

Syphon Filter FAQ/Walkthrough

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Complete walkthrough for
Syphon Filter

INTRODUCTION

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This document is a complete walkthrough for the game Syphon Filter. If you are not interested in everything being revealed to you, do not keep on reading. Also keep in mind that this text may contain several spoilers. I suggest that you use this walkthrough only when you meet some challenges that you can not manage to overcome yourself. My purpose is not to take you by the hand to the end of the game, but rather to help on specific occasions. That is why I strongly advise against reading to and fro this document before you have completed the game at least once.

HISTORY

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v0.05 General layouts (08/21/2008)
v0.15 Sections A, B, C, D, E, G added (09/13/2008)
v0.20 Section H started, level 1 added (10/06/2008)
v0.30 Levels 2, 3, 4 and 5 added (10/12/2008)
v0.35 Levels 6 and 7 added (10/13/2008)
v0.40 Level 8 added (10/17/2008)
v0.45 Levels 9, 10, 11 and 12 added (10/18/2008)
v0.50 Level 14 added (11/08/2008)
v0.55 Levels 15 and 16 added (11/9/2008)
v0.70 Levels 17 and 18 added (01/04/2009)
v1.00 Levels 18 and 20 added, sections I, J, K, L and M completed (01/04/2009)

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A. Introduction to the game	<INT>
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In this game, you play as special agent Gabriel Logan, member of the very secret Agency. On the trail of Erich Rhoemer, he and his partner Lian Zing are brought to Costa Rica, on the site of plantation facilities meant for the production of a virus nammed Syphon Filter.

After a gunshot sound has drawn their attention, Gabe and Xing discover the body of their teammate Ellis, terminated. Meanwhile, all the installations have been burned to the ground, leaving no evidences at all.

Not to long after that, a first bacterial attack is located in Nepal. Every form of life seem to have been killed within miles around, but for one man who survived miraculously. One among thousands...

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B. Starting the game	<STA>
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From the main menu, three options are available: NEW GAME, LOAD GAME and TRAINING VIDEO. Note that you must have a Memory Card containing a Syphon Filter savegame in order to see the Load Game appear. The Training video lets you look at a short video introducing you to the main gameplay.

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C. Gameplay	<GAM>
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I'm sure some of you will find the gameplay to be a bit wide and clumsy. It may take you a while before you are at ease with it. Take your time to familiarize with the sensibility of the mouvements, which might not respond as directly as you are used to (if you're running full, don't expect to be able to make a straigh 90° turn, for instance).

So here is the list of standard gameplay (NOTE: these controls will be as described unless you have altered them. See section D for further details).

Up arrow.....Move forward.

Left arrow.....Turn left. If you're standing still, the character will simply revolve on himself. If you are walking/running, the turn will be made progressively.

Right arrow.....Same as above, but on the right.

Down arrow (hold).....Move backward.
(tap).....Do a 180° turn.

NOTE: The joystick will do the same as the D-Pad (e.i. arrows).

X (hold).....Crouch. This enables other actions:
1° While crouching, moving around will be silent.
2° Use the automatic aiming mode (see below) to increase your accuracy.
3° You can take cover behind low obstacles.
4° When you come close to an edge, you can lower yourself down, preventing accidental falls.

Circle.....Roll. This is really useful to dodge enemy shots while retreating.

Triangle.....This is your interaction button. You can:
1° activate control pannels and switches;
2° access the content of weapon or flak jacket boxes;
NOTE: When interaction is possible, you will get a tag saying so on the screen.
3° reload your weapon;
NOTE: When your weapon clip is empty, Gabe will reload automatically the next time you press the fire button.
4° climb on obstacles;
5° use objects in your inventory;
6° receive radio communications.

Carré.....Fire your weapon (see section G for further details on how to use your weapons).

R1 (hold).....Manual aiming mode.

L1 (hold).....Automatic aiming mode. A gauge will appear in the upper left corner of your screen showing how good are your chances of hitting your target (see section D for further details).

R2.....Move sideway on your right. While in manual aiming mode, allows you to take a step on your right.

L2.....Same as above, only on your left instead.

Start.....Pause the game and access menus (see section E for more details).

Select (tap).....Switch to the next weapon in your inventory.

(hold).....Show your inventory on top of your screen. Use the R2 and L2 buttons to cycle through weapons and items.

(NOTE: While doing so, you won't be able to move sideway with R2 and L2, but you can still move around with the D-Pad and joystick).

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D. In-game screen <IGS>

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The screen layouts are simple and efficient, so you shouldn't have any problems understanding them.

Gabe is always at the center of the screen and the camera is said to be active (meaning that it follows the character like it would be fixed to his back).

In the upper left corner are your different gauges. The first one is your ARMOR/HEALTH gauge and is always visible. You lose armor points until it is ruined and the gauge will then show your remaining health. Once this one too reaches 0, well... Keep in mind that collecting flak jackets will restore your armor, totally or partially, but never your health. The second one is your DANGER meter and this one will appear if you get in the fire line of an enemy. When it reaches its max, it means that the enemies can hit you. It will also blink at that time. The last meter is called TARGET and it will show how good are your chances of hitting the enemy you are aiming at. It will appear only when you are using the auto aiming mode. The more the gauge is filled, the better your aiming is. If there are no enemies in sight, the target meter won't show at all.

The RADAR is located in the lower right corner of your screen. It will indicate the location of your enemies in relation to your character which stands in the center. The green dots are your enemies and they too will blink when they have you in their line of fire (meaning that your DANGER meter is full). The blue dots are your allies (for instance, CBDC agents) or any other collateral target.

Finally, in the lower left corner is your equipment information. A picture shows what weapon you are equipped with, and underneath are your ammunition count (number of bullets in the current clip/total number of bullets).

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E. Pause menu <PAU>

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This menu will be brought to your screen when you hit the Start button in the middle of a mission. Here is an overview of the options available then.

MAP: Press the X button to show the current level layouts. You can then see the location of some objectives too.

OBJECTIVES: See your objective list.

PARAMETERS: See your parameter list.

BRIEFING: Allows you to read the briefing for the current mission (same one that you saw when the mission was loading).

WEAPONS: Press X to see the list of all weapons you are carrying. You can also

see a description for each item and switch weapons.

OPTIONS: List of miscellaneous options.

Restart mission: Need more explanation?

Restart mission at last checkpoint: Very useful from time to time.

Select mission: A list of missions you've already completed available for replay.

Quit game: ...

Game settings: Customize options like sound fx, music and voice sound level, as well as controls config.

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F. Characters <CHA>

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Coming soon...

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G. Equipment <EQU>

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You start each mission (each mission being made of a few levels, the nuance is important here) with a 9mm silenced handgun, a taser and a flashlight. From there you can collect additional weapons found throughout the levels on dead enemies or inside boxes.

a. Using your weapons <DES>

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To use any weapons or object (except keycards), equip it and press Square. However there are a few types of weapon that are handled differently.

- Sniper rifles

When you go to the manual aiming mode with a sniper rifle, you will look through its scope. Press circle to zoom in and triangle to zoom out. (NOTE: to reload your weapon, you must exit the manual aiming mode or wait for the current clip to empty itself).

- Grenades

To throw a grenade, press and hold Square. The longer you hold it down, the longer the throw will be. Release Square to throw.

b. Description

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Each weapons described below are evaluated on two criteria with a note from 1 to 5 (5 being the best), e.i. fire rate and damage. These statistics are taken from the game booklet, but the analysis below each one is from me, and so is the overall note given on 5 stars.

Silenced 9mm Handgun

Fire rate |||

Damage ||

Clip size 15

Max rounds 90

This small handgun is most useful for stealth mission. It can kill an enemy with a few shots, but this lack of power it made up for by its rather rapid fire rate, better than most handguns.

Overall rating: **

.45 Handgun

Fire rate ||

Damage | | |
Clip size 10
Max rounds 60

This powerful handgun can pack a punch. One direct hit is normally enough to take care of an enemy without a flak jacket.

Overall rating: ***

M-16 Assault Rifle

Fire rate | | | | |
Damage | |
Clip size 30
Max rounds 180

Fast and efficient, this assault rifle is one of your best bet for the first levels. Its range is however limited by that fact that Gabe handles it with two hands, allowing only a 180° area.

Overall rating: ***

PK-102 Assault Rifle

Fire rate | | | | |
Damage | |
Clip size 30
Max rounds 180

Identical to the M-16, it is a good weapon to use against multiple enemies, especially in the first half of the game.

Overall rating: ***

HK-5 Pistol-Machine Gun

Fire rate | | | | |
Damage | | |
Clip size 32
Max rounds 192

One of my personal favourites, it combines firepower with rapid fire rate. It also has a 360° range because Gabe handles it one-handed. However, bullets may prove to be tough to find and it is easy to run out.

Overall rating: ****

Shotgun

Fire rate | |
Damage | | | | |
Clip size n/a
Max rounds 25

The classic shotgun! Always useful, it one-shot kills any normal enemy. This is a safe bet when going against multiple enemies. It has limited ammo but it is easy to find enemies with the same weapon.

Overall rating: ****

Combat Shotgun

Fire rate | |
Damage | | | | |
Clip size n/a

Max rounds 30

As efficient as the normal shotgun, you can hold five additional rounds.

Overall rating: ****

BIZ-2 Pistol-Machine Gun

Fire rate ||||

Damage |||

Clip size 66

Max rounds 396

You will find this weapon only in the later half of the game. It has the same advantages than the HK-5, but it makes up for the ammo problem.

Overall rating: *****

G-18 Pistol-Machine Gun

Fire rate |||||

Damage ||

Clip size 33

Max rounds 198

This is the weapon with the best fire rate of the whole game. In fact, it shoots so fast that it is easy to run out of ammo without noticing. Very useful against enemies wearing flak jackets or for headshots, you should save it only for the crucial moments.

Overall rating: *****

K3G4 Assault Rifle

Fire rate ||||

Damage ||

Clip size 20

Max rounds 120

This is definitely the best weapon in the game. Indeed, with teflon-made bullets, it can cut through flak jacket. Even better, you can collect these flak jackets from the enemies after!

Overall rating: *****

Sniper Rifle

Fire rate ||

Damage ||

Clip size 10

Max rounds 30

A reliable ally during infiltration missions, it allows you to shoot precisely over long distances (see above for instructions on how to use sniper rifles). However, it is not an option to be spotted with this weapons in your hands, as it is a very poor weapon in firefight situations.

Overall rating: **

Nightvision Rifle

Fire rate |

Damage |||

Clip size 10

Max rounds 30

As useful as the regular sniper rifle, it comes fitted with a nightvision scope. Its only downside is that it won't show up body parts when you aim at it (whereas the sniper rifle scope does). It is slightly more powerful than the normal rifle, yet it has lower fire rate. Again, not a good idea to get caught with this weapon.

Overall rating: ***

Grenade

Fire rate |
Damage |||||
Clip size n/a
Max rounds 10

Very effective against a group of enemies, especially if they are not looking at you, allowing you time to aim and throw (see above for instructions on using grenades). Just make sure you don't blow yourself...

Overall rating: ****

Gas Grenade

Fire rate |
Damage |||||
Clip size n/a
Max rounds 10

Featuring the same advantages than the explosive grenades, it's also a silent weapon. It's thus a crucial weapon in certain stealth situations where you face multiple enemies. Make sure the gas is entirely dissipated before you come closer to it.

Overall rating: *****

Grenade Launcher

Fire rate |
Damage |||||
Clip size n/a
Max rounds 15

A classic weapon that so many fans enjoy. For my part, I don't especially like it, because it seems handicapped by its overwhelming power. For instance, you've got almost as many chances to hit yourself than your enemies. Yet, overall it is still a valuable weapon useful in the toughest situations.

Overall rating: ****

Taser

Fire rate |
Damage |||||
Clip size n/a
Max rounds unlimited

You should never have to use this weapon, unless you face a critical situation where you have no ammo left. It's a very slow weapon that makes it useless against multiple targets.

Overall rating: *

C4 Explosives

Fire rate n/a
Damage |||||
Clip size n/a
Max rounds n/a

The C4 explosives shouldn't be consider a weapon, but rather en item since you are not free to use it at will. However you will be required to use to complete a few objectives throughout the game.

Overall rating: n/a

Viral Scanner

This item is mainly designed for locating contaminated bodies in the later levels of the game. However, it is also a very useful tools that allows you to see through walls, thus locating enemies before they do.

Viral Antigen

This is a vaccine that you will have to administrate to test subjects.

Keycard

Essential item to open doors.

Flak Jacket

This is your energy. When you are hit, your ARMOR gauge will decrease (see Section D for more details). You can rocover your armor by collecting other flak jackets, either on dead enemies or in item boxes. The first will five you back a quarter of your armor, while the second will fill it completely. Note that if you kill an enemy wearing a flak jacket, you'll destroy it unless you shot it in the head or use a special weapon such as the K3G4. (Note: You can regain your armor, but never your health.)

b. Location <LOC>

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It might be useful to know in which weapons are available in which level. Here is a list of all weapons that you might have with you during each mission. I won't include the taser, since you always have it.

NOTE: Although it is not indicated, you must picture the game as being divided in a few major missions, each one being made of a few levels. It is important to keep this in mind, as Gabe will keep all the weapons he has previously collected between levels of a same mission. I'll seperate these larger missions in the chart below.

Level	Available weapons
Georgia Street	9mm, M-16, Shotgun, Grenades, Sniper Rifle, M-79
Destroyed Subway	9mm, M-16, Shotgun, Grenades, Sniper Rifle, M-79
Main Subway Line	9mm, M-16, Shotgun, Grenades, Sniper Rifle, M-79
Washington Park	9mm, .45, M-16, Shotgun, Grenades,

	Sniper Rifle, Nightvision Rifle, M-79
Freedom Memorial	9mm, .45, M-16, Shotgun, Grenades, Sniper Rifle, Nightvision Rifle, M-79
.....
Expo Center Reception	9mm, HK-5, G-18, Combat Shotgun, K3G4, Sniper Rifle
Expo Center Dinorama	9mm, HK-5, G-18, Combat Shotgun, K3G4, Sniper Rifle
.....
Rhoemer's Base	9mm, PK-102, Combat Shotgun, Sniper Rifle, Nightvision Rifle, Gas Grenades
Base Bunker	9mm, PK-102, Combat Shotgun, Sniper Rifle, Nightvision Rifle, Gas Grenades
Base Tower	9mm, PK-102, Combat Shotgun, Sniper Rifle, Nightvision Rifle, Gas Grenades
Base Escape	9mm, PK-102, Combat Shotgun, Sniper Rifle, Nightvision Rifle, Gas Grenades, M-79
.....
Rhoemer's Stronghold	9mm, .45, PK-102, Shotgun, G-18, K3G4, Sniper Rifle, Gas grenades, M-79
Stronghold Lower Level	9mm, .45, PK-102, Shotgun, G-18, K3G4, Sniper Rifle, Gas grenades, M-79
Stronghold Catacombs	9mm, .45, PK-102, Shotgun, G-18, K3G4, Sniper Rifle, Gas grenades, M-79
.....
Pharcom Warehouses	9mm, PK-102, Combat Shotgun, BIZ-2, K3G4, Sniper Rifle, Grenades, M-79
Pharcom Elite Guards	9mm, PK-102, Combat Shotgun, BIZ-2, K3G4, Sniper Rifle, Grenades, M-79
Warehouse 76	9mm, PK-102, Combat Shotgun, BIZ-2, K3G4, Sniper Rifle, Grenades, M-79
Silo Access Tunnel	9mm, PK-102, Combat Shotgun, BIZ-2, K3G4, Sniper Rifle, Grenades, M-79
Tunnel Blackout	9mm, PK-102, Combat Shotgun, BIZ-2, K3G4, Sniper Rifle, Nightvision Rifle, Grenades, M-79
Missile Silo	9mm, PK-102, Combat Shotgun, BIZ-2, K3G4, Sniper Rifle, Nightvision Rifle, Grenades, Gas Grenades, M-79

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H. Walkthrough
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Here is the main section of this document: the guide that will tell you level by level what to do. I will first list all the objectives you have at the beginning of the mission (and I'll add the others as they come).

Pay attention to « Hint » sections. They will give you precious advices on delicate situations as well as tips to find secret weapon locations.

The sections « Enemy » will help you fighting the bosses in this game.

I will not describe every corner of the mission, in the obvious intention to reduce the text density. I will give only essential instructions but I won't fully explore the levels for you. Yet you should always take a good look at your environment by yourself.

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I. Georgia Street

=====

<L01>

Objectives:

- Eliminate Kravitch and destroy comm. array
 - Eliminate Rhoemer
- =====

As you start, be prepared to face many enemies: terrorists will keep coming from over the wall in front. The CBDC agents may help you but don't count on them. Walk towards the wall from where the terrorists are coming from and locate the subway entrance on your left. Go down in it until you get to a closed gate. You will then receive a radio transmissio from Lian.

=====

Objective added:

- Turn off power to terminal security door
- =====

Get back up to the street level and enter the bar just beside the subway entrance. Fallow the hall at the back of the room. You will cross a door that is partially blocked on your you left. There is a terrorist with an M-16 in the small room behind the blockage. Kill him and enter the room. Shoot the window on the wall and get outside. You will then get another transmission from Lian.

=====

Objective added:

- Protect CBDC bomb squad
- =====

Keep going in front of you and you will emerge in another street where CBDC are fighting terrorists behind flammed police cars. There are a few items there but nothing else to do. Instead, get back in the alley and go up to the metal fence.

+++++

+ Hint: M-79 +

+++++

There is a large blue container beside the fence. Climb on it and jump to the catwalk above (press Triangle to do so). Then hang to the pipe that crosses the alley so you can reach the opposite catwalk. Make sure you face the large "Hotel" sign as you cross, because enemies will attack you from below and you will be better off facing them. Once you're on the other side, you will be able to collect a M-79 from a box.

Back to main guide

~~~~~

There is a padlock on the left part of the fence. Shoot it to open the gate. Use the switch on the wall. Once the elevator has reached you, climb on it and press Triangle to go down. When you get to the bottom, turn on your flashlight and locate a power switch on your right. Shut it down (objective completed/checkpoint) and go back to the surface afterwards.

A few enemies will be waiting for you when you come up, one being on a catwalk

to your right. Eliminate them and go back inside the bar the way you came out earlier. Another terroriste will be waiting in the corridor. Take him out and fallow that corridor up to Kravitch.

\*\*\*\*\*  
\* Enemy : Pavel Kravitch \*  
\*\*\*\*\*

Kravitch is a tougher guy than your average grunt. He is equiped with a flak jacket. On the other hand he is only armed with a 9mm so he shouldn't be much of a threat. A headshot is your best strategy, but he will start running as soon as he sees you. It might be a little tough to get a clean shot, but wait for your openings and use the counters as cover.

Back to main guide  
~~~~~

When Kravitch is down, locate and destroy his computer in a corner of that room (objective completed/checkpoint). Before you leave, you should know that there is an item box containing a shotgun behind the counter where Kravitch was when you walked in. However as soon as you go there, three enemies will burst in the room. You should have no trouble with them.

Go all the way back where you started the level. Go past the police car and turn left in the alley. You will emerge in another street with an undammaged police car. A few terrorists will attack you from the roofs on each side of the street. Just make sure you don't stay too close from the car because it could explode. Eliminate the enemies and keep going towards the bank. When you get to the entrance, a CBDC will lead you to the bomb location (if he didn't survive, don't worry, just go inside the bank and find the bomb yourself). Another CBDC will ask you to cover him while he disarms the bomb. A few enemies will attack meanwhile. Make sure no one gets close to the CBDC agent until he is done (objective completed/checkpoint).

Leave the bank. Three terrorists will be waiting for you on the roof across the street. One of them will throw grenades at you. Kill them (starting by the one with the grenades) and come back to the subway entrance. The security door will no be opened. Get down to the train platform level and you will receive a transmission from Lian.

Objective added:
-Tag the bomb in the upper terminal for CBDC

There are two levels in the subway terminal. You are currently on the upper level. There are also two train tracks, one on each side. You can cross those rails, but make sure you avoid the trains. They come in in alternation. There are also a couple of enemies.

Cross the rails on your left and walk along the track until you reach the bomb (it will show up as a big blue square on your radar). Press Triangle when you are beside it (objective completed/checkpoint). Cross back to the main platform and cross the other track.

++++++
+ Hint: M-79 (bis) +
++++++

After you've crossed the track, turn right (like you were leaving the terminal). You will soon see an entrance on your left. Inside will be boxes containing grenades and a M-79. Beware of the enemy standing near it.

Back to main guide
~~~~~

Turn left and follow the track. You will see a doorway on your right, leading to a large corridor. To your left is a dark corner. Use your flashlight to reveal an elevator switch. Use it to go down to the lower floor.

Follow the red corridor up to the track and kill the enemy standing in front. Cross over to the main platform and go to the opposite side of the terminal while dealing with the enemies you come across on your way. When you arrive near the main bomb, an enemy wearing a flak jacket will be protecting it. You should kill him quickly with a headshot because he will attempt to throw a grenade at you. When he is down, come closer to the bomb.

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## II. Destroyed Subway

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<N02>

Objectives:

- Eliminate Rhoemer
- 

Stay away from the flames surrounding you on this level. There's a box ahead containing a flak jacket if you need it. Cross the railways to your left, and turn left again on the deck. A terrorist on fire will run towards you. Step back a few steps and he'll fall after a few seconds. Keep going and turn right. Two terrorists will come in from the right, one on the platform and the other on a subway car. Deal with them and climb on that car. Go right until you get a radio transmission from Lian.

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Objectives added:

- Blow open passage to street and protect CBDC
  - Locate explosive cache.
- 

When you reach the end of the car, climb down. On the train platform, three enemies will attack you, one of which will throw grenades at you. You shouldn't attack them right away, but instead follow the tracks until you're out of reach. This way you'll avoid the first grenade easily. You can not go very far because of train cars, but that will be enough to be safe. There will be a terrorist attacking you from above. Shoot him down. Then slowly come back towards the first three terrorists and take them down one at a time, starting with the one with grenades. He wears a flak jacket, so you should aim for his head.

Before you go any further, come back on the tracks and turn on your flash light. You'll find a different looking item box near where you took cover from the grenades. This box contains C4 that you will need. Now go towards the last group of terrorists you took down until you get to a dead end. Climb on the knocked over vending machine and press Triangle grab the beam that is over your head. An enemy will attack you from below (from where the C4 was). Take him out and grab the perpendicular pipe, then climb again on another pipe. This way you'll be able to reach the upper level of the terminal. Turn left and follow the train platform until you reach the security door. Place the C4 charge you got earlier (press Triangle). Go take cover and after the explosion the CBDC officer will meet you down in the terminal. Follow him to the bomb you tagged in the previous mission and cover him as he disarms it. Then cross over the platform and you'll get a transmission from Lian.

-----

Objective added:

- Shut the gas main
- 

Come back in your steps and turn right as soon as you can (that is, before the hole that leads to the lower level). Turn on your flashlight and look for the gas main, which is on the other side of the tracks. Shut it (objective completed) and go back to where you got your last transmission from Lian. The fire that was blocking your way is now quenched. Climb over the subway car.

Once you're on the other side, a terrorist on fire will run towards you, just like previously. Just wait for him to die. After a few steps, another terrorist will attack you from the car you just came from. Eliminate him and climb on the next car. This time a terrorist will be waiting for you on top of it. Kill him and climb down at the other end.

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III. Main Subway Line

<L03>

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Objective:

- Eliminate Aramov

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\*\*\*\*\*  
\* Enemy: Mara Aramov \*  
\*\*\*\*\*

This is a very straining forward mission. You only have to follow Mara while avoiding the subways that still are running. The trains come in alternation on each side of the tracks. However, they may be exceptions: sometimes two trains will pass on the same side. You must zigzag between the two tracks while keeping Mara in sight. If you stay on the same side of the tracks then here, you should have no problems avoiding the trains. There are also a few terrorists on the way and Mara will shoot at you if you get too close. After a while, she will stop in a recess on the right. Take her down with a head shot (objective completed).

+++++  
+ Hint: Quick win +  
+++++

You can actually be done with Mara after a few seconds only. First, you must press X during the intro animation in order to cut it short. Then quickly get on the main line and go in manual aiming mode. Aim for Mara's head (you should see it in the far) and shoot. If you're quick enough, you should be able to get her.

=====  
IV. Washington Park

<L04>

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Objectives:

- Locate and disarm four viral bombs  
- Reach Freedom Memorial

-----  
This level will require you to use different skills, from stealth to sniping. You have a 20-minute countdown to complete your first objective (e.i. disarm the bombs). Don't worry, it's a lot more time than you need. This level is a step up in comparison to the first three, mainly because enemies are more heavily armed.

When the mission starts, cross the field in diagonal. You'll see the first two enemies, one on the ground, the other on a tall wall. Take them down and go between the two walls that form a gate. An enemy will burst in on your left. Kill him quickly. The first bomb is located in one of the "squares" that are in that area (use your radar: the bombs will show up as blue squares). Press Triangle near the bomb and wait for the CBDC agent to get to you. Cover him while two or three enemies will attack you. Make sure you stay near the CBDC in order to draw the fire on you (checkpoint).

When the bomb is disarmed, follow the path to a statue. You'll then receive a call from Lian.

-----  
Objective added:

- Rescue CBDC hostages

-----  
The second bomb is behind the statue. Tag it and cover the CBDC. You should again stay near him and use the lock-on aiming mode with a powerful weapon (such as the .45 handgun) (checkpoint).

There are two paths going on each side of the statue. Take the one to the right (when you face the statue while on the side of the bomb). Follow the passageway that will lead to a small square patrolled by three terrorists. Kill them and take the next passageway to your right. You'll then receive another transmission from Lian.

-----  
Objective added:

- Secure terrorist comm. array

-----  
This time you'll reach a much larger field. There are a few enemies scattered around, all armed with Nightvision Rifles. I suggest that you try to keep your stealth, since that will ease your progression. You should snipe the first enemy you'll see on your left and go grab his rifle. Use it on the next enemy and so on until you reach the third bomb. Tag it and wait for the CBDC. This is maybe the toughest bomb to cover, because many enemies will come from all sides. You must act quickly and always stay near the CBDC (checkpoint).

Come back all the way to the statue and take the other path this time that leads to a garden section. Use your radar to locate the last bomb. Tag and protect (objective completed/checkpoint).

Follow the path until you reach a large passage that leads out of that section. A few terrorists will attack you from the flanks above, so be quick to react. You'll then reach a tennis court. The hostages you have to free are there, in the middle of the court. You do not have to use a silent weapon, but it might still be a good idea. First eliminate the first terrorist you see, near your end of the court. Then go forward and take down the terrorist holding the two hostages (objective completed/checkpoint). There is a third terrorist at the other end of the court.

Leave the tennis court and keep going until you get to a monument made out of big concrete blocks. A few enemies are located nearby, and a few more are on the monument itself. Take them all out and then climb in the sculpture. The communication array is on top of it. Press Triangle in front of it and you'll receive a call from Lian.

-----  
Objective added:

- Eliminate trigger man Marcos

-----  
Climb back down to the ground and go towards the hedge maze. Follow the paved path so you don't get lost, and eliminate the enemies on your way.

\*\*\*\*\*

\* Enemy: Jorge Marcos \*

\*\*\*\*\*

You come across Marcos after a little while. As soon as he sees you, he'll run away. Stay on his trail and do not lose him (that's what he is trying to do). He has good aiming so watch as he shoots back at you. He wears a flak jacket so aiming for his head is your best bet (objective completed/checkpoint).

If he loses you, come to the entrance of the maze. He always goes hiding in the north-west corner of the maze, so use your map to get there.

Back to main guide

~~~~~  
Cross the maze and reach the Freedom Memorial. When you come closer, two terrorists will block your way. The best thing to do is to fall back. They both wear flak jackets. You should either use a grenade to take them out if you got one, or snipe them from afar. Approach the Memorial entrance (objective completed).

=====

V. Freedom Memorial

<L05>

Objective:

- Eliminate Girdeux

* Enemy: Anton Girdeux *

This is your first real fight in this game. Girdeux is armored from head to toe and is armed with a powerful flame-thrower. You find yourself trapped in a circular room with columns circling around the main monument. Girdeux is at the center with the bomb. You can NOT use any explosives because of that bomb. Girdeux will only fire at you when he sees you, so use the columns wisely. There are a few item boxes around for ammo. Watch out for the flames that will stay alive a while after Girdeux as shot. In order to defeat Girdeux, you must fire at his fuel tank that he carries on his back. Use the manual aiming for better results, although it is possible to do it using the lock-on mode. A few hits should be enough (the power of the weapon you use as an influence on how long it'll take) (objective completed).

=====

VI. Expo Center Reception

<L06>

Objective:

- Shadow Phagan to secret meeting

This is your first real infiltration mission. In order to complete your first objective, you avoid being spotted. It will thus be essential to make good use of your silent weapons, e.i. the 9mm or the sniper rifle. You must take out the guards using headshots so that they die instantly.

You start the level a few steps behind Phagan. He is walking in a gentle slope and there are two guards at the top of it, one of which will come in your direction. Go to your left and climb the big steps until you get to the higher one. Use the columns there to hide from the guards. First, take out the guard who stayed at the top of the slope (just don't get too close to him and he won't see you, even if he seems to be looking in your direction). When he is down, go take his place and look down the slope. Headshot the second guard who stopped at the bottom.

Enter the corridor at the top of the slope and turn left. You'll immediately see a guard walking towards your right. Go in manual aiming mode and shoot him in the head. Follow his steps and enter the Stone Hedge exhibit. There is one guard located at the back of the room. Is going back and forth in front of the corridor leading out. Use the stone pillars to avoid detection and take him out when he stops. Also make sure Phagan isn't anywhere near him when you do so, or he'll hear you. Keep going until you reach the Ancient Egypt exhibit, but stop before you enter the room. One enemy is patrolling in front. Use your sniper to take him out. Enter the room and turn right. Stay hidden behind the closest column and wait while aiming at the corridor ahead. After a short while, a guard will turn the corner. Quickly take him out before he sees you. Keep going and turn that same corner. Go in manual aiming right away because one last

enemy will walk in front of you. Take him out and keep walking until a cutscene starts (objective completed/checkpoint).

NOTE: At any point, if you are too fast you might close up on Phagan. If that is the case, you should always wait a little before you do anything, otherwise he might hear the sound of a body falling on the floor.

Objective added:

- Capture Phagan alive

* Enemy: Edward Benton *

The action starts back with you being trapped in another Ancient Egypt room along with Benton. He is armed with a G-18 and wears a flak jacket. As soon as he sees you, he'll run and take cover. You have few chances to defeat him while he is moving. Besides, he'll frenetically shoot at you while running. You must slowly and silently come closer to him when he hides somewhere. Make sure you have a good angle, while being hidden behind something. Then go in manual aiming, take a step aside (pressing L2 or R2 accordingly) and go for a quick headshot. If you miss, make sure you're well hidden while Benton runs to another spot, and start over.

Back to main guide

~~~~~

When Benton is down, take the security card he was carrying (checkpoint). You will then receive an incoming call from Lian.

-----  
Objective added:

- Find security cardkeys

-----  
From that point, you don't have to worry about stealth anymore. Head for the right corner at the bottom of the room, and use the keycard to open the grid. Open the door to your right (press Triangle in front of it). There are two enemies in the next room, which is built in height. Take cover behind the big statue to your left. Take the enemies one by one. When you are done, climb on that same statue, and again on the catwalk above your head. Keep going up until you reach a large vent. Shoot the lock to open the grid and enter in it. Follow the only path available up to the next grid which you can open again by shooting the lock.

You are now on the top of a big aztek pyramid. To the very bottom is an enemy who is wearing a flak jacket. Another (with no armor) will be firing at you from a corridor which is at your level in front of you. Take them out (there was a box containing a HK-5 back in the vent). When you want to climb down the pyramid, go to the stairs and Gabe will slide all the way to the bottom. The guard that was at the bottom was also carrying a keycard. A few guards will attack you as soon as you touch the ground, so be prepared to face them. When the area is cleared, climb back to the top of the pyramid (from the sides) and activate the switch you'll find near the vent entrance. The gate it opens is located at the bottom of the pyramid, at the end of a corridor to the right. As soon as you've activated the gate controls, slide to the bottom of the pyramid and turn right. Hurry to the grid and roll under it if necessary. Keep going until you reach the next room.

There is one guard in this room and another located in a corridor high above might also see you. Eliminate the one above first, then deal with the one down with you. This one is armed with a G-18 and wears a flak jacket, like Benton was. Take him out and pick up the security card he had. Open the gate and head for the next room.

This next room has a tall spacerocket replica in the middle of it. There are a few guards in there, two on the same your level, two others on the lower floor and finally one on a catwalk above. There is a small elevator to the left of the rocket. Go on the platform and manually aim above the elevator switch that has sparks coming from it. Shoot it to go up. You'll reach the catwalk where there was a guard earlier. Follow the corridor, while dealing with the two enemies you'll come across. You'll pass in front of the parymid you were on earlier. You should ignore the enemies shooting at you and go to the end of the corridor in order to collect the security keycard (checkpoint). Now that you have your checkpoint, you can take down the enemies or just come back to the elevator. You'll come across another guard on your way back. Use the elevator to go all the way down (just press Triangle twice).

Once on the lower floor, open the door (press Triangle) in front and you'll be in a locker room. There are two guards there. Take them out. You can take a look at the lockers: one contains a G-18 and another has a flak jacket in it. Head for the next door that will lead you to the Mars Exhibit. Eliminate the enemies firing at you from the corridor ahead. Then climb to that same corridor and head right. Use the control pannel and the keycard to open the gate.

You'll reach the Moon Exhibit. First, take out the enemy standing in front. Before you go down on the exhibit floor, take the K3G4 from the box at the end of the corridor. Also eliminate the guard down in the exhibit who is wearing a flak jacket. When you'll set foot in the exhibition floor, another guard equiped with a flak jacket will attack you from a catwalk above your head. Using the K3G4 against him isn't a bad idea, because you don't have a good angle to his head. Climb on the lunar module replica in order to reach the catwalk. Head left and you'll meet a last guard after you turn the corner. He also wears an armor. Take him out and approach the door to your right.

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VII. Expo Center Dinorama

<L07>

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Objectives:

- Find security cardkey
  - Capture Aramov and Phagan alive
- 

As soon as you start the level, four enemies, all wearing flak jackets, will burst in the control room where you are. A fifth enemy will fire from behind a grid on your right. Use the desk in the center for protection and take out your K3G4 (there are ammo in one of the lockers). When all threats are down, go out through the only opened door and follow the corridor until you reach the top of the reception hall. Go halfway around catwalk and hang to the girder above. Move to the center of the dome and drop yourself.

After the cutscene, you find yourself on a block in the center of the reception hall. An enemy will fire at you from an edge at your level. Take him down, and climb down to the floor. Now quickly take cover in a corner of the block you were just on, because three snipers will pin you down from the ceiling. A fourth enemy will take position on an edge over a door. Take out the snipers one at the time (their fire rate is slow, so use that to your advantage). The last enemy has a flak jacket and is armed with a combat shotgun. Headshot him and climb to his level in order to pick up his keycard (objective completed/checkpoint).

Locate the door with a sign over it saying "Dinosaurs" and open it. This room is filled with obstacles and a heavy scenery. A few enemies will try to surround you and you might have trouble seeing them. Besides, they all wear flak jackets. Don't hesitate to use your heavy artillery there. The last grid is

passed this room, and its control pannel is beside it.

There are a few guards in the next room. When you'll enter them, two more guards will fire at you from behind the gate that will have closed after you went through. The shots will be coming from all sides, so keep running around and again don't be afraid to use heavy firepower. When all guards are down, break down the showcase glass in the back of the room and cross over to the corridor. Turn left and you'll start hearing Mara's voice.

\*\*\*\*\*

\* Enemy: Mara Aramov \*

\*\*\*\*\*

Mara and Phagan are in a corridor above. Mara is pointing a gun at Phagan, so you have limited time to act. Position yourself so that you can have a direct shot at Mara (stay in the corridor is necessary). Take out your sniper rifle and carefully aim at Mara's HK-5. Shoot to disarm her.

Back to main guide

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Climb on the tail of the dinosaur at the center of the room. A few enemies will then burst in from the corridor you came by, but the K3G4 should take care of them quickly. Walk to its head and grab the girder above. Cross over to Mara's location.

=====

VIII. Rhoemer's Base

<L08>

Objectives:

- Plant C4 charges at 5 fuel tanks
 - Eliminate Gabrek and collect cardkey
-

This level will again require from you that you use your stealth skills. However, it is not an objective, so failing to do so will not end the mission. If you get spotted, the base will be on alert and will send in reinforcements. Besides, there are almost no flak jackets available at all in the entire mission. The strategy I will describe here will help you to keep your stealth. Yet it may still be helpful even if you set the base on alert.

You start in a corner and two guards are on the opposite side of the area, near a truck on your left. One is standing still and the other is circling around the truck. First, crouch-walk (press and hold X) inside the small shed. In a locker you will find gas grenades that you absolutely need. Take them and go to the back of the truck, while avoiding the moving guard. He will soon stop for a short while near is comrade. Throw a gas grenade at their feet to take them both out at the same time (make sure the cloud of gas as completely been dissipated before you come closer).

Further ahead there is a overhanging catwalk on which another guard is standing. Note the search light on it too. You must not walk in its beam or it will trigger the alarm. Take out your sniper rifle and headshot the guard first. Then shoot the search light to destroy it. You can now cross under the catwalk.

The first fuel tank is in that next area. But don't rush to it already, you must rather take cover behind the low wall in front of it. A guard will burst in from your left. Take him out and only now can you go place a C4 charge under the tank (press Triangle in front of it) (checkpoint). Now look to your right. You'll see a guard on the wall above, looking away. Snipe him and don't forget to destroy the search light too. Look to your left and destroy the other search light on the arch (which is just to the left of the fuel tank). Cross under

that same arch now that the way is safe and you will receive a transmission from Lian.

Objective added:

- Disable the power to motion sensors

In the far, you'll see a guard round tripping. You can snipe him right now, but whatever you do don't go beyond the arch, because an enemy is coming from the left. Shoot him down as soon as you see him. A third guard is patrolling on your right this time. Take cover behind the corner on your right and eliminate him and he turns away. Now you can venture out without any worries.

Turn left, in the direction from which the second guard was coming, and climb the incline leading to the catwalk you crossed under earlier. Cross it and stop on the other side. Look down to see two guards walking by and a third one standing still. Wait for the two guys to move away and shoot down the last one. Climb down and take the supplies from the boxes behind the truck (including a nightvision rifle). Take your right and you'll catch up the two guards as they walk on each side of some kind of trench. Have a gas grenade ready. When they stop, throw a grenade between them. If you aimed correctly, the cloud of gas will be large enough to take them both out.

Now switch to your nightvision rifle. Locate the guards on the wall in front of you. There's also a search light on that same wall. Make sure you stay out of its reach. There are two guards: one will stay in front of you and the second will walk a long way on your right. You must take this one out first, when he is on that part of the wall. In other words, you must make sure that the body is not in the sight of the first guard. When it's done, take out the last enemy and destroy the light. On your left is the second fuel tank (checkpoint).

From the fuel tank location, turn right and you will soon see a guard standing in front of a fence. Kill him and come back. Now there is a second passage with a trench, like the previous one. But before you venture their, locate a door with a small window on the left side of the building. You can see the head of a guard through it facing the said trench. Aim and shoot to kill him. Then cross the passageway, but stay on the right side of the trench. Once on the other side, look to your left to see two guards behind a row of barrels. Take out a gas grenade and throw it on the wall behind them. Again, don't forget to destroy the next search light. Finally, the third fuel tank is located behind you (checkpoint).

* Enemy: Vladislav Gabrek *

Keep going until you see the fourth fuel tank ahead. Locate a door space on your right and hide their. Soon Gabrek and three of his guards will walk by. When they are passed you, sneak behind them. Throw a gas grenade at the group in order to kill them all at the same time. When the gas cloud has gone away, pick up the security card on Gabrek (objective completed/checkpoint).

Back to main guide
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Go and set a C4 charge under the fourth fuel tank (checkpoint). Keep fallowing the same path and stop after the next corner. In a door space similar to the one you wear just hiding in is a guard. You can throw a gas grenade to take him out, but it is also quite easy to come close enough to see his head (yet he won't be able to see you; remember that enemies have poor peripheral vision).

Keep going until you come to a gate. Open it using the switch on the wall. Go straight in front of you and stop as soon as you see a first soldier. Use your

sniper to eliminate him. Advance up to the next enemy and repeat until you get to the power plant. It is on the other side of a fence on your right and there are two guards in there. Headshot the first one when he comes closer from the fence. Move until you can see the second one, who is standing still. With both one killed, you can place a C4 under the last fuel tank (objective completed/checkpoint). Then go the fence and shoot to lock to open it. The control pannel is near where the second guard was standing. Cut the power (objective completed/checkpoint).

Come back to the last crossing and this time take your right. Notice that you were there earlier in this level. Take your right again and stop by the gate. On the other side of the fence, locate the enemy. Snipe him and keep aiming at the same spot. A second guard will run in and stop exactly where his friend was standing. Shoot him quickly and you can now open the gate.

Destroy the search light on the wall ahead and cross under the arch. Don't enter the bunker right away. Instead, wait on the side of the entrance as a guard will come out. Take him out and then enter the bunker. You'll see a soldier in front of you once inside. Kill him and look to your right where two more enemies are standing. A gas grenade will take care of them. Now walk towards them and turn left.

++++  
+ Hint: Survive in the alerted base +  
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The ideal is obviously not to blow your stealth at all. However it is well possible to complete the level even with the base on alert. There will be a lot of enemies and well armed with either PK-102 rifles or combat shotguns. As I mentionned at the beginning of the level, there are no full flak jacket available in the entire level. The only you will find is Gabrek's and it will give you back only a quarter of your total armor. So it is a heavy challenge and there are no magic tricks to do it. The combat shotgun is a rather effective weapon in such a situation, since it can kill an enemy with one shot. Take cover as often as possible and move only when the path is cleared. With enemies always coming, no place is really safe, but they usually come in in waves. This means that after you've taken a few of them, there will be a break before new ones come in, leaving a gap for you to make your move. Barrels are your friends. They will explode when shot. Don't EVER take cover near barrels and shoot one that's near you yourself! Also make sure you don't destroy any barrel nearby a fuel tank. Finally, don't bother to kill all enemies you see on your radar. If they are not in the direction you are going in, leave them alone. The more you fight, the more chances you have to get killed.

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## IX. Base Bunker

<L09>

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### Objectives:

- Catalog 10 enemy missiles
  - Reach comm. building roof
- 

This is a rather short level, yet a very intense one. First, there is a flak jacket in a box nearby if you need it. Go to the first crossing ahead and be ready to face enemies on your left. DO NOT touch the red lasers or you will be killed instantaneously. For now, you can only shut the ones on your right by shooting the switch with a flashing red light behind them.

Ignore for now the green switch and continue to the next lasers. Locate the red switch and shoot it. Notice that the lasers on the opposite site have been shut off. Now come back to the switch with a green light and press Triangle to open de large door. The first two missiles you have to catalog are in there. An

enemy is also waiting for you inside. Shot him and tag the two missiles. Open the door on the other side, eliminate the enemy waiting behind it and keep going.

When you reach a double intersection. First of all, turn right at the first intersection and deactivate the lasers by shooting the switch ahead. A few enemies will try to surround you. Run towards the last switch you just fried and take your right. Again, turn of the lasers by shooting the nearby switch and keep going. You will come across a corridor on your right. There is a flak jacket behind the lasers. Ignore it otherwise. When you reach the next lasers, repeat the same process and open the door on your right (use the green light switch). There are two soldiers in the back of this room. Take them out and go to the control pannel they were standing next to. Press Triangle to raise the four missiles and tag them. After you can come back all the way to the first of the double intersection.

At the second intersection, a bunch of enemies will jump on you. Deal with them and deactivate the lasers on your left by shooting the switch. Like you did for the first storeroom, go deactivate the next lasers before you. Afterwards you can enter the room and tag the last four missiles (objective completed/checkpoint). Watch out as an enemy will attack you from behind as soon as you enter the room. When you are done, exit by the oppiste door. Take your right at the intersection and destroy the last laser switch.

++++  
+ Hint: Access the armory +  
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You will see ahead a control room with a computer. Enter this room but be prepared for a tough fight. Three enemies will run in and take position, all flak jacket equipped. Eliminate them quickly and make sure they do not destroy the computer (in order to do so, don't hide exactly under the computer). When the area is cleared, activate the computer to open the armory door. As you enter three enemies will take position inside. Run towards the first one you see. He will throw a grenade at you, so by running to him you will avoid it. Headshot him before he can switch weapons (they too are equiped with flak jackets). Take down the other two soldiers. In the lockers around you are a lot of supplies. Take whatever you need.

Back to main guide  
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To the right of the control room is a freight-elevator. Use the switch on the wall to open its door and take it up to the roof (press Triangle).

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X. Base Tower <L10>

Objective:

- Disable radar tracking

You are now standing on the tower roof. There is a large radar dish in the center. Go around it and climb to its control pannel. Press Triangle or shoot it to disable the radar (objective completed/checkpoint).

Objectif ajouté

- Shoot down attack helicopter

* Enemy: KI-33 Chopper *

The next fight is a tough one. The chopper has machine guns that can kill you in a matter of seconds. The PK-102 is the best weapon to use against it and you will find ammunition for it on each side of the dish (as well as flak jackets). During the first phase of the fight, the chopper will circle above you. You can avoid its machine gun by running in diagonal (arrow + R2 or L2). As soon as it gone over your head, turn around and shoot it as long as you can. Use the lock-on targeting mode and keep shooting as long as you see green in your target gauge.

After a few times, you will enter the second phase. This time the chopper will rise from below on each side of the tower. He then repeats the manoeuvre on the opposite side and so on. You should position yourself on the same side of the dish. Wait for it to rise, then when he starts shooting, run in diagonal to one of the corner. When the chopper has gone past you, turn around and shoot like previously.

There is an alternate strategy which would consist of waiting for the chopper on the opposite side of the dish. This way you are easily protected from its machine gun. The downside however is that the chopper then have time to drop one or two soldiers on the tower. In this case you would constantly have to deal with enemies while trying to shoot the chopper at the time. I strongly suggest that you use my strategy above which is more effective not really more dangerous.

Finally, the third phase combines the two first one. Be prepare to react accordingly and repeat until the level ends (objective completed).

=====

XI. Base Escape

<L11>

Objective:

- Escape through the main gate

You have 3 minutes to escape the base, e.i. to get back to the entrance. You must move quickly and avoid wasting times with enemies. Try to always be on the move and stop as rarely as possible, even when you have to fight enemies.

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+ Hint: M-79 +

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When the mission begins, turn around and go towards the power plant. The box containing the M-79 is near where you cut the power in the "Rhoemer's Base" level. An enemy soldier with a flak jacket will be protecting it. Take into account the 3 minute time limit you have when you decide to go and pick up this weapon. The level is rather short and the M-79 is far from being essential. The combat shotgun is the most effective weapon to use.

Back to main guide

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At the start of the level, a guard will be ahead a running away. There is a box with a flak jacket on your right if you need it. Follow that guard and take him out when you can. A second enemy will come from your right and a third is located on a roof further ahead. Take them out and keep going.

You'll see an enemy inside a building in front of you. Notice the barrels before him: shoot them to quickly get rid of him. There is another enemy inside just after, but this time you have to use normal means to take him out. Follow the path up to the passageway with the trench (a few enemies will attack you from the roofs on your way, but ignore them if they do not pose a direct threat).

Cross the passageway on either side of the trench, but do not go down in it. If you do, you'll likely be overwhelmed by the enemies attacking from all sides. Indeed, three enemies will try to trap you in the passageway. Shoot down the ones in front and you keep running. You could simply ignore the third one and continue on. There is a box with a flak jacket on the right side of the trench, which could justify that you want to come back.

Go towards the next trench and eliminate the enemies as you cross it. Ahead are two enemies wearing flak jackets, taking cover behind a row of barrels. Use the explosion to quickly kill them. Turn right and climb up to the catwalk. A few enemies will be attacking you on the way up.

Climb down at the other end of the catwalk and go around the block in order to cross under that same catwalk. Two enemies will be blocking the base entrance. One will normally be inside the shelter, whereas the other will be right on the road out. This one is the biggest threat because he wears a flak jacket and will throw grenades at you. Stay in movement in order to avoid the grenades and take them out. You can use the barrels near the shelter to take out the one inside. Finally, there is generally a third guard in the corner on your left. Depending on the time you have left, you can either shoot him or just roll past him and run outside the base (objective completed).

++++  
+ Hint: Gaining a few seconds +  
++++

Once you've crossed the catwalk, instead of going down the normal way and go around the block, you can climb on the wall on either your left or right. Hold X and lower yourself down. Drop yourself off on the ground. Be cautious, because you will be in a bad position to fight the last guards. You will gain only a few seconds doing so, but in such a context it might just as well make the difference.

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XII. Rhoemer's Stronghold <L12>  
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- Objectives:
- Eliminate Rhoemer's 10 scientists
  - Administer antigen to 6 test subjects
  - Find security cardkeys
  - Find entrance to catacombs

-----  
You start this level on the roof of the cathedral. Take a few steps forward and climb down on the arch on your right. You'll see an enemy down below. Use your sniper rifle to take him out easily. Keep walking carefully and you will be attacked by a guard from behind a stained glass window. Kill him and make your way to that same window in order to enter the building.

++++  
+ Hint: The chandeliers +  
++++

Notice the many chandeliers hanging from the ceiling. By shooting one, it'll collapse and create an explosion. This might be useful to take out enemies. Use it to your advantage.

Back to main guide  
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Take the corridor on your right and shoot the first scientist you see ahead. There is a doorway on your right which leads into a small room. Enter and you will receive a transmission from Markinson. There are two test subjects in here: locate them and give them a shot of your antigen (press Triangle).

Come back in the corridor and turn right. Turn the corner and you will see a monk guarding a large wooden door. Shoot him and keep going (ignore the door, you need a keycard first). Ahead is a dark small room which has supplies in it. There might also be a guard there, but for some reasons he's most often not there (if there was a guard by the large door before, this one won't be there). To the right of this small room is the second scientist. Eliminate him. There may be a guard with him too. Go in their direction and you will come to an intersection.

First go straight ahead, towards the laboratory. Behind the glass door is a test subject. Give him the antigen and come back to the intersection. You will then be attacked by enemies in the corridor on your left. Deal with them and engage in that corridor. You will come across a second laboratory room on your left. This time there is a guard in front of the glass door. Kill him and go inside the chamber in order to administer the antigen to the test subject there.

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+ Hint: The test-tubes +
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Notice the test-tubes on the counter of this lab. Some of them, when shot, will spread a lethal gas in the air, similar to the cloud produced by your gas grenades. To differentiate them from the normal test-tubes, look at their shape. The ones that have this mortal gas are bulb-shaped and contain a green-blue liquid. No other type of test-tubes will have such effect.

Back to main guide
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Come back in the corridor and go left to the third laboratory. Behind the glass doors are three scientists. Eliminate them and pick the keycard that one of them is carrying (checkpoint).

Back in the corridor, four enemies will attack you. Eliminate them and make your way back to the large door. A new guard will be in front of it. Kill him and go to the switch to unlock the door. Then go press triangle in front of the door itself to open it. In the room behind it, there's a pile of boxes. You can easily climb over them. Once at the top, enemies will start shooting you from far ahead. He's actually on the other side of the cathedral, in a small alcove. Snipe him and go out through the window.

Turn left on the balcony and eliminate the guard in front of the stained glass window on your left. Do the same with the other one on the balcony with you. Another enemy is located on the other side of the cathedral, like earlier. Now there are four stained glass window on your left. The first one is the one you came through. Behind the second window is a room with a scientist in it. Kill him and come back on the balcony. There is nothing in the fourth one but a K3G4 rifle (that I strongly suggest you pick up). Finally, behind the third window is the exit you are looking for.

Follow the corridor and you will catch up a scientist walking towards a guard. Take them both out and keep going until you see a inclination on your right. Above it is a test subject. Go to him and give him a shot of the antigen, but be ready to fight as two enemies will shut your exit. When you're done with them, come back in the corridor and turn right. At the end is a scientist protected by two guards. All three wear flak jacket, but notice the chandelier above their head. Eliminate them and take the security card from the scientist (checkpoint).

The door you can unlock was just before the last group of enemy. You now enter

a library. ALL enemies in there wear flak jacket. The K3G4 might come in handy here, although it's quite possible to do without. In the back of the room is a box on which you can climb to reach the surrounding balcony. Three enemies are on that balcony. Eliminate them and go around the room. At the other end of the balcony is a bookcase on which you can climb. Destroy the glass stained window and go outside. There will be a monk on the arch. Kill him and cross to the other side. While doing so another enemy will shoot at you from your right. When you are on the other side, enter back inside the cathadral.

Below you is a guard that has not seen you yet. Use that to eliminate him and climb down to where he was. On your left is a glass door, and behind it is a guard standing behind a counter. He wears a flak jacket, so be cautious. Kill him and go beyond the glass door. There is also a test subjet in a corner on your left. Give him the antigen and climb down on your left. An enemy is waiting at the bottom. After you've taken care of him, fallow the corridor up to an intersection. You will then see a scientist running by you. You can fallow him but stay alert as there is a guard on your left. Kill them both and take the keycard from the scientist (objective completed/checkpoint).

Climb over the boxes and eliminate the enemy below (he has a flak jacket). When you climb down, two more enemies will attack you from behind. Kill them a go over the boxes on your left. An enemy is standing on the other side and he wears a flak jacket too. Shoot him and climb over the last set of boxes. A scientist is about the go around the corner in front of you. Eliminate him (objective completed/checkpoint).

++++  
+ Hint: K3G4 +  
++++

There is a dark room on your right with a peak made out of boxes. On top of it is a K3G4. As you enter the room, a guard will fall from above. Kill him. And as you start climbind the boxes, a second one will attack from behind.

Back to main guide  
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Climb the incline on your right and you'll reach what looks like an attic. There will be three enemies there, all wearing flak jackets. They are tough to deal with because they move a lot and will somewhat try to corner you. Climb down on the other side of the room and open the door using the switch on the left wall. Open the door and kill the guard on your right. Exit through the stained glass window.

++++
+ Hint: M-79 +
++++

Notice that the last door you opened prevented you from going left (it was blocking the corridor). Once you're outside, you can actually get back inside behind that door through the second stained glass window. You will then find a box containing a M-79.

Back to main guide
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Fallow the central arch until you reach the other side of the cathedral. Destroy the stained glass window and climb inside. An enemy wearing a flak jacket will attack you from above a wall of boxes. Take him out and go right. One last guard will be hidden behind a column on your right. He too is equipped with a flak jacket. Nearby is a small elevator on which you must go to end the level.

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Objectives:

- Eliminate Rhoemer's 9 scientists
  - Administer antigen to 4 test subjects
  - Find security cardkeys
  - Find entrance to catacombs
- 

The objectives are exactly the same as in the previous mission. Start by going down the slope and eliminate the guard that is at the bottom. Turn left and enter the room on your left. Administer the antigen to the test subject there and be prepared for an attack from above. Get back out when you are done and take your right.

You'll reach a larger hall. Do not go down for now, but keep going ahead instead. There is an enemy at the end of the balcony. Take him down and turn left. In the room up there is a scientist. He might be running towards you. If he does, just make sure you stand in his way and he'll get on his knees. Kill him.

Come back to the balcony. On the other side of the hall is an enemy. Shoot him down and use the slope to get to the lower floor. Take your left once you are down there and go towards the laboratory room in front. Another scientist will come running like the previous one. Eliminate him and go through the glass door in front of you. Climb on the boxes on your left and go through the tunnel like window in order to reach a second laboratory. Down there is a test subject. Give him the antigen and go through the glass door on your left. Climb on the boxes like you just did and go to the next room. You will thus reach a third lab room. In this one, there are a few enemies. The first one is right below you. Kill him and climb down to where he was. Behind the doors on your right is an armed scientist. Be cautious because he almost always keeps running, which makes him a tough target to hit. Once he is dead, leave this place through the doorway on the opposite side of the lab. Down the slope is a test subject. Give him the antigen and follow the corridor back to the large hall.

Right in front of you is a corridor in which you must go. As you turn the corner, you will see one or two enemy guards which will try to run away when they see you. Kill them and keep going until you reach another large hall, this one divided by a large arch above. Cross under it and go towards the corner to your right. Climb over the boxes and take the corridor there. Administer the antigen to the test subject you come across (objective completed/checkpoint).

You end up in a courtyard, be alert because a few enemies will attack you, most of them equipped with flak jackets. Make your way up to the other end of the area and climb the tall pile of boxes there in order to reach the balcony above. When you get to it, an enemy will attack you from behind, on the fortification. Take care of him and go in the corridor in front of you. It'll lead you back in the large hall with the arch. There are two guards in the balcony with you, the first one wearing a flak jacket. Besides, after you've taken a few steps into the balcony, a third enemy also equipped with a flak jacket will burst in from the same corridor you used. When they are all down, climb over the guardrail and into the arch in order to cross over to the other side. As you do, a guard will fire at you from the ground level. When you reach the balcony, go into the small room and eliminate the scientist there. He is armed, so again use caution. Take his security keycard (checkpoint).

Come back all the way to the outside balcony. An enemy will be waiting for you on the upper balcony on your right. Take him down and climb to where he was. Destroy the stained-glass window and get inside. Turn right and kill the scientist on your right (he's armed too). Unlock the door to your right which

leads to a corridor.

First take your left and you will come across another scientist, not armed this time. Take care of him and keep going until you reach a long laboratory filled with test tubes of all sort. Make sure you don't destroy one that contains a deadly gas. At the end of the room is a third scientist, armed with a .45. Kill him and pick up his security keycard (checkpoint). Immediately turn around and prepare for a quick firefight as an enemy will be coming at you. He may be trying to throw a grenade at you. Deal with him and come back to the door you previously opened (you will come across another normal enemy on the way).

Go past the door and you will see two guards standing at the other end of the corridor, each one protected with a flak jacket. Take them down and keep going until you reach a locked door. Use your keycard to unlock it and open it.

You end up on a balcony, on the second floor of a large rom. Ennemis will attack you from all around, most of the wearing flak jackets, including an armed scientist. This is a tricky part, so you might want to use your K3G4 providing you haven't spoiled your ammo before. Once every one is down, keep going and take the corridor in the corner opposite of where you came in. You now reach the second floor of the rose chapel. Eliminate the enemies and, after a short communication from Markinson, make your way to the arches in the center of the room. Walk towards the large stained-glass window and there will be a cutscene.

You are on the ground level outside the fortress. On the fortifications around are two enemies: one on each side of you. Kill them and climb down to the ground. A tunnel will lead you to the next area. You'll come across two enemies equiped with flak jacket on your way through. When you reach the second area, an enemy with a flak jacket will fire at you from a roof in front of you. A little to the left of him is another tunnel, but the entrance will be protected by another enemy with a flak jacket.

This tunnel leads to a cimetry. Between the gravestones is yet another enemy wearing a flak jacket. The next tunnl is on the opposite side of the area. However, after you've turned the corner, you'll see two enemies above on the fortifications and one will throw grenades at you. You should keep running to safety in the tunnel will ignoring this last pair. In this tunnl you will come across the last scientist you need to take down (objective completed/checkpoint). You will also have to face a few enemies, all wearing flak jackets.

After that you will come back inside the cathedral and you will go through already seen rooms, but this time you find yourself on the first floor. There will be a couple of enemies in the room with the large columns and, as you might be getting used to, they all wear flak jackets. Once you reach the chapel, take the slope down to the catacombs entrance.

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XIV. Stronghold Catacombs

<L14>

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Objective:

- Find Phagan  
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NOTE: This mission could be divided into three distinct parts. During the first one, you have to remain stealthy while eliminating guards using a silent weapon and headshots.

Part one:

As the mission starts, you will se a guard in front of you. Eliminate him and

climb down to where he was. Look to your right: there is a box with a silenced 9mm if you need ammo. Then go left and climb down the stairs, following the scientist. Always remember to keep a reasonable distance between you and him. When you get to the bottom of the stairs, take cover in the alcove on other side of the tunnel. Soon, you will see a guard passing by you. Eliminate him quickly. Keep going after the scientist.

The scientist will pass between two guards, standing on each side of the tunnel and facing each other. Just before them is a crossing. Crouch so your steps won't make noise, and turn right. Take your left at the next crossing. There will be a guard walking ahead in the same direction as you. Eliminate him and you might also see another guard further ahead. You can just ignore this last one. Turn left at the next crossing.

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+ Hint: Alternate strategy +  
++++

It is possible to take out the two guards facing each other by throwing a gas grenade between them. You must really in the middle of the tunnel, so that the cloud of gas will reach both of them. Keep going straight ahead and you will end up in a room with stairs in the middle. The scientist will be on your left.

Back to main guide

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Keep following the scientist, but after he is passed the corner on your right, stay hidden in the tunnel where you are. A guard will pass before you. Take him out and after that you will be able to pass the corner too. Follow the scientist to Phagan's cell and there will be a cutscene (objective completed/checkpoint).

Objectives added:

- Follow Phagan to Lian Xing's cell
 - Get Lian Xing out of the catacombs
-

Part two:

You must now follow Phagan to Lian's cell. He is unarmed, so you must provide cover fire for him at all time. In general, you should stay close to him to that you draw enemy fire on you. Stay on your guards because you will often be surrounded by enemies. You will frequently be attacked from behind after one or two guards have pulled your attention in front of you. Always eliminate the threats closer to Phagan first. You should also ignore enemies that are not directly in your way. Thus, if you let Phagan take too much lead on you, he is most likely to get killed before you know it. A few enemies are equipped with flak jackets, so headshots will always be a winning strategy. You will get one checkpoint on the way, when you come to a larger room with stairs in the middle of it. When you reach Lian's cell, there will be a cutscene (objective completed/checkpoint).

Part three:

This time, Lian and you must find the exit to the catacombs. Lian will lead the way. Unlike Phagan, she is armed with a .45. Still, don't let her do all the work, she is not that efficient. However, it means that you can not more easily deal with enemies attacking from behind while Lian keeps the ones in front busy. Again, the fastest you deal with the enemies, the greater your chances are of making it out alive. Always give a hand to Lian and never leave her alone for too long. You will also get one checkpoint on the way, after you've climbed down some stairs. You will eventually get back to the very place where you started the level. There will be a few enemies wearing flak jackets waiting for you. Take them out and follow Lian to the exit (objective completed).

Objectives:

- Find and interrogate Erikson
- Turn off power to electric fences
- Locate and tag 3 viral carriers
- Get to warehouse 76

NOTE: This level is unique in that there are two factions fighting each other: Rhoemer's men in blue and men from PHARCOM in grey. If they see you, they won't necessarily attack you. They will fight the closest target to them. Besides, in those combat zones, enemies will respawn forever. Don't try to take them all out, since it is impossible. The chaos should instead provide you a lot of openings for moving to your destinations.

When the mission starts, go forward. Erikson's office is located on your right, and a low slopping roof on which you can climb will enable you to reach it. Enter through the window and there will be a cutscene (objective completed/checkpoint). Before you get out, make sure you take the viral scanner from the item box.

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+ Hint: M-79 +
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To the left of the alley where you started the level is a building inside which there are a few of PHARCOM's soldiers. You can enter this building through one of the large windows. Once inside, turn left and climb on the boxes. Break the window and climb on the roof. There is a box with a M-79 right in front of you.

Back to main guide

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Leave Erikson's office and go straight ahead. On your right, past the two enemies firing from the roof, there is an opening in which you can climb. When you reach the last room, take out your viral scanner and look around (press either Square or R1). Find the body and tag it (press Triangle while you are above it) (checkpoint).

Break the window and get out. There are a few enemies on the roof and other on the ground firing at each other. You might one to take out a few before you actually get out the building. Once you reach the ground, run away and take cover behind the large blue containers. Go at the back of this areay and located warehouse 38 (the number is written on a small piece of wood over the door). To the left of that door (which is locked), a small roof similar to the one which gave you access to Erikson will allow you to reach a window. Destroy it and climb inside the warehouse. Use your viral scanner and locate the second infected body. Tag it (checkpoint).

To get out from the warehous, shoot on the barrels that block the main door. The explosion will break it open. When you are outside, go to warehouse 36 (you can located it on your map also). Open the door and fallow the alley to warehouse 36. Shoot the barrels in the corner in order to reveal a hole to an underground tunnel. Turn right and fallow it until you get back outside.

To your left is an electrified fence behind which are some of PHARCOM's men. Before you can do anything, you need Rhoemer's men to keep them busy. For an odd reason, the only way to have them come in is to go inside warehouse 45, to the right of the fence. They will come in shortly. Get back outside and climb on the large blue container in the middle of the area. There is a wire above

your head that you can grab in order to cross over to a cornice over warehouse 45. The fightings beneath you should keep you safe while you cross. You will find on the cornice a power switch that will cut the power to all fences in the level (objective completed/checkpoint).

Go to the left end of the cornice and climb down on the other side of the fence. When you reach the ground, go to the right of the building so that you don't run through the firefight. In the back is warehouse 69. To the right of the door (which is locked), there is a window that you can reach to get in. Once inside, be ready because three enemies will come out of nowhere when you touch the ground. One of them is armed with grenades and they are all wearing flak jackets. Kill them all and take out your viral scanner to locate the last body. Tag it (objective completed/checkpoint) and fire on the barrels to get out.

Come back all the way to the tunnel (now that the power has been cut, you can kick open a gate in the fence). Follow the tunnel until you reach a fence. Open it and turn right. Open the next fence and follow this tunnel. There will be a few of Rhoemer's men fighting PHARCOM soldiers. Rhoemer's men are equipped with flak jacket so take them out first. Take the tunnel on your right after that, which will lead you back outside. There is one last of Phagan's men there who is also wearing a flak jacket. He hasn't seen you yet, so take him out quickly. Go left and climb on the roof and inside the building.

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XVI. Warehouse Elite Guards <L16>  
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Objectives:

- Locate and tag 3 viral carriers
  - Get to warehouse 76
- 

NOTE: There are no more confrontation between Rhoemer's and Phagan's men. Moreover, all enemies from now on and until the end of the game will be wearing flak jackets (except for a few rare cases). Make sure that you are comfortable with headshots because you will need to use them a lot.

First, climb down in the hole in the floor and find your way out the building. Enemies will fire at you from the roof behind you. Take them out and take your left. Go towards the warehouse on your right and eliminate the guard in it. Another guard is patrolling to the right of that warehouse. There is a way out at the back of the warehouse. Take it and when you get outside again, take out the enemy on your right. Find a pile of boxes on your left and use it to climb on the roof. Then you'll see a window on your right and through it you'll see two enemies inside the warehouse. Snipe them and enter the building. Use your viral scanner to locate the first body and tag it (press Triangle - checkpoint).

Exit the warehouse through the main gate and go left. To the right of the building you see in front of you are two enemies. Kill them and advance in their direction. When you reach the end, the warehouse 74 will be on your right. Enter it but as soon as you do, two guards will block your exit and attack you. Take them out and use your viral scanner again to locate the second body. Tag it (checkpoint). You will also find a box containing a Biz-2 in a corner of the warehouse (you should really grab it especially if you don't already have it or if you are running out of ammo).

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+ Hint: M-79 +  
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Exit warehouse 74 and look to its right. You should see a pile of boxes. Climb

on it and on the roof. This you will be able to cross over the fence that was on the left of the warehouse. When you touch the ground, two enemies will attack from the other side of the fence (where you were). Deal with them and locate the box with the M-79. Use the same process to come back.

Back to main guide

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Exit warehouse 74 and to left, towards the large building in the center. There will be an enemy behind a fence on your right, so watch out. Deal with him and enter the said building. There will be a guard on the first floor. Take him out and climb to where he was. Climb on the boxes to reach the roof. Be aware now because two guards will attack you from the opposite building. You have almost no place to take cover so you have to take them out quickly. You can use your M-79 if you got one. There is a wooden beam that links the two building together. Use it to cross over to where the enemies were standing.

Climb down on the lower roof and go right. Climb down again when you reach the end. Two enemies will attack from the tunnel entrance on your left. Take them out and don't forget to scan around using you viral scanner. Tag the last body (objective completed/checkpoint).

Enter the tunnel and beware of the numerous enemies that you will encounter. Turn left when you can and take the first tunnel left (there is no point going ahead, you'll just come across more enemies). Follow that tunnel until you reach its end and then take left. When you come out, run fast to the entrance of warehouse 76 and ignore the enemies that are on the roofs around you. They will throw grenades at you so you must reach warehouse 76 in a haste (objective completed).

===== <L17>

Objective:

- Get to freight elevator

NOTE: You have a 15-minute time limit to complete this level. This is more than enough. It would be very surprising that you run out of time even if you take your time to explore the level. Beware of the barrels scattered around that will explode more easily if they are shot (one shot instead of two is needed). All enemies wear flak jackets.

Go inside warehouse 76 while staying away from the flames. Take your right and eliminate the enemy on the container in front. Come closer to that container and climb on the boxes to reach its top. You will be attacked from behind. You can shoot the barrels near him to get rid of him. Look to your right and you'll see a hole in the wall. Roll through it. Go to the other end of the container and climb down on your right. A pile of boxes in front of you will allow you to reach a catwalk above. Run to the other end of it without stopping because parts of it will collapse as you walk on them. An enemy is also standing at the end of the catwalk but he is the only one not wearing a flak jacket so you can take him out more easily.

Press X and drop down on the floor. Keep going and turn right when you can. You will then receive a radio call from Lian (checkpoint). Keep going ahead until an enemy on fire runs towards you. Wait for him to die and climb on the boxes on your right. Go around the flames and climb down. An enemy will be waiting for you there, so take him out before you actually climb down.

+++++
+ Hint: M-79 +

+++++

Turn left and climb on the boxes in front, then on the container. Grab the catwalk above and take it to your right. When you reach the next room, an enemy will attack you. Shoot him down and find your way to the ground. In the far corner you will find two boxes with M-79 ammunition. Climb on the boxes to come back on the container.

Back to main guide

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Take your left, then left again. As you approach the container in front, three enemies will drop down from it. Shoot the barrels behind them to take them all out at once.

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+ Hint: M-79 (bis)+

+++++

To the right of where the last group of enemies dropped town, you will see a small passage. At the end of is a hole in the wall through which you can roll. Once on the other side, climb on the container by first climbing on the boxes to its right. On the catwalk above will be an enemy. Take him out and climb on that catwalk. Turn left (the right part will collapse if you run on it) and get the M-79 from the box there.

Back to main guide

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An enemy will be on your right. Kill him, but go left instead. Climb on the boxes right in front of you and then on the container. Locate the gap in the wall on your left and roll under it. You will land inside a room where two guards are waiting: one on the ground and the second on the catwalk. Use the boxes around for cover and deal with them. Under the catwalk is a higher pile of boxes. Climb on it in order to reach the catwalk. Run along it as parts of it will collapse (do not stop). This time however you will have to change direction as the catwalk makes a 90° left. Use L2 to strafe left instead of turning using the D-pad. When you reach the end of the catwalk, drop down on the floor and locate the control pannel of the freight elevator. It is located on the left side of the hole but flames will make it harder to see. Shoot it and it'll call the elevator to you. Climb on it and press Triangle (objective completed).

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XVIII. Silo Access Tunnel

<L18>

Objective:

- Find missile silo

NOTE: Again, all enemies are equipped with flak jackets.

As soon as the level starts, three enemies will run at you. Take cover behind an obstacle and take them out. Advance in the tunnel until you reach a small bridge that crosses over a hole. On the other side, two guards are waiting for you, one of which is on top of boxes. The one on the ground will throw grenades at you as soon as he sees you. In order to avoid the blast, run at him even though it seems like a suicidal move. You might get damage doing so, but you should survive. Beside, you will get a break while the grenade guy changes weapon. Try shooting them in the head so that you can collect their flak jackets afterwards. Keep going until you reach lasers blocking your way and you will receive a call from Lian.

Objective added:

- Shut down power room

There is another tunnel on your right. Enter it and you will see an enemy who will run away. Go after him and you will see him hide under the first bridge. That is the way out you will have to use as well.

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+ Hint: K3G4 +
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Before you go down, keep following the tunnel you are in. You will come across a second small bridge and an enemy will toss a grenade at you (he is alone though). Take him out and keep going until you reach another set of lasers. Take out your flashlight and look to your right. You will see a box which contains a K3G4.

Back to main guide

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When you reach the bottom, follow the tunnel. You will come across a few enemies who will run away. Run after them, but stay alert because at some point they will turn around and face you. The last enemies will also throw grenades. When you reach a dead end, look up. A guard will throw grenades from above. Take him down quickly. There is a high pile of boxes near you. Climb on it to reach the higher level.

Once you get there, you will be again attacked by enemies located behind the lasers. Keep going in the opposite direction. Eliminate the guard behind the small bridge. You will reach a larger area. There is a small elevator in the center but it is out of order. After you've tried the elevator and its activation panel (located just nearby), you will receive a transmission from Lian.

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Objective added:  
- Reroute power to elevator

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To the right of the elevator control panel is a pile of small boxes. Climb on it and you will reach a smaller tunnel with red light. At the end of it is the electric panel you will need to turn on (objective completed). When you come back to the elevator area, enemies will attack you from the below. One of them will throw grenades at you, so it might be a good time to take out your M-79. If you don't have one, you must take them out from above there. The thing is you are trapped in that small space and can't really go anywhere. Also, don't try to come down or the enemies will have time to kill you 10 times before you reach the bottom. Start off by eliminating the grenade enemy. If you are overwhelmed, you can always fall back inside the tunnel. When the area is cleared, climb back down and a fourth enemy will burst in. Deal with him.

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+ Hint: M-79 +  
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Near the elevator is a large pile of boxes on which you can climb. From there you will be able to grab a metal beam. Shimmy across to the other side and then climb on the beam. You will be able then to reach small alcove inside which you will find a box with a M-79 inside (turn on your flashlight to locate it). When you come back, two enemies will attack you from below.

Back to main guide

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Reactivate the elevator by first turning on its control panel. Take the elevator down and enter the new tunnel. Be on your guard as you will come across three enemies. They are walking away from you but when they hear you they will turn around and fight. Fight them back and keep going when they are down. When you

reaches some kind of crossing, three additional enemies will come from your right. Try taking them out before they can acknowledge you. And keep going in the direction they were coming from. When you reach the end of the tunnel, call the elevator by using its switch on the right wall. Go up.

You will see a second elevator in front but there is no point to using it. Instead, turn around and walk in the opposite direction. When you reach a crossing, turn right and take the catwalk. If you go to far left, you will trigger cave-ins which will force you to go right whatsoever. After you've crossed two bridges, you will meet another three-enemy group. Beware because they will be crouch-walking. This will make their shots more accurate and make them smaller targets. You will finally end up in the control room. Locate the three consoles and override them (press Triangle - objective completed).

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XIX. Tunnel Blackout <L19>

Objective:
- Find missile silo

The control room is now completely destroyed and fire prevents you from exiting the same way you came in. The large hole in the center is your only way out. To its right, you will see a bent red metal beam forming a reversed "L". Grab it and move over the hole. Locate a second beam below you and drop on it. Repeat until you get to the bottom (checkpoint).

Take out your flashlight and you will see two boxes on your right. One contains a nightvision rifle and the other a flak jacket. The nightvision will be very useful throughout the entire level which is pitch black.

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+ Hint: Viral scanner +
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There might not be any more bodies to locate, but the viral scanner might be a very useful tool in this level. The nightvision rifle is great to spot enemies, but it won't reveal the terrain. As for the flashlight, it'll warn the enemies of your presence. The viral scanner on the other hand works great in the dark: you'll be able to see the enemies as well as the environment fairly clearly without any fear of being spotted because of it.

Back to main guide
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Use the nightvision to take out the first enemies on your way. They are generally far enough from each other so that you will come across them one at the time. There are a total of seven guards for this first part and only the last two will be together. When you have taken them all out, advance carefully until you reach a pit. Down in it you'll see another guard. Eliminate him and grab the edge and drop down.

Go to your right and you will soon see an enemy standing on a platform above. Snipe him down and climb to that same platform. From there you can grab another platform above, and then a beam and finally the upper level. Immediately take out your nightvision rifle and eliminate the two enemies walking ahead. To your right is a box with ammunitions for your rifle.

Follow that tunnel up to a crossing. An enemy will be standing beside a catwalk. Take him down and cross the pit using that same catwalk. You will come across two more of those bridges, so make sure you don't miss them. A guard will be standing near each pit. You will soon encounter a group of three enemies standing still. There is a fourth guard up in an alcove left of them.

Take them all out and advance up to the silo elevator.

=====  
XX. Missile Silo

<L20>

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Objectives:

- Retrieve missile destruct code
- Access missile command computer

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NOTE: All enemies in this level wear flak jackets.

Although you don't see any countdown on your screen, you have limited time to complete your first objective. A few minutes at best. When you start hearing a countdown in Russian, that means you have only ten seconds left. Without loosing any time, rush to the other side of the silo while ignoring the enemies firing from below. There is only one guard on your level and he will try to throw a grenade at you. Take him down and call to elevator up using the switch on the right. Take it down and go to the left of the missile. You will see two beams one above the other connected to the missile itself. Climb up to the higher and come closer to the missile. Press Triangle to acquire the destruct code (objective completed/checkpoint).

After the cut scene, run to your right and take cover behind the blast door which is closing (you might have to roll under it). From there, you have 3 minutes in order to complete the second objective. As soon as the door opens, go towards the elevator on the opposite side of the silo. Use the switch on the right to get it down to you and ride it up. Follow that corridor up to the first control room while dealing with the enemies on the way (one of them will come from behind).

When you get to the control room, a guard will attack you. There are two scientists there as well as a second guard on the opposite side of the room, near a locked door. One of the scientist has the keycard that will unlock it. Kill any threats and collect the keycard. Open the door and keep going. You will then get to the computer room. A guard will pass before you. Take him out and enter the room. Four guards will attack you from two galleries on your left. If you have enough time left (I would say at least one minute), you should take them out, especially the ones in the right gallery. The computer you must access is located in the back of the room, in the middle. Press Triangle once in front of it (objective completed/checkpoint).

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Objective added:

- Eliminate Rhoemer

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\*\*\*\*\*  
\* Enemy: Erich Rhoemer \*  
\*\*\*\*\*

Although it doesn't seem like he is wearing any body armor, Rhoemer can't be defeated using any weapons you currently have (including explosives). Rhoemer is armed with a M-79 and will fire almost as soon as he sees you. When the cut scene ends, immediately run to that gallery where there were guards earlier (and there might still be some if you haven't killed them before). You'll cross Rhoemer doing so, but this way you will avoid his grenades. Climb to the gallery. If you didn't take out the guards earlier, do so quickly now (use the K3G4 if you have one). If you stay close to the back wall on the gallery, you will be protected from Rhoemer's grenades. In a corner near you, you will find a box containing gas grenades. These are the only weapon that will be effective against Rhoemer. Locate Rhoemer on your radar and throw a grenade just behind him. He will try to run away but will get caught in the cloud of gas (objective completed).

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End of the game  
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I. FAQ (Frequently asked questions) <FAQ>  
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Q: How can I beat this part of the game?

A: I've said everything you need in this guide. You should take the time to get familiar with the environment of each level. Sometimes, people will walk on the solution without noticing.

Q: Is there a multiplayer mode?

A: No there are no multiplayer mode. There is one in the two sequels, e.i. Syphon Filter 2 and Syphon Filter 3.

Q: Why do I sometime come across an enemy that you did not talked about in your guide?

A: This is most likely to happen. Sometimes, only a small detail in your previous actions (the order in which you go to some areas for instance) will trigger the enemies differently. If you follow the precisely the steps I that I describe, you should meet the same condition I did. If it is not the case whatsoever, you shouldn't have to much difficulties getting through those unpredictable situations.

Q: I have a better strategy for this mission/this part than the one that you propose.

A: I don't pretend to hold the truth or the best strategies in the world. The ones I describe above are the ones I developed while I played and the ones I still use. I have tried to establish the simplest strategies, but if you have better ideas, feel free to let me know through email or on the forums of All On Syphon Filter (<http://www.syphon-filter.net/en/boards>).

Q: I've spotted a spelling/grammar mistake in your guide.

A: I did not really make any revision of what I wrote and besides, English is not my first language. I still find a few mistakes myself and try to correct them as I go. If you feel annoyed by those mistakes, please tell me and I'll correct them as soon as possible.

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J. Cheats <CHE>  
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This is a list of all cheat codes that are available in Syphon Filter. They do not include codes obtained using any cheating device such as GameShark or Action Replay.

Unlock All Levels  
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US VERSION

During a mission, pause the game. Select "Options" and highlight "Select Level". Then simultaneously press Left + R1 + L1 + Select + Square + X.

PAL VERSION

During the game, press Start. Select "Options" and highlight "Select level". Then simultaneously press L1 + R1 + L2 + R2 + Square + Circle + X.

All Weapons and infinite ammo  
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(NOTE: Only the weapons that can be find in the current level will be

unlocked.)

#### US VERSION

During the game, press Start. Highlight "Weapons" and simultaneously press Right + L2 + R2 + Circle + Square + X.

#### PAL VERSION

During the game, press Start. Highlight "Weapons" and simultaneously press Select + L1 + L2 + R2 + Circle + X.

#### 9mm Super-ammo

#### US VERSION

During a mission, pause the game. Select "Weapons" and highlight the weapon "Silenced 9mm". Then simultaneously press Left + L1 + R2 + Select + Square + X. If you entered the code correctly, Gabe will say "understood".

#### PAL VERSION

Code is NOT available for the PAL version of the game.

#### Weak enemies

#### US VERSION

During the game, press Start. Highlight "Map" and simultaneously press Right + L2 + R1 + X. If you entered the code correctly, you'll hear Girdeux's laugh.

#### PAL VERSION

During a mission, pause the game. Highlight "Map" and simultaneously press Right + L1 + R1 + R2 + Circle + X.

#### See all FMV sequences

#### US VERSION

In the first mission (Georgia Streets), go out through the window of the bar in the alley (where you would find the elevator to the subway security controls). Go on the street where CBDC are fighting terrorists. In front of you there is a theater. Go to its doors and enter the Weak enemy code (which is Right + L2 + R1 + X while highlighting "Map"). When you come back to the game, you will be inside the theater. Go to the red curtains and all video sequences will play in a row. Press X to skip to the next scene or Start to leave.

#### PAL VERSION

Follow the same procedure, except that the code you must enter is L2 + R2 + Select + Square + X (while highlighting "Map").

#### Hard mode

#### US VERSION

On the start screen, highlight "New Game" and simultaneously press Left + L1 + R2 + Select + Square + Circle + X. If you entered the code correctly, you will hear Gabe say "dammit".

#### PAL VERSION

On the start screen, highlight "New Game". Press simultaneously on L1 + L2 + R2 + Circle + Square + X.

\*\*\* All these codes have been tested and are certified to work.\*\*\*

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Easter Eggs  
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- "Lian ??"

In the level Base Escape, if you shoot on one of the fuel tanks (not enough to blow it), you will hear a warning message from Lian... wait, didn't she just get kidnapped in the previous level??

-----  
Hints and advices  
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- Survive when you catch on fire

Normally it is a certain death. However, press Start quickly after you've caught on fire. When you come back, you should have lost a little Armor, but still be alive.

- Move!

That might seem obvious, yet a lot of players forget it. When surrounded by enemies or when you find yourself in a any situation where you seem outnumbered, move as much as possible. A still target is a dead target. You will get far less dammage if you move. Rolling is also a great tool since Gabe will never get hit while performing the roll.

- Kneel

This is something almost nobody think of doing, but if you press X and kneel, you will get a lot more accuracy. Notice how your target metter gets full a lot faster than when you stand up. This is something do use especially against targets that are far away.

=====  
L. Conclusion <CON>  
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Well I hope that this guide as answered some of your questions and helped you when you needed. For any questions or commentaries, please contact me at gabe\_logan2\_a\_hotmail.com (replace \_a\_ with @).

You can also visit the All On Syphon Filter boards to ask your questions or share your impressions on this game (<http://www.syphon-filter.net/en/boards/>).

=====  
M. Credits & thanks <CRE>  
=====

Walkthrough entirely written by Vincent L. Pratte aka Gabe Logan aka Gabe Logan2.

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Walkthrough hosted by All On Syphon Filter

<http://www.syphon-filter.net>

Other websites authorized to publish this guide:

GameFAQs (<http://www.gamefaqs.com>)

SuperCheats (<http://www.supercheats.com>)

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