
PlayStation
NTSC U/C
PlayStation
MATURE
M
CONTENT RATED BY
ESRB
SCUS-94451
94451
989
STUDIOS
Syphon Filter 2

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.

USE OF UNOFFICIAL PRODUCT:
The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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™ 2 TIPS AND HINTS

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

Within the U.S.: **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 U.S. callers, game counselors are available 8 a.m. - 5 p.m., Pacific Standard Time, Monday – Friday.
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, 7 a.m. - 6 p.m., Pacific Standard Time.

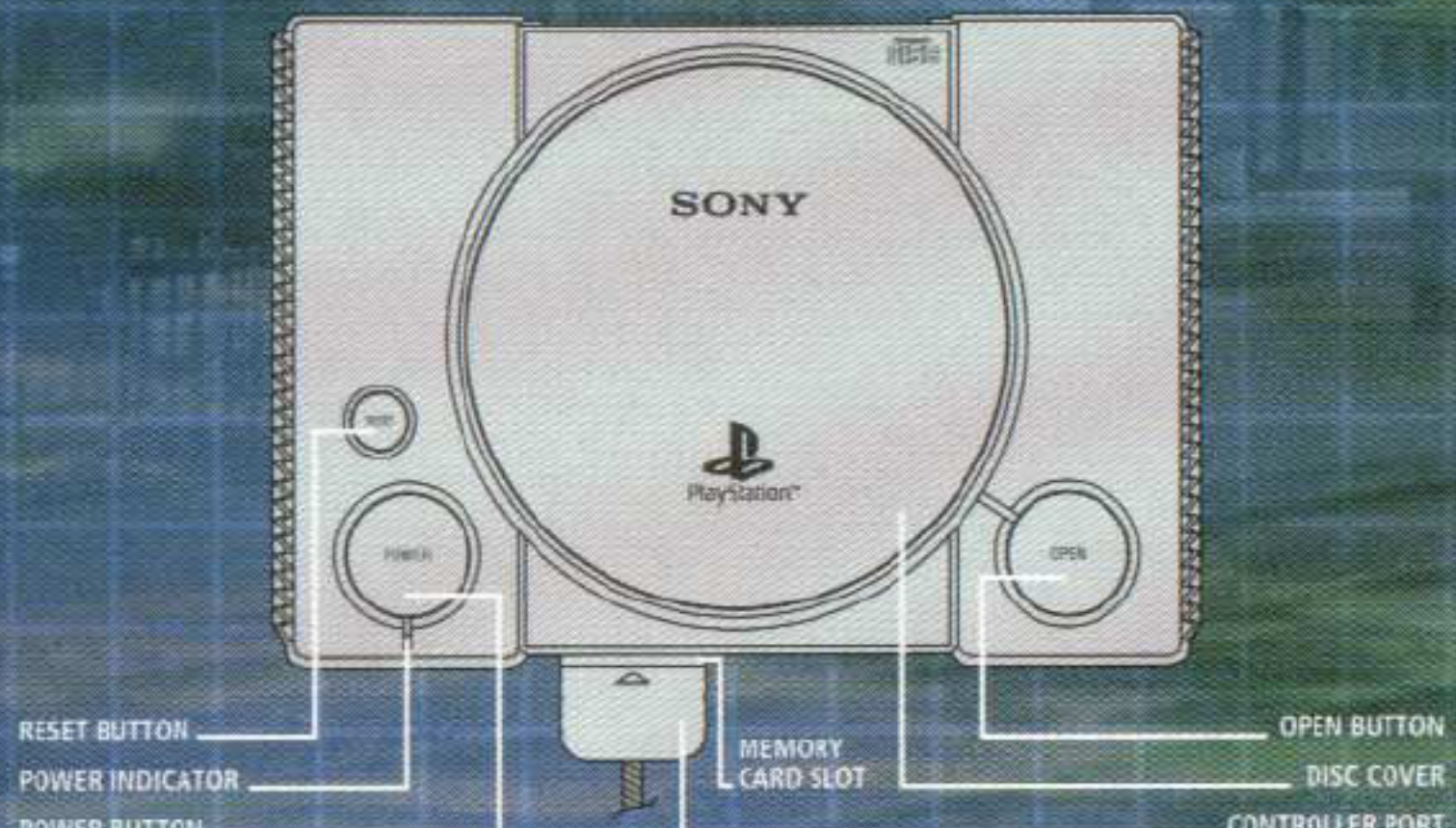
989 Studios On-line – www.989studios.com
Our news is always hot! Visit our website and find out what's happening – new titles, new products and information about 989 Studios.

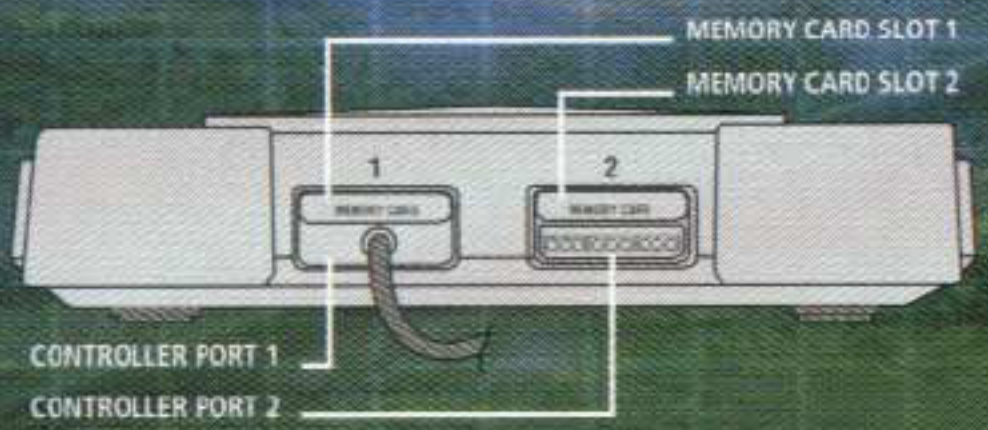
CONTENTS

Setting Up Your Console	2
Agent Controls	3
Mission Background	5
Starting the Game	6
Main Menu	6
Memory Card	6
Game Screen	7
Playing As Gabe or Lian Xing	9
Agent Moves	9
Using Weapons	11
Targeting Modes	11
Sniper Mode	12
Reloading Weapons and Finding Ammo	12
Switching Weapons/Gadgets	13
Shooting While Hanging	13
The Weapons and Gadgets	14
Mission Guidelines	26
Briefing and ACD Messages	26
Missions and Objectives	26
Parameters	27
Pause Menu and ACD Display	27
2 Player Mode	30
Gameplay	31
Dossiers	32
Credits	38
Limited Warranty	41

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 *Syphon Filter 2* disc #1 and close the disc cover. Insert one or two game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

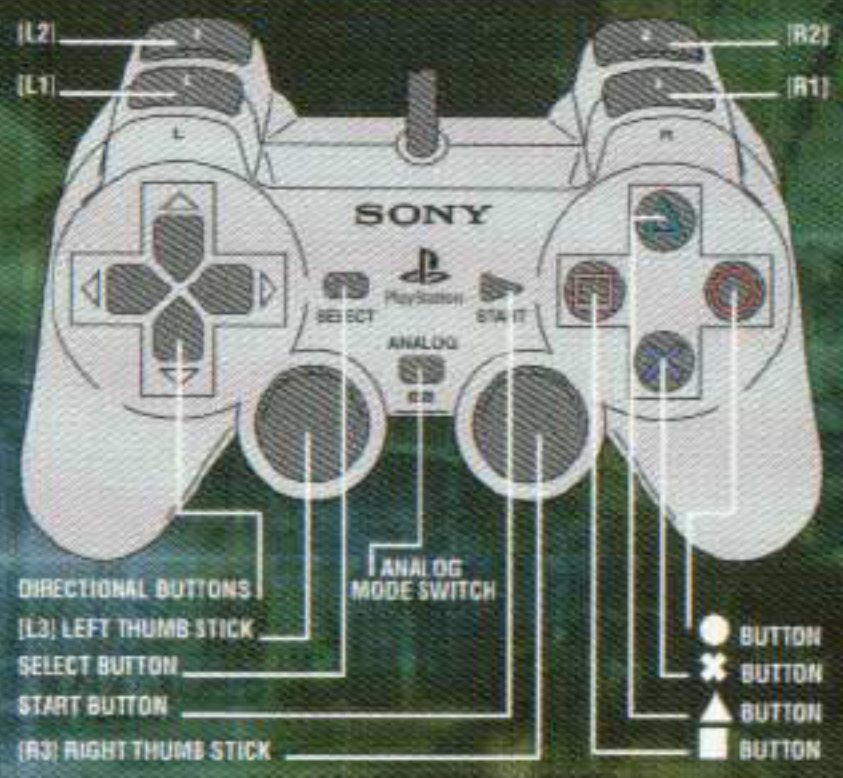




AGENT CONTROLS

You can adjust game controls on the Options Menu. The following are the default controls.

Note: DUALSHOCK™ analog controller only: Toggle the Vibration feature ON/OFF by using the Option mode -> Vibration setting (see the section "Options" on page 28). The Vibration feature is not affected by the controller's analog mode switch.



Directional Buttons

- Press Up to run or pull agent up when hanging from ledges. Also press Up to sneak while holding the ✖ button.
- Press Left/Right to turn or to move while hanging from ledges hand-over-hand.
- Press Down to move backward or to drop from ledges. Also tap Down for a quick 180° turn.
- Use to aim weapon manually with targeting cursor activated (press and hold the L1 button).

NOTE: Compatible only in Digital and Analog mode or Compatible only in Digital and Vibration mode or Compatible only in Digital mode



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

■ *Button - Attack*

- Fire currently selected weapon.
- Slash with knife.
- Throw grenade.
- Use selected inventory item.

✖ *Button - Multi-function button depending on the situation*

- Crouched walk - Press and hold while moving to advance low for sneak attacks or to avoid detection.
- Walk while in disguise.
- Climb down - Press while close to ledges to lower the agent down.
- Press and hold when standing still to kneel. Kneel to steady the aim of a weapon or to hide behind objects.
- Accept a selection.

▲ Button - Multi-function depending on the situation

- Use items: Throw switches, open doors, operate equipment.
- Jump up to ledges.
- Reload current weapon if you have ammo remaining.
- In Sniper Mode or while using Binoculars, press to zoom in on a target.
- Respond to radio calls via Advanced Communication Device (ACD).
- Exit menus.

● Button - Forward roll

- Use Directional buttons to control the roll.
- Press the L2 or R2 button during a forward roll to roll to the side.
- In Sniper Mode or while using Binoculars, press to zoom out from a target.

SELECT Button - Weapon selection

- Tap the SELECT button quickly to change the selected weapon. The selected weapon is displayed at the bottom right of the screen.
- Press and hold the SELECT button to display Gabe's or Lian Xing's inventory across the top of the screen. Press the L2 or R2 button to change the selected weapon (while holding the SELECT button). Release the SELECT button to choose the weapon.

START Button - Pause/ACD

- Pauses the game and opens the Advanced Communication Device (ACD) for quick access to vital mission intelligence and weaponry status.

R1 Button - Target Lock

- Target locks the closest enemy that can be fired on. Tap the R1 button to cycle through enemies from closest to farthest.

L1 Button - Manual Aiming

- Press the Directional buttons or use the Left Stick while holding the L1 button or Right Stick to aim the cursor before firing on the target.

R2 and L2 Buttons - Strafe or Peek

- Strafe buttons - Press and hold to run right or left while firing at targets.
- Use to peek around corners when in Manual Aiming mode (L1 button).

Analog Controls

Left Stick

- Walk by pushing lightly.
- Aim weapon when pressing the L1 button.

Right Stick

- Move Gabe or Lian Xing with locked camera.

MISSION BACKGROUND

Seemingly unrelated and troubling events headline international news reports. Innocent civilians are gunned down in the Hielongjiang Province of China. A nuclear missile is destroyed seconds before detonating over Kazahkstan. Tensions surge between the U.S. and China when sensitive data is leaked to a dissident Chinese group.

Corrupt elements within the Agency, a super-secret U.S. intelligence group, are the driving force behind all these dangerous events. Using the biotech firm Pharcom, they developed a virus named Syphon Filter. Syphon Filter is the ultimate biological weapon and it's for sale. The buyer will become the first terrorist superpower. Agency operatives Gabe Logan and Lian Xing discovered the plot within their own organization. They are now attempting to expose the Syphon Filter conspirators and stop the sale. In response, the Agency has alerted the military and law enforcement that Gabe Logan and Lian Xing should be eliminated.

Agency motives become clearer as Gabe Logan discovers Pharcom CEO Jonathon Phagan's private files on the virus. Then Lian Xing, herself infected with Syphon Filter, is kidnapped for use as an Agency guinea pig. Gabe must find the vaccine to save Lian Xing's life as she attempts an escape from her captors.

Branded as criminals by their own government, Gabe and Lian Xing must strike with deadly efficiency while leaving innocent personnel unharmed. Ex-agent Teresa Lipan, who operates a clandestine spy network, will assist both Gabe and Lian Xing by coordinating missions from her desert base. The agents make every move knowing that a traitor could turn the knife at any moment.

STARTING THE GAME

MAIN MENU



New Game

1. Select NEW GAME to begin playing *Syphon Filter 2*.
2. Select a 1 or 2 Player game.

1 Player mode - Battle the terrorist threat and attempt to stop the sale of the Syphon Filter virus.

2 Player mode - Gabe Logan, Lian Xing and others battle head-to-head.

Load Game

Load a previously saved game. (You must be using a MEMORY CARD containing *Syphon Filter 2* game data in order to use this option).

MEMORY CARD

To save or load game data, you must insert a MEMORY CARD into MEMORY CARD slot 1 before beginning play. Three blocks of memory must be available on the MEMORY CARD in order to save *Syphon Filter 2* data. If you do not have a MEMORY CARD, all game data will be lost when you turn off your PlayStation game console.

Do not remove or insert a MEMORY CARD while saving is in progress or damage may result.

You can save during a level by choosing SAVE AND QUIT GAME from the Options screen. Your progress up to the last level checkpoint will be saved.

To load a saved game, access the LOAD GAME option on the Main Menu.

GAME SCREEN



The game screen displays vital information for combat, weapon status and survivability.

Armor/Health - This meter shows the agent's armor in blue and health in red. When the agent is under attack and taking damage, the blue color drains from the meter first as the armor is weakened. If damage continues, the red drains from the meter. When the red disappears, the agent is dead and the mission fails. To protect the agent's health, pick up flak jackets from downed enemies or find them in weapon boxes.

Danger Meter - As the red in this meter increases, the agent's chances of being shot increase. When the meter is at the max and flashing, the agent is about to be shot. Retreat or attack the enemy.

Target Meter - Used in Target Locking mode to show probability of hitting an enemy.

Timer - Certain missions must be accomplished within a time limit. When that is the case, the Timer appears over the Radar and begins counting down.

GAME SCREEN continued...

Radar - The agent position is the center of the Radar screen. Green dots are enemy positions. When a red danger cone flashes toward an enemy position, that enemy is targeting you. Retreat or attack the enemy.

Weapon In Hand - This is the weapon or item the agent is using. To change weapons, press and hold the SELECT button and press the L2 or R2 button. You can also cycle through weapons and gadgets by tapping the SELECT button.

Rounds In Weapon - This is the number of shots left in the current weapon.

Total Rounds - This is the total number of rounds the agent is holding for that weapon. To reload, press the ▲ button. Always check casualties for ammo.

Status Label - Appears near an enemy to show that person's name, his or her status (wearing flak jacket) or what body part is targeted (head shot). Also appears on weapon boxes to indicate contents, as well as on switches.

PLAYING AS GABE LOGAN OR LIAN XING

Either Gabe Logan or Lian Xing will handle missions. They will also operate with Teresa Lipan as situations dictate.

AGENT MOVES

Gabe and Lian Xing are highly trained both mentally and physically. They can attack with lethal stealth or calmly fire the fatal shot in the middle of a firefight. They can climb obstacles or move hand-over-hand while hanging hundreds of feet in the air.

Move/Run - Press the Directional button Up to run forward. Press Left/Right to turn. Press Down to move backward.

Walk - Lightly press the Left Stick to walk.

180° Turn - Tap the Directional button Down or Left Stick Down to turn around.

Crouch walking - Press the ✖ button while moving to crouch down. Use this to keep a low profile, sneak by enemies or move through tight areas. During levels in which Gabe or Lian Xing is disguised, pressing the ✖ button will make the agent walk.

Kneel - Press and hold the ✖ button to kneel down. From this position, the agent can steady the aim of a weapon or hide behind objects.

Forward roll - Forward roll by pressing the ● button. Use this move to roll out of danger or make the agent a tougher target. Press the ✖ button when coming out of a roll to finish in a kneeling position. Press the L2 or R2 button or the Directional buttons when coming out of the roll to hook to the left or right.

AGENT MOVES continued...

Climb up or pull up - Get close to an object and press the ▲ button. If the obstacle is smaller than the agent, he or she will climb onto it. If it is larger than the agent, he or she will jump up, grab an edge and hang. To pull the agent up on top of an object, press the Directional button Up. Press the Directional button Down to let go and fall back down.

Climb down - To climb down from an object, get close to the edge facing it and press the ✖ button. If the object or the distance to the ground is taller than the agent, he or she will hang from it. Press the Directional button Down to let go.

Jumping - When running toward certain ledges, the agent will automatically propel himself or herself through the air and land on the other side.

Hand-over-hand - When hanging from something, use hand-over-hand movement by pressing the Directional button Left/Right. The agent may have to climb down or jump up to a hanging position. The agent can fire weapons one-handed while hanging in certain areas but cannot reload or change weapons.

Strafe - Press and hold the L2 or R2 button to run sideways while firing (■ button) at the targets in front of you. This is useful for multiple attackers or in situations where you want to fire and dive for cover.

USING WEAPONS

To fire a weapon, slash with a knife, or throw a grenade, press the ■ button.



TARGETING MODES

Target Locking

This mode is excellent in fights against multiple enemies. Press and hold the R1 button to lock on to the closest target. Press it again to switch to the next closest target. Target locking is also highly effective when assailants are attacking from behind. By holding target lock, the agent can fire over the shoulder or backward while retreating. If the agent is using a two-handed weapon such as an M-16, target lock will stay locked on target while the agent rotates up to 180 degrees. With a single-handed weapon such as a pistol, target lock is maintained through 360 degrees of rotation.

Note: A Status Label will appear over targets wearing flak jackets. In this case, you should switch to manual targeting and go for a head shot.

The Target Meter

When target locking (R1 button) is held down, the Target Meter at the top left of the screen displays the hit probability of the selected target. As the length of the Target Meter increases, your chances of hitting the target increase.

Manual Aiming

This mode (hold L1 button + Directional button) provides dead-on accuracy. Sometimes a body shot won't be effective because the target may be wearing a flak jacket. Use manual aim to fire at the head. When the aiming cursor is targeted on the head, the words "Head Shot" appear above the target.

Default

Fire a weapon without aiming. This is the least accurate type of firing, but also the fastest. Use this when you are in a real jam and need to get a shot off immediately. Otherwise, use the other target modes.

Sniper Mode



When using a sniper rifle, press and hold the L1 button to enter Sniper mode and then use the Directional button to zero in on a target. A sniper scope offers the highest precision shot placement possible. A display within the scope tells the shooter exactly what part of the body the shot will hit. If the sniper rifle is equipped with a Nightvision IR scope, it can detect target body heat, making hidden enemies visible.
(Use the ▲ and ● buttons to zoom the scope in and out.)

Reloading Weapons and Finding Ammo

When a weapon runs out of ammo, you hear the hammer click on an empty chamber and the ammo counter at the bottom right of the screen displays zero. The agent will automatically reload if he or she is holding additional ammo clips.

- For the quickest reloads, press the ▲ button to manually kick out the empty clip and reload.

- Each weapon has a limited amount of ammo. Familiarize yourself with the weapons by studying the Weapons section beginning on page 14.
- Always check downed enemies for ammo before moving on. When you pass over them, if there is any ammo (or a weapon) to be taken, it will display on the screen and be added to your inventory.
- Look for weapon boxes in every location. When you find ammo, it will be identified on screen and added to your inventory.

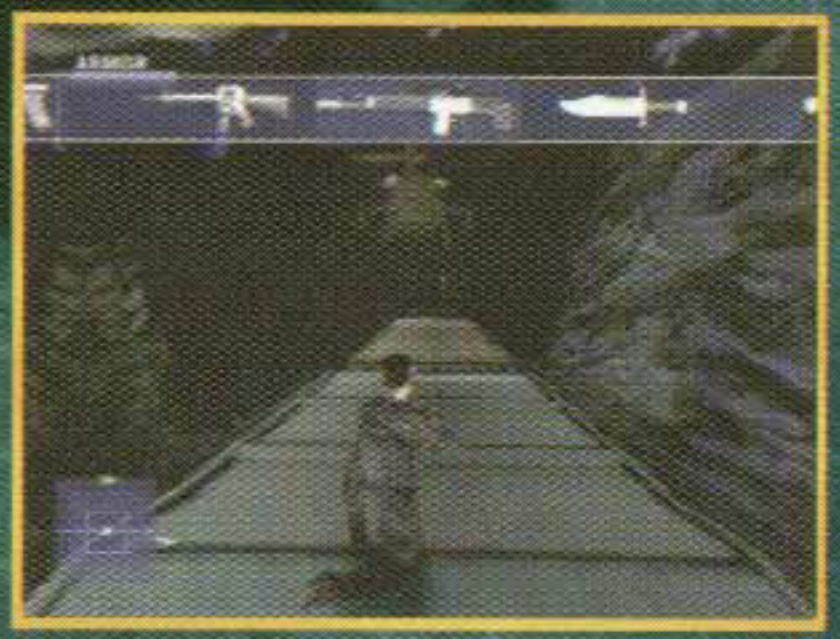
Switching Weapons/Gadgets

To switch weapons or gadgets:

1. Press and hold the SELECT button to display the weapons/gadgets across the top of the screen.
2. Press the L2 or R2 button to highlight a new weapon.
3. Release the SELECT button.

To cycle through the available weapons, tap the SELECT button.

Note: You can also select weapons on the Pause/ACD screen. See page 27.



Shooting While Hanging

The agents can hang from some ledges and fire (■ button) with their free hand. All the targeting modes are available while firing from this position.

THE WEAPONS AND GADGETS

Each weapon or gadget is designed to meet specific mission objectives. The weapons are listed with statistics for rate of fire, damage potential, clip size and maximum rounds carried by the agent. Look for additional weapons and ammo on dead enemies or in strategically placed weapon boxes. Sometimes, stealth is a better weapon than firepower. A mission may fail because the agent goes in shooting. The success of the mission may depend on just a knife or no weapon at all.

Combat Knife

This U.S. Marine weapon is designed for hand-to-hand combat. Use the knife when you want to eliminate an enemy quietly.



9 mm Silenced Handgun

This standard military sidearm is an excellent short-range weapon. It's a lethal weapon in the hands of a trained professional.

Fire Rate	III
Damage	II
Clip Size	15
Max Rounds	90



.45 Handgun

Developed in the days of trench warfare, this 1911 vintage design is a double-action semi-auto weapon with strong recoil and tremendous stopping power.

Fire Rate	II
Damage	III
Clip Size	10
Max Rounds	60



M-16 Assault Rifle

Standard issue for U.S. Military personnel, this combat proven light-weight weapon is accurate and easy to control. M-16s fire a specially designed small caliber, high velocity round.

Fire Rate	IIII
Damage	II
Clip Size	30
Max Rounds	180



G-18 Machine Pistol

A furious 60 round per second fire rate makes this machine pistol the most lethal ever made. *Note that the 33 round clip will be spent in 1/2 second of continuous fire. Don't get caught with an empty weapon.*

Fire Rate	IIIII
Damage	II
Clip Size	33
Max Rounds	198



BIZ-2 Machine Pistol

This machine pistol is designed to maintain law and order in tight situations. The horizontal clip design keeps the weapon compact and easy to fire while holding enough ammo to pin down a platoon.



Fire Rate	IIII
Damage	III
Clip Size	66
Max Rounds	396

HK-5 Machine Pistol

Favored by special forces and terrorists alike for its compactness, the HK-5 is fast becoming the most popular machine pistol around. There are more than 23 recognized variants and other customized versions, some fitted with silencers.



Fire Rate	IIII
Damage	III
Clip Size	32
Max Rounds	192

12 Gauge Shotgun

This fully choked version maximizes accuracy and minimizes collateral damage out to 25 yards. It is commonly issued to law enforcement, DEA and Secret Service agents. At close range, nothing you could carry hits harder.



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

UAS-12 Rapid Fire Shotgun

Delivers a pounding in close range combat against multiple targets. Collateral damage was not considered when developing this weapon.

Fire Rate	II
Damage	IIII
Clip Size	N/A
Max Rounds	12



PK-102 Assault Rifle

This weapon is a variant of the popular Kalashnikov system (one of the most widely used and modified designs in the world). This is a full-featured assault rifle, but is easy to conceal which makes it popular with terrorists.

Fire Rate	IIII
Damage	II
Clip Size	30
Max Rounds	180



K3G4 Assault Rifle

High fire rate and Teflon coated bullets designed to punch through most flak jackets make this a weapon to fear and respect.

Fire Rate	IIII
Damage	II
Clip Size	20
Max Rounds	120



H11 Sniper Rifle

The H11 is a full auto-fire sniper rifle with a large clip and a non-zooming scope. It combines excellent accuracy with a punishing rate of fire. See page 12, Sniper Mode, for more information on the use of this weapon.



Fire Rate	IIIII
Damage	I
Clip Size	50
Max Rounds	300

Sniper Rifle

This silenced rifle comes equipped with a classified digital scope using basic optical character recognition. It is capable of classifying human targets and identifying human impact points prior to firing. See page 12, Sniper Mode, for more information on the use of this weapon.



Fire Rate	II
Damage	II
Clip Size	10
Max Rounds	30

Nightvision Rifle

This rifle is capable of extreme accuracy. It is designed to strike moving, stationary or camouflaged targets from great distances without compromising the shooter's position. This model uses the SVDN2 night scope and silencer. See page 12, Sniper Mode, for more information on the use of this weapon.



Fire Rate	I
Damage	III
Clip Size	10
Max Rounds	30

Crossbow

Quieter than a silenced firearm, this is the weapon of choice for stealth operations. It fires a narcotics-laced bolt that can kill if fired at the head. In manual targeting mode, a laser provides excellent accuracy.

Fire Rate	I
Damage	IIIII
Clip Size	N/A
Max Rounds	5



Hand Taser

This non-lethal weapon delivers 80,000 volts of neural chaos and will drop a man instantly. Use the hand taser on people you want to incapacitate without harming. You must get very close to the target with this weapon and the element of surprise is crucial. It is best to blind-side the target.

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



Air Taser

Fire the CO2 powered air taser to lodge a probe into the target's body. A wire from the weapon to the probe delivers a 500,000 volt shock. Press and hold the ■ button after implantation and the victim will burst into flames.

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



Incendiary Grenade

Upon detonation, this incendiary weapon spreads ammonium perchlorate three meters outward from the blast point. It is instantly ignited by the explosion and quickly burns out, torching anyone within the blast area, but leaving minimum collateral damage.

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



To throw a grenade:

- Press and hold the ■ button to increase the arc and distance of travel.
- Release the ■ button to throw.

OR

- Use Manual Aim mode (see page 12) to place a cross over the target you want to hit and press the ■ button. The agent's throwing arm limits the range of the grenade throw.
- You can also use Target Locking mode (see page 11) to throw the grenade.

Nerve Gas Grenade

Releases trace amounts of Soman nerve agent. After exposed targets are rendered unconscious, fatality follows in 15 minutes unless an antidote is administered. The gas dissipates swiftly for fast entry into the area. This will stun the agent for a brief moment if walked into.

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



M-79 Grenade Launcher

This deadly single-shot, break-barreled weapon was used in the Vietnam War and nicknamed the "Blooper." It fires 40mm high explosive grenades capable of producing more than 300 fragments within a five meter kill radius. Its range is up to 300 meters.

Fire Rate	I
Damage	IIIII
Clip Size	N/A
Max Rounds	15



C-4 Explosive

Called plastic explosive, C-4 can be molded and stuck to objects. It is then wired to a fuse and friction igniter for detonation from a remote or protected position.

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



Tear Gas Launcher

Fires cartridges containing tactical CS riot agent. Use this weapon to create confusion in situations where the opposition cannot be attacked with lethal force.

Fire Rate	I
Damage	IIIII
Clip Size	N/A
Max Rounds	5





Camera Scrambler

A device that attaches to security cameras giving them a false picture.



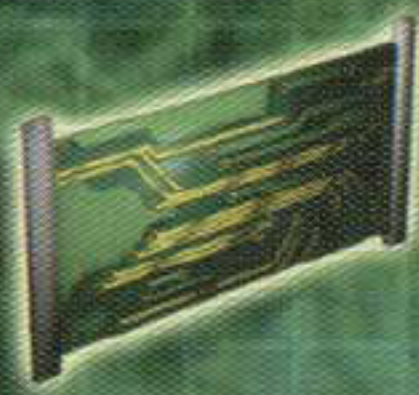
Transponder Locator

Use this device to pinpoint the position of a transmitting military aircraft transponder.



Cellular Modem

Uploads data covertly at extremely fast speeds.



Binoculars

These binoculars use image stabilization technology to eliminate shaking and the lenses zoom to 14x. The true compass heading and magnification are viewed in the lens. Press the L1 button to use. Press the ▲ button to zoom in and the ● button to zoom out.



Nightvision Goggles

Capable of illuminating all nearby bodies, these nightvision goggles are use-only (not available in inventory). They are automatically donned when an area becomes too dark for an agent to make out objects.



Flak Jacket

Flak jackets supply body protection against most firearms. You are still vulnerable to head shots. Flak jackets found in weapon boxes offer full protection, while ones taken off casualties give 1/4 protection. If you kill an enemy with a body shot or explosives, his jacket is useless to you.

MISSION GUIDELINES

BRIEFING AND ACD MESSAGES



A mission briefing precedes each operation. It will outline key objectives, set parameters including use of lethal force, and provide whatever threat assessment information is available.

Advanced Communication Device (ACD)

The Advanced Communication Device links you to your operation partners. If there is a change in objectives or enemy position updates, you will be signaled via a text prompt. Press the ▲ button to receive the message.

MISSIONS AND OBJECTIVES

Each mission has up to 10 objectives.

- The present mission must be completed in order to progress to the next mission.
- When Gabe or Lian Xing completes an objective, he or she passes a checkpoint. If the mission fails, they restart the mission at the last checkpoint.
- Failure to accomplish objectives results in a failed mission. Mission failures include getting killed.

To restart a mission or restart from the last checkpoint:

1. Press the START button.
2. Select OPTIONS.
3. Select the option you want and press the ✖ button.
4. Select YES at the prompt and press the ✖ button.

PARAMETERS

Parameters set the conditions you must adhere to for a successful mission. Failure to meet the parameters results in mission failure.

Examples of failed parameters include:

- Harming non-combatants.
- Discovery by enemy personnel during stealth missions.
- Allowing the death of a person under your protection.
- Not completing a mission within time limits (if any).

You can review the Briefing, Objectives and Parameters anytime during a mission by pressing the START button and making a selection on the Pause/ACD display.

PAUSE MENU AND ACD DISPLAY

Press the START button to pause the game and open the ACD display. To open a selection, highlight it and press the ✖ button.



MAP

Use the map to navigate through mission locations. Press the Directional button Up/Down to highlight objective positions. Check your position regularly to update your progress or check the position of new objectives.

The map shows:

- Your current location.
- Geographical landmarks of the mission area.
- Possible routes between objectives.

WEAPONRY

Get detailed information on the weapons you are carrying or select one for use. In some cases, you will have no weapons.

To view a weapon:

1. Highlight WEAPONS and press the ✖ button.
2. Press the Directional button Up/Down to highlight the weapon you want to view.
3. If you want to re-enter the game equipped with the weapon, press the ✖ button.

OBJECTIVES

Review the mission objective(s). When a new objective is assigned it will be noted here.

PARAMETERS

Review the mission parameter(s).

BRIEFING

Review the mission briefing.

OPTIONS

Make gameplay decisions or adjustments here.

1. Press the ✖ button to enter the Options fields.
2. Press the Directional buttons Up/Down to select an option and press the ✖ button.
3. Press the Directional buttons to make adjustments and press the ✖ button to confirm a choice or the ▲ button to cancel it.

Restart mission - Start over at the beginning of the mission.

Restart at last checkpoint - Start over from last completed objective.

Select mission - Replay any completed mission.

Save and quit game - Save the game up to the last checkpoint. At the prompt, select YES and press the ✖ button.

Sound FX - Adjust game sound effects by moving the slider Left/Right.

Music - Adjust the music volume by moving the slider Left/Right.

Voice-over - Adjust game voices by moving the slider Left/Right.

Sound - Select STEREO or MONO.

Screen centering - Adjust the picture by pressing the Directional buttons Up/Down/Left/Right.

CONTROLLER

Vibration - Turn the DUALSHOCK™ analog controller vibration function ON/OFF.

Invert Aim - Reverse the Up and Down controls on the Directional button during Manual Aiming or Sniper mode.

Remember Zoom - When ON, the game remembers the magnification level of scoped weapons after each use. The default setting is OFF.

Preset Config - Create an alternate controller configuration (STANDARD is default). To set an alternate configuration:

1. Highlight PRESET CONFIG and press the Directional button Right.
2. Press the Directional button Down to highlight the button action you want to change.
3. Press the new button you want as the alternate.
4. Highlight ACCEPT at the bottom of the list and press ✖ button.

Select CANCEL to revert to the last settings or RESET to revert to the default STANDARD.

2 PLAYER MODE



Select 2 Player mode to battle another agent in a death match. Choose to fight as either Gabe Logan, Lian Xing or several other combatants. Select any of the 10 available arenas to conduct the contest and set the score limit (number of kills to win). 10 additional arenas are also available, but must be unlocked by finding secrets in the single player game.

To begin a death match:

1. Select NEW GAME on the Main Menu.
2. Select 2 PLAYER.
3. After you enter 2 Player mode, three boxes will appear on screen. The left and right boxes are for Player 1 and Player 2 respectively. These boxes contain the following selectables:

Character Select

Press Left or Right on D-pad to change the character with which you will enter battle.

Armor Strength %

A handicap allowing you to select armor strength.

Invert Aim

Same as its counterpart in the 1 Player mode Options menu.

Vibration On/Off

Controller Configuration

4. In the Top section, both players will have access (the first player to change items has control). The selectables in this box include:

Arena - 10 arenas are initially available.

Points - Amount of kills necessary to win and end the match.

Options -

Head Shots On/Off - Default is ON

Split Screen - Horizontal or Vertical

Sound Effects Volume

Music Volume

Voice-Over Volume

Mono/Stereo Sound

Save Settings to Memory Card - For further memory card information, see page 6.

5. When both players select DONE, review the briefing and begin the battle.

GAMEPLAY

- Each player starts the match with at least a combat knife. Additional weapons are provided at the start of selected levels.
- Pick up other weapons in weapon boxes and off of dead combatants.
- Change weapons by tapping the SELECT button.
- Check the Tally screen at the end of each match for results.

DOSSIERS

GABRIEL LOGAN



Operative (Covert)

Sex: Male
Age: 36
Birthplace: Camden, NJ
Nationality: American

Height: 6 ft. 3 in.
Weight: 185 lbs.
Eye Color: Brown
Hair Color: Black

Background

The top Agency operative, now hunted by members of his own organization. Averted a disaster by destroying an ICBM targeted on Kazahkstan while pursuing those responsible for producing the Syphon Filter virus.

1993-Present, Agency operative. 1987-1992, U.S. Army Special Operations. 1991, Gulf War. 1991, Presidential Citation. 1989, Awarded Silver Star. 1987, Commissioned 2nd Lieutenant, United States Army.

LIAN XING



Intelligence Communications Expert

Sex: Female
Age: 30
Birthplace: Kashi, China
Nationality: Chinese

Height: 5 ft. 7 in.
Weight: 120 lbs.
Eye Color: Brown
Hair Color: Black

Background

Agency Operative (Communications). Partnered with Gabriel Logan. Originally an agent for the Chinese MSS, she was recruited in 1996 by the Agency and given a new identity as an American citizen including fake biographical information, recently exposed to the Syphon Filter virus. Presently kidnapped by Agency for testing. Branded terrorist by Agency as cover story.

1995-Present, Agency operative. 1989-1995, Chinese MSS agent.

Teresa Lipan

Ex-Agency Special Operative



Sex: Female
Age: 25
Birthplace: Phoenix, AZ
Nationality: American

Height: 5 ft. 6 in.
Weight: 118 lbs.
Eye Color: Green
Hair Color: Brown

Background

Former Agency operative who now operates a low profile freelance spy operation from a trailer deep in the Arizona desert. Functions primarily as an underground intelligence assistant for Gabe Logan and Lian Xing.

1997-Present, Freelance intelligence operative. 1994-1997, Agency operative. 1992-1994, ATF agent.

Lieutenant Jason Chance

U.S. Army, Chemical and Biological Defense Command



Sex: Male
Age: 31
Birthplace: Reno, NV
Nationality: American

Height: 6 ft. 3 in.
Weight: 214 lbs.
Eye Color: Brown
Hair Color: Brown

Background

A top flight West Point grad with distinguished combat service in the Gulf War. Presently attached to CBDC. His attack and maneuver skills are top-notch. Headed up the CBDC response to Washington D.C. terrorist attack.

1996-Present, CBDC. 1995, Commissioned 2nd Lieutenant, United States Army after graduating in top 5% of class. 1991, Gulf War: awarded Bronze Star. Gained appointment to West Point same year.

Lyle Stevens



Career Agency Man, Deputy Director

Sex: Male
Age: 49
Birthplace: San Francisco, CA
Nationality: American
Height: 6 ft. 2 in.
Weight: 221 lbs.
Eye Color: Green
Hair Color: Grey

Background

Progressed to the top echelon through ruthless execution of his superiors' orders. Politically savvy, brutal and expert at damage control. Presently overseeing the neutralization of Gabe Logan and Lian Xing.

1981-Present, Agency Deputy Director/Operative. **1980**, Master of Arts, International Policy Studies, Princeton University. **1971-1975**, U.S. Navy (SEAL Team).

Dillon Morgan



Agency Commander, Special Assistant to Lyle Stevens

Sex: Male
Age: 40
Birthplace: Alexandria, VA
Nationality: American
Height: 6 ft. 1 in.
Weight: 192 lbs.
Eye Color: Blue
Hair Color: White

Background

Trained by Israeli Army Intelligence and used for cross-boarder counter-terrorism operations. Specializes in the use of high explosives.

1990-Present, Agency operative. **1987-1990**, Israeli Army.

Michael Archer

Elite Assassin, Dillon Morgan Lieutenant



Sex: Male
Age: 31
Birthplace: Topeka, KS
Nationality: American

Height: 5 ft. 11 in.
Weight: 178 lbs.
Eye Color: Blue
Hair Color: Black

Background

An Agency operative reporting directly to Dillon Morgan. Functions as an elite assassin and is responsible for killing at least 10 foreign agents or other Agency liabilities. Keeps an extremely low profile. Information about his activities prior to joining the Agency is minimal.

Dr. Elsa Weissinger

German Scientist



Sex: Female
Age: 32
Birthplace: Frankfurt, Germany
Nationality: German

Height: 5 ft. 8 in.
Weight: 134 lbs.
Eye Color: Brown
Hair Color: Blond

Background

A former researcher for Pharcom, she was instrumental in the creation of the Syphon Filter virus. Following Pharcom's dissolution, she was recruited into Agency to continue her work on the virus. Doesn't get along with the Agency administration.

1999-Present, Agency scientist. 1990-1999, Pharcom researcher.

Uri Gregorov

Russian Nationalist



Sex: Male
Age: 55
Birthplace: Stalingrad, Soviet Union
Nationality: Russian

Height: 5 ft. 11 in.
Weight: 216 lbs.
Eye Color: Brown
Hair Color: Grey

Background

Russian Army officer and top ranking post-Soviet intelligence official. Head of SVR – Russian foreign intelligence service. Member of the Russian U.N. delegation and a contact for Gabe. Holds information vital to stopping Syphon Filter.

1996-Present, Director of SVR. **1981-1996**, KGB officer. **1970-1981**, Russian Army officer.

Mara Aramov

Professional Assassin



Sex: Female
Age: 33
Birthplace: Novgorod, Russia
Nationality: Russian

Height: 5 ft. 11 in.
Weight: 137 lbs.
Eye Color: Blue
Hair Color: Auburn

Background

Cunning and ruthless assassin who is linked to Russian organized crime. Highly skilled in all types of weaponry.

1989-Present, Freelance killer rumored to have assassinated 17 people. **1986-1989**, KGB operative. **1984-1986**, Member of Black Baton terrorist organization.

Lawrence Mujari

Freelance Bio-Chemical Expert



Sex: Male
Age: 38
Birthplace: Queenstown, South Africa
Nationality: South African
Height: 6 ft. 2 in.
Weight: 207 lbs.
Eye Color: Black
Hair Color: Black

Background

South African refugee and gifted medical expert and pathologist. Runs illegal medical laboratory out of the front of Whispering Woods Mortuary in Virginia.

1987-Present, Freelance bio-chemical expert.
1986, Master of Science, Bio-Chemistry, Rhodes University.

SYPHON FILTER 2 CREDITS

Eidetic, Inc.

Executive Producer:
Marc Blank

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

Story and Script:
John Garvin
Richard Ham

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

Art:
John Garvin, *Lead*
Michael Maxwell
Rob Kraft
Sharp
Martin Cable
Spencer Boomhower
Tim Branan
Wayne Leung

Tester/Hardware Support:
Matt Chastain

Special Thanks:
Andrew Garvin
Ryan Garvin
Our families

989 Studios

President:
Kelly Flock

Executive Producer:
Connie Booth

Producer:
Darren Yager

Assistant Producer:
Ron Allen

Additional Art:
Julian Lao
Bart McLaughlin
Brett McLaughlin
Alan Pashley
Eric Fong

Motion Capture Director:
Dwayne Mason

Motion Capture Supervisor:
Jason Parks

Motion Capture Editors:
Travis Parks
Scott Peterson
Marc Kater

Motion Capture Assistants:
Johnny Walker
Gerald Ashworth

Motion Capture Actors:
Cosmo Hom
Sabrina Fox

Audio Director:
Buzz Burrowes

Musical Director:
Chuck Doud

Sound Effects Editor/Audio Engineers:
Stan Weaver
Nathan Brenholdt

Audio Assistant:
Tammy Tsuyuki

Voice Actors:
John Chacon (Gabriel Logan)
Zoe Galvez (Lian Xing)
Shannon Tilton (Teresa Lipan)
Peter Kepler (Jason Chance)
Jay Styne (Michael Archer)
Bryan Osric Session
(Lawrence Mujari)
Andrea Satin
(Dr. Elsa Weissinger)
JS Gilbert (Uri Gregorov)
Elina Fillipova (Mara Aramov)
Dan Kennedy (Lyle Stevens)
Bill Glanting (Dillon Morgan)
George Joyce (Thomas Holman)
Mark Atherly (Derrek Falkan)

Additional Voices:
Ron Allen
Mike Benton
Leo Chelyapov
Jesse Caceres
David Caffey
Michael Callahan
Dennis Cheng
Chris Colon
Shawn Dobbins
Ryan Eames
Otto Halboth II
Trenton Haskins
Robert Hernandez
Chris Johnson
Nick Katakis
John Koller
Biraj Lala
Grant Luke
Andy Marcon
John Miewald
James R. Miller
Conner Morlang
Derek Quackenbush
Shirley Tang
Jay Vo
Jim Wallace
Diana Zlatina

QA Managers:
Charles Delay
Christopher Caprio
Ritchard Markelz

QA Supervisor:
Bruce Cochrane

Lead Testers:
Tim Duzmal
Kyle Zundel
Masashi Ogasawara
Robbie Helsel
Mike Gallina

Asst. Lead Testers:
Corey Strock
Shawn Dobbins
Scotte Kramer
Ara Demirjian

Tech Coordinator:
Kevin Simmons

Testers:
Ryan Zimmerman
Steve Shulte
Adrein Langlois
Conrad Noche
Sean McNabb
Jude Liberty
Vince Pangelinan
Peter Chang
Gary Valois
Randy Caymo
Charles Brown
Marcus Efting
Mark Renallo
Leo Macalino
David Paymard
Dan Peris
Jeff Relaford
Conner Morlang
Armand Pilotin
Jamal Carter
Greg Phillips
Eric Ippolito
Phillip Musil
Robert Burns
Jody Fama
Jason Mitchell
Jack Osorno
David Meagher
Guillermo Jurado
Noel Silvia
Charles Huenergardt
Steve Versteeg
Carlos Del Valle
Christian Lamanet
Damani Jackson

SYPHON FILTER 2 CREDITS continued...

Vice President of Marketing:
Jeffrey Fox

Director of Entertainment Marketing:
Michael Lustenberger

Product Manager:
John Koller

Product Marketing:
Liz Boucher
Robin Jeffers

Director of Creative Services:
Howard Liebeskind

Creative Services:
Vyn Arnold
Brian Asselin
Nathan Carrico
Kevin Marburg
Micheal Raines
Jennifer Vallecorse

Director of P.R. and Promotions:
Helene Sheeler

P.R. and Promotions:
Kim Bardakian
Arne Cual
Shon Damron
Marcelyn Ditter
Maureen Farley
Christy Fritts
Marc Franklin
Jennifer Gonzales
Bob Johnson
Kristina Kirk
Elena McCoy
Laura Naviaux
Christopher Norton
Christopher Sturr
Christa Wittenberg

Director of Legal and Business Affairs:
David Greenspan

Legal and Business Affairs:
Seth Steinberg
Mimi Nguyen
Sapphira Ng
Gigi Feril

Special Thanks:
989 Studios Finance
Jonathan Allen
Josh Britton
Butler, Shine and Stern
John Dempsey
Brian Dimick
Jean Galli
Brian Hale
Kaz Harai
Jeff Hutchinson
Steve Marshall
Glenn Nash
Frank O'Malley
Jeff Phipps
Derek Quackenbush
George Richard
Rick Rooney
Jack Tretton
Our families

Manual Written by:
Hanshaw Ink & Image

Packaging and Manual Design:
Axiom Interactive Design, SLC

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.



www.989studios.com

Cool Boarders, Jet Moto and Twisted Metal are registered trademarks and Syphon Filter, 989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc. © 2000 Sony Computer Entertainment America Inc.

Licensed for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. 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.