

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch \ltrch\loch

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch\loch

I: Introduction)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch\loch

This Mini-FAQ is a list of cheat codes for the NTSC VERSION (North America release) for Syphon Filter.)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch \ltrch\loch

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch\loch

II: Cheats, how to activate)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch\loch

To activate a cheat, pause the game and go to the location of the cheat, like \u8220\'93Select Mission\u8221\'94, but the cheat MUST inserted with ALL OF THE BUTTON hold for that cheat or the cheat will not affect the gameplay)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch \ltrch\loch

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch \ltrch\loch

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch\loch

II: Cheat, the cheats)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch\loch

Finally now the cheats.)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch \ltrch\loch

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch\loch

LEVEL SELECT: Pause the game and highlight \u8220\'93OPTIONS\u8221\'94, then highlight \u8220\'93SELECT)

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}{\i0\b0\rtlch \ltrch\loch

LEVEL\u8221\'94. Now press and hold: LEFT, L1, R1, SELECT, SQUARE, X. If)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch

}{\i0\b0\rtlch \ltrch\loch

the code is inserted correctly, will appear the entire level list)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch \ltrch\loch

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch\loch

ALL WEAPONS AND UNLIMITED AMMO: Pause the game and highlight \u8220\'93WEAPONS\u8221\'94. Now)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch

}{\i0\b0\rtlch \ltrch\loch

press and hold: RIGHT, L2, R2, SQUARE, CIRCLE,)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch

}{\i0\b0\rtlch \ltrch\loch

X. Now you have all of the weapons of the level)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch

}{\i0\b0\rtlch \ltrch\loch

and unlimited \u8220\'9399 Ammo\u8221\'94 per weapon)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch \ltrch\loch

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch\loch

ONE HIT KILL: Pause the game and highlight \u8220\'93OBJECTIVES\u8221\'94. Now press and hold:)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch

}{\i0\b0\rtlch \ltrch\loch

LEFT, L1, R2, SELECT, SQUARE, X. If the code is inserted)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch

}{\i0\b0\rtlch \ltrch\loch

correctly, Logan will say \u8220\'93Understood\u8221\'94 and every enemy will killed)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch

}{\i0\b0\rtlch \ltrch\loch

by only one bullet, also if have flack jackets, but don\u8217\'92t will)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch

}{\i0\b0\rtlch \ltrch\loch

affect Anton Girdeux (but takes less damage before to die) and)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch

}{\i0\b0\rtlch \ltrch\loch

Erich Rhomer. If Logan will say \u8220\'93Damn it\u8221\'94, every enemy will take)

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch \ltrch

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\ltrch
    }{\i0\b0\rtlch \ltrch\loch
the double of the damage. The flack jacket guys will die like a }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
normal enemy without a flack jacket. Also this time Anton Girdeux }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
will take less damage before to die)
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch
\ltrch\loch

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch\loch
HARD MODE: In the Main Menu, highlight \u8220'93NEW GAME\u8221'94. Now press and hold: L1, L2, }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
R2, SQUARE, CIRCLE, X. If the code is inserted correctly, Logan will }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
say \u8220'93Damn it\u8221'94. An another confirmation of the right buttons }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
combination is the badge that appear on every level on the bottom of }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
the screen, that says \u8220'93Playing in HARD Difficulty\u8221'94}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch
\ltrch\loch

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch\loch
WATCH ALL CINEMATICS: On the first level, go out to the section that you must }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
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    }{\i0\b0\rtlch \ltrch\loch
break the lock for access to the elevator. From the }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
elevator, walk to the right till you see an avenue. Then }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
turn right and climb on the crate. In front of you there }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
are three doors of a theater: the central door have a }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
crate with a flack jacket and the last door have a crate }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
with ammo for the sniper rifle. Go to the central door and}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
pause the game. Now highlight \u8220'93MAP\u8221'94 and press and hold: }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
RIGHT, L2, R1, X. If Logan will say \u8220'93Got it\u8221'94, the code is }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
correct. Now resume the game and you are in the theater. }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
For watch all of the cinematics, walk till you see a red }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
curtained door. The cinematics will played in succession }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
and for exit press \u8220'93START\u8221'94, then return to the door and }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch
    }{\i0\b0\rtlch \ltrch\loch
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exit for proceed into the level)
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch
\ltrch\loch

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch
\ltrch\loch

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch\loch
III: Contact}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch\loch
For every improvement for the FAQ, please contact me at one of these emails:}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch
\ltrch\loch

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\ltrch\loch

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salvo2014_2014@libero.it}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch
\ltrch\loch

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salvo2014_2014@hotmail.com}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch
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\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch\loch
salthebowler@gmail.com}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch
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\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033\rtlch
\ltrch\loch

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
\ltrch\loch
IV: Legal}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe2052\dbch\af4\afs24\alang1081\loch\af4\hich\af4\fs20\lang1033{\rtlch
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\ltrch\loch

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\ltrch\loch

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\ltrch\loch

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