face the desired direction of the blast

Comment: Strangely there isn't the offline version of the Claymore Mine Trigger, only the Mine itself. Used for sure in Training 4 as the AP Mine

Weapon Name: Laser Mine (Online)

Real life counterpart: fictional

Type: Grenade/Mine

Caliber: Explosive

Description: Laser trip 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

Comment: Of course the online version, is for the... Online. However all of these clone weapons seems the same as normal variants

Weapon Name: Laser Mine (Training 4)

Real life counterpart: fictional

Type: Grenade/Mine

Caliber: Explosive

Description: Laser trip 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

Comment: The last weapon ever. This is the last weapon available in game memory and is a third variant of the laser mine. Apparently have one variant per mode

Part 4: Legal Stuff

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Part 5: Credits

Thanks to the YouTube user FoxHand for sharing with me in private tons and tons of suggestions, improvements and acknowledgments for improving this big FAQ. Without its help for sure were still some false data or other errors. Again, a very very big thanks to FoxHand. However still more to come always thanks to him!

Part 6: Contact

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END OF THE DOCUMENT

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