

Syphon Filter: Dark Mirror Locked Files Guide

by Probester

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Syphon Filter:Dark Mirror
Playstation Portable
Locked Files Guide
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Table Of Contents

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- 1.Locked Files Background
 - 2.Episode One:Fire and Ice
 - 3.Episode Two:Blood and Oil
 - 4.Episode Three:Ancient History
 - 5.Episode Four:Saving Private Janzen
 - 6.Episode Five:Root Of All Evil
 - 7.Episode Six:Touchstone
 - 8.Episode Seven:Singularity
 - 9.Episode Eight:Bonus
 - 10.Closing/Legal/Credits
-

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Press CTRL+F and type in what you're looking for to find the section quickly.

1.Locked Files Background

The locked files option is unlocked for each episode once you've collected all the evidence within each episode. Within each episode are missions. Each episode has different amounts of missions, and each mission has different amounts of hidden evidence, though the most common number of evidence would be 3 pieces. Once you have collected all the evidence, go into the Locked Files section within the single player menu. Each episode has different files to unlock. These include audio files, in game movies, bonus movies, behind the scenes documentries,concept art, and trailers.

2.Episode One:Fire and Ice

Concept Art

1: An overview of the area where you cover Lian from the tower as she races to send you a zip line.

2:The computer room with the desk overturned. The floors and walls are much shinier, and the room is brighter than the final version.

3:Appears to be a pipeline across a canyon in the snow. A blizzard is occurring, and the blue and red lights of the pipe really stand out. In the corner by a building, two figures can be seen standing in the light.

4:Either the gas truck you could blow up, or a pipeline on fire. The gate in front of it is wrecked.

5:An overview of the facility. Everything is blue, white, and grey. The lights highlight the buildings.

6:An early design of Freeman's office. Beside the painting is a large gun case. This points to the fact that Freeman is an avid gun collector. In the final version, all that remained of the collection was the M1 Super 90 shotgun, and a desert express .50 in the safe.

7:An exterior view of the Kemsynth facility. Lighting is dim, and we can see a pipe overhead.

8.The main courtyard of the facility in a snow storm. The lights from the buildings stand out. In the corner, we can see a vehicle clearing the snow from the ground. Guards can be seen in the background, holding rifles. One appears to be inspecting a barrel of petrol. On top of the tower, we can see a fire from a valve.

9.A hallway inside the Kemsynth facility. This would either be in security section D, or the hallways past the room where you saved Kreisler. The lighting appears to be filtering through a window, with shades of orange coming from a light panel on the wall.

Audio Files

Kemsynth Action 1

This is Mark Snow's original action composition for Kemsynth Petroleum.

Kemsynth Suspence 1

This is Lior Rosner's remix of the

Kemsynth suspense music.

Kemsynth Action 2

This is Jonathan Mayer's remix
of the Kemsynth action music.

Syphon Filter Theme

This is Jonathan Mayer's remix and
choir arrangement of Mark Snow's Omega
Strain theme. It was recorded with a live
orchestra.

Dark Mirror Action

This is an original piece of Jonathan Mayer
music. It plays during high action sequences
throughout the game.

Red Section Theme

Lior Rosner wrote this original theme music for
Red Section.

Music

This is just a volume control bar under
all the music. Not really needed, with the PSP's
own volume control, but its nice to have it there.
This won't affect audio anywhere else in the game.

Bonus Movie

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On My Terms Only

Gabe and Lian get background information
of Red Section, and are inserted at Kemsynth
Petroleum.

Making Of:Character Art

A behind the scenes look at character
models found in Kemsynth:3d mesh and textures for
the Gabe, Kreisler, and Red Jack models.

Making of:Level Art

A behind the scenes look at how the Kemsynth
terrain was built:mesh,lighting,and textures

Kemsynth Storyboards

A look at the animated storyboards for the
Kemsynth movie.

3.Episode Two:Blood and Oil

Concept Art

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1. An interior view of the building.

This is the hallway found after the gas chamber, with the smashed giant windows. The hall appears to be longer then it is in the final version.

2.An overall view of the cargo plane area with Lian.

The red lights surrounding the cargo plane stand out in the snow storm. The snowcat can be seen to the left, with it's powerful lights on.

3.An explosion of a bridge walkway. The figure on the

walkway appears to be Gabe Logan, running away from the explosion. The picture has a very comic book like presentation to it.

4. Inside the plant. It appears to be some kind of machine

in the middle of a large room, with guards are workers in various locations standind around it. This could be something that was left out of the game in the final version.

5.This is a side view of the room in the final mission

in the episode, Freeman's Answer. The area is the part where Gabe and Lian are pinned down by a few guards and a mounted turret chain gun.

6.A room with a large box and a red light panel on the wall.

This appears to be the room where Gabe spends the duration of Lian's misson hacking the lock to get through the door.

7.The room with generators where you find Freeman, and have

to disable the bomb detonators while dodging fire from an M249 SAW.

8.Kreisler's garden where he grew various tropical

plants.The room is much darker compared to the finished version in the game.

9.The gas chamber where you rescue Kreisler. The area

below the platform has grates which has an erry blue aura coming from under it. It looks much darker and sinister then it does in the finished version. One of the doors has been completely removed.

Audio Files

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Kemsynth Suspense 2

This is Mark SNow's original suspense composition for Kemsynth Petroleum.

Kemsynth Action 3

This is Lior Rosner's remix of the

Kemsynth action music.

Kemsynth Suspense 3

This is Lior Rosner's remix of the Kemsynth suspense music.

Gabe's Theme

This is Lior Rosner's original theme music that plays in sections where Gabe Logan is central to the action.

Dark Mirror Suspense

This is Jonathan Mayer's original suspense theme music, meant to be used throughout the game.

Iquitos Action Theme

This is Jonathan Mayer's remix of the Iquitos action music.

Music

This is just a volume control bar under all the music. Not really needed, with the PSP's own volume control, but its nice to have it there. This won't affect audio anywhere else in the game.

Bonus Movie

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Making of: Character Art

Another behind the scenes look at Kemsynth character art:Lian, Kemsynth technician, and Red Section soldier.

Making of:Level Art

Another behind the scenes look at the Kemsynth level artwork.

Kemsynth Animatic

Very Early animatic of the Kemsynth opening movie. The second half is the same style as the Bangkok animatic.

Prototype Gameplay

Video footage of very early game play in the opening Kemsynth level. Everything evovled greatly from this early game play.

4.Episode Three: Ancient History

Concept Art

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1.A street scene where two cars are piled up. The cars are ablaze, and a terrorist wielding an SMG is seen to the right of the picture.

2.An early design of the area where Gabe covers Hargrove with the minigun turret. The center square has ruins of a building that were not included in the finished version in the game. More fire can be seen than was included in the final version.

3.A small picture of what appears to be an early version of Hargrove's office hut.

4.A square in the center of the street is engulfed beside a water tower. The shadow form of guards can be seen around the square and the water tower.

5. An interior of a building where there are holes in the wooden ceiling. Guards are inside, and appear to be searching the place.

6.A village scene at night time. The village appears to be wrecked, and a squad of soliders can be seen moving through the street.

7.The rooftops of the villages. A lone solider can be seen standing on the nearest one. We can see that many of the buildings in the village have been set ablaze, and dark rows of smoke are starting to cover the skyline.

8.A wooden bridge in the village. A solider stands alone on the bridge, standing with the classic Omega Strain stance. Paper litters the ground.

Audio Files

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Iquitos Action 1

This is Mark Snow's original action composition for Kemsynth Botanicals.

Iquitos Suspense 1

This is Mark Snow's original suspense composition for Kemsynth Botanicals.

Iquitos Action 2

This is Jonathan Mayer's remix of the Iquitos action music.

Iquitos Suspense 2

This is Johnathan Mayer's remix of the Iquitos suspense music.

Hargrove's Theme

This is Lior Ronser's original theme music for Addison Hargrove.

Iquitos Suspense 3

This is a suspense theme that was written for general use in the Iquitos world.

Music

This is just a volume control bar under all the music. Not really needed, with the PSP's own volume control, but its nice to have it there. This won't affect audio anywhere else in the game.

Bonus Movie

===== A Shadow From The Past

The team follows a clue that leads them to Iquitos Peru where a women from Gabe's past, Addison Hargrove, runs security for Kemsynth Botanicals.

Making Of:Character Art

A behind the scenes look at how the Iquitos characters were made:Addision Hargrove, a PRWC soldier, and a campersino(villager).

Making of:Level Art

A behind the scenes look at the Iquitos Peru level art.

Jungle Animatic

Proof of concept render of the jungle set, and an animatic of Gabe running through the jungle.

5.Episode Four:Saving Private Janzen

----- Concept Art

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1. An interior view of the factory. Debris and old equipment can be seen strewn around the hallway. Pathces of light can be seen coming through holes in the window.

2.An early version of the outside sections of the factory. Broken ladders and bent pipes are everywhere, and the guard can be seen patrolling the ground, near some overgrown grass.

3.An early version of the area beside Un Radio tent. The ladder and crates can still be seen, with the chemicals from the pipes leaking onto the ground.

4.Another view of the outside of the factory. Many windows are shattered, and the building appears to be quite battered.

5.Another picture of the early version of the outside sections of the factory. Pipes can be seen leaking green chemicals onto the ground. The building appears to be damaged.

6.An interior view of the factory. Light is seeping through holes in the roof. A guard in the center of the room is looking upwards, toward the holes in the ceiling.

7.The artwork version of the area beside the UN tent. The ladder to the room where the radio is can be seen.

Audio Files

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Tuzla Action 1

This is Mark Snow's original action score for Tuzla Munitions.

Tuzla Suspense 1

This is Mark Snow's original suspense score for Tuzla Munitions.

Tuzla Action 2

This is Jonathan Mayer's remix of the Tuzla action music.

Tuzla Suspense 2

This is Jonathan Mayer's remix of the Tuzla suspense music.

Tuzla Action 3

This is Lior Rosner's remix of
the Tuzla action music.

Tuzla Suspense 3

This is Lior Rosner's remix of the
Tuzla suspense music.

Music

This is just a volume control bar under
all the music. Not really needed, with the PSP's
own volume control, but its nice to have it there.
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Bonus Movie

=====

Love and War

Lian and Addison quarrel. We follow Gabe as
he uses a UN peacekeeping assault to mask his
insertion into Tuzla Munitions.

Making of:Character Art

A behind the scenes look at character
art from the Tuzla level:a UN soldier,
a Zivmovic Soldier, and a UN tank.

Making of:Level Art

A behind the scenes look at the Tuzla
Munitions level art.

Tuzla Animatic

A short animatic of a scene from
"Love and War"

6.Episode Five:Root Of All Evil

Concept Art

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1. An outside view of the casino.
Lkight line this rails and the sides
of the buildings.

- 2.The courtyard by the entrance of the
casino. It appears that there were originally
two spotlights. Three guards can be
seen standing in the picture under the
spotlight, two under the right spotlight,
and one under the left spotlight.

- 3.Appears to be an early version of the

inside view of the casino. There is a statue of a man in the side of the room, enclosed through a glass display case. The area appears to be a drinking or eating area, and large blue lights line the wall.

4. Appears to be a daytime view of the courtyard. In the picture, the courtyard appears to be much larger then it was in the finished version. The buildings resemble those found in a level in a previous Syphon Filter game, Belarus Chateau, the Omega Strain.

5. This is the main gambling area of the casino, where Gabe Logan retrieves all the M16 bugs planted by Maggie Powers. The tables are much closer together then in the finished product.

6. A hallway with two statues of soldiers holding rifles. A painting is on the wall to the right, and it appear to fit in with the theme of the soldiers.

Audio Files =====

Konigsberg Action 1 -----

This is Mark Snow's original action score for the Konigsberg Casino.

Konigsberg Suspense 1 -----

This is Mark Snow's original suspense score for the Konigsberg Casino.

Konigsberg Action 2 -----

This is Jonathan Mayer's remix of the Konigsberg Action music.

Konigsberg Suspense 2 -----

This is Jonathan Mayer's remix of the Konigsberg suspense music.

Boss Theme -----

This is an original composition written by Lior Rosner that was designed to play behind intense battles.

Action Theme -----

This is an original composition written by Lior Rosner that was designed to play behind intense action.

Music

This is just a volume control bar under all the music. Not really needed, with the PSP's own volume control, but its nice to have it there. This won't affect audio anywhere else in the game.

7.Episode Six:Touchstone

Concept Art

=====

1.An overview of the entire building, situated on top of a mountrain.

2.A blurred motion image of a helicopter. This appears that a rocket was just fired from a cable car to the right of the picture. This segment was left out of the game, but it appears that Gabe would be in the cable car with a SMAW.

3.Another view of the outside of the facility. This shows many sateilitte dishes and electronic communications equipment. A platfrom of mesh metal streches across a gap in the mountain.

Audio Files

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Zugspitze Action 1

This is Mark Snow's original action score for the Zugspitze Pass.

Zugspitze Suspense 1

This is Mark Snow's original suspense score for the Zugspitze Pass.

Zugspitze Action 2

This is Lior Rosner's remix of the Zugspitze action music.

Zugspitze Suspense 2

This is Lior Rosner's remix of the Zugspitze suspense music.

Zugspitze Action 3

This was an alternate action piece written by Mark Snow.

Zugspitze Suspense 3

This was an alternate suspense piece
written by Mark Snow.

Music

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all the music. Not really needed, with the PSP's
own volume control, but its nice to have it there.
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Bonus Movie

=====

Promises

Gabe asks if Blake is his. But Blake was born
two years after Hargrove left the Agency.Red Section
has kidnapped Blake and Addison needs Gabe's help.

Making of:Character Art

A behind the scenes look at character
art from Zugspitze levels:Red Section soldier,
a German tourist, and Touchstone.

Making of:Level Art

A behind the scenes look at the Zugspitze Pass
level art.

Alternate Opening

This was an early version of the opening movie,
which would have shown Singularity and Touchstone
in Washington. Pretty set,hated to see it get cut.

8.Episode Seven:Singularity

Concept Art

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- 1.An early version of the inside of the building.

- 2.Possibly an early version the Centerfuge. An
emblem is painted on the ground, with a planet
in the symbol.

- 3.A sketch of the pool where Lian rescues Blake
from being drowned. The bridge was added
where the metal cage overhead is. Two guards
can be seen to the right of the picture.

- 4.A factory storage area. This is probably
an area left out of the final version.
It appears to be the area behind the large
where Gabe first fights the EM armor solider.

- 5.The inside hallway of the building.
Gabe can be seen coming out of the vent to

the left of the ground, and an EM guard can be seen patrolling the hallway with his back turned to Gabe.

6.The final area where Gabe fights Singularity. Gabe appears to be on top of the train, and guards are shooting back at him.

7.A side to side view of the train in the train station. Both the front and back can be seen in the picture.

8.A sketch of the area where Lian blows up all the computer. This area was also used in the land/trip mine in the training missions.

Audio Files

=====

AIT Action 1

This is Mark Snow's original action score for Aerospace Intergrated Technology.

AIT Suspense 1

This is Mark Snow's original suspense score for Aerospace Intergrated Technology.

AIT Action 2

This is Johnathan Mayer's remix of the AIT action music.

AIT Action 3

This is Lior Rosner's remix of the AIT action music.

AIT SUSpense 2

This is Lior Rosner's remix of the AIT suspense music.

Singularity Theme

This is an original score written by Jonathan Mayer for Singularity.

Music

This is just a volume control bar under all the music. Not really needed, with the PSP's own volume control, but its nice to have it there. This won't affect audio anywhere else in the game.

Bonus Movie

=====

Red Section

With the death of Addison Hargrove,Gabe feels he

has to stop Singularity and Red Section from killing the child. Gabe has to stop Project Dark Mirror, but now it's personal.

Matter's End

Project Dark Mirror turns out to be a next gen WMD. The big surprise? Hargrove isn't dead, and Blake isn't ten, but twelve. Gabe Logan has a daughter.

Making of:Character Art

A behind the scenes look at character art from the AIT levels:Blake Hargrove,Red Section FCS armor, and Singularity.

Making of:Level Art

A behind the scenes look at the Aerospace Intergrated Technology level art.

9.Episode Eight:Bonus

Concept Art

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- 1.Two different early sketches of the Bangkok bonus levels. One shows the street, and another shows a large a few signs and a large billboard with a face on it.

- 2.Appears to be another view of the first bonus Bangkok level. This appears to be much smaller in the finished version, and the crane seems to have been removed.

- 3.A view of the exit of the first bonus Bangkok level, into Jimmy's apartment. Heavy rain is falling, and the lighting highlights the door.

- 4.A sketch of the bonus level "GoodNight Sweetheart". This is almost exactly the same as the finished product.

- 5.Stone's room for the level "Goodnight Sweetheart". A bloodstain is seen on the carpet, and Stone's briefcase can be seen on the bed.

- 6.Appears to be an early version of the bathroom in Stone's room, except this counter appears to be a kitchen counter blended into it. A medkit can be seen beside the counter. In the finished version, the medkit is beside the counter in the bathroom.

- 7.An outside view of Stone's room. The balcony is surrounded by red flowers and green vines.

Audio Files

=====
Bangkok Action 1

This is Mark Snow's original action score for the Bangkok Jimmy Zhou bonus mission.

Bangkok Suspense 1

This is Mark Snow's original action score for the Bangkok Jimmy Zhou bonus mission.(Not an error, this is what it says inside the game)

Bangkok Action 2

This is Jonathan Mayer's remix of the Bangkok action music.

Bangkok Suspense 2

This is Jonathan Mayer's remix of the Bangkok action music.(Not an error, this is what it says inside the game)

Stealth Theme

This is an original theme written by Lior Rosner, meant to be played while the player is using stealth.

Suspense Theme

This is a general use suspense theme written by Lior Rosner.

Music

This is just a volume control bar under all the music. Not really needed, with the PSP's own volume control, but its nice to have it there. This won't affect audio anywhere else in the game.

Bonus Movie

=====
Goodnight Sweetheart

This was one of the reveal movies that played at the end of Syphon Filter:The Omega Strain. Stone was about to carry out a DPE on Mara Aramov.

Making of:Character Art

A behind the scenes look at character art from the bonus missions:Mara Aramov, Stone, Jimmy Zhou.

Making of:Level Art

A behind the scenes look at some of the bonus

mission level art.

Bangkok Animatic

A very early animatic that demonstrated one possible visual technique for the rendered movies.

Propane Tank Scenario

This scenario was cut from the game because of the chessy dialogue and over-the-top language.

10.Closing/Legal/Credits

If you have questions, comments, or concerns, please email me at Probeprobe407@hotmail.com or AIM me at FishyProbe

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