



PlayStation

NTSC U/C

PlayStation

MATURE



CONTENT RATED BY  
ESRB

SCUS-94451  
94451



# Gungrave G G

SONY



COMPUTER  
ENTERTAINMENT



**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](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.



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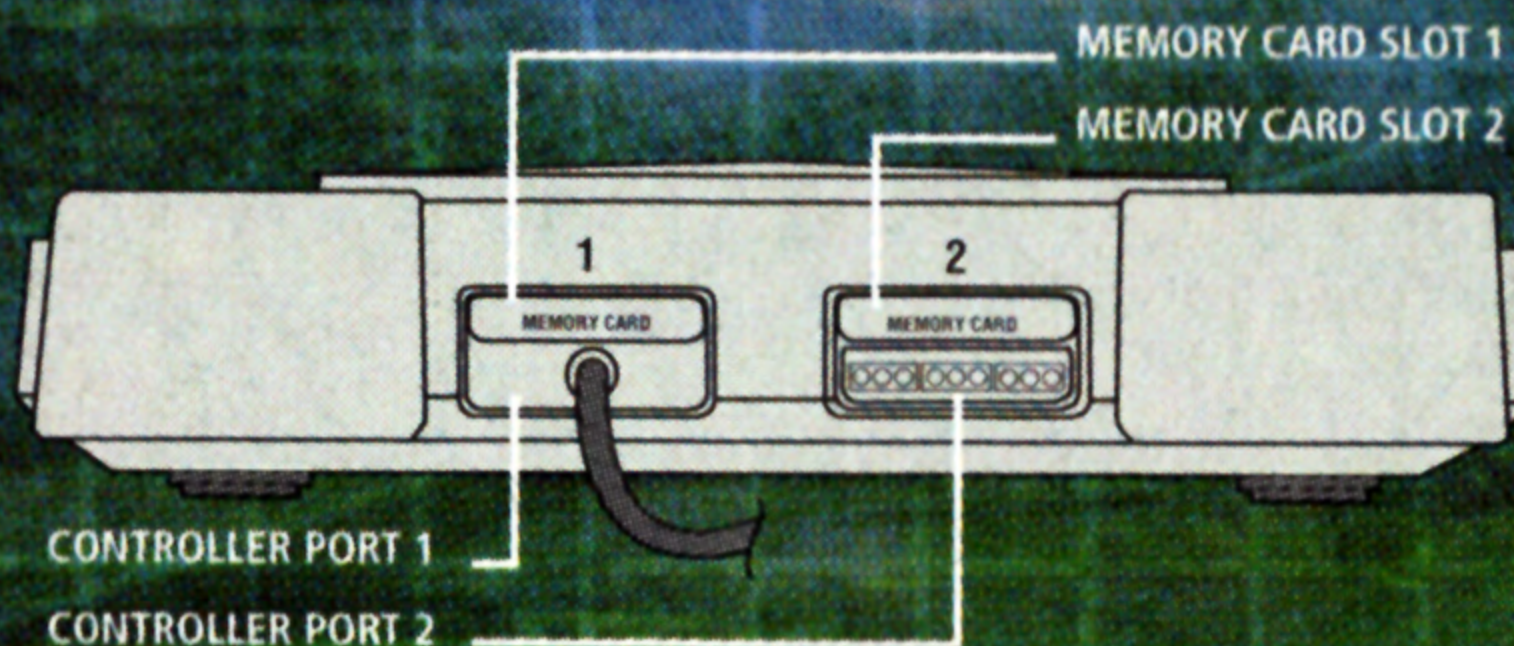
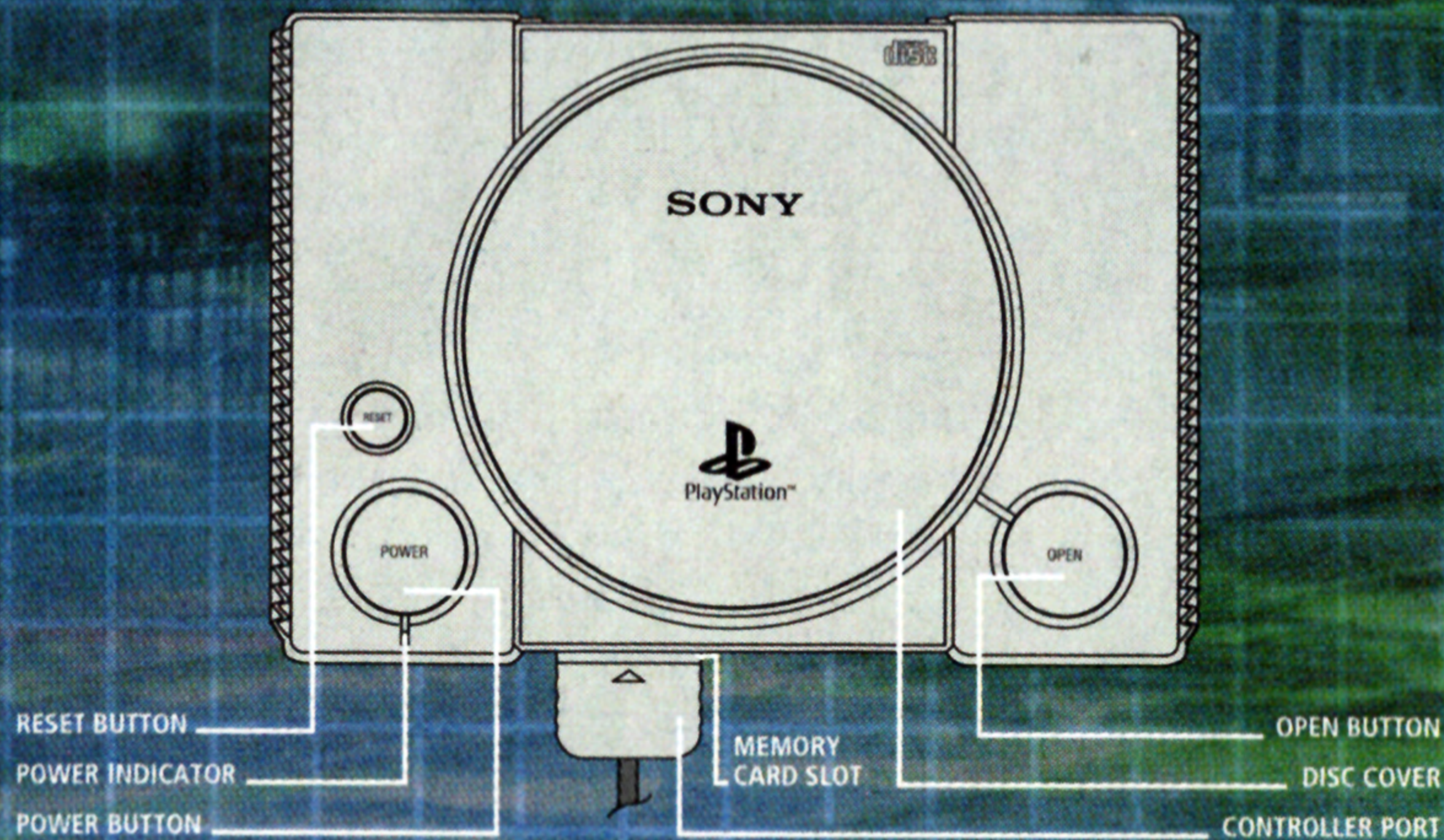
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# SETTING UP YOUR CONSOLE

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

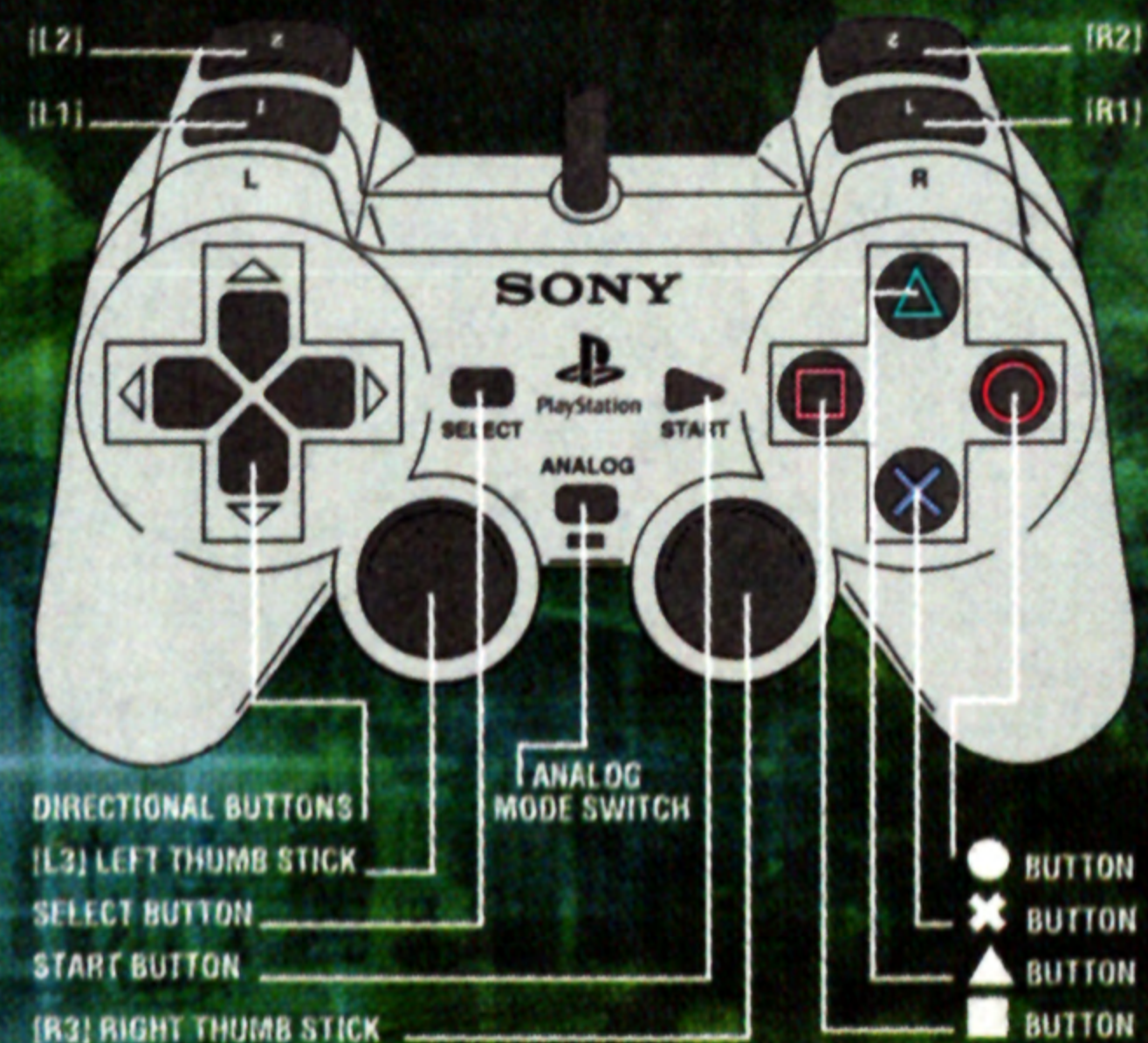
- Press Up to run or pull agent up when hanging from ledges. Also press Up to sneak while holding the **X** button.
- Press Left/Right to turn or to move while hanging from ledges hand-over-hand.
- Press Down to move backward or to drop from ledges. Also tap Down for a quick 180° turn.
- Use to aim weapon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

## ■ Button - Attack

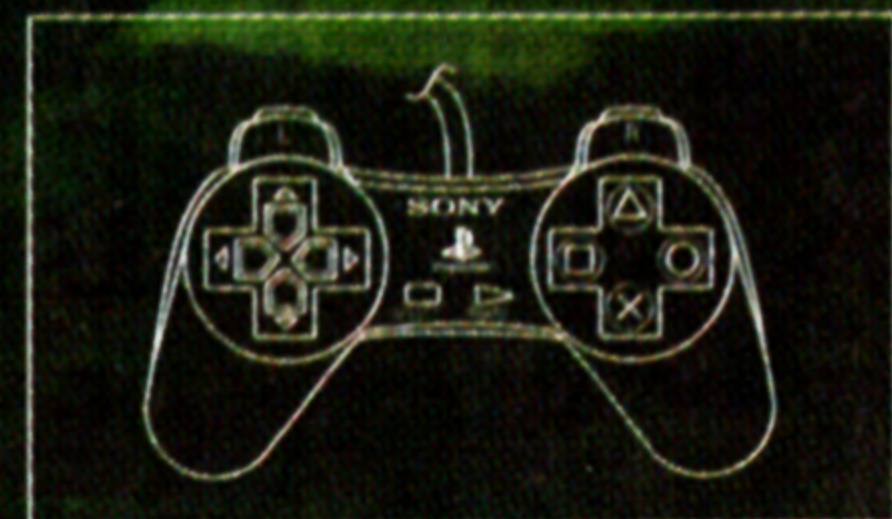
- Fire currently selected weapon.
- Slash with knife.
- Throw grenade.
- Use selected inventory item.

## ✕ 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.



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 - 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.

### **4 Right Stick**

- Move Gabe or Lian Xing with locked camera.



## MISSION BACKGROUND

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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 Kazakhstan. 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.*

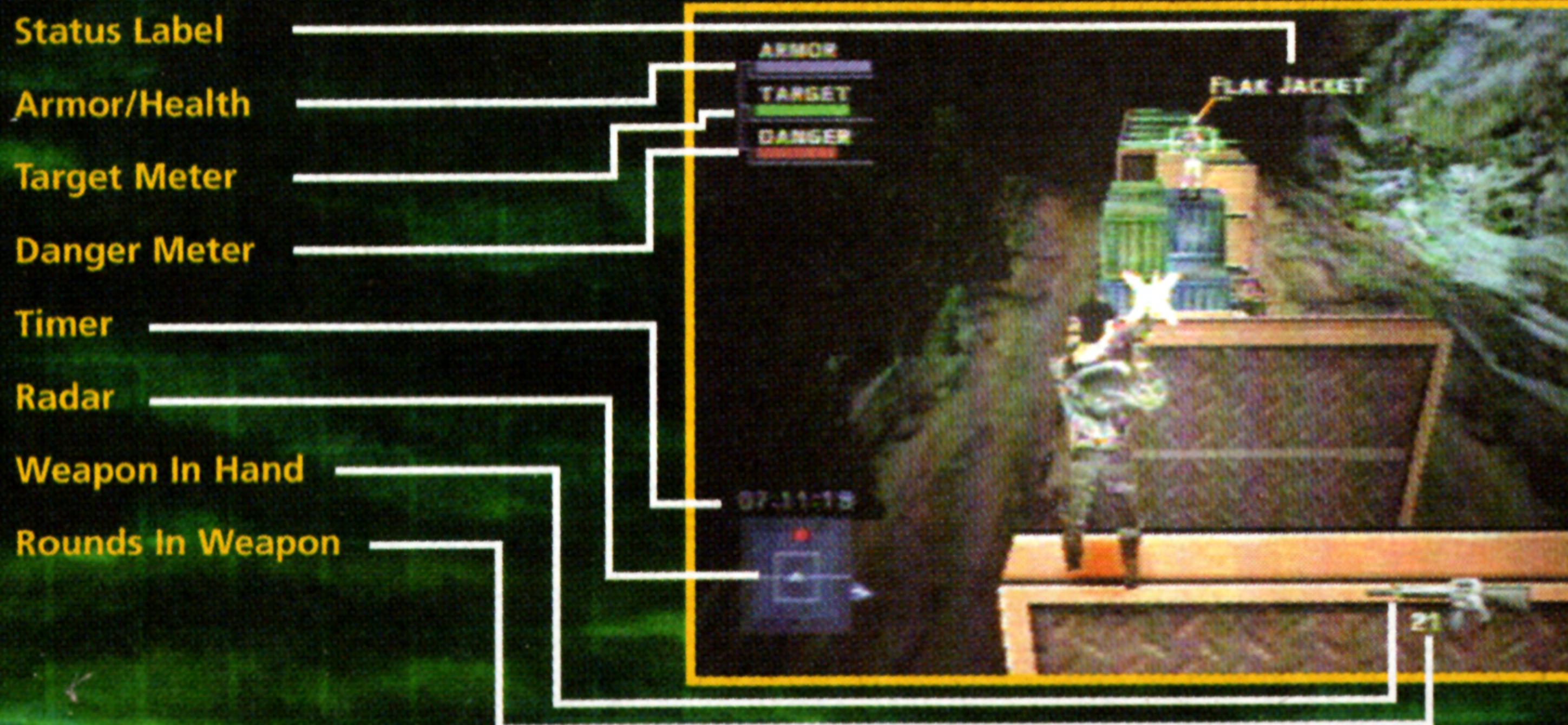
You can save during a level by choosing **SAVE AND QUIT GAME** from the Options screen. Your progress up to the last level checkpoint will be saved.

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

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

## AGENT MOVES

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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 **X** 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 **X** button will make the agent walk.

**Kneel** - Press and hold the **X** 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 **X** 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...

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**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.



### **.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	IIIIII
Damage	II
Clip Size	33
Max Rounds	198

