Syphon Filter 3 FAQ/Walkthrough

by NRondini

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                         Walkthrough/FAQ for

                         Syphon Filter 3
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Rated "M" Mature

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Version 1.0

Started 12/25/01

Finished --/--/--

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-Mission 1: Hotel Fukushima

-Mission 2: Costa Rican Plantation

-Mission 3: C-5 Galaxy Transport

-Mission 4: Pugari Gold Mine

-Mission 5: Pugari Complex

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==========§========================§===========================§============
 01                       Reversion History
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Version 1.0: 12/25/01

MERRY CHRISTMAS! Today is the day I got this game. So, I decided to write a
Walkthrough to help me keep track. Also, nothing important done except for the
Weapon Guide section of the Walkthrough. I LOVE YOU JESUS AND HAPPY BIRTH DAY!!

Version 1.2 1/1/02

HAPPY NEW YEAR!! Today I got (Mission 1) done and about nothing else so far.

==========§======================§==========================§============
   02   Introduction
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Hey! I'm going to do a Walkthrough for the wonder game of Syphon Filter 3!

Enjoy,

   Wwangel29 (Nick)

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   03                          Game Basics
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                            Controller Pad Directions

Up: Move the character forward

Down: Move the character back

Left: Move the character left

Right: Move the character right

                              Other Functions

Start: Opens up the Main Menu.

Select: No use.

Triangle Button: Open or Check things.

Square Button: Fire your gun.

Circle Button: Roll

L1 Button: Look left from firing position.

R1 Button: Look right from firing position.

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 04   Weapon Guide

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                    PISTOLS AND MACHINE PISTOLS

Silenced 9mm:

This weapon is uncommonly accurate for sidearm, but its best performance is
during close-range situations.

Fire Rate: III

Damage: II

Clip Size: 15

Max Rounds: 90

Falcon:

The most impressive feature of this semi-automatic handgun is its long range hitting power, but this agile sidearm performs in tight battle situations as well. The Falcon can use a variety of magnum rounds.

Fire Rate: III

Damage: II

Clip Size: 6

Max Rounds: 40

.45 Handgun:

Developed for trench warfare in 1911, the .45's double-action semi-auto design has a reminded virtually unchanged. Legendary for its stopping power ad nasty recoil, this weapon s a favorite to seasoned agents.

Fire Rate: II

Damage: III

Clip Size: 10

Max Rounds: 60

Biz-2 Machine Pistol:

Everything about this compact weapon is designed for maximum firepower in very close quarters. The side-mounted clip holds enough ammo to pin down a platoon while the small shoulder stock can be used to steady longer shot if needed.

Fire Rate: IIII

Damage: III

Clip Size: 66

Max Rounds: 396

HK-5 Machine Pistol:

This sub-machine gun delivers uncommon ferocity in a small package with low
recoil. Used by law enforcement, military personnel and enemy operatives
worldwide, the HK-5 can be found over 23 variants, including this scilenced
version.

Fire Rate: IIII

Damage: III

Clip Size: 32

Max Rounds: 192

Spyder Skorpian:

The specially designed high impact rounds sprayed from this compact machine gun
are its most striking feature. Each hit inflicts tremendous damage with a high
fire rate. The small clip size demands attention to reloading.

Fire Rate: IIII

Damage: IIIII

Clip Size: 20

Max Rounds: 100

G-18 Machine Pistol:

If you had a clip big enough, you could fire 3600 rounds from the G18 in one minute. But you have a 33 round clip, which unleashes a half-second hailstorm of lead. Take care to have plenty of clips in hand.

Fire Rate: IIIII

Damage: II

Clip Size: 33

Max Rounds: 198

Mars Sub Machine Gun:

The Mars is a folding, concealable sub machine gun. It's employed by Federal Agencies such as a Secret Service at ATF.

Fire Rate: IIII

Damage: IIII

Clip Size: 32

Max Rounds: 160

                        ASSAULT RIFLES AND MACINE GUNS

M-16 Assault Rifle:

The M-16 is standard issue for the U.S. Military but there is nothing standard about this weapon. Firing a specially designed high- velocity round, the light weight M-16 has developed into one of the finest military weapons ever made.

Fire Rate: IIII

Damage: II

Clip Size: 30

Max Rounds: 180

PK – 102 Assault Rifle:

This is a variant of Kalishnikov (one of the most widely used and modified designs in the world). While a full-blown assault rifle, its compact, easy to conceal size make it a favorite among hostile organizations.

Fire Rate: IIII

Damage: II

Clip Size: 30

Max Rounds: 160

K3G4 Assault Rifle:

Teflon coated bullets give this weapon maximum lethality against flak jacket troops. And its high fire rate makes it dominant in almost any battle situation.

Fire Rate: IIII

Damage: IIII

Clip Size: 30

Max Rounds: 150

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                              SNIPER RIFLES

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Sniper Rifle (Silenced):

The scope on this weapon is classified. Using Optical Character Recognition technology, the scope can identify and classify human targets while registering the point of impact to specific body parts. The zoom feature virtually guarantees one-shot accuracy.

Fire Rate: II

Damage: II

Clip Size: 10

Max Rounds: 30

Nightvision Rifle

Exceptional accuracy under zero light conditions makes this the most superior night weapon in the arsenal. The SDVN night scope with zoom is designed for ease of use against moving, stationary or camouflaged targets. The silencer keeps a properly positioned agent virtually undetectable. The Night vision scope is also very useful as a reconnaissance tool.

Fire Rate: I

Damage: III

Clip Size: 10

Max Rounds: 30

H11 Sniper Rifle:

Combining long-range precision with extreme full-auto fire rate makes the H11 s

devastating sniper weapon.

Fire Rate: IIIII

Damage: I

Clip Size: 50

Max Rounds: 300

AUG Assault Rifle, Silenced:

The silenced "Armee Universal Gewhr" has been heavy employment since 1977. The handle has been replaced with a Russian scope that penetrates most surfaces, and a gas operating system propels the 5.56 mm bullets through almost any wall. The AUG is often referred to as the "X Ray gun".

Fire Rate: II

Damage: IIII

Clip Size: 30

Max Rounds: 150

                                  SHOTGUNS

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12 Gauge Shotgun:

This modified choke version maximizes hitting power while keeping collateral damage to a minimum and is used by police forces, DEA agents and the Secret Service. A 12 Gauge is one of the most feared weapons around because it shreds anything within a range of up to 25 yards.

Fire Rate: II

Damage: IIII

Clip Size: N/A

Max Rounds: 25

MIL-15 Shotgun:

Instead of firing pellets, this heavily modified weapon fires a small fragmentation round that explodes on contact. :WARNING: DO NOT USE IN CLOSE QUARTERS OR NEAR INNOCENTS!

Fire Rate: III

Damage: IIII

Clip Size: 6

Max Rounds: 18

UAS-12 Rapid Fire Shotgun:

Developed solely for the military use, this gas operated shotgun lays down a switch of close range punishment. Pellet spread is large which can result in collateral damage.

Fire Rate: IIII

Damage: IIII

Clip Size: 12

Max Rounds: 12

Maks Shotgun:

This rapid-fire shotgun fires fine pellet particles that inflict enormous damage on an enemy.

Fire Rate: IIII

Damage: IIIII

Clip Size: 10

Max Rounds: 10

SPECIALTY WEAPONS

Combat Knife:

While the oldest and most basic weapon an agent will ever use, the Combat Knife
requires special skills to use effectively. Its most important role is to
soundlessly sneak within striking range before attacking and use the knife with
swift efficiency before the victim and can react in any way. It is best to
blindside the target when using the knife.

Fire Rate: N/A

Damage: IIIII

Clip Size: N/A

Max Rounds: N/A

C-4 Mine:

More powerful than TNT and safer to handle, C-4 is also called plastic explosive
for its moldable putty-like properties. C-4 is standard issue for both military
and hostile enemies alike. Set the charge on the object you want to blow up by
pressing the Square Button. Then move to a protected position and press the
Square Button to set off the charge. :WARNING: THE BLAST RADIUS IS LARGE.

Fire Rate: N/A

Damage: IIIII

Clip Size: N/A

Max Rounds: N/A

Air Taser:

Use this weapon during stealth ops where lethal force is necessary. C02 powered
discharge lodges the electrode probe one inch deep into target. The wire
connecting the weapons to the probe carries 500,000 volts. Press and hold the
Square Button after implantation to inflict severe burns.

Fire Rate: I

Damage: IIIII

Clip Size: N/A

Max Rounds: Infinite

Crossbow with Laser:

This is the quietest weapon you can use. Accuracy is excellent when used in
Manual Aiming mode due to a laser sighting system. The narcotic treated bolt
gives the agent the option it not using the lethal force by taking a body shot.
Heads shots are fatal.

Fire Rate: I

Damage: IIIII

Clip Size: N/A

Max Rounds: 5

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                           GRENADES

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Incendiary Grenade:



This grenade has a kill radius of approximately three meters. This grenade is
good for lots of enemies around you or to clear small obstructions.



Fire Rate: I

Damage: IIIII

Clip Size: N/A

Max Rounds: 10




Nerve-Gas Grenade:



The blast releases trace amounts of Soman nerve agent. Enemies lose
consciousness instantly with death following in about 15 minutes if no antidote
is not injected into the victim. Agents who walk into the area may be stunned
briefly by the gas. The gas dissipates rapidly, allowing agents to enter the
area with no risk of fatality.



Fire Rate: I

Damage: IIII

Clip Size: N/A

Max Rounds: 10




M-79 Grenade Launcher:



A favorite of Vietnam War forces, the "Blooper" delivers high explosive
fragmentation grenades to a range of 300 meters. Kill radius is around 5 meters.
This is a breaking barreled weapon that must be hand loaded.
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Fire Rate: I

Damage: IIII

Clip Size: N/A

Max Rounds: 15

                                GADGETS/AIDS

Flack Jacket:

A flack jacket can be found in a variety of places in boxes. If you shoot a
person in the head, you might get a Flack Jacket or when it says flak jacket
when you are aim at the target's body that means it has one on him. Shoot his
head to retrieve it. A Flak Jacket is a object that restores your armor supply.
It is extremely useful.

Minefield Detector:

I pretty much guess the title of the gadget tells you every thing. Minefield
Detector. When you enter a minefield, you will hear a beeping sound. As the
sound gets faster, there is a greater chance of a mine blowing you to pieces.

Night Vision Goggles:

Once again, another thing that tells you what it is. You get to see clearly in
extreme darkness! Well, when you see a bright green object that to you, seems
like a human, shoot it.

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Camera:



Use the camera to capture vital intelligence. Locate the photographic subject
and press the Triangle Button to snap the shutter.





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