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ESRB
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94240
SYPHON FILTER
989 STUDIOS

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

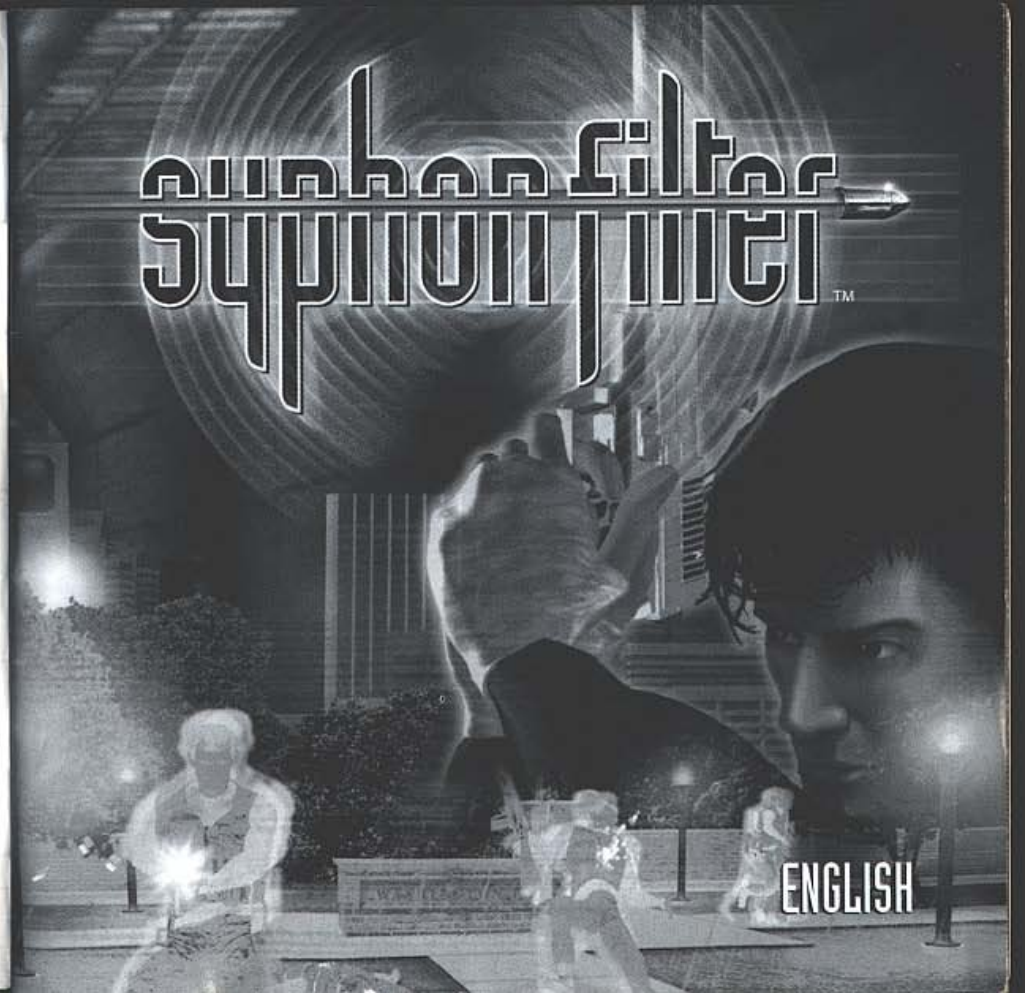
For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and POWERLINE Nos.

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1 Player | Memory Card 1 block | Analog Controller Compatible | Vibration Function Compatible | DUAL SHOCK

SCES-01910



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 Defence 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.



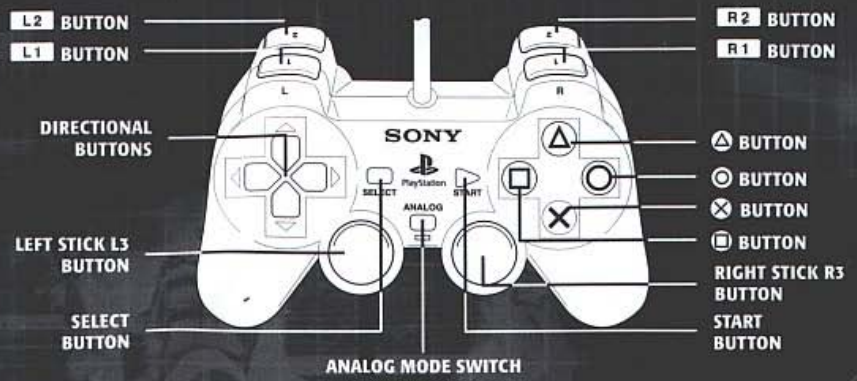
SETTING UP

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the SYPHON FILTER™ disc and close the disc cover. Turn the PlayStation® on at the POWER button. **Do not insert or remove peripherals or Memory Cards once the power is turned on.** Make sure there are enough free blocks on your Memory Card before commencing play.

PLEASE NOTE: All screenshots for this manual have been taken from the English version of this game. Some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

HOW TO PLAY

The following button controls are the default configuration. You can adjust your controls at the Options Menu.



BASIC CONTROLS

DIRECTIONAL BUTTONS: 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 on-screen 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 the SELECT button allows you to cycle through your current stockpile, and holding the SELECT button while pressing the L2 or R2 buttons allows you to scroll through and highlight any of the weapons. Release the buttons to select a highlighted weapon.

R1 BUTTON: Hold to establish a target lock on the nearest targetable enemy. Tapping the R1 button repeatedly 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, the R2 button allows Gabe to peek around corners.

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

ANALOG CONTROLS

If you are using an Analog Controller (DUAL SHOCK™), Gabe Logan can be controlled using the directional buttons or the left and right sticks. When using the left and right sticks, ensure the analog mode switch is on (the LED will light up Red). The vibration function of the Analog Controller (DUAL SHOCK) can be toggled on or off in the Options menu (see the 'Options' section further on in this manual for more information).

LEFT STICK: Replicates the movement and targeting control of the directional buttons.

RIGHT STICK: Can also be used in targeting mode instead of the directional buttons.

STARTING THE GAME

At the Title Screen, you can choose NEW GAME or LOAD GAME.
To start a new game, press the ⊗ button to select NEW GAME and launch the intro movie.

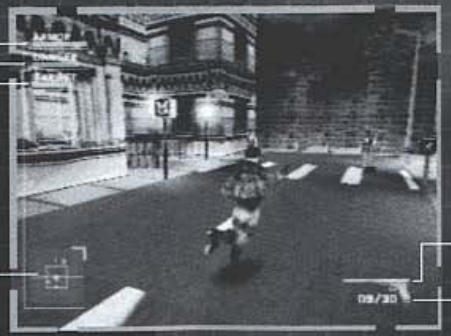
Note: LOAD GAME will only appear if you have previously saved a game to a Memory Card and inserted it into Memory Card Slot 1. Use the directional buttons/left stick to highlight LOAD GAME and the ⊗ button to select and resume play of your saved game.

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 - this might damage your Memory Card and delete your saves. One Memory Card block 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®. 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:



ARMOUR / HEALTH: Indicates the amount of Armour you have remaining. Your Armour depletes before your Health. When your Health runs out, the game is over. Although you cannot replenish your Health, you can replenish your Armour 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 manoeuvres like rolling or hiding behind obstacles will 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 the L1 button 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 the L2 or R2 button to scroll through weapons from your inventory.

AGENT MOVES

Gabe has a range of movements to help him manoeuvre 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, familiarise yourself with all of Gabe's movements detailed below:

Running: Press ↑ on the directional buttons or left stick to make Gabe run. While he's running, press ← or → 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 ↑ to finish the move or ↓ to release his grip.

Hand-Over-Hand: Gabe's hand-over-hand move is necessary to cross rails and ledges that are set high above the ground. Press the △ button to jump up and grab a rail, then move across it by pressing → or ← or by using the L2 or R2 buttons. 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.

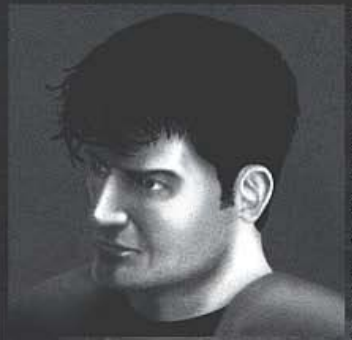
Rolling: Directional rolls function as Gabe's first line of defence when an enemy has him targeted. Gabe can roll from a crouch or a full run. Press the ○ button to roll and press ← / → or use the L2 and R2 buttons to direct your roll left and right. If you hold down the ⊗ button during a roll, you'll 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 the L2 button to strafe left, the 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 ↓ or tap ↓ on the left stick once quickly.

TARGETING MODES AND USING WEAPONS



Temporarily without backup, I decide to perform a quick recce. Working my way along using hedges and trees for cover, I find a nook and crouch down. I scan the area, my nightvision rifle tight under my chin. A green glow up ahead reveals a sniper hiding in the darkness. He's alone but he's armed and bound to raise the alarm at the slightest noise - TOO LATE - I've been spotted! Through my rifle's lens I track the movement of the enemy, line up his head in the cross-hairs and instinctively squeeze the trigger. A split-second flash and the target falls swiftly to the floor. My pulse is racing. His comrades must have heard him. Soon the air will be zinging with enemy fire - I have to make every shot count!

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 the L1 button to bring up targeting crosshairs and use the directional buttons / right stick 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 the R1 button and then press it again, Gabe immediately targets the next nearest enemy.

Sniper Modes: Syphon Filter™ features both normal and night-vision sniper modes depending on the type of sniper rifle in use. Use the L1 button 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, you can use the R2 and L2 buttons 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. Press the L1 button to aim manually or the R1 button to lock onto a target. Gabe releases one arm and begins to fire 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 later on in this manual 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 the L2 or R2 button 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 scanner by holding down the SELECT button.

WEAPONS AND PICK-UPS

Syphon Filter™ has a wide range of deadly weapons that 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 the 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 defenceless 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 makes it very popular with both military Special Forces and terrorists. With more than 23 officially recognised 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.

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 defence 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-calibre, 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 that can be moulded 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-barrelled, 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.

Viral 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 armour. When armour runs low from damage, Gabe can bolster his armour 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 protection offered by the flak jacket will vary depending on the amount of damage it has taken. Flak jackets found in weapon boxes provide full protection.

Card Key

This is a standard magnetic strip card key used primarily for security purposes. Card Keys 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 several objectives you must fulfil 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 fulfil 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 to which you must adhere in order to complete the level. Depending on the level, a mission might have a number of parameters. If you fail a mission parameter, you fail the mission and will not advance to the next section. 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 viral delivery systems or explosive bombs.

BRIEFING AND ACD

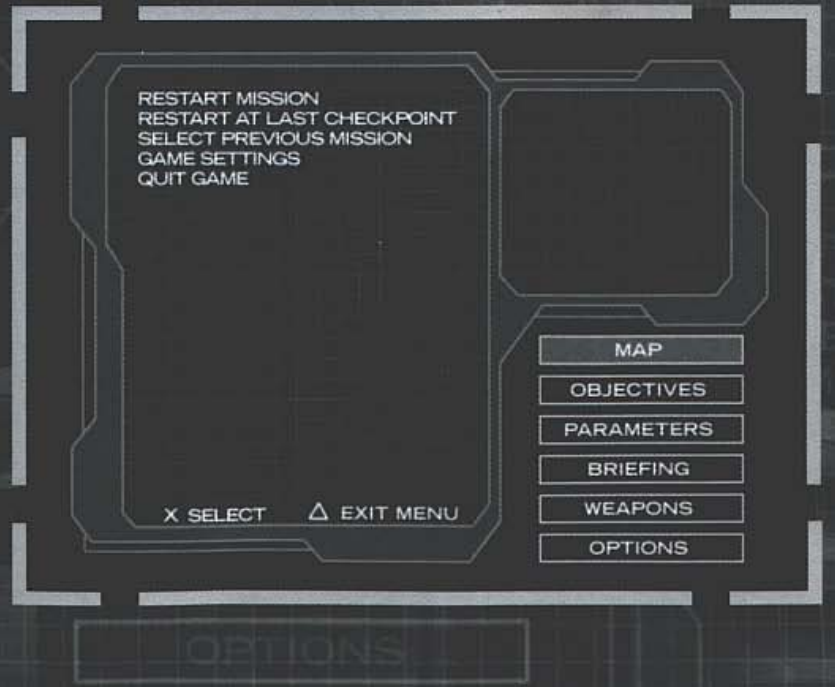
A briefing provides background on your mission and a quick level overview. As Gabe progresses through a level, he periodically receives communications via his ACD. The ACD is Gabe's link to Lian Xing and the rest of his team who provide mission updates and track enemy movement. When Gabe has an incoming 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 the following menus. Use the directional buttons to highlight your selection.



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).

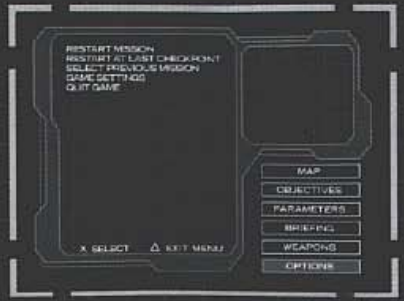
PARAMETERS: Lets you review the level mission parameter(s).

BRIEFING: Lets you review the level mission briefing.

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

OPTIONS

With this choice highlighted, press the ⊗ button to access the Options menu. Press the △ button to exit menus without cancelling any changes:



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

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

SELECT MISSION: Lets you play any previously completed mission.

QUIT GAME: Lets you exit a game in progress.

SOUND FX: Lets you increase or decrease the volume of the game's sound effects. Press ← or → to adjust.

MUSIC: Lets you increase or decrease the volume of the game's music. Press ← or → to adjust.

VOICE-OVER: Lets you increase or decrease the volume of the game's voice-overs. Press ← or → to adjust.

SOUND: Choose between STEREO and MONO.

GAME BRIGHTNESS: Lets you increase or decrease the overall brightness of the game. Press the ⊗ button to select, then press ↑ or ↓ to adjust. The lower the setting, the darker the game.

SCREEN CENTERING: Lets you centre the screen image by using the directional buttons / left stick. Press the ⊗ button to accept changes and the △ button to cancel the changes.

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

VIBRATION: Lets you turn the Analog Controller (DUAL SHOCK) 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 customise your configuration, press ↓ 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 functions and CANCEL returns you to the top of the screen.

DOSSIERS

Gabriel Logan

Covert Operative

Sex: Male
Age: 35
Birthplace: Camden, NJ
Nationality: American

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



Background: Recognised 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 Colour: Brown
Hair Colour: 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 Colour: Green
Hair Colour: Grey



Background: Agency Director, 1997-Current. Defence 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 Honour, 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 Colour: Brown
Hair Colour: Black & Grey



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 Colour: Brown
Hair Colour: 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 organisations 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 Colour: Blue
Hair Colour: 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 organisation. Has links to organised 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 Colour: Hazel
Hair Colour: 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 Colour: Blue
Hair Colour: 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

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Connie Booth

Associate Producer:
Darren Yager

Sound Supervisor:
Buzz Burrowes

Music Composer:
Chuck Doud

Sound Effects Designer:
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Audio Post Production:
Stan Weaver and Buzz Burrowes

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Audio Programming:
Buzz Burrowes

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Network Manager:
Paul Essue

Administration:
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