

Syphon Filter: Logan's Shadow FAQ

by Ivory_Soul

Updated to v1.0 on Oct 8, 2007

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1.--INTRODUCTION--

This is my third FAQ I have written. You may know me for my Syphon Filter: Dark Mirror and Mortal Kombat: Unchained FAQs. If you like my Dark Mirror guide I'm sure you'll love this guide because it will be laid out exactly the same as the other so you don't need to get used to a new layout. I like my layout I have here and it seems everyone else does as well. Enjoy Dark Mirror and my guide.

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Syphon Filter: Logan's Shadow is 7 Sony Computer Entertainment (SCE) and Sony Bend.

2.--VERSION HISTORY--

V1.0 (10/5/07) - The walkthrough was written in just one day and it contains all the level walkthroughs and most of the hidden evidence files. I went through the game once first and got most of them so I will restart a second time and put down the ones I missed. I will cover the bonus missions later on, and I still need to do the weapons dossier.

3.--CONTACT--

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

4.--STORY--

Gabe finds himself betrayed again when Lian is supposedly on vacation when Gabe finds out she might be defected. Robert Cordell sends Gabe on a mission to recover a secret government cargo only known as hold five. When Gabe tries to find it he encounters an old nemesis known as Ghassan al Bitar. While Gabe finds out more dark secrets about his past he becomes confused on who to trust. Is Lian really still who she says she is? What is hold five? Who is Bitar working for, and why really is Cordell's deal?

5. --WEAPONS--

--ASSUALT RIFLES--

--GALIL AR--

The Galil project after the Six-Day War, and the design was selected by the Israel Defense Forces from two competing designs. The winner was based on the Finnish RK G2, a variant of the AK-47. The Galil was designed to be a domestically-produced, main battle rifle for the IDF, taking the best features

of other rifles

FIRE RATE: V
DAMAGE: I
CLIP SIZE: 25

6.--CHARACTERS--

--ALIMA HADDAD--
Pilot

Sex: Female	Height: Unknown
Age: Unknown	Weight: Unknown
Birthplace: Kuwait	Eye Color: Brown
Nationality: Kuwaiti	Hair Color: Brown

Games Appeared In:
This is the first one

--DANE BISHOP--
Proprietor, Dane Bishop Enterprises

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

Games Appeared In:
This is the first one

--DR. SHEN REI--
Director of Development, Zhonghua Industries

Sex: Male	Height: Unknown
Age: Unknown	Weight: Unknown
Birthplace: Dacitan, China	Eye Color: Black
Nationality: Chinese	Hair Color: Black

Games Appeared In:
This is the first one

--GABRIEL LOGAN--
Covert Operative

Sex: Male	Height: 6'3"
Age: 39	Weight: 185 pounds
Birthplace: Camden, NJ	Eye Color: Brown
Nationality: American	Hair Color: Black

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

--GHASSAN AL BITAR--
Leader, al-Jamil

Sex: Male	Height: Unknown
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Age: Unknown
Birthplace: Unknown
Nationality: Syrian

Weight: Unknown
Eye Color: Brown
Hair Color: Brown

Games Appeared In:
This is the first one

--LAWRENCE MUJARI--

Assistant Chief of Operations

Sex: Male
Age: 41
Birthplace: Queenstown, South Africa
Nationality: South African

Height: 6'2"
Weight: 210 Pounds
Eye Color: Black
Hair Color: Black

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

--LIAN XING--

Intelligence Communications Expert

Sex: Female
Age: 33
Birthplace: Kashi, China
Nationality: Chinese

Height: 5'7"
Weight: 120 pounds
Eye Color: Brown
Hair Color: Black

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

--MAGGIE POWERS--

Special Agent

Sex: Female
Age: 37
Birthplace: Plymouth, England
Nationality: English

Height: 5'8"
Weight: 125 pounds
Eye Color: Brown
Hair Color: Black

Games Appeared In:
Syphon Filter 3
Syphon Filter: Omega Strain
Syphon Filter: Dark Mirror

--ROBERT CORDELL--

Deputy Director, National Intelligence Oversight Committee

Sex: Male
Age: Unknown
Birthplace: Unknown
Nationality: American

Height: Unknown
Weight: Unknown
Eye Color: Brown
Hair Color: N/A

Games Appeared In:
This is the first one

--SERGEI KUNDRENKO--

Colonel, Spetsnaz

Sex: Male

Height: Unknown

Age: Unknown

Weight: Unknown

Birthplace: Moscow, Russia

Eye Color: Brown

Nationality: Russian

Hair Color: Brown

Games Appeared In:

This is the first one

--TERESA LIPAN--

Deputy Chief of Operations

Sex: Female

Height: 5'6"

Age: 28

Weight: 118 pounds

Birthplace: Phoenix, AZ

Eye Color: Green

Nationality: American

Hair Color: Brown

Games Appeared In:

Syphon Filter 2

Syphon Filter 3

Syphon Filter: The Omega Strain

Syphon Filter: Dark Mirror

--TRINIDAD--

Special Agent, Chinese Ministry of State Security

Sex: Female

Height: Unknown

Age: Unknown

Weight: Unknown

Birthplace: Unknown

Eye Color: Black

Nationality: Chinese

Hair Color: Black

Games Appeared In:

This is the first one

7.--WALKTHROUGH--

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

These training levels are pretty much the same as in Dark Mirror. If you beat the record in this level you unlock the FAMAS.

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

--END OF LEVEL--

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

If you beat the record time you unlock the FAMAS

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

--END OF LEVEL--

T.1.3 --Training 3-Learn basic Agency MB 150 rifle and darts

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

--END OF LEVEL--

T.1.4 --Training 4-

In this training level you learn all the new spiffy stuff in Logan's Shadow such as blind firing, a new grenade tossing system, and you can now evade grenades, you also learn about time sensitive button sequences as well...oh and Gabe does a little jig as well. Everything is self explanatory it's not too hard to figure out.

--END OF LEVEL--

T.1.5 --Training 5-You will also learn new stuff in Logan's Shadow such as underwater swimming and combat. You learn to swim underwater, shoot underwater, and even grab enemies and pull them under. One part you'll have a hard time with is finding the hidden evidence. It's near the ramp base in the first pool.

--END OF LEVEL--

7.1.1 --Episode 1, Part 1 'Pirates of Somalia'--

You will start out in a helicopter mounted on a machine gun. You will circle around the ship's deck and you have to destroy the four missile launchers. They are in the middle and they aren't easy to miss. After you destroy them RPG will come out. Take them out before they blow up the heli. Just keep killing everyone until you drop out of the helicopter.

--CHECKPOINT--

After this you will be buckled against a container. Just kill all the guys here and run around the corner. As soon as you get down the stairs buckle against the first container you see next to the wall and take out the two guys. After this go around the corner and up the stairs and buckle against the rubble and take out the guys. After this go inside the doorway and turn on your EDSU goggles and take the flashbangs. Go around the rubble outside and Gabe will call for Alima to lower her crane. Follow the on screen prompts and start shooting the baddies.

--CHECKPOINT--

--HIDDEN EVIDENCE--

Turn on your EDSU goggles inside the doorway and it's on the floor on your left.

Buckle against the small containers and kill the baddies. After this shoot the RPG on top of the ladder and remove the rubble.

--CHECKPOINT--

After this head up the ladder and turn the valve on the door. Pick up the M4 Carbine in the box and climb up the next ladder. Kill all the bad guys and keep climbing up. Kill these guys and climb down. Crouch and sneak up to the guy near the ladder and knife him. Buckle against the railing and take out the guys.

--HIDDEN EVIDENCE--

Next climb down this ladder and turn the valve on the door. Use your EDSU goggles and the evidence is on the dead body. After this buckle against the railing and kill the guy down below. Move left towards the vent and pry it open.

--END OF LEVEL--

7.1.2 --Episode 1, Part 2 'Going Under'--

This is where you'll get your first taste of stealth. Don't worry though you don't have to it's just better and easier if you do. Right at the start wait until the guy turns away and learn out and either pop him with your silenced pistol or shoot the yellow canister on the left. After this go down the hall and buckle against the railing. Either use your sniper rifle or pistol and shoot the guy in the head. Next head up the ladder and sneak behind the guy and knife him. After this head up the ladder and kill all the guys here. Go on the crane and activate the panel.

--CHECKPOINT--

Buckle against the railing in the crane and shoot all the guys. After this get off the crane and a few guys will come up behind you.

--HIDDEN EVIDENCE--

After you take them out go to where you shot the guys, when you were on the crane, and turn on your EDSU goggles. It's in the corner on the left.

After this climb up the ladder and access the panel.

--CHECKPOINT--

After this use the RTL and drop down. Shoot the guys here and in the middle of the fires you'll see a cart on tracks. Push the cart half way then kill the guy that drops down. Once you've moved the cart go out and kill the rest of the guys.

--END OF LEVEL--

7.1.3 --Episode 1, Part 3 'Ocean's Five'--

Once the level starts swim up to the boat and climb the net. Buckle against the window, crouched, and sneak up behind the guy and knife him. After this creep around the corner into the cabin and kill the first guy. After this (time for a laugh), push the guy's face into the stove and hear Teresa say "Gabe, was that really necessary?" Umm...yep! Anyways, go back outside and go around the left and climb up the ladder. Sneak up behind the guy and knife him. Take the C4 out of the crate and plant it in the cabin. After this BOOK IT off the boat and swim away like mad.

--CHECKPOINT--

Buckle behind the wall and just take out all the guys on the boat. After this swim to the boat and board it. Take out the guys around the left corner and inside the cabin. Plant the C4 and book it.

--CHECKPOINT--

After this swim in the hole and take out the two guys. Swim to the left and climb up the ramp. Go into the doorway and kill the guys and shoot the green button. Swim under the rubble blocking your way and climb up onto the catwalk. Go around the corner and turn the valve on the door

--END OF LEVEL--

7.1.4 --Episode 1, Part 4 'Sea of Darkness'--

When the level starts peak around the corner and pop the guy in the head with your silenced pistol (I hope you kept it!). Next turn sharp right and kill the guy in front of the container. Move up a bit and kill the next guy. After this go to the gate on the far right wall and lift the gate door. After this kill the guy in front of you and when you round the corner. Activate the lift.

--CHECKPOINT--

After this kill all the bad guys and open the gate in front of the big metal pallet. Push the pallet all the way to the fence and kill the bad guys. Go to the side of the pallet and climb it and hop over the fence.

--HIDDEN EVIDENCE--

Open the gate in front of the pallet and push it against the next fence. Climb up the side and drop down and the evidence is in the bodybag.

Go into the doorway and slide down the ladder.

--CHECKPOINT--

Go around the corner and kill the baddies but watch out! A pipe will explode and you will need to turn the valve on the wall to shut it off. Kill the rest of the guys and look up to your right and shoot the vent. Climb through the vent (Syphon Filter 2 anyone?!) and kill the guy in the room.

--CHECKPOINT--

Next go into the hall and get the grenades and lob them in the doorway. Go down the next hall and do the same. After this go into the elevator and activate it.

--CHECKPOINT--

Uh oh...trouble! Time to jump ship. Just pop your head up and give Fihad a good head shot and it's end of level.

--END OF LEVEL--

7.2.1 --Episode 2, Part 1 'What Lies Below'--

You have to eliminate five divers before Bishop can move on. The first one is below you and off to the right. The next one is a little higher and to the left. The third one is a little to the left and further down but you'll have to swim closer. For the last two you will have to swim all the way to the right

and look up toward the sunken ship. They will both be right there.

--CHECKPOINT--

After that go ahead and move the mine out of Bishop's way by finding the handle and tapping X. Do the same with the second mine and find the hull's weak spot. The weak spot is the scratched up spot on the left lower corner. After this cover Bishop by killing all the diver's that come after you.

--END OF LEVEL--

7.2.2 --Episode 2, Part 2 'Depths of Darkness'--

When the level starts swim up to the guy kneeling and pull him down. Next climb up and sneak up behind the guy walking and knife him. After this use the switch to take the generator covers off. Some guys will come out so kill them. After that you need to shoot right where the covers fell off. There are two facing you and two on the other side.

--CHECKPOINT--

After this you need to kill the guys coming across the zip lines and then use it yourself. Use the AZL and dive in the water. Swim all the way to the front (where the zip lines were) and you'll see a red valve. After you turn it climb back up where the zip lines are and a new doorway will open. Next you will need to climb a bunch of archways while a ton of guys pour out. Do the same in the second hallway.

--CHECKPOINT--

Next you need to use a missile warhead to open the door...yeah...well that's Gabe for you. Anyways, you need to make your way around to the top and push the panel to lower the missiles. After you do that dive down to the bottom and remove the cover.

--CHECKPOINT--

Next make your way back up to the door and get under cover quick because two Elite soldiers will come after you. Aim for their legs and arms since their heads and torso are protected. After you kill them plant the explosive and move away.

--END OF LEVEL--

7.2.3 --Episode 2, Part 3 'Dead Currents'--

Once the level starts sneak up behind the guy and push him into the electrical box(!). After that climb over the archway and the pipes and knife the guy. Try to remove the rubble but you can't. After that go back and climb up where the red light is flashing. Climb up the wall and on the catwalk and sneak behind the guy and knife him.

--HIDDEN EVIDENCE--

Right where you knife the guy.

After this push the rubble onto the floor below and jump down. Take the USAS if you want and dive under. Turn the red valve to shut off the fans so you can go by. Climb up and let Bishop Boost you up.

--CHECKPOINT--

Open the door and kill the guys ahead and tell Bishop to follow you. Kill the next set and try to open the door. You'll be trapped so go back through the hall and you'll see a vent on the left wall. Crawl through and sneak up behind the first guy and grapple him. Shoot the next guy and kill the guy you're holding. Next you need to turn around, and on the left you'll see a piece of wood blocking the door so shoot it. After that try the panel near the yellow door and you'll have to cover Bishop while he hacks it.

--CHECKPOINT--

Kill a few guys and then a bunch of dust will blind you. Turn on your IR goggles so you can see.

--CHECKPOINT--

Next you need to open the doors and go through.

--CHECKPOINT--

Next you need to find the broken catwalk and climb it. Activate all the switching and follow the on screen prompts.

--CHECKPOINT--

To kill Sergei just shoot him in the head a few times. DON'T MISS! You must be very precise. Either use you're sniper rifle or a weapon with little recoil.

--HIDDEN EVIDENCE--

This one is easy! Just kill Sergei and you'll get it automatically.

--END OF LEVEL--

7.2.4 --Episode 2, Part 4 'Drowning'--

What you need to do is help Bishop find his sub. Just follow him around and kill all the guys that come after you.

--CHECKPOINT--

Next you need to find the control valve. Just turn around and you should see a downed helicopter. Remove the valve and go back but help Bishop shoot the baddies. Install the valve now.

--CHECKPOINT--

Next you need to kill the enemy sub. First you'll see a ten second timer and a discharge float down. Wait until the sub is near the charge and shoot it. Quickly swim over and disable one of the three spots followed by on screen prompt. After this a few guys will come after you so shoot them. Rinse and repeat two more times

--END OF LEVEL--

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

Just a bit of insite for fans. This same part was calling Old Friends in Dark Mirror, that must have been a little tidbit for fans.

Just swim on and shoot the guy standing up in the head. Head all the way down

and climb up the steps. Kill the guy in the cranny and hide there. Shoot the guys who come after you and then use the RTL. Next climb in the hole and buckle against the railing. Kill the two men and then use the AZL.

--CHECKPOINT--

Next you need to raise the water level. When the guy run by just shoot the mines on the wall and it'll make things easier. Try the switch in the booth. Something's wrong so go in the water and run all the way down to the end and open the pipe. Run all the way back and climb the ladder. Raise the water and get ready for a lot of baddies.

--CHECKPOINT--

Just kill the 8 baddies or so and you're good.

--CHECKPOINT--

Run across the bridge and buckle against the wall. Use an explosive dart on the three men down the hall and watch out for the mines! Next you need to shoot the guys above the hole and climb up. Open the door and sneak up to the first sniper and knife him. Do the same with the next sniper. Make sure you get the SAW out of the crate.

--CHECKPOINT--

Next you need to pop up and shoot the turret on the tank with the SAW. When you do these tell him to advance and start shooting the RPG guys and the others.

--END OF LEVEL--

7.3.2 --Episode 3, Part 2 'Found Enemies'--

Right when the cut scene starts you'll need to stay sharp. Hit the on screen buttons quickly. First thing you need to do is just follow the agent and mow down all enemies with your SAW. Next help her boost up into the ceiling...and yeah she tricked you.

--CHECKPOINT--

Next you need to head out out the door on your right and kill all the baddies here. Turn on your EDSU goggles so you don't walk into the mines! Kick open the next door and you'll see a shell through the hole in wall. Shoot it and go in and take the Shot Defender.

--HIDDEN EVIDENCE--

Go all the way back to where the agent tricked you and continue back until you can't go any further. Turn on your EDSU goggles and the evidence is there on the counter.

Next you need to find the fallen ceiling rubble where you kicked down the first door and crawl underneath. Kill the two baddies and then climb up the dresser and in the hole up top.

--CHECKPOINT--

First you need to fight your way through and just follow the agent. Kill all the guys in this room and then help her push the safe off the counter. Jump up and get ready for more shooting.

--CHECKPOINT--

Next you just need to kill all the guys coming through the door and there will be two snipers in the window.

--END OF LEVEL--

7.3.3 --Episode 3, Part 3 'Nowhere to Run'--

The first thing you need to do is swim up the the piece of wall and buckle against it. Take out the guys here and buckle against where they were. Learn around and shoot the mine on the wall to take out the first guy and do the same with the guy ahead. Make sure you take the AU300 and shoot the guys across the way. Use the RTL.

--CHECKPOINT--

First turn on your IR goggles and shoot the guy further away on the left. After that quickly shoot the guy in front of you and then the guy on the right. Open the door and untie Maggie.

--CHECKPOINT--

Next you need to take down the chopper. When the chopper shows up tell Maggie to fire. Make sure you hide and don't bother shooting at it because you can't do any damage. After about three or four shots it should go down.

--END OF LEVEL--

7.4.1 --Episode 4, Part 1 'Trinidad'--

NOTE: There are two ways to play this level. One if you fail the interrogation and one if you don't. The first part will be for when you succeed.

Right when the man starts interrogating you press the on screen buttons. After you do this pick up the shotgun and some ammo and pull the lever to fry the guy!!!

First sneak out down the stairs and push the guy into the box. Next sneak into the cell hold and knife the guard and take his key. Go into the guard booth and get your gear.

--CHECKPOINT--

Right off the bat start pumping these guys full of buckshot and head through the door. Next go through the door and climb up the box and through the bars. Equip your explosive darts right away and fire at one of the guards on top. Next kill the two guys up top and the guy in the room. Climb up the box and go around and use the RTL. Shoot the lock and drop through and use the computer.

--CHECKPOINT--

Next you need to shoot the two guys here and crawl through the hole in the wall. Go through the vent (turn on your NV goggles!) and drop down. Turn on your IR goggles and open the freezer that Maggie is in.

--CHECKPOINT--

Next you need to kill all the guys in the shower room. There are a lot so stock up on ammo. Turn on your IR goggles and just kill everyone. The last two guys

will be Elites so use EMP darts on them. After that boost Maggie up and kick in the pipe.

--END OF LEVEL--

7.4.3 --Episode 4, Part 2 'Into the Cold'--

First off sneak up behind the guard and knife him. Go around the corner and knife the next guard. After this boost Maggie up to the ledge.

--CHECKPOINT--

You need to protect Maggie so fend off the 10 or so guys.

--CHECKPOINT--

Next you need to turn on your IR goggles and you can sneak behind some of the guys and knife them. If you get scene just gun them all down but there are a lot. After this Head on up the hill and shoot down these guys here. It's best to use the EXP darts here. After that a transport truck will come through so use an EXP dart on it or just shoot it up.

--CHECKPOINT--

This will be the first time you play Maggie Powers in the Syphon Filter series and the first time you switch characters in this game. This is just like the first levels in Dark Mirror where you covered Lian. Just snipe all the baddies and tell Gabe to move. The last wave, however, has full body armor so shoot their legs.

--CHECKPOINT--

You will need to blow up the tank so just run from cover to cover zig-zagging and you'll be fine. Pop up and shoot the baddies and there and just run right up to the tank. On the right are the explosives so plant them and run.

--END OF LEVEL--

7.4.4 --Episode 4, Part 3 'Deadly Cargo'--

The first thing you need to do sneak up behind the guy in front and knife him. After that sneak up behind the guy on the right and knife him. Next climb up the ladder and open the door. Knife both these guys in this room and head through both doors. Here you can either use an EXP dart or just knife the guy in front of you first then the guy on the computer. Don't worry he won't know you killed him (even though he's RIGHT next to him!).

--HIDDEN EVIDENCE--

Right there next to the computer (The evidence doesn't seem to be hidden anymore does it?)

Head through the door.

--CHECKPOINT--

Go ahead and just bolt it to Maggie. Don't bother sneaking because it won't work anyways. Go through all three rooms before the time runs out and you'll be ok.

--CHECKPOINT--

Next head through the door and open the hatch on the floor.

--CHECKPOINT--

Go ahead and just kill these guys and the same around the corner. Crawl through the space and go through the maze of crates killing baddies. Once the door open it's time to eliminate Kudrenko.

--CHECKPOINT--

This is easy. Equip an EXP dart and shoot his leg. Blam. He's gone.

--END OF LEVEL--

7.5.1 --Episode 5, Part 1 'Operation Canyon Storm'--

First off shoot all the guys that are near the tank and the one sniper up top.

-CHECKPOINT--

Next buckle against the tank and use your sniper rifle to kill these guys off and watch for the one RPG.

--CHECKPOINT--

Follow behind the tank and as soon as you have an enemy in your sights tell him to fire. Tell him to fire on the guy in the ground and you snipe the two guys in top. Next tell him to fire on the guy outside the barb wire.

--CHECKPOINT--

Next you need to equip your EDSU goggles and disarm the mine in front of you. After that tell the tank to fire on the turrets and shoot the guys that come after you.

--CHECKPOINT--

Next you need to take out all the RPGs and baddies on the right then two up top and in front of you. Disarm the mine and continue on.

--HIDDEN EVIDENCE--

Disarm that mine. (Geez! Why do they call it hidden?)

--CHECKPOINT--

Next you need to blow up the blockade so have the tank shoot the turrets and you take care of the rest.

--END OF LEVEL--

7.5.2 --Episode 5, Part 2 'Our Hidden Past'--

When the level starts switch to your sniper rifle and pop the guys above you. Use EXP darts on guys that are close to each other. After you take them out head around the tank and kill off all these guys.

--CHECKPOINT--

After this head out and buckle against the wall here. Use your sniper rifle and

take out these guys. After that head out and climb the cliff near the flak jacket crate. Once atop use the RTL and shoot the two guys ahead of you. Climb up some more and buckle against the slab. Kill these guys and then use the RTL. After that use the AZLs and RTLS and get down to the downed soldier. Kill the guys and you're one step closer to Lian.

--CHECKPOINT--

Next you need to call in air strikes. Start from the right but after you call out the first one guys zip down to you watch out. After you call them all in it's time to move on.

--CHECKPOINT--

Next you need to cover Boomer while he makes you a cave...start off by keeping the guys off that turret gun and head down the pathway.

--HIDDEN EVIDENCE--

On the dead body near where Boomer is making the hole.
(Ok I give up already...)

Next you need to man the turret and just kill all the guys here. There will be goons Zipping down left and right and two Elites at the end so stay sharp.

--END OF LEVEL--

7.5.3 --Episode 5, Part 3 'Desert Flames'--

First off equip your EXP darts and nail the two guys in front of you. After that shoot the barrel near the guy afar and then kill the guys up top. Push the cart all the way to the back wall but you will stop often and have to kill off some baddies. Your EXP darts work well here.

--HIDDEN EVIDENCE--

Shoot the orange hook on the handing crate and climb up into the cave. It's on a box in the back. (Well that was kind of hidden...).

Climb up the cart and kill the guys in the hall while their doing their little al-Jamil rap. Kick open that damn door!

--CHECKPOINT--

Next you need to find Lian's cell. Run through here and shoot up all these guys and kick down the two doors here. She's not here. Next go in the last room and climb up the boxes. Go around and climb through the window and use the RTL. Some guys here so take them out. Use the last RTL and kick down the door here...yep there she is!

--HIDDEN EVIDENCE--

Head back into Lian's cell and it's on the chair (Well it started to work...).

--CHECKPOINT--

Use the RTL and lift up the vent for Lian (Wow I didn't know Gabe was that strong). Next kill off the baddies here.

--CHECKPOINT--

--HIDDEN EVIDENCE--

Go up to the map on the wall and it's right there (Nope this game is way too

easy).

Next you need to head out and push the cart over.

--BOSS FIGHT--

This one is pretty easy. Just tell Lian to shoot and you shoot his knees. When he's down shoot the pack on his back. Rinse and repeat until he's dead.

--END OF LEVEL--

7.6.1 --Episode 6, Part 1 'The Long Descent'--

First off dive into the water and swim down. You'll see a red valve and you'll need to turn it to shut the currents off. Shoot the diver in the head with your pistol. After this climb up on the middle platform and dive down on the other side. Turn the next valve and then climb up on the steps to the right of it.

--CHECKPOINT--

Next buckle against the pillar on the right side and take out the two guys. Remember these guys have full body armor so aim for the legs. Next take out the next two guys and turn on your EDSU goggles. Find the lock on the right most gate and shoot it. Next you need to plant three charges. Shoot the lock on each grate on the right. After every detonation a goon will come after you. After you do that head toward the middle tower and climb up the ladder. RTL across.

--CHECKPOINT--

Next you need to RTL across and kill the baddies here. After this shoot the lock on the gate and shoot the three goons here. After that try the panel but you need the key. Shoot the guy that comes through the door and take his keycard. Activate the panel and you will probably have to kill all the guys first then come back and reactivate the panel. Anyways, head up the ramp and hop the railing.

--END OF LEVEL--

7.6.2 --Episode 6, Part 2 'Powerless'--

First off go in the water and dive down. Swim up and climb up the ledge on your left. Hop over and quickly smash the guy's head into the wall. Open the and kill the two guys down the hall. Climb up the ladder and kill the guy below. Use your sniper rifle and shoot the guys further away.

--HIDDEN EVIDENCE--

Climb up the ladder where you sniped the guys and it's on the platform.

Next head through the door and use either a gas or EXP dart on the two guards. head through the door and kill the armored goon. Use the access panel and shoot the three canisters on the cylinder.

--CHECKPOINT--

Head back the way you came by going out the door and up the ladder.

--HIDDEN EVIDENCE--

Once you hear the guards talking you'll see a pool of water near some pipes on your right. It's in there.

Wait for the guard to come out of the room and knife him. After that head shoot the guy leaning on the railing. Next go out the door on the right and turn your IR goggles on. The guard will push the door open so don't stand in front of it! When he turns away sneak up behind him and knife him. The guy near the wall can get his head bashed in. Next jump down in the water and swim through the tunnel. Turn your EDSU goggles on and shoot the mines.

--HIDDEN EVIDENCE--

There will be a guy dead at the bottom of this pool. It's on him. Also there is one when you climb out of this pool near the ammo crate.

Next swim through the next tunnel like before and climb out. The canisters you need to shoot are above you so stand in each walkway and look up. Shoot them and it's time to override the elevator.

--CHECKPOINT--

Next go through the door and run back to the area with the access panel. Kill all the baddies (there's a lot) and hit the panel.

--CHECKPOINT--

Next two AS Armor guys will come out so wait near the button next to the panel and when they come in the water fry them. When they are down shoot their packs. Take the keycard and head toward the elevator.

--END OF LEVEL--

7.6.3 --Episode 6, Part 3 'Disintegration'--

First off shoot the canister right in front of you to kill that guy. Next buckle against the wall and kill all three goons. After that buckle against the right wall and shoot the canister behind him. You will have to unlock the door so turn on your EDSU goggles and DON'T walk in front of the door or you'll blow up. go up to the desk first.

--CHECKPOINT--

Next go down the hall and keep your EDSU goggles on. There are laser mines here so use them to kill the guards. You will run into some fog that you can't see through no matter what so just try your best to go through it.

--CHECKPOINT--

Next you need to crouch and go around to the left. Sneak up behind the guy and knife him. Next you will see a patrolling goon below you. Drop down and knife him. Next you have to climb up the steps where you killed the first guy here and attach the hook.

--CHECKPOINT--

Next shoot the guy up top and go around to the stairs. Kill the next guy and climb up the ladder. Go through with your EDSU goggles and avoid all laser mines. Wait until Trinidad gives you the passcode and use it.

--CHECKPOINT--

Next three guys will be off to your right so take them out. Use a scoped weapon and take out the guy ahead of you. After that go through the doors and a sniper will show up ahead of you. Buckle against the railing and head shoot him. Run

across the crane and you will see a red object sticking out of the corner
(Use your EDSU) remove it.

--CHECKPOINT--

Shoot the guys across the way and the head across the crane.

--HIDDEN EVIDENCE--

Go around to the right and shimmy across the pipe. Climb down the boxes and
it's behind
them.

Next go down the walkway and kick open all the doors. This hallway has red
smoke so equip the IR goggles and kill the three baddies here. Once you climb
the ladder you'll have to AR armor guys and this is tough. Aim for the knees
and shoot the pack. Be very quick and hide.

--END OF LEVEL--

7.6.4 --Episode 6, Part 4 'Leading the Blind'--

This is it the final showdown. Get the flak jacket if you need to and turn
around because a guy will jump behind you. Man the turret and you need to
shoot the hydrolic canisters on the back of Bitar's cart. You also have to kill
the snipers on the right side of you. After you destroy them you need to shoot
the last canister on the side. After that unmount and buckle against the
railing behind the turret. You will see a blue light in Bitar's cart. Shoot it
and he will die.

--END OF LEVEL--

CONTRATULATIONS!! You beat Syphon Filter: Logan's Shadow! Play the game on
Hard to unlock more bonus missions.

9.--MISSION MODE--

--Bonus Missions--

MORE TO COME SOON!!!

--THANK YOU--

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

↷ Richie Baker All Rights Reserved

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