
PlayStation
NTSC U/C
PlayStation
Syphon Filter
989 STUDIOS
TEEN
CONTENT RATED BY ESRB
SCUS-94240
94240

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION DISC:**
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a heater or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# SYPHON FILTER™ TIPS AND HINTS

**PlayStation Hint Line**
Hints for all games produced by 989 Studios are available:

**Within the US:** **1-900-933-SONY (1-900-933-7669)**
$0.95 per minute auto hints, $1.40 per minute live, $6.95-$16.95 for tips by mail (subject to availability) and $5.00-$20.00 for card recharge.

**Within Canada:** **1-900-451-5757**
$1.50 per minute for prerecorded information

For US callers, game counselors are available 7 a.m. - 7 p.m., 7 days a week, Pacific Standard Time.
Automated support is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

This hint line supports games produced by 989 Studios. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

**Consumer Service/Technical Support/Order Line 1-800-345-SONY (1-800-345-7669)**
Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8 a.m. - 6 a.m., Pacific Standard Time.

**989 Studios On-line – http://www.989studios.com**
Our news is always hot! Visit our website and find out what's happening – new titles, new products and information about 989 Studios.

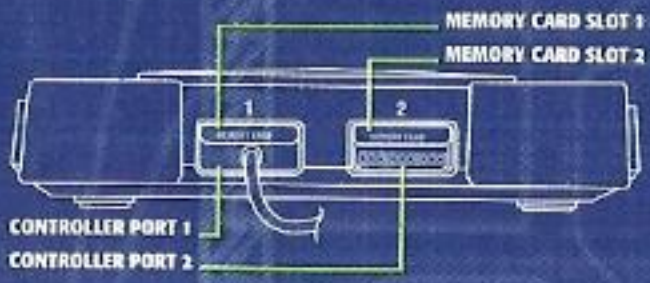
# Table of Contents


| | |
|---|---|
| Setting Up Your Console | 2 |
| Agent Controls | 2 |
| Mission Background | 4 |
| Starting the Game | 5 |
| Memory Card | 5 |
| Game Screen | 6 |
| Agent Moves | 7 |
| Targeting Modes and Using Weapons | 8 |
| Weapons and Pick-Ups | 10 |
| Mission Guidelines | 18 |
| Pause Menu/ACD Display | 19 |
| Dossiers | 22 |
| Credits | 26 |
| Limited Warranty | 29 |




# Setting Up Your Console




Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Syphon Filter™ disc and close the CD door. Insert the game controllers and turn on the PlayStation game console. Follow the on-screen instructions at the Title Screen to begin.

# Agent Controls

The following button controls are the default configuration. You can adjust your controls at the Options Menu *(see pg. 20)*.

**DIRECTIONAL BUTTON/S:** Controls Gabe's directional movement and the aiming cursor when in manual aim mode.

✖ **BUTTON:** A three-in-one button.

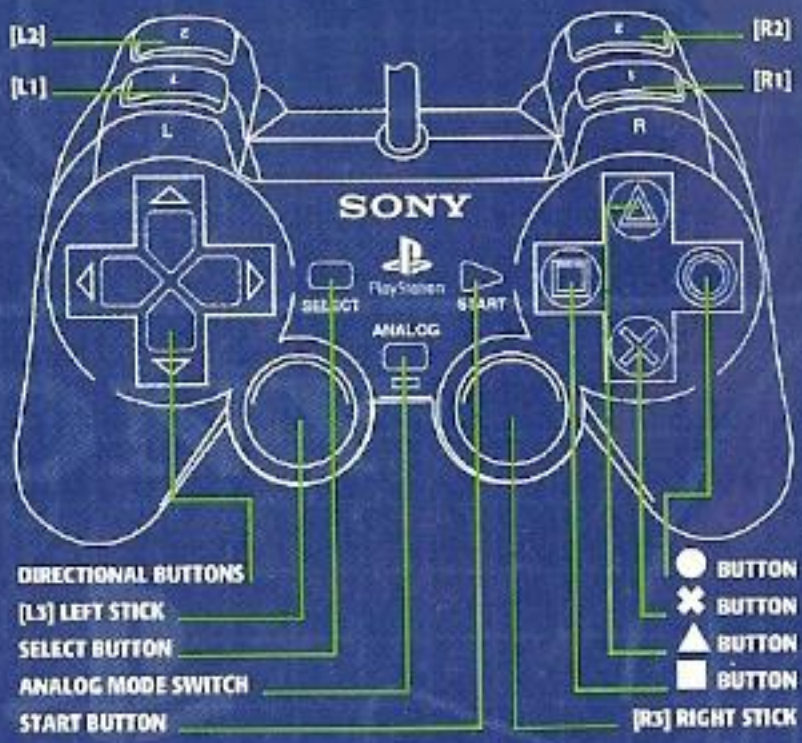
1) When standing still, Gabe kneels for better accuracy or hides behind objects.
2) When in motion, Gabe crouch-walks in order to sneak past or up on adversaries.
3) When used near an edge, Gabe lowers himself down.

■ **BUTTON:** Fires the currently selected weapon.

● **BUTTON:** Makes Gabe roll. When Gabe is fired upon, rolling reduces his chances of being hit.

▲ **BUTTON:** A four-in-one button.
1) Climbs scalable terrain.
2) Interacts with useable objects (doors, computers, switches, etc.).
3) Reloads currently selected weapon (when Gabe is not standing next to interactive terrain or objects).
4) Contacts Lian Xing via the Advanced Communication Device (ACD) when prompted by text.

**START BUTTON:** Brings up the Pause Menu/ACD, allowing you to review crucial information pertaining to the current mission.




**SELECT BUTTON:** Highlights Gabe's weapon inventory. Tapping **SELECT** allows you to cycle through your current stockpile, and holding **SELECT** down while pressing **R2** or **L2** allows you to scroll through and highlight any of the weapons. Release the buttons to select a highlighted weapon.

**R1 BUTTON:** Establishes a target lock on the nearest targetable enemy. Tapping **R1** cycles through targetable enemies.

**L1 BUTTON:** Calls up a targeting cursor for accurate aiming.

**R2 BUTTON:** Strafe right. Allows Gabe to move directly to the right while aiming forward. In sniper mode, **R2** allows Gabe to peek around corners.

**L2 BUTTON:** Strafe left. Allows Gabe to move directly to the left while aiming forward. In sniper mode, **L2** allows Gabe to peek around corners.

## Analog Controls:

**L3 LEFT STICK:** Replicates the **directional button/s.**

**R3 RIGHT STICK:** Can be used with **L1** in targeting mode.

# Mission Background

Deep in the heart of Central America, an American special agent falls dead to the moist earth. Nearby, a secret jungle laboratory erupts into flames. Recovered evidence indicates that someone is creating a powerful biological weapon. Days later, special agents Gabe Logan and his partner Lian Xing discover the gruesome remains of victims littering the contaminated landscape of a Nepal village.

Agency intelligence connects these events to terrorist Erich Rhoemer and his skilled team who are orchestrating a plan to unleash the deadly Syphon Filter virus on the U.S. The ruthless terrorists plant explosive traps, capture hostages and hide viral bombs throughout Washington D.C.

In response, the Agency sends in Gabe Logan, their best covert operative, to eliminate the terrorists one by one and save the U.S. from certain death. He is assisted by teams from the U.S. Army Chemical and Biological Defense Command (CBDC), and Lian Xing, who stays in close contact with Gabe throughout his missions.

***The fate of millions relies on the skill of one special agent.***



# Starting the Game

At the Title Screen, you can choose NEW GAME or LOAD GAME, or launch the TRAINING VIDEO. To start a new game, press the ✖ button to select NEW GAME and launch the intro movie. ***Note:*** LOAD GAME will only appear if you have previously saved a game to a MEMORY CARD and have the card inserted into MEMORY CARD Slot 1. Press the **directional button/s** to highlight LOAD GAME and the ✖ button to select and resume play of your saved game.

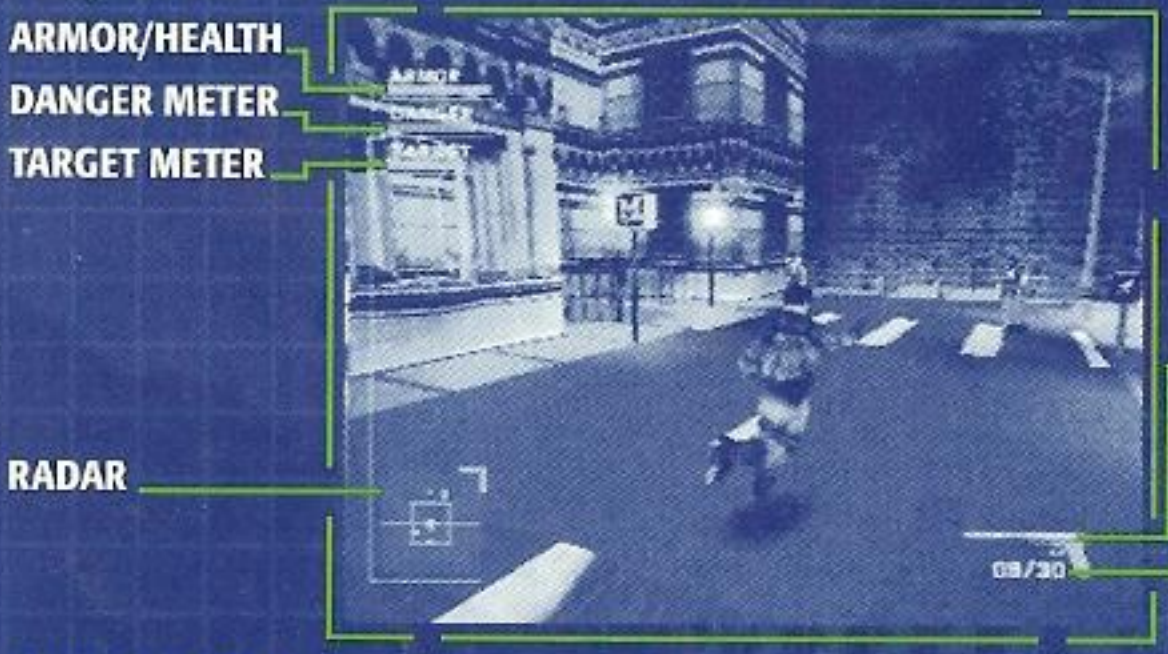
# Memory Card

You must insert a MEMORY CARD in order to save or load a file. Do not remove or insert a MEMORY CARD while saving is in progress or damage may result. One block of memory must be available on the MEMORY CARD in order to save Syphon Filter data. If you don't have a MEMORY CARD, all game data will be lost after turning off your PlayStation game console. To save data, make sure a MEMORY CARD is inserted into MEMORY CARD Slot 1 before you begin play. You can only save at the end of each level. After you complete a level, the screen prompts you to save the game. To load a saved game, access this option from the Title Screen.



# Game Screen

The game screen consists of several elements:




**ARMOR/HEALTH:** Indicates the amount of Armor you have remaining. Your Armor depletes before your Health. When your Health runs out, the game is over. Although you cannot replenish your Health, you can replenish your Armor by picking up flak jackets from dead enemies or weapon boxes.

**DANGER METER:** Indicates your likelihood of being hit. When your Danger Meter is completely filled, it and your Radar's Enemy Indicator Cone begin to flash. Evasive maneuvers like rolling or hiding behind obstacles decrease your likelihood of being hit in dangerous situations. When you are no longer in danger, the Danger Meter returns to normal.

**TARGET METER:** Indicates when you have an enemy in target range. Press **L1** to bring up targeting crosshairs for more accurate aiming. When your Target Meter is completely filled, you have a 100% chance of hitting the targeted enemy. When there is no target available, the Target Meter does not appear.

**RADAR:** Indicates the location of all detected enemies relative to your position and includes a compass for easier navigation. The Enemy Indicator Cone flashes red when an enemy has you in sight and is likely to hit you.

**WEAPON and NUMBER OF ROUNDS:** Indicates the currently selected weapon and remaining number of rounds for that weapon. Hold the **SELECT** button to bring up a scroll bar and press **L2** or **R2** to scroll through weapons from your inventory.

# Agent Moves

Gabe has a range of movements to help him maneuver through both rapid fire shoot-outs and stealthy one-on-one attacks. Though the type of gameplay varies by mission, each requires split-second decision making. To fully prepare yourself for the fast action ahead, familiarize yourself with all of Gabe's movements detailed below.

**Running:** Press the **directional button/s** Up to make Gabe run. While he's running, use the **directional button/s** Right or Left to execute a sharp turn. Try using the strafe buttons **R2** and **L2** for greater mobility.

**Walking Crouch:** Gabe's walking crouch allows him to sneak up on enemies and safely navigate narrow areas. While Gabe is in motion, press the ✖ button to slow to a walking crouch.

**Kneeling:** Kneeling gives Gabe greater stability while he's aiming and thus increases his chances of hitting an enemy. Gabe's kneel also allows him to reduce his height so he can hide behind objects and avoid enemy detection. To drop to a kneel, press the ✖ button.

**Pull Up:** In general, Gabe needs to hoist himself up onto anything 4 feet high, including crates, brick walls and fire escapes. To pull Gabe up onto an object, stand next to it and press the ▲ button. When he's clinging, press the **directional button/s** Up to finish the move or Down to release his grip.

**Hand-Over-Hand:** Gabe's hand-over-hand move is necessary to cross rails and ledges set high above the ground. Press the ▲ button to jump up and grab a rail, then move across it by pressing the **directional button/s** Right or Left or **L2** or **R2.** Gabe can shoot while he's moving hand-over-hand across a rail; he'll hang from one hand and use the other to fire his weapon. ***Note:*** Gabe can't reload or change weapons while performing this move.

**Rolling:** Directional rolls function as Gabe's first line of defense when an enemy has him targeted. Gabe can roll from a crouch or a full run. Press the ● button to roll and the **directional button/s** or **L2** and **R2** to direct your roll left and right. If you hold down ✖ during a roll, you'll come out of the roll directly into a kneel so you're immediately on the offensive.

**Strafing:** Strafing allows Gabe to run in a straight line left or right while shooting. This move is particularly useful when Gabe is under intense fire from several enemies at once. Use **L2** to strafe left, **R2** to strafe right and the ■ button to fire. In sniper and manual aim modes, the **L2** and **R2** buttons enable Gabe to peek left and right *(see Targeting Modes below)*.

**Throwing:** Press the ■ button to throw a grenade when Gabe has one in hand. The longer you hold the ■ button the greater the arc of the thrown grenade.

**180 Degree Turn:** Tap the **directional button/s** down once or tap **L3** downward once.

# Targeting Modes and Using Weapons

Syphon Filter features three main targeting modes and a wide range of weapons. The most appropriate targeting mode and weapon depends on the environment and situation.
Use the ■ button to fire your weapon in all modes.

**Default:** Of the three targeting modes, default targeting is the least accurate, because Gabe shoots at enemies without the assistance of target lock or targeting crosshairs.

**Manual Aiming:** Manual aiming provides pinpoint accuracy for crucial head shots. Press **L1** to bring up targeting crosshairs and use the **directional button/s** to move the crosshairs in the desired direction.

**Target Locking:** Target locking allows Gabe to keep track of enemies and shoot at them while facing other directions. Press the **R1** button and Gabe locks onto the nearest enemy. The on-screen Target Meter indicates your chances of hitting an enemy and increases or decreases as Gabe moves around. When Gabe is locked on a target, one-handed weapons grant him nearly 360 degree movement while keeping the target in sight. Two-handed weapons provide a 180 degree shooting range. If you quickly release **R1** and press **R1** again, Gabe immediately targets the next enemy.

**Sniper Modes:** Syphon Filter features both normal and nightvision sniper modes when Gabe is holding a sniper rifle. Use **L1** to enter into sniper mode and zero in on an enemy. Infrared mode enables Gabe to identify otherwise invisible enemies by their body heat. Press the ▲ button to zoom in and the ● button to zoom out. While in sniper mode, use **R2** and **L2** to make Gabe peek around corners. The peek allows Gabe to detect enemies and still remain partially protected.

**Shooting While Hanging:** When Gabe is hanging from an object or in the process of crossing a rail hand-over-hand, he may be attacked. To return fire, use the ■ button. To manually aim, press **L1** or **R1**. Gabe releases one arm and begins firing as he dangles in the air. When used in conjunction with target lock, you can aim in an enemy's direction and increase your chances of killing him.

**Reloading:** The weapon cartridges in Syphon Filter have limited rounds *(see pg. 10 for specifics)*. When a weapon runs out of ammo, you hear the click of the trigger on the empty barrel. Though a weapon automatically reloads if Gabe has an additional clip, this takes a moment to do. In an intense firefight, Gabe can be severely hurt in that time, so you can eject an emptying cartridge by manually reloading with the ▲ button. When Gabe runs out of ammunition, he can collect more from dead enemies or ammunition boxes scattered throughout levels.

**Switching Weapons:** Press the **SELECT** button to switch weapons. If you hold **SELECT** down, an inventory bar appears that displays the entire weapon inventory. Press **L2** or **R2** to cycle through the inventory then release the buttons to select the highlighted weapon. The weapon order in the inventory bar is always the same. ***Note:*** You can only access Gabe's flashlight and viral detector by holding down the **SELECT** button.

# Weapons and Pick-Ups

Syphon Filter has a wide range of deadly weapons Gabe needs to survive. You begin the game with a silenced 9mm, sniper rifle, taser and flashlight. You can find additional weapons on dead enemies or in strategically hidden weapon boxes. Each weapon's Fire Rate and Damage Rating are ranked from I to IIIII, with I being the lowest rating for each feature. In the game, ammunition is indicated by number of bullets in a current clip over the maximum number of bullets a weapon can hold (15/45 for example).

### Silenced 9mm Handgun

| | |
|---|---|
| Fire Rate | III |
| Damage | II |
| Clip Size | 15 |
| Max Rounds | 90 |



*The 9mm handgun is the standard issue side-arm for NATO and all five branches of the U.S. Armed Forces since passing the 1979 MRBF (Mean Rounds Before operational Failure) performance test where it expended 35,000 rounds, six times the gun's service life.*

### .45 Handgun

| | |
|---|---|
| Fire Rate | II |
| Damage | III |
| Clip Size | 10 |
| Max Rounds | 60 |



*This tough, durable gun has been in production for almost a century. It has tremendous stopping power, and in spite of its strong recoil and heavy slide and bolt, it is a deadly weapon in the hands of a seasoned professional.*

### G-18 Pistol-Machine Gun

| | |
|---|---|
| Fire Rate | IIIII |
| Damage | II |
| Clip Size | 33 |
| Max Rounds | 198 |



*With a rate of fire topping 60 rounds per second, the G-18 is perhaps the most deadly pistol-machine gun in the world. Its only weakness is its tendency to expend ammunition faster than most shooters are prepared for, leaving them defenseless during a reload.*

## BIZ-2 Pistol-Machine Gun

| | |
|---|---|
| Fire Rate | IIII |
| Damage | III |
| Clip Size | 66 |
| Max Rounds | 396 |



*This pistol-machine gun is designed to deliver sustained firepower in tight quarters. The unconventional design of its large capacity magazine keeps the weapon compact but still provides a near bottomless source of ammunition.*

## HK-5 Pistol-Machine Gun

| | |
|---|---|
| Fire Rate | IIII |
| Damage | III |
| Clip Size | 32 |
| Max Rounds | 192 |



*The HK-5's modular design and small size make it very popular with both military special forces and terrorists. With more than 23 officially recognized variants, it is fast becoming the most widely used pistol-machine gun in the world.*

## Shotgun

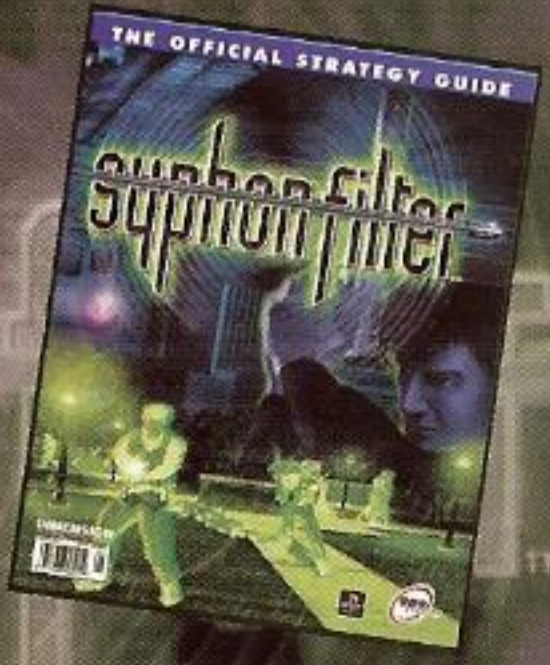
| | |
|---|---|
| Fire Rate | II |
| Damage | IIII |
| Clip Size | N/A |
| Max Rounds | 25 |



*The 12-gauge modified choke shotgun is standard issue for the DEA, FBI and USSS. In firing tests using tactical 00 shot with nine lead on an ISCP regulation target at 25 yards, the payload was delivered into the "A" kill zone with limited collateral damage.*

# YOU GOT THE GAME

- Thousands of color screen shots
- Complete walkthrough – all secrets revealed
- All items located




ONLY $14.95 Plus $3.75 S&H

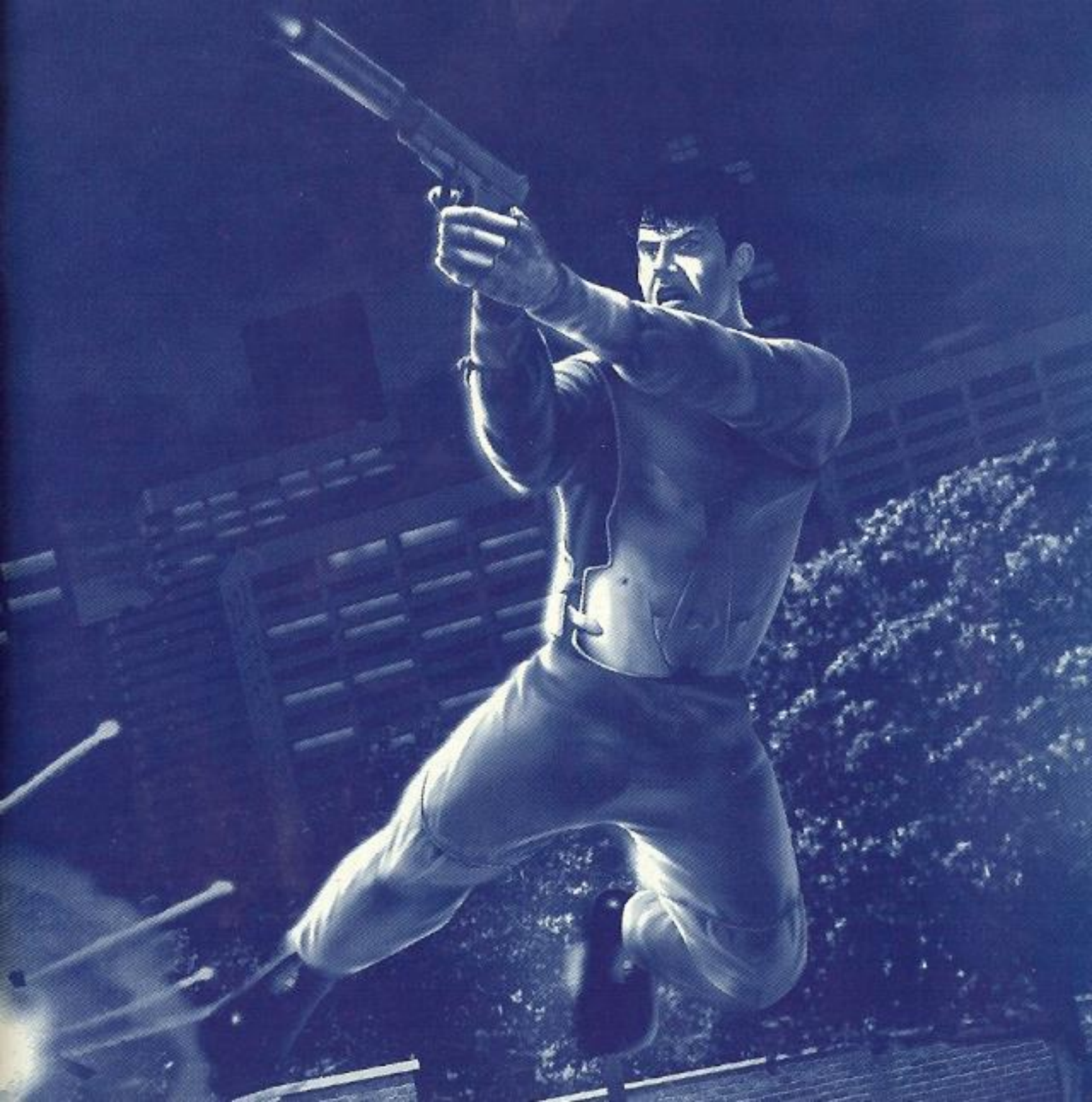
CA residents add $1.22 sales tax

*Visit your local software retailer or call:*

**916-989-0171**

VISA _____ MasterCard

# NOW GET THE OFFICIAL GUIDE!



## Combat Shotgun

| | |
|---|---|
| Fire Rate | II |
| Damage | IIII |
| Clip Size | N/A |
| Max Rounds | 30 |



*The overly heavy recoil of this 12-gauge shotgun is more than compensated for by its unparalleled stopping power and its recoil-inertia operation which is significantly faster than the gas-operated system found in most auto-loading shotguns.*

## PK-102 Assault Rifle

| | |
|---|---|
| Fire Rate | IIII |
| Damage | II |
| Clip Size | 30 |
| Max Rounds | 180 |



*A variant of the popular Vokinhsilak system (one of the most widely used and modified designs in the world), the PK-102 is a compact, lightweight, full assault rifle that is easy to conceal, making it a popular choice for terrorists.*

## M-16 Assault Rifle

| | |
|---|---|
| Fire Rate | IIII |
| Damage | II |
| Clip Size | 30 |
| Max Rounds | 180 |



*This low recoil weapon is lightweight and accurate. Developed by the U.S. Army in 1965, this assault rifle has since become a mainstay for armed forces, police and personal defense enthusiasts.*

## K3G4 Assault Rifle

| | |
|---|---|
| Fire Rate | IIII |
| Damage | II |
| Clip Size | 20 |
| Max Rounds | 120 |



*The deadly K3G4 is commonly armed with Teflon coated bullets capable of cutting through most standard-issue flak jackets like a hot knife through butter.*

## Sniper Rifle

| | |
|---|---|
| Fire Rate | II |
| Damage | II |
| Clip Size | 10 |
| Max Rounds | 30 |



*This high-caliber, silenced rifle comes equipped with a classified digital scope with basic optical character recognition, making it a highly accurate weapon capable of identifying and classifying human targets and impact points prior to firing.*

## Nightvision Rifle

| | |
|---|---|
| Fire Rate | II |
| Damage | II |
| Clip Size | 10 |
| Max Rounds | 30 |



*Often used by Russian Army snipers, this Russian rifle is capable of extreme accuracy. It excels in engaging fleeting, moving, open and masked single targets. This model comes standard equipped with a SVDN2 night sight and silencer.*

## Taser

| | |
|---|---|
| Fire Rate | I |
| Damage | IIIII |
| Clip Size | N/A |
| Max Rounds | Infinite |



*Using CO2 cartridges, this weapon fires a probe that lodges one inch deep in the victim's body. Then a charge of 500,000 volts is passed along a wire connecting the weapon to the probe. This charge can be sustained indefinitely. Hold the ■ button to ignite and continue to hold it until your victim catches fire.*

## Grenade

| | |
|---|---|
| Fire Rate | I |
| Damage | IIIII |
| Clip Size | N/A |
| Max Rounds | 10 |



*Upon detonation, this incendiary weapon spreads ammonium perchlorate three meters outwards from the blast point. It is instantly ignited by the explosion and quickly burns out, fatally burning anyone nearby but leaving little collateral damage.*

## Gas Grenade

| | |
|---|---|
| Fire Rate | I |
| Damage | IIIII |
| Clip Size | N/A |
| Max Rounds | 10 |



*Primarily used as a stealth weapon against multiple targets, this grenade releases trace amounts of Soman nerve agent into the air. The gas quickly dissipates, but not before rendering victims unconscious. If no antidote is administered, death follows within 15 minutes.*

## C4 Explosives

| | |
|---|---|
| Fire Rate | N/A |
| Damage | IIIII |
| Clip Size | N/A |
| Max Rounds | N/A |



*These incendiary blocks are made of a putty-like material which can be molded to the user's liking. The C4 explosive putty is then wired to a fuse and a friction igniter, allowing the user to detonate the explosive from a distant or protected position.*

## M-79 Grenade Launcher

| | |
|---|---|
| Fire Rate | I |
| Damage | IIIII |
| Clip Size | N/A |
| Max Rounds | 10 |



*This single-barreled, break-action grenade launcher was developed during the Vietnam War. Commonly referred to as the "Blooper," it fires 40mm HE grenades that contain enough explosives to produce more than 300 fragments with a lethal radius of up to five meters.*

### Virus Scanner

*Developed in secret by the viral research branch of Pharcom Inc., this device is capable of detecting trace particles of the Syphon Filter virus from up to 50 meters away. It can also scan through some solid objects and provide visual feedback of their contents.*



### Flashlight

*Standard equipment for all Agency operatives, this flashlight is shockproof and charged by a 300 hour battery. It is a permanent item in Gabe's weapon inventory and necessary for reconnaissance in darker areas.*



### Flak Jacket

*Standard issue flak jackets function as mobile armor. When armor runs low from damage, Gabe can bolster his armor by picking up flak jackets from dead enemies or finding the jackets in weapon boxes. If you kill an enemy with a body shot, you destroy his flak jacket. If you kill an enemy with a head shot, the flak jacket you take provides 1/4 of the protection. Flak jackets found in weapon boxes provide full protection.*

### Keycard

*This is a standard magnetic strip card key used primarily for security purposes. Keycards can be found on certain dead enemies and used to access certain restricted areas.*



### Viral Antigen

*This device is used to subcutaneously inject a fine stream of fluid through high pressure without puncturing the skin. The viral antigen is loaded with an experimental serum capable of counteracting the effects of the Syphon Filter virus.*



# Mission Guidelines

## Objectives

Each mission has between one and five objectives you must fulfill before you can progress to the next level. Objectives may be added during a mission. If you fail any of these objectives, you abort the mission. At any point, you can restart your entire mission or restart from the last checkpoint by pressing the **START** button to access these choices from the Options Menu. When Gabe completes an objective, he receives a checkpoint. If you die in a level, you restart at the last checkpoint.

For example, you need to fulfill the following missions in the first subway level:

1. Eliminate Kravitch and destroy communications array.
2. Eliminate Rhoemer.

## Parameters

Parameters are important elements of a mission since they set conditions which you must adhere to in order to complete the level. Depending on the level, each mission has between one and three parameters. If you fail a mission parameter, you fail the mission and will not advance to the next level, even though you can continue playing the game. As noted, you can restart your mission should this occur.

For example, you must adhere to the following parameters in order to finish the subway level:

1. Do not eliminate any CBDC agent.
2. Avoid damaging explosive delivery systems or viral bombs.

## Briefing and ACD

A briefing provides background on your mission and a quick level overview. As Gabe progresses through a level, he periodically receives communications via his ACD. The ACD is Gabe's link to Lian Xing and the rest of his team who provide mission updates and track enemy movement. When Gabe has an incoming communication, a text prompt appears on screen. To activate the message, press the ▲ button.

# Map

Your map is integral for successfully navigating your way through levels. Consult your map frequently to determine your position relative to the location of objectives. Depending on Gabe's location, a map may not be available.

# Pause Menu/ACD Display

You can pause a game in progress by pressing the **START** button to access:




**MAP:** With this option highlighted, you can view the level map which indicates your position relative to the location of objectives and landmarks.

**OBJECTIVES:** Lets you review the level mission objective(s).

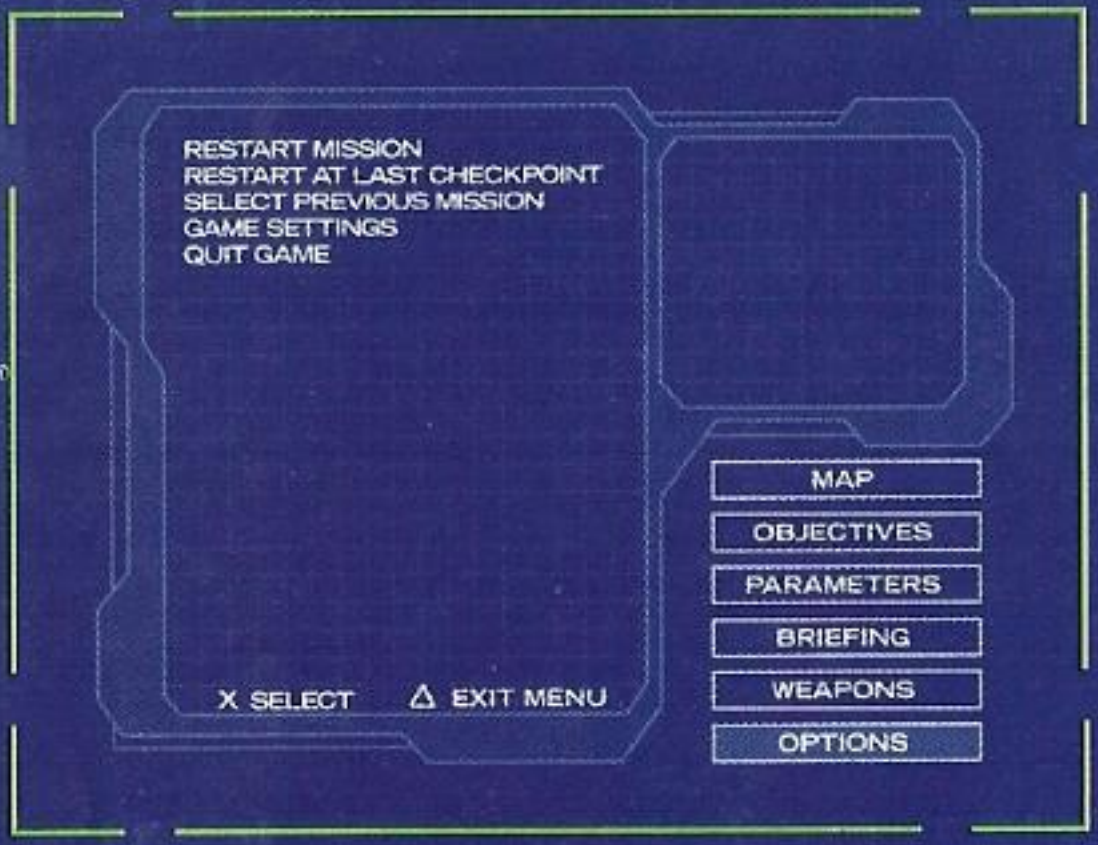
**PARAMETERS:** Lets you review the level mission parameter(s).

**BRIEFING:** Lets you review the level mission briefing.

**WEAPONS:** With this option highlighted, you can review your weapon inventory. Press ✖ to review a weapon's ammunition and description. Press ✖ again to equip that weapon.

# Options

With this choice highlighted, press the ✖ button to:




**RESTART MISSION:** Lets you restart the mission from the beginning.

**RESTART AT LAST CHECKPOINT:** Lets you resume gameplay at the last completed objective.

**SELECT PREVIOUS MISSION:** Lets you play any previous mission you've completed.

**GAME SETTINGS:** With this choice highlighted, press the ✖ button to adjust:

SOUND FX: Lets you increase or decrease the volume of the game's sound effects. Press the **directional button/s** Left or Right to adjust.

MUSIC: Lets you increase or decrease the volume of the game's music. Press the **directional button/s** Left or Right to adjust.

VOICE-OVER: Lets you increase or decrease the volume of the game's voice-overs. Press the **directional button/s** Left or Right to adjust.

GAME BRIGHTNESS: Lets you increase or decrease the overall brightness of the game. Press ✖ to select, then use the **directional button/s** Up or Down to adjust. The lower the setting, the darker the game.

SCREEN CENTERING: Lets you center the screen image by using the **directional button/s**. Press ✖ to Save and ▲ to Cancel your adjustment.

CONTROLLER: With this option highlighted, press the ✖ button to adjust:

VIBRATION: Lets you turn the Dual Shock™ Analog Controller vibration function ON/OFF.

INVERT AIM: Lets you reverse Up and Down controls for manual and sniper mode aiming.

PRESET CONFIG: Lets you adjust your controller configuration. STANDARD is the default and ALTERNATE provides a different preset configuration. To completely customize your configuration, press the **directional button/s** Down to scroll down to an action, then press the button you want to designate for that action. Highlight ACCEPT to save your configuration. RESET restores the default function and CANCEL returns you to the top of the screen.

**QUIT GAME:** Lets you exit a game in progress.

# Dossiers

## Gabriel Logan



*Covert Operative*

Sex: Male
Age: 35
Birthplace: Camden, N. J.
Nationality: American

Height: 6'3"
Weight: 185 pounds
Eye Color: Brown
Hair Color: Black

**Background**

Recognized as the top operative in the Agency today. Agency Operative, 1993-Current. U.S. Army, Special Operations 1987-1992. Gulf War, 1991. Presidential Citation, 1991. Silver Star, U.S. Army, awarded 1989. Commissioned as a 2nd Lieutenant in the U.S. Army, 1987.

**Training**

M.A. Degree, Biochemistry, Magna Cum Laude, Rockefeller Institute, awarded 1994. B.S. Degree, Biology and Chemistry, MIT, awarded 1987. U.S. Army Reserve Officers Training Corps (ROTC), MIT, 1983-1987.

## Lian Xing



*Intelligence Communications Expert*

Sex: Female
Age: 29
Birthplace: San Francisco, CA
Nationality: American

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

**Background**

Operative for the Agency since recruitment after graduation in June 1996. Expert in the field of communications.

**Training**

Ph.D., Computer Science, Magna Cum Laude, Stanford, 1996. M.S., Computer Science, Stanford, 1995. B.A., B.S. Languages and Computer Science, U.C. Berkeley, awarded 1993.

## Thomas Markinson

*Director of the Agency*

Sex: Male
Age: 52
Birthplace: Cambridge, MA
Nationality: American

Height: 6'0"
Weight: 210 pounds
Eye Color: Green
Hair Color: Gray



**Background**

Agency Director, 1997-Current. Defense Intelligence Staff, Washington D.C., 1986-96. Army Intelligence, Washington D.C., 1976-86. U.S. Army Special Forces, 1968-75. Purple Heart, Medal of Honor, both earned during tours in Vietnam.

**Training**

B.A., International Relations, Georgetown, 1968.
Officers Training School, U.S. Army, 1968.

## Edward Benton

*Deputy Director of the Agency*

Sex: Male
Age: 47
Birthplace: Chicago, IL
Nationality: American

Height: 6'0"
Weight: 210 pounds
Eye Color: Brown
Hair Color: Black and Gray



**Background**

Deputy Director, Agency, 1999-Current. Division Chief, Agency, 1993-96. Intelligence Analyst, Balkan Region, Agency, 1984-92. Intelligence Analyst, South American Region, Agency, 1978-84.

**Training**

M.A., International Relations, University of Maryland, awarded 1978.
B.A., Political Science, Johns Hopkins, awarded 1975.

# Erich Rhoemer



*International Terrorist*

Sex: Male
Age: 35
Birthplace: Leipzig, Germany
Nationality: German

Height: 6'2"
Weight: 193 pounds
Eye Color: Brown
Hair Color: Black

**Background**

Responsible for the bombing of the Comm Parks building, London, U.K., 1997. Airplane hijacking, Gulf Airlines, Istanbul, Turkey, 1995. No records exist prior to 1994. Has ties with many terrorist organizations in South America, the Middle East, Europe and the former USSR.

**Training**

No formal training records or certifications exist.

# Mara Aramov



*Expert Assassin Working for Rhoemer*

Sex: Female
Age: 32
Birthplace: Novgorod, Russia
Nationality: Russian

Height: 5'11"
Weight: 137 pounds
Eye Color: Blue
Hair Color: Auburn

**Background**

Assassin for hire, 1989-Current. Believed to be responsible for the deaths of at least 14 people, all contracted assignments. KGB Operative, 1986-1989. Believed to be a member of the Black Baton terrorist organization. Has links to organized crime in Moscow.

**Training**

No formal training records or certifications exist.

# Jonathan Phagan

*CEO and Founder of Pharcom Industries, Inc.*



Sex: Male
Age: 65
Birthplace: Chicago, IL
Nationality: American

Height: 6'5"
Weight: 190 pounds
Eye Color: Hazel
Hair Color: White

**Background**

CEO and Founder of Pharcom, 1992-Current. Vice President, Wyn Industries, 1983-92. Director of Laboratories, Wyn Industries, 1972-83. Research Chemist, Zyzon Labs, 1965-72. Helped bring both Zyzon Labs and Wyn Industries to the forefront of the biotech industry. Chairman, Society for the Advancement of Biotechnological Materials.

**Training**

M.D., Ph.D., University of Illinois, 1965.
B.S., Biology and Chemistry, University of Illinois, awarded 1957.

# Anton Girdeaux

*Munitions Expert Working for Rhoemer*



Sex: Male
Age: 29
Birthplace: Toulouse, France
Nationality: French

Height: 6'0"
Weight: 200 pounds
Eye Color: Blue
Hair Color: Blond

**Background**

Mercenary for hire, 1992-Current. Machinist, 1988-1992.
Girdeaux has no official records linking him to any significant criminal activity.
Believed to have been recruited into the Black Baton ranks by Mara Aramov.

**Training**

Certification by French Society of Machinists, 1988.

# Credits

## 989 Studios

**Executive Producer:**
Connie Booth

**Associate Producer:**
Darren Yager

**Sound Supervisor:**
Buzz Burrowes

**Music Composer:**
Chuck Doud

**Sound Effects Designer:**
Nathan Brenholdt

**Audio Post Production:**
Stan Weaver and Buzz Burrowes

**Voice Actors:**
John Chacon (*Gabriel Logan*),
Ava Fang (*Lian Xing*),
Eric R. Hilding (*Thomas Markinson*),
Anna Murivitskaya (*Mara Aramov*),
Art Freedman (*Jonathan Phagan*),
Doug Boyd (*Erich Rhoemer*),
Frederick L. Gillette (*Edward Benton*) and
Jason Cusson (*Anton Girdeux*)

**Additional Voices:**
Bob Saenz, Rahman Shamilov,
Joel F. Martinez, Gary Barth
and Buzz Burrowes

**Audio Programming:**
Buzz Burrowes

**Motion Capture Supervisor:**
Dwayne Mason

**Motion Capture Editors:**
Jason Parks, Brian Johnson
and Dominic Perricone

**Motion Capture Actors:**
Cosmo Hom (*Gabriel Logan*)
and Sabrina Fox (*Lian Xing*)

**Production Assistant:**
Marc Sherrod

**QA Manager:**
Mark Pentek

**Lead Tester:**
Tim Duzmal

**Asst. Lead Testers:**
Al Dutton and Duane O'Brien

**Testers:**
Dave Meahger, Andrew Byrne, Brad Maness,
Noel Silvia, Conner Morlang, Ara Demirjian,
Bruce Cochrane, Derek Rayla, Scott Cavicchi,
Sean Shimoda, Deoge Atkins, Phil Musil,
Jesse De la Cruz, Sean Yerzy and Shawn Dobbins

**Technical Coordinator:**
Neil Musser

**President:**
Kelly Flock

**Vice President of Marketing:**
Jeffrey Fox

**Product Manager:**
Michael Lustenberger

**Assistant Product Manager:**
John Koller

**Marketing Specialist/Manual Writer:**
Liz Boucher

**Director of Creative Services:**
Howard Liebeskind

**Creative Services:**
Bill Langley, Vyn Arnold,
Michael Raines and Dustin Duhne

**Director of PR & Promotions:**
Helene Sheeler

**PR & Promotions:**
Kim Bardakian, Shon Damron,
Marcelyn Ditter, Christy Favrhow,
Marc Franklin, Robin Jeffers,
Bob Johnson, Kristina Kirk,
Laura Naviaux, Stephanie Nevins,
Chris Sturr and Christa Wittenberg

**Legal & Business Affairs:**
David Greenspan, Mimi Nguyen
and Leslie Chen

**Special Thanks:**
Allan Becker, Theresa Bottenhorn,
Mina Cuanang, Brian Dimick,
Butch Freedhoff, Jean Galli,
Bob Gayman, David Gracia,
Brian Hale, Kaz Hirai, Andrew House,
Doris Johnson, Michelle Manahan,
989 Studios Finance Dept.,
Susan Nourai, Greg Off, Frank O'Malley,
Derek Quakenbush, Jason Rubin,
Molly Smith, Rowena Totanes,
Jack Tretton and Michelle Vercelli

**Packaging and Manual Design:**
Axiom Design, SLC

# Credits

## Eidetic, Inc.

**Executive Producer:**
Marc Blank

**Assistant Producer:**
Susan Thompson

**Design:**
Richard Ham, *Lead*
Darren Yager, Jeff Ross,
John Garvin and Chris Reese

**Story & Script:**
John Garvin and Richard Ham

**Programming:**
Christopher Reese, *Lead*
Marc Blank, Norman Chang, Tom Plunket,
Tim Midkiff and Dave "Aardvark" Eaton

**Art:**
John Garvin, *Lead*
Michael Maxwell, Rob Kraft,
Wayne Leung and Sharp

**Additional Art:**
Klee Miller, Scott Wagner, Darrin Hart,
Sarah Houston and Shih-Hao Lai

**Special Thanks:**
Our families, Michael Berlyn, Ryan Garvin,
Robert Blank and Bend Take-Out Express



# Limited Warranty

989 Studios warrants to the original purchaser of this 989 Studios product that this software is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. 989 Studios agrees for a period of ninety (90) days to either repair or replace, at its option, the 989 Studios product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in this 989 Studios product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE 989 STUDIOS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL 989 STUDIOS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS 989 STUDIOS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.


TWISTED METAL® III
THE ORIGINAL CAR COMBAT GAME IS BACK!
14 high powered vehicles, an arsenal of new weapons and unbeatable bosses!
8 new and explosive battlegrounds to torch.
Experience an all-new next generation 3D engine with TruPhysics™!
Shred up the other drivers with adrenaline-pumpin' music from Rob Zombie.
Available Now!
989 STUDIOS
Twisted Metal is a registered trademark and its characters are trademarks of Sony Computer Entertainment America Inc. 989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc. Developed by 989 Studios. ©1998 Sony Computer Entertainment America Inc. Syphon Filter is a trademark of Sony Computer Entertainment America Inc. ©1999 Sony Computer Entertainment America Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.
www.989studios.com