syphon filter® DARK MIRROR

MATURE 17+

M

CONTENT RATED BY ESRB

INSTRUCTION GUIDE

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

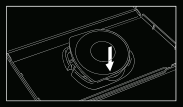
Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

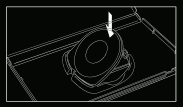
• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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Syphon Filter®: Dark Mirror Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides
For free hints and tips visit us at **www.us.playstation.com**. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669
Call this number for technical support, installation or general questions regarding PSP™ and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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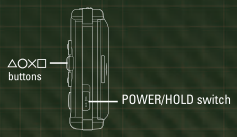
CONTENTS

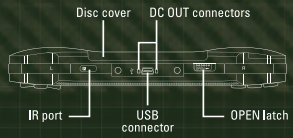
Getting Started 2
Controls 3
Setup 5
Single Player 7
Multiplayer 12
Weapons 22
Gadgets 31
Character Dossiers 32
Credits 36
Limited Warranty 49

GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **Syphon Filter®: Dark Mirror** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

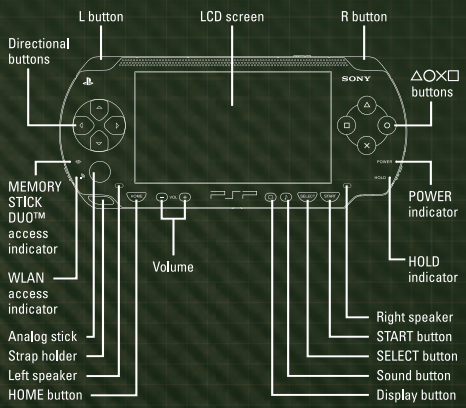
SETTING UP THE HEADSET (OPTIONAL)

Syphon Filter® :Dark Mirror is compatible with the PSP™ headset.

To use the headset, the remote control supplied with the PSP™ system is required. Attach the headset to the remote control, and then connect the unit to the PSP™ system. For details on using the remote control, please refer to the PSP™ system instruction manual.

CONTROLS

PSP™ (PlayStation®Portable) system configuration



MENU CONTROLS

Navigate menu/Highlight menu item	directional buttons
Select highlighted menu item	⊗
Previous screen/Return to Main Menu	△
Cycle through Online Menu Screens	L / R
Open Pause Menu	START

CHARACTER MOVEMENT AND ACTION

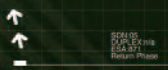
Note: The control configuration default is set to STANDARD. You can change the control configuration by selecting the Options Menu and choosing LAYOUT.

Move Forwards/Backwards and Strafe Left/Right	analog stick
Aim Up	△
Aim Down	⊗

CONTROLS

Aim Left/Turn Left	
Aim Right/Turn Right	
Manual Aim	L *(hold)* + △, ✕, □, ○
Fire Weapon/Melee Attack	R
Weapon Select	directional button → *(hold)* + △, ✕, □, ○, R, L
Gadget Select	directional button ← *(hold)* + △, ✕, □, ○, R, L
Reload	directional button ↑ *(tap)*
Crouch *(toggle)*	directional button ↓ *(tap)*
Goggles On/Off	directional button ← *(tap)*
Fire Mode Selection *(Dart Select with MB-150 equipped)*	directional button → *(tap)* or directional button → *(hold)* + ✕ *(tap)*
Zoom In/Out *(with scoped weapon equipped)*	L *(hold)* + directional button ↑ / directional button ↓
Interact/Weapon/Crate Swap	directional button ↑ *(hold)*
Voice Communication *(Multiplayer)*	SELECT *(hold)*
Issue Command *(Single Player)*	SELECT
Team Channel Switch *(Multiplayer with Recon Dart deployed)*	SELECT *(tap)*

Note: You can adjust the server settings to toggle TARGET LOCK OFF/ON. When on, holding down L will automatically target and lock on to the nearest enemy. Target Lock only works with non-scoped weapons.



FIRST TIME SETUP

STARTING A NEW GAME

The first time you play **Syphon Filter®: Dark Mirror**, you will be asked to create a Profile for online play. Use the on-screen keyboard to enter your Profile name. When you're finished, highlight ENTER and press ✕ to save your Profile to a Memory Stick Duo™ and continue.

SAVING A GAME

During the single player game, your progress will be saved automatically between missions. To save your progress, make sure you have a Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 416 KB of free space inserted.

LOADING A SAVED GAME

Game data will be loaded automatically when you boot up **Syphon Filter®: Dark Mirror.**

MAIN MENU

After creating and loading your profile, you will be taken to the Main Menu. Press the directional buttons ↑/↓ to highlight an option and press ✕ to confirm your choice.

GAME SHARING

Game Sharing allows you to share a pre-determined portion of Syphon Filter®: Dark Mirror game content with other PSP™ users. The other users do not need to own the Syphon Filter®: Dark Mirror UMD™ to use this feature, but the WLAN switch must be set to the "On" position on both PSP systems. When another PSP user is nearby, select "GAME SHARING" from the Syphon Filter®: Dark Mirror main menu. The other PSP owner must select Game Sharing from the Cross Media Bar on-screen display menu. Once this is done, Syphon Filter®: Dark Mirror game content can be sent and played via the PSP Wi-Fi functionality.

Note: Shared game code is licensed solely for distribution through PSP systems for noncommercial purposes. All rights to make copies of any portion of the game for subsequent redistribution is retained by the copyright holder.

SINGLE PLAYER

Select from a variety of single player modes. For more information, see Single Player, pg. 7.

MULTIPLAYER

Connect to the Internet to play **Syphon Filter®: Dark Mirror** online. You must be connected via broadband service (either DSL, cable modem or higher speeds) in order to play online. For more information, see Multiplayer, pg. 12.

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

Note: Player responsible for Wi-Fi fees.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and PC. For further information and setting up details, please refer to the PSP system's Instruction Manual.

Hint: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

OPTIONS

Change various game settings.

PROFILE

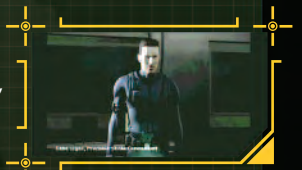
Manage and load, create or delete your Profile. You can create and save up to four individual profiles.

SINGLE PLAYER

TRAINING

Learn and practice Agency maneuvers and combat before heading out into the field. Select from four different Training Missions and complete them to become familiar with **Syphon Filter®: Dark Mirror's** basic controls, gameplay, weapons and gadgets. Beat the Training Mission timers to unlock special weapons. Complete all four Training Missions to unlock the Bonus Mission "Goodnight Sweetheart."

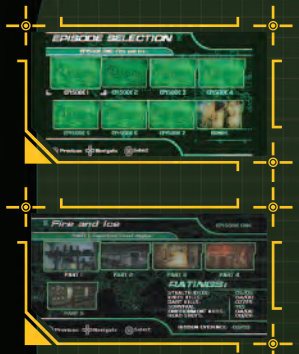
STORY MODE



Play through the entire game from beginning to end while focusing on the story. As missions are completed, they are unlocked for replay in Mission Mode. Select from three difficulty levels (Easy, Normal, Hard) and then jump straight into the action. Complete Story Mode on Normal or Hard to unlock the Bangkok Bonus Missions.

DIFFICULTY SETTINGS:

- **Easy Mode:** Provides additional HUD information to assist players new to this type of game and tunes the AI combat to give new players an advantage.
- **Normal Mode:** Tuned for the average player and will provide a challenge to seasoned gamers.
- **Hard Mode:** Only for seasoned gamers who demand a challenge.



MISSION MODE

Mission Mode divides the Story into seven episodes, each of which contains several parts. Replay unlocked missions to upgrade your six Agency Ratings. Explore different play styles as you experiment with alternate stealth paths, discover environmental kills, and unlock more darts for use with the MB-150 Agency Sniper Rifle. Unlock additional bonus missions and content.

To select a specific mission, navigate to the Episode you wish to play and press ⊗ to select. This brings up the Parts for that Episode. Navigate through the parts to see the Ratings information for that Part. This Ratings Information includes: stealth, knife, dart, headshot and environment kills, survival ratings, and the total amount of Hidden Evidence collected for that Part.

Press ⊗ over the desired Part to select that mission. After exiting the Briefing Screen, enter the Equipment Modify screen (Pg. 11) where Unlocked Weapons can be selected for the mission.

CAREER RATING

This menu displays the status of your Agency Ratings, which can be earned while playing the game in Mission Mode. The Agency keeps track of statistics for stealth, environment, knife, headshot, and dart kills, and also tracks your ability to finish a mission without dying. Each Rating has four ranks, allowing you to earn up to 24 bonus unlocks, including weapons, missions, and abilities.

Once a new Rank within a Rating has been unlocked, select the patch and press ▣ to hear a message from an Agency Commander and to view the newly earned patch.

LOCKED FILES

Each Episode contains a number of Locked Files, including Concept Art, Audio Files, and Bonus Movies. The movies include special 'behind-the-scenes' videos, works in progress, and animatics. To unlock these files, collect all of the Hidden Evidence for that Episode.

SINGLE PLAYER GAME SCREEN

WEAPON CROSSHAIRS

Use the weapon crosshairs to target your enemies. A weapon reticle will appear whenever you are holding a firearm and the crosshairs in the center will flash red when you make contact with an enemy.

When locked on to an enemy using the Target Lock feature (by holding L), the crosshairs will expand and contract depending on your position, indicating your probability to make contact. The farther apart the crosshairs, the less accurate your shots will be. When stationary and in the crouched position, the crosshairs will contract, indicating that your shots will be more accurate in finding their mark.

RADAR

Located in the bottom left corner of the screen, use the Radar to view enemy positions, navigate the environment, and locate important objective items.

- Your position is represented by a grey arrow and will always be in the center of the map.
- Enemies are represented by colored arrows that will change from yellow to red depending on their alert status.
- Objective items are represented by flashing transparent arrows.
- North is indicated by the letter N on the perimeter of the Radar.

HUD

On the bottom right corner of the screen is the Heads-Up Display (HUD). The blue horizontal bar indicates your Body Armor Level. The red horizontal bar beneath it indicates your HP, or life energy. If the red bar is depleted, you will die.

The icon above the Armor/HP bars shows your current weapon and remaining ammo. The smaller icon below the bars shows your selected gadget.

PAUSE MENU

Press START during gameplay to bring up the Pause Menu. In addition to viewing your current mission OPS, objectives and notes, you can access vital information and Intel to help complete your mission. Press the directional buttons ⬆ and ⬇ to highlight a selection and press ✕ to confirm your choice.

BRIEFING

This screen summarizes the Precision Strike Commander's assessment of the current mission, and provides additional hints, clues and story. Often written by Gabe Logan, the Briefing provides a glimpse into Gabe's thinking as he struggles to understand Project Dark Mirror.

INVENTORY

View and learn about the current arsenal of weapons and gadgets in your inventory. Use L and R to cycle through your inventory and the directional buttons ⬆ and ⬇ to scroll the text in the viewing window.

If Hidden Evidence has been collected in a mission, that evidence will appear in the Inventory screen for that mission.

HIDDEN EVIDENCE

Almost every mission contains 'Hidden Evidence'. Explore the missions to find classified folders, hidden bodies, lockers, and other clues which contribute to the Dark Mirror story. Collect all of the Hidden Evidence in an Episode to open that Episode's Locked Files.

STATS

This screen allows you to view your detailed statistics for your current mission and tracks such items as stealth kills, environmental kills and head shots.

GADGET SELECTION SCREEN

Hold the directional button ⬅ to switch gadgets and goggles. Each gadget is mapped to a specific button. Press that button to select the desired gadget or goggle. Tap the directional button ⬅ to toggle the gadget on or off.

WEAPON SELECTION SCREEN

Hold the directional button ➡ to switch weapons. Each weapon is mapped to a specific hard point and button. Press that button to select the desired weapon. Note that some hard points can contain multiple items. Pressing the R button, for example, selects the "Hand" hard point. Tap the R button to select the hand, taser or knife. Small icons next to the hard point indicate if multiple weapons are available.

EQUIPMENT MODIFY SCREEN

This screen allows you to select Unlocked Weapons before entering a mission in Mission Mode or in Multiplayer. Weapons may be chosen for the following slots: Special, Back, Sidearm, Auxiliary, and Grenade.

SYPHON FILTER®: DARK MIRROR ONLINE

Select MULTIPLAYER from the Main Menu and team up or fight against other **Syphon Filter®: Dark Mirror** Agents in intense online combat using the PSP system's Infrastructure Mode and Ad Hoc mode.

Infrastructure Mode: Infrastructure mode is a Wi-Fi feature that allows the PSP system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and PC. For further information and setting up details, please refer to the PSP system's Instructional Manual.

- A valid network connection is required to play online. See Creating a Network Connection below for detailed instructions.
- To talk directly to teammates during games, use the optional headset. See Getting Started, pg. 2, for more information.

In order to get online, it is a requirement that you are able to connect your PSP system online via a wireless access point or wireless router that is 802.11b compatible. For more information on your wireless router's 802.11b compatibility, check with the manufacturer of the router. Player responsible for Wi-Fi fees.

Note: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network.

CREATING A NETWORK CONNECTION

Note: If you have already created a valid network connection using the PSP™ system software, skip this section and review the remaining sections.

Before you can play **Syphon Filter®: Dark Mirror** online, you must have created a valid network connection. If you have already created and saved a network connection, you are good to go. If not, you can use the Network Settings application in the PSP™ system software menu under Settings.

Note: For more detailed information on creating a Network Connection, see the PSP™ system Instruction Manual.

Note: If you experience connection issues, ensure that the WLAN Power Save mode is OFF. The WLAN Power Save is located in the PSP home menu in Power Save Settings of the Settings column.

ONLINE COMMUNICATION

USING THE ONLINE VIRTUAL KEYBOARD INTERFACE TO ENTER DATA AND CHAT

The Keyboard Interface appears any time you need to enter text into the game. This can be for Character Names, Passwords, On-Line Community screens etc. The Interface consists of two main areas: the text field area and the keyboard.

- Press the directional buttons to highlight a key, then press ⊗ to select and enter the character in the field.
- Press R to backspace/delete a character
- Hold L to shift.
- Press ○ to add a space to the text field at the current cursor position.
- Press △ to close the Keyboard Interface without entering data.
- Press □ when you're finished to input the contents of the text field and close the Keyboard Interface.

GET CONNECTED TO SYPHON FILTER®: DARK MIRROR

Use of the online portion of this game is subject to the terms and conditions under the End User License Agreement (EULA) located within the game. A full copy of the User Agreement is available at: www.us.playstation.com/support/useragreement

1. On the Main Menu, highlight MULTIPLAYER and press ⊗ to continue.
2. Select INFRASTRUCTURE and press ⊗ to continue to the Network Connection Screen.
3. Select a Network Connection to connect online . If you don't have a Network Connection, select New Connection and use the Network Settings application.

Note: For more detailed information on creating a Network Connection, see the PSP™ system Instruction Manual.

4. At the EULA Screen, please read the End User License Agreement and select "ACCEPT" if you agree to the terms.

Note: You must agree to the terms of the EULA to connect online to Syphon Filter®: Dark Mirror.

5. At the Login Screen, enter a name and password, then select DONE.

Note: Be sure to write down or remember your password. Lost passwords cannot be retrieved by SCEA Consumer Services. If you lose your password, create a new player name and password for online play.

6. If the player name you have selected is available, you will be prompted to register that name. Choose "YES" and press ⊗ to register that player name. If you receive an incorrect password error, someone has already registered that player name and you must select a new one.

7. At the Online Lobby / Join Game Screen, highlight a game from the Games List and press ⊗ to join in.

8. On the Staging Area screen players can communicate with each other. Hold SELECT to communicate with other players via the headset. Press ○ to text chat with other players. Press □ to switch teams. If you are the host, highlight a game option and press and hold L or R to change game options such as Team Damage. Press the START button to launch the game. Once the host has launched the game, you will be taken to the Setup Screen. You may communicate with other teammates via the headset. Modify your weapons by pressing □. See Equipment Modify Screen on page 11. Press START to select READY. Once enough players have set their status to READY, the mission will start.

PLAYING THE ONLINE GAME

ONLINE GAME TYPES

To help you decide which game to join, each game's Game Type (along with the level, number of players, and host name) is displayed in the Game List on the Join Game screen. There are FOUR Game Types: Objective Mode, Team Deathmatch, Deathmatch, and Rogue Agent.

Objective Mode: Objective mode is Syphon Filter-style objectives in a team vs. team environment. Players are split into two teams and have opposing objectives that they are trying to achieve. Objectives vary depending on which level they are playing. The objectives are consistent with the setting and story specific to the mission on which the level is based.

Deathmatch Mode: The goal is simple: Kill or be killed. In Deathmatch it's all about staying alive and trying to kill the enemies before they kill you. Spawn points are placed around the level, as are weapon crates, flak jackets and gadgets. There are three types of deathmatch play: Team Deathmatch, Individual Deathmatch, Rogue Agent.

- **Team Deathmatch:** In Team Deathmatch players are split into two teams. Each team's goal is to eliminate the other team. Points are awarded each time you kill an enemy, while points are deducted for killing a teammate. The first team to reach the team score limit wins.
- **Deathmatch:** Standard Deathmatch is similar to Team Deathmatch, except that you do not have any teammates. Everyone is a fair target and counts positively toward your score count.
- **Rogue Agent:** This Game Type starts with everyone on the same team. Somewhere in the mission is an object that can give the player "Rogue Agent" powers… effectively giving that player the ability to kill the other players. The player's goal is to become the Rogue agent and kill as many of the other players as he can before he is killed. When the agent is killed the first player to get the object from the freshly killed Rogue Agent's pack now becomes the Rogue Agent and will teleport to a random location on the map.

MAIN MENU SCREENS

Once you have connected online to **Syphon Filter®: Dark Mirror**, you will be taken to the Online Lobby/Join Game Screen where you can press L or R to cycle between the Join Game, Host Game, Agency Cell, Buddy, Community, Create Cell, Buddy List, and Options Screens.

JOIN GAME SCREEN

As soon as you are connected online, the Join Game Screen will be displayed. Press the directional buttons ⬅ or ➡ to move the highlight between the Games List and the Players List. Press R1 to cycle between the Players List and Room List. To view a player's Profile, highlight a player and press ✕ to view their profile. Highlight a Room and press ✕ to join that room. Press ○ to chat with other players in the room. To join a game, highlight a game from the Games List and press ✕ to join it.

PLAYER PROFILE

The Player Profile Screen appears when you select a player's name and press ✕. This screen displays the personnel record for your player or for the selected player. From this screen, you can view the player's stats, rewards and rankings, invite the player to your Cell or Buddy List, ignore the player, or send the player a private message.

- **Online Rankings:** Online Rankings are tied to player performance during play.

QUICKSTART

Allows you to quickly get into a game that matches one of your current Filter settings. When the Quickstart screen appears, there will be a game listed in each of the four game boxes. To join one of these games, press the directional buttons ⬅, ⬆, ➡, ⬇ associated with that box and then press ✕. Selection of a Quickstart game will briefly highlight that game then attempt to join it.

Note: If the game has filled up by the time you try to join a Quickstart game, you will be informed that the game is full and taken back to a refreshed Quickstart menu. Pressing SELECT takes you to the Quickstart Filters Screen. If no games exist that match one of your Filter settings for a given direction, that direction will host a game that matches those Filter settings.

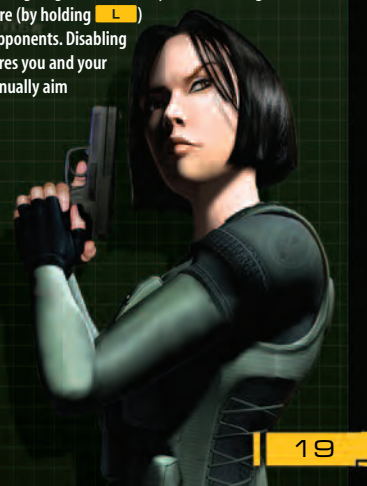
QUICKSTART FILTERS

Filter settings are user-modifiable options that can be used to match you up with the type of game you want to play. You can define up to four custom Filters. These Filters will be used to Filter the Join Games display list.

- **Game Type:** Type of game that you wish to play. Choose from Objective Mode, Team Deathmatch, Deathmatch, and Rogue Agent.
- **Levels:** Allows you to select which missions to include in this Filter setting.

Note: Game Type will affect the list of games that can be displayed. Please note that some missions are not playable in Objective Mode.

- **Number of Players:** Maximum number of players. This can be set anywhere from two to eight players.
- **Team Damage:** Turning this ON will mean you'll have to watch your fire, as your weapons can damage your teammates and vice versa. Turn it OFF if you would rather not worry about checking your fire.
- **Target Lock:** Enabling Target Lock allows you to use the game's Target Lock feature (by holding L) to lock-on your opponents. Disabling Target Lock requires you and your opponents to manually aim your weapons.



AGENCY CELL SCREEN

The Agency Cell Screen allows players to form tight knit groups and compete as a 'unit' against other Agency Cells. If you are currently not a member of an existing cell, you can create a new cell. Creating an Agency Cell will bring up a screen that asks you to type in the Agency Cell Name and the Agency Cell Tag. The name needs to be verified as unique (not already taken by another user) before it can be created. If it has already been taken, you will be asked to enter new data. Once created, you will be the Cell Leader and be taken to the Agency Cell Screen.

Agency Cell Management: From the Agency Cell Screen, additional users can be invited to the Cell or removed from the Cell; Cell matches can be initiated or accepted; a message of the day can be posted; and Cell options can be configured.

HOST GAME SCREEN

The Host Game Screen is where you can create a game of your own for other players to join. Press the directional buttons ⬆ or ⬇ to cycle between the various mission parameters. Press the directional buttons ⬅ or ➡ to change the various mission parameters. Once you have everything configured the way you like, highlight DONE and press ✕ to continue.

BUDDY LIST SCREEN

Add other players to your Buddy List so you can easily find them online.

COMMUNITY SCREEN

This is your connection to the **Syphon Filter®: Dark Mirror** Online Community. Check in daily to make sure you have the latest info and updates on the game, including Leaderboards and player Rankings.

OPTIONS SCREEN

Adjust game settings and configurations.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two ore more individual PSP™ systems to communicate directly with each other. Connect to your closest buddies through Ad Hoc mode and challenge them to a multiplayer game of Syphon Filter®: Dark Mirror.

Note: To play Syphon Filter®: Dark Mirror via Ad Hoc, you will need at least one opponent with a PSP™ system running Syphon Filter®: Dark Mirror. For best results, players should be stationed within 30ft, with a clear path between units.

USING AD HOC MODE

After confirming that the WLAN switch is set to ON, select AD HOC from the Multiplayer Menu to connect to a wireless local area network (WLAN) and be taken to the Ad Hoc Online Lobby. Highlight a game from the list you want to host or join, then press ✕ to go to the Staging Area.

On the Staging Area screen, players can communicate with each other via the headset by holding SELECT, or via text chat using the Online Virtual Keyboard by pressing ◉. To switch teams, press ▣. If you are hosting the game, highlight the game option list on the right side of the screen and press L and R to change game options such as Type, Target Lock, Team Damage, and more. When you're ready, press START to launch the game.

Note: A maximum number of eight players can play using Ad Hoc Mode.

WEAPONS AND GADGETS

WEAPONS

AK-47

This is a truly legendary weapon, known for its extreme ruggedness, simplicity of operation and maintenance, and unsurpassed reliability even in the worst conditions possible.

EDT

The EDT delivers a powerful 625K-volt charge capable of incapacitating the target. It is completely non-lethal (given that the victim is not subjected to prolonged exposure) and is small enough to fit into a holster. The EDT has a range of 25 feet.

EPDD

This amazing piece of technology is capable of shooting two darts attached to a long wire with amazing accuracy. This weapon uses a special recoiling device that quickly rewinds the wire for a second shot. The EPDD has increased stopping power due to advanced Electro-muscular Disruption Technology (EDT). This weapon has a higher instant incapacitation rate than most 9mm pistols and injury will occur if the individual is over stunned. Caution must be observed with this weapon — it is known to set assailants on fire during sustained stunning. The EPDD has a range of 200 feet.

ANTI-PERSONNEL MINE

Small radius anti-personnel mine, capable of taking out one to two targets. Once armed, this mine is invisible to the naked eye. Disarming is only possible when viewing the mine with EDSU goggles.

AR-15

The AR-15 was adopted by the United States military under the designation M16. Today, the AR-15 and its variations are manufactured by many companies and have captured the affection of sport shooters and police forces around the world due to their low cost, accuracy, and modularity. This variant is fitted with an 8x scope.

M82 BFG

Also known as the 'Light Fifty', this weapon is semi-automatic and is equipped with a muzzle brake that reduces recoil by 65%. The .50 caliber bullet is close to three inches long and is one of the most powerful rounds available.

CALICO HE

The Calico HE fires highly explosive rounds that detonate upon impact with the target. Once detonation occurs, anybody caught within a 10-foot radius of the blast will take damage.

CHINESE TYPE 56

The Chinese Type 56 is a Chinese variant of the world-famous AK-47. The design of the Type 56/AK-47 has proven to be very successful. This weapon is highly reliable and tolerant to the abuses of use in the battlefield.

CLAYMORE MINE

Claymore mines are directional mines that are wired electronically to a triggering device. Equip the triggering device once a mine has been deployed and press the fire button to detonate it. When planting the mine, face the desired direction of the blast.

CZ MACH-9

The most rare version of the standard CZ pistol, the Mach-9 is a selective-fire version of the basic CZ pistol, with a rate of fire of about 1,000 rounds per minute.

DESERT SNIPER .357

The Desert Sniper .357 is a long range high powered sniping pistol with a 10-inch barrel extension and mounted scope. The .357 Magnum round makes this weapon difficult to handle for novice users, but with practice, the user can hit long-range targets with deadly accuracy.

SILENCED .44

The Silenced .44 is a long range high powered sniping pistol with a 10-inch barrel extension and mounted scope. The .44 Magnum round makes this weapon difficult to handle for novice users, but with practice, the user can hit long-range targets with deadly accuracy. This version has been fitted with a silencer.

DESERT EXPRESS .50

The Desert Pistols are the only gas-operated pistols in service and the .50 caliber is the most powerful. The Desert Express is often referred to as a hand cannon due to its size and the power of the round. Only users experienced with great recoil forces will be able to handle this weapon effectively. Anyone hit within its effective range will be knocked to the ground instantly even if they are wearing heavy armor.

DRAGUNOV SVD

The Dragunov SVD was designed not as a standard sniper rifle, but to extend the effective range of fire of infantry squads up to 600 meters and to provide special fire support. The SVD is a lightweight and accurate rifle capable of semi-auto fire, and comes equipped with a 10 round clip.

EMP GRENADE

Electro Magnetic Pulse grenades are timed grenades, which create a powerful EMP blast that renders electronic devices temporarily useless.

FAMAS

The FAMAS assault rifle, first introduced in 1973, uses a bullpup configuration and allows for ambidextrous usage. The ammunition is stored in a magazine behind the trigger and the receiver is housed in strong plastic. Fire rate is controlled by the selector just forward of the trigger. The selector has two settings: single shot and three-round burst fire. The FAMAS comes equipped with a 25 round clip.

FLARE GUN

The flare gun, always a staple in nautical applications, was traditionally used to help search and rescue parties home in on lost or distressed ships. In times of need, however, the flare gun could also be used as a makeshift weapon.

C11

This weapon is a product of decades of research and is one of the most advanced weapons ever made. The main demand behind its development was the need for a rifle with high hit rate. The C11 uses specially designed caseless ammo that consists of a ball round imbedded into a solid propellant. Because of this, the C11 can fire a three-round burst before the rifle has a chance to recoil. This ensures that the entire burst will hit their mark exactly where the user intended. The IPCA version of the C11 has an integral scope and has a 50-round magazine capacity.

GALIL AR

The Galil was designed to be a domestically produced, main battle rifle for the IDF, taking the best features of other rifles, such as the M16 and AK-47, and putting them into one weapon.

33 SC-1

The 33 SC-1 is a scoped rifle, ideal for picking off targets from a distance. Although it lacks the sheer stopping power of many relatively higher-powered sniper rifles, it still packs enough punch to deal a good amount of damage from long range.

C8 RIFLE

The C8 is a scoped rifle, ideal for picking off targets from a distance. With a muzzle velocity that is much higher than that of many other sniper rifles, the C8 can deal massive damage even from very long range.

M60 E-3

The M60 E-3 is an improved M60 that has a forward grip that helps stabilize the weapon during sustained firing. This weapon has been the US Army's general-purpose machine gun since the early 60's and it uses the same feed system as the German WWII MG42. The M60 maintains its accuracy during sustained fire due to better barrel design that vents the heat away more efficiently. This model comes fit with a 100-round belt that is stored in an ammo box attached to the feed system.

JERICO-41

The Jerico-41 is more commonly known in the U.S.A as the Baby Eagle. It is a locked-breech, recoil-operated firearm, patterned after the famous CZ series of pistols.

K-BAR

This is the standard issue combat knife of the US military. It has a seven-inch high carbon chromium stainless steel blade and a non-slip gripping handle. This knife can withstand extreme impacts and is capable of quickly slicing through bare flesh and heavy military fatigues.

LASER MINE

Laser trip mines are incendiary mines that, when detonated, create a fire blast of up to 40 feet from the position of the mine. Laser mines can only be deployed onto a vertical surface.

VSS-DU

The VSS-DU is a prototype variant of the standard VSS or Vintovka Snaiperskaja Spetsialnaya (Special Sniper Rifle). This is the prototype that eventually lead to the development of the MB-150. As with the MB-150, the VSS-DU can fire specialized darts that can be triggered by the user at any time.

M1 SUPER 90

The M1 Super 90 is a high-quality shotgun, available in numerous versions for civilian, law enforcement and military use. Based on a system developed in the 1980s, which utilizes the gun recoil and inertia of the moving parts to operate the action, the M1 is simple and reliable in operation.

M16A2

This is an improved M16A1 with a heavier barrel, built in flash suppressor, and is set to fire single shot and in 3-round bursts.

M16K

This assault rifle is a modified M16 that fires .45 caliber pistol rounds from a closed bolt, improving its semi-auto accuracy. Specific ammunition, called Glazer Rounds, is used in this weapon. The interior of a Glazer bullet is filled with buckshot sealed by a breakaway plastic cap. This cap bursts upon impact causing the buckshot to tear apart unarmored flesh.

M249 SAW

This machinegun comes equipped with a 200-round box. The most significant difference between this and the M60 is the ammo size. It may pack less of a punch, but has greater accuracy and distance over the M60.

M4 CARBINE

The M4 Carbine is a shorter and lighter version of the M16A2 assault rifle, achieving 80% parts commonality with the M16A2. As with many carbines, it is handy and more convenient to carry than a full-length rifle. While this makes it a candidate for non-infantry troops, it has also been used by United States Special Operations Command (SOCOM), as well as others seeking a compact weapon for close quarters combat. It is the preferred weapon of the U.S Special Forces. The M4 also can be fitted with a silencer.

M79

The M79 fires a variety of 40mm grenade cartridges, but the most commonly used ammo are M79 Fragmentation Grenade Cartridges. This grenade is filled with Composition-B and has a kill radius of five meters, but can substantially wound and incapacitate out to 15 meters. The M-79 is a break-open weapon that fires from the shoulder and requires reloading after each round fired.

MAK-10 .45 ACP

The MAK-10 was originally developed in 1964. Its simple, low-cost design with few moving parts gives the MAK-10 a reputation for being extremely reliable and easily manufactured. However, the combination of its small size and high rate of fire make it rather undesirable as a military weapon. This variant is chambered for .45 ACP rounds.

MAK-10 9MM

The MAK-10 9MM is the same weapon as the MAK-10 ACP. The only difference between it and the ACP is that this variant is chambered for 9mm rounds.

MAKAROV

The Makarov features a simple, sound and inexpensive design. While neither extremely accurate nor lethal at ranges beyond 50 feet, it is a formidable and reliable self-defense weapon.

MGL

The MGL (Mini Grenade Launcher, which is also affectionately known as the Moogle) fires grenades that detonate on impact.

MDS A3

The MDS A3's accuracy, reliability, and wide range of accessories and variants have made it the submachine gun of choice for military and law enforcement agencies worldwide.

MDS A4 SILENCED

The MDS series' accuracy, reliability, and wide range of accessories and variants have made it the submachine gun of choice for military and law enforcement agencies worldwide. The A4 variant has been fitted with a silencer.

MDS-7

The MDS-7 essentially operates like a scaled-down assault rifle. It fires a specially designed round with a muzzle velocity nearly as high as the 5.56 x 45 mm NATO round used by many modern rifles. There is a drawback, however — the round is comparably smaller than a 9mm sized bullet, meaning less stopping power.

X34 NERVE AGENT

X34 nerve agent — Kills any unprotected person within the cloud of gas that is expelled from this grenade.

JACKHAMMER HE

The Jackhammer HE is a shotgun that fires highly explosive pellets that detonate on impact with the target. Once detonation occurs, anybody caught within its 10-foot radius of effect will take damage.

SP-57

The 57 uses the same ammo as the SSP 90 and is destined to become a major service pistol throughout the world. The firing mechanisms are designed to balance the recoil with the forward friction and torque of the bullet. This creates a very unusual reloading cycle with very little recoil. The bullet cartridge is longer than most other pistol cartridges and the bullet is very thin, being only 5.7mm in diameter.

DSC-1 THERMAL

The DSC-1T is a sniper rifle equipped with a thermal scope capable of detecting heat sources of up to 200 feet away. It has a heavy and long barrel and uses a four-groove polygon system, which reduces bullet friction. This, combined with the long and heavy barrel, allows the bullet to reach higher velocities and have a much better effective range. It's very useful in thick fog or heavy smoke, allowing the sniper to see concealed targets clearly.

RAMAT

The Ramat is yet another variant of the world-famous AK-47. Although it deals a bit more damage from close range than the standard AK-47, it's not quite as effective at longer range.

RIPPER

The Ripper is a variant of the more widely known TEK-9. Made with cheaper parts than that of the TEK-9, the Ripper's relatively low cost makes it more prone to falling into the wrong hands.

RPK

It is essentially an AK-47 assault rifle with sturdier receiver, heavier and longer, non-detachable barrel, and re-contoured wooden buttstock.

SAWED-OFF SHOTGUN

The Sawed-Off Shotgun has a pistol grip and shortened barrel intended to increase its spread pattern. While capable of dealing massive damage at short range, its wide spread pattern renders it near-useless at distance.

SAWED-OFF PISTOL

The Sawed-Off Pistol has a pistol grip and shortened barrel intended to increase its spread pattern. While capable of dealing massive damage at short range, its wide spread pattern renders it near-useless at distance.

SSG 550 SNIPER

The SSG 550 Sniper is a good short- to medium-range military marksman rifle or police / anti-terror rifle, capable of quick and accurate follow-up shots.

SMAW

The Shoulder-launched Multi-purpose Assault Weapon fires an HEDP fin-stabilized high explosive rocket. Agents are cautioned to be a safe distance away from the target to avoid becoming collateral damage.

MARK 23 SD

In August of 1991, a request was made by the U.S. Special Operations Command (SOCOM) for an offensive handgun. Termed the OHWS, for Offensive Handgun Weapon System, it was a pistol designed within certain specified parameters that would be sufficient for conducting "offensive" operations, as opposed to the more traditional role for the handgun, which was typically used for defensive operations. The result was the Mark 23 SD. The heavy .45 bullet, precision accuracy, and threaded silencer make this weapon an ideal choice for the silent soldier.

SPA-12

The SPA-12 was designed in the late 1970's in Italy as a special purpose, military and police close combat weapon. Since its introduction, the SPA-12 has become a very popular police and special-forces weapon, being versatile and reliable, with good firepower.

SPECTRE

The Spectre SMG was developed in the mid-1980s. The Spectre was designed primarily for close combat, anti-terror or police operations that require compact size and instant firepower at short range.

AU300 H-BAR

This is a modification of the standard AU300 rifle that has a heavier barrel for the light machine gun role. It has a flash suppressor that reduces recoil and rise during sustained firing. The AU300 H-BAR fires from a closed bolt position making single shots extremely accurate.

STONE'S RIFLE

"Now this here's a rifle. I've had this weapon, man and boy, for forty years. The scope's cracked, the stock's split, and it's showin' wear same as I am. But I wouldn't trade it in for one of them new fangled MB-150s if Gabe paid me to, which he's tried. Nope, I'll stand by this old girl. One of the few I've learned to trust." –Stone

SWEEPER 12-GAUGE

The Sweeper is a lethal riot control device designed to take out a crowd of hostile individuals very quickly. It has a 12-round cartridge that is easy and quick to replace. All the user has to do to take out a rioting crowd is hold the trigger and sweep across the crowd. After a few seconds most individuals will flee the scene or be incapacitated. Due to its lethality and changing times, this weapon is no longer considered for riot control and is likely to turn up in the hands of organized criminals or terrorists.

TEK-9

The TEK-9 is a very dangerous weapon that has a nasty reputation on the streets. The entire front end of the weapon is a compensator making the weapon easy to control while firing one handed.

M67 GRENADE

The M67 Delayed Frag Grenade has a timing fuse that detonates three seconds after it's thrown.

TRIPBAR

The TripBar is an assault rifle based on the AK-47 design. Although it doesn't pack quite the same punch as the AK, it has a higher rate of fire, making it more of a spray and pray weapon.

UNP .45

The UNP is an extremely reliable and lightweight weapon that has precision accuracy and low recoil making it relatively easy to handle, even for less experienced users. Like the MDS family, the UNP also fires from a closed bolt position. The large caliber and small size of this weapon makes it a very deadly and effective weapon that can be used in many different hostile situations.

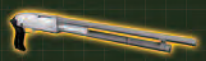
USAS-12

The USAS-12 shotgun was intended as a special purpose, military or special operations close combat weapon with extreme firepower.

UZI

The Uzi is a compact, boxy, lightweight submachine gun designed in the late 1940's.

Gadgets



SHOT DEFENDER

This shotgun is designed for a personal defense role and fires 12-gauge shot through a narrow choke. The narrow choke prevents the shot from spreading out too far so most of the shot will hit a single victim out to the weapon's effective range. The advantage to this is instant incapacitation due to the powerful force transferred from a close group of projectiles. The victim is usually thrown back quite a distance, which is very intimidating to any other enemies in the area.

STAVA SG-76 HBAR

The SG-76 is based on the AK 47, stretched and strengthened to accept much longer and powerful rifle ammunition. The trigger also has been limited to semiautomatic fire only.

MB-150

The MB-150 is the standard IPCA sniper rifle. It has the ability to fire specialized darts that can be triggered by the user at any time.

SSP 90

A unique appearing weapon, the SSP 90 has a 50 round clear magazine loaded into the top of the weapon. Its ballistic performance is vastly superior to the 9mm round. This weapon fires from a closed bolt, which allows for perfect accuracy while firing semi auto. Its ergonomic design makes it easy and comfortable to fire and helps add to its deadly accuracy.

EDSU GOGGLES

Electronic Device Sensing Utility (EDSU) goggles allow the agent to detect and interact with hidden devices.

FIRE EXTINGUISHER

This standard industrial fire extinguisher is used for putting out small fires in specific locations.

PID

Personal Illumination Device (PID) is a visible light source, which allows the agent to traverse and search dark areas.

IR GOGGLES

Infrared (IR) goggles allow the agent to detect heat signatures, potentially revealing hidden targets.

NV GOGGLES

Night Vision (NV) goggles amplify dim light and allow the agent to discern targets in the darkness.

RTL

Rapid Traversal Line (RTL) allows the agent to make a two-way traversal over short distances.

AGENCY ZIP LINE

Agency Zip Line (AZL) allows the agent to make a one-way traversal over great distances. At designated locations, equip the device and shoot. The line deploys automatically.

CHARACTER DOSSIERS

LOGAN, GABE

AGENCY HEAD

Gabe's incredible military career started in 1983 in Grenada, where as a young Lieutenant he risked his life to rescue a pinned down squad of GIs. Gabe quickly became a highly decorated Special Forces officer, and eventually was recruited into the highest ranks of the black box government operation known only as the Agency, where he worked cases all over the world. Gabe was instrumental in uncovering the early stages of the Syphon conspiracy, even risking his life to prove that his superiors were involved. Eventually Gabe was placed in command of a new Agency, reporting directly to the president. Gabe is honest and fair, but does not suffer fools. In this final Syphon Filter case, Gabe is pushed to the edge: he is obsessed with finding Mara, and the man she really works for, at any cost. Gabe is close to Lian Xing, his partner of many years, but something in his past prevents him from showing emotions easily. He never has much to say, letting his actions speak for him.

LIPAN, TERESA

DEPUTY CHIEF OF OPERATIONS

Though Teresa grew up on an impoverished reservation in Arizona, her grandmother taught her that she could do anything she set her mind to. What Teresa wanted to do more than anything, was work in law enforcement. Admitted to college on a scholarship, she graduated from the University of Arizona early, and was recruited into the ATF. In 1994 she was sent to Montana to help investigate a militia operating on Paradise Ridge. She stumbled into a conspiracy involving imposter FBI agents and was almost killed when Gabe Logan saved her life. He later recruited her into the Agency, explaining that they worked to prevent the kind of abuses she had witnessed. Later she was sent to South Africa to investigate the medical work being done by Mujari, and they became friends. She refused an order to murder Mujari and steal his work, choosing instead to go into hiding. Her undercover work after Gabe helped fake her death, was instrumental in bringing down Vince Hadden, the number two man behind the Syphon Filter conspiracy.

XING, LIAN

IPCA, CHIEF OF OPERATIONS

Lian was born in Kashi, China, to a wealthy and educated family. She was appointed to her first government job when she was only seventeen, and began working for the MSS, Chinese secret service, before she was twenty. Lian specialized in martial arts and is a master of Pai-Lum, using both hand-to-hand and throwing knives. She was sent to Afghanistan on assignment in 1987 to investigate Russian involvement in the uprising. She ran into an ambush in Kabul and would have been killed except that an Army Special Forces commander, Gabe Logan, stepped in and saved her. Ideological opposites, they became friends and over the course of the next 10 years Gabe convinced Lian to defect and work for the Agency, after convincing her it was a better tool for ensuring world peace. Lian has been Gabe's partner since the earliest days of the Syphon conspiracy, and placed her own life on the line when she was abducted and subjected to medical experiments that made her a carrier for the virus. More than friends, Gabe has risked his life for hers more than once.

STONEMAN, GARY ("STONE")

AGENCY COMBAT CHIEF

Stone is a hard-edged combat veteran who has seen action in almost every American conflict since Vietnam. He led units in Libya (81), Grenada (83), Panama (89), Iraq (91), Somalia (93), Bosnia (94) and Afghanistan (01). Stone cultivates his image as an old warhorse because it masks his true identity: a covert CIA assassin. Recognized early on for his extraordinary sniper skills, Stone was hired by the CIA to work as a contract hit man. Using his military persona as his ticket to hot spots all over the world, Stone has been helping spooks fight private wars for over 30 years. Stone met a young Gabe Logan in Grenada, where he helped rescue a platoon of GIs who had become trapped behind enemy lines. Stone likes to act like a country bumpkin, but targets fooled by his gruff exterior always pay with their lives.

MUJARI, LAWRENCE

ASSISTANT CHIEF OF OPERATIONS

Mujari was first exposed to the Syphon Filter virus in 1984 at the Pugari Gold Mine in Mpumalanga South Africa, though at the time he had no idea what it was. Fighting against apartheid, Mujari had led a team into the mine to free enslaved workers, only to find them dead of a mysterious illness. Years later, Teresa is sent to South Africa to find samples of the virus, which Mujari had kept and was using as the basis for medical research. Eventually Teresa would be ordered by the Agency to kill Mujari, she refused, and went into hiding. Mujari was instrumental in curing Lian after the agency had exposed her to the virus so they could use her as a source of serum.

HADDAD, ALIMA

FIELD RESEARCH SPECIALIST

Alima was born in Kuwait but has dual citizenship because her father was a US citizen who worked for an oil company, her mother a Kuwaiti who worked for the US embassy.

Alima's parents were killed by Iraqis during the Gulf War so she came to the US to live with family in Detroit. She is a trained Marine military pilot and has flown dozens of missions, mostly non-combat transport work. After she joined the Agency, Stone became her mentor and friend, almost a father figure. They have bonded in a way that is unique to Stone, who is usually distant, hiding behind a façade of good-old-boy bravado. While currently a pilot, Alima is working on other Agency ratings, hoping to fulfill her ultimate goal of becoming a full field agent.

Syphon Filter®: Dark Mirror Credits

SONY COMPUTER ENTERTAINMENT AMERICA

PRODUCT DEVELOPMENT PRESIDENT, SCE WWS
Phil Harrison

VICE PRESIDENT OF PRODUCT DEVELOPMENT
Shuhei Yoshida

DIRECTOR OF PRODUCT DEVELOPMENT
Connie Booth

TECHNICAL DIRECTOR
Christopher Reese

CREATIVE DIRECTOR
John Garvin

PRODUCER
Darren Yager

LEAD ENGINEER, SINGLE PLAYER
Chris Cole

LEAD ENGINEER, MULTI PLAYER
Dennis Tierney

LEAD GAME TECHNOLOGY ENGINEER
Paul Martin

LEAD DESIGN, MULTI PLAYER
Scott Youngblood

LEAD DESIGN, SINGLE PLAYER
Ron Allen

ART MANAGER
Gerald Harrison

ART DIRECTOR
Francois Gilbert

LEAD TERRAIN LAYOUT ARTIST
Brian Pape

LEAD INTERFACE ARTIST
Dana MacKenzie

CHARACTER ART LEADS
Gregory Callahan
David Ryan Paul

SPECIAL EFFECTS ART LEAD
Todd Yarbrough

LEAD SOUND DESIGN
Josh Jones

QA LEAD
Mathew Zauher

GAME DESIGN PRODUCTION LEADS
Darren Yager
Samuel L. Villanueva
Ron Allen

GAME DESIGN
Brandon Simonds
Ryan Evans
Rhett Anderson

GAMEPLAY ENGINEERING LEADS
Tim Midkiff
Paul Bowman
John Folliard

GAME TECHNOLOGY ENGINEERING
Greg Lancaster
Joseph C. Adzima
John Hoffman
Marc Fortier
Robert Rose

GAME ENGINEERING
Norman Chang
John Alden
Darren Chisum
Doug Beck
Gregg Burman
David Bronleewe
Jack Alltucker

GAME SCRIPTERS
Brian Cotton
Darren Johnson
Wenceslao Villanueva Jr.
Timothy Condon

TERRAIN ART
Adam Peterson
Jake Helms
Martin Cable
Remi Benoist
Stephen Trusty
David Grega
Don Bailey
Anthony Brunoe
Jason Rost
Michael B. Maxwell
Nathan Weikert
Russ Severe

CONCEPT ART
Shane Pierce

ANIMATION AND MOCAP
Keo Heng

IN-GAME CINEMATICS
Emmanuel Roth
Justin Moravetz

CHARACTER ART
Athey Nansel-Moravetz

ASSOCIATE PRODUCER
Mike Benton

SOUND DESIGN
Brian Min

IT LEAD
Brian Peck

OFFICE MANAGER
Susan Thompson

QA
Ed Ochs
Maximilian Maroe
Eric Frederickson
Nathan Short
Eric Jensen
Michael Catterlin
Luis Padilla Jr.

ORIGINAL STORY
John Garvin
Connie Booth

SCREENPLAY
John Garvin

MOTION CAPTURE PERFORMANCE
Beth Kraft
Ed Ochs

MUSIC
Mark Snow
Clint Bajakian
Jonathan Mayer
Lior Rosner

TECHNICAL CONSULTANTS
Slant Six Games
Alan Bucior
Peter Doidge-Harrison
Scott Graham
Ted Middleton
Dan McBride
Scott Paterson
Brian Thalken

SPECIAL THANKS
Marc Blank, Bill Green, Dax Berg, Tim Branan, Robert Caracol, Ken Kupelian, Rob Kraft, Marcus Pregent, Brett Bean, Calin Matney, Dax Gazaway, Jesse Brophy , Jay Sharpe, Brett Davis, Alex Fennell, Gideon Stocek, Ken Kuplian, Tracy Esposito

MOTION CAPTURE

ART & ANIMATION SERVICES GROUP

DIRECTOR OF ART & ANIMATION SERVICES GROUP
Dwayne Mason

AASG SENIOR DEPARTMENT ASSISTANT
Nonet Vargas

MANAGER OF MOTION CAPTURE, ANIMATION AND SCANNING
Brian Rausch

PRODUCTION SUPERVISOR
Scott Peterson

CREDITS

MOTION CAPTURE

MOTION CAPTURE SPECIALIST
Travis Parks
Sarah Back

MOTION CAPTURE STUDIO SUPERVISOR
James Scarafone

MOTION CAPTURE STUDIO TECHNICIAN
Ryan Beeson
Doug Hagstrom

MOTION CAPTURE TRACKING LEAD
Michael Shinkle

MOTION CAPTURE TRACKING TECHNICIAN
David Ibarra
Trisha Manbeck

ANIMATION

MOTION CAPTURE ANIMATION SUPERVISOR
Chad Moore

MOTION CAPTURE ANIMATION LEAD
Frank Strocco

MOTION CAPTURE TECHNICAL ANIMATION LEAD
Johnny Walker

MOTION CAPTURE TECHNICAL ANIMATOR
Daniel Legg

MOCAP ACTORS
Andrew Rian Miller
Anthony Rian Miller
Holly Van Pelt

MUSIC/SOUND/VOICE OVER

DIRECTOR OF TOOLS AND PROJECT SUPPORT GROUP
Buzz Burrowes

MUSIC DIRECTOR
Chuck Doud

SENIOR MUSIC SUPERVISOR
Clint Bajakian

ORIGINAL MUSIC
Mark Snow

MUSIC REMIXING AND ORIGINAL COMPOSITION
Jonathan Mayer
Lior Rosner

ADDITIONAL REMIXING AND MUSIC EDITING
Ernest Johnson
Chuck Carr
Monty Mudd
Matt Levine

MUSIC MIXING AND MASTERING
Larold Rebhun
Casey Stone

ASSOCIATE MUSIC SUPERVISOR
Jonathan Mayer

MUSIC INTERN
Will Brandt

SLOVAK PHILHARMONIC CHOIR, BRATISLAVA

CHOIR CONTRACTOR
Paul Talkington

CHOIR RECORDING ENGINEER
Peter Fuchs

SOUND DESIGN MANAGER
Dave Murrant

DIALOG COORDINATOR
Greg deBeer

VOICE OVER CASTING, RECORDING, AND EDITORIAL BY
SOUNDELUX DESIGN MUSIC GROUP

VOICE OVER BUSINESS MANAGER
William "Chip" Beaman

VOICE OVER COORDINATOR
Shannon Potter

CREDITS

VOICE OVER CASTING AND DIRECTING
Kris Zimmerman, Ginny McSwain, Amanda Wyatt

RECORDING ENGINEERS
Elliot Anders, Krandall Crews, Glynna Grimala, Dutch Hill, Justin Langley, Ethan Allen

VOICE OVER EDITORS
Mark Camperell, Glynna Grimala, Dutch Hill, Justin Langley, Clint Richardson, Bob Rankin

AUDIO VISUAL COORDINATOR
James Tabb

ASSETS COORDINATOR
Chad Bedell

PRODUCTION ASSISTANTS
Chad Bedell, Justin Langley, Patrick Ginn, Sina Mobasser, Mark Camperell

ACTORS
BJ Ward
James Taylor
Kim Mai Guest
Paula Tiso
Shannon Tilton
Charity James
Nolan North
Michael Bell
TC Carson
Jim Meskimen
Paul Eiding
Corey Burton
Eck Stone
Eddie Vee
Phil Proctor
Alex Fernandez
Bettina Spier
Jason Marsden
Jennifer Hale
Jim Ward
Mark Ivanir
Ghassan Mashini
Grant Albrecht
Jame Horan
Jessie Corti
Said Faraj
Khary Payton

CINEMATICS

BUZZ MONKEY SOFTWARE
Barry Drew
Howard Day
Eric Blondin
Doug Brashear
John King
Jason Ford
Dave Stambaugh

IMAGE METRICS

CAPTURE DIRECTOR
Kim Van Hoven

3D SUPERVISOR
Mike Jones

PRODUCER
Doug Tate

LEAD ARTIST
David Barton

SCE-RT

DIRECTOR ONLINE TECHNOLOGY
Glen Van Datta

SENIOR PROJECT MANAGER
Greg Becksted

GAME INTEGRATION LEAD
Tom Sawyer

ONLINE ASSOCIATE PRODUCER
Doug Damron

SENIOR PROGRAMMERS
Adam Harris, Ken Miyaki, Russ Patterson, Steve Wagner, Steve Schneider

SCE-RT PRODUCTION
Erika Kato, Trang Ho, Bhaswar Sarkar, Steve Slover

SCE-RT ENGINEERS

Juan Arce, Aaron Brunstetter, Don Costes, David Cottrell, Matt DeVico, Peter Heino, Mark Jacob, Mohammed Khan, Rolando Simeon, Vinod Tandon, Baylor Triplett, Mark Vaden, Sunmee Jang.

PD-IT

DIRECTOR

Charles Connoy

ONLINE GAMES GROUP

Monique Fraser, Manager

Ron Andres, Richard Bennett, Beth Ford, Matt Miller, Krisztian Mizser, Nate Wiger, Madhukar Yedulapuram

NETWORK OPERATION SPECIALISTS

James Black, Aaron Johnston, Jose Madrigal, Rudy Wiley

INFRASTRUCTURE

Tom Perrine, IT Infrastructure Manager

Derrell Jenkins, Network Engineering Manager

Robert Clark, Chris Dudley, Devin Kowatch, Andrew Lee, Randy Lopez, Chris McEniry, Chris Moore, Sven Nielson, Hank Yeomans, Paul Zastoupil

IT SITE SUPPORT

Rick Rossiter, Albert Villarde, Cory Haibloom, David Alonzo, Heath Aeria, Chad Sousa, Vinh Tran, Tracy Seifert

FIRST PARTY QUALITY ASSURANCE

DIRECTOR

Michael Blackledge

TEST OPERATIONS

SENIOR MANAGER

Ritchard Markelz

GAME TEST MANAGER(S)

Sam Bradley, Bill Person

GAME TEST ENGINEER(S)

Caley Roberts

QUALITY ASSURANCE ANALYST(S)

Bryan Pardilla, Jimmy Goh, Jesse Reiter, Chris Lowe, Paul McCluskey, Nick Grant-Collins, Cory Wilkening

LAB TECHNICIAN

Ara Demirjian

CONTINGENT GAME TEST ANALYSTS

Nick Jackson, Eddie Adams, Andrew Banegas, Terrell Lavender, John S. Dalton, Joey Morales, Van Roberts, Jason Norton, Von-Royce Villanueva, Chris Bunag, Chandler Robinson III, Nick Murry, Peter Koenig, Frank Rodriguez, Johnathan Wong, Jacob Flood, Alexander Shen, Robert String, Micah Ray Mison, Daryl Humdy, David Benkoski, Ceasar Jazmines, Nick Kosmides, Michael Phariss, Blake McClaren

PROJECT MANAGEMENT SUPERVISOR

Eric Ippolito

COORDINATOR

Justin Flores

QA SUPPORT MANAGER

Ken Kribs

APPLICATIONS ADMIN

Christian Davis

INTERNATIONAL LICENSING

LICENSING MANAGER

Mai Kawaguchi

LICENSING SPECIALIST

Jeff Eng

LICENSING COORDINATOR

Emi Yazaki

MARKETING

DIRECTOR OF PRODUCT AND ONLINE MARKETING

Susan Nourai

SENIOR PRODUCT MANAGER

John Koller

PRODUCT MARKETING SPECIALIST

Charles Lacson

SR. DIRECTOR PROMOTIONS AND SPORTS PRODUCT MARKETING

Sharon Shapiro

PROMOTIONS

Aimee Duell, Bob Johnson, Andrew Adams, Mary Thomas, Jill Grabenkort

SR. DIRECTOR OF COMMUNICATIONS AND BRAND DEVELOPMENT

Molly Smith

SENIOR PUBLIC RELATIONS MANAGER

Patrick Seybold

PUBLIC RELATIONS SPECIALIST

Tina Casalino

DIRECTOR OF DIRECT AND ONLINE MARKETING

Steve Williams

DIRECT AND ONLINE MARKETING

Jesse Caid, Chris Hagedorn, Eric Lempel, Josh Meighen, Jonathan Ries, Cyril Tano

DIRECTOR OF LOYALTY AND CHANNEL MARKETING

Ed DeMasi

CREATIVE SERVICES MANAGER

Jack Siler

CREATIVE SERVICES SPECIALISTS

Joseph Chan, JM Garcia

PACKAGING AND MANUAL DESIGN

Origin Studios

MANUAL DOCUMENTATION

Offbase Productions

LEGAL AND BUSINESS AFFAIRS

DIRECTOR, LEGAL & BUSINESS AFFAIRS

Shelly Gayner

PARALEGAL

Kirsten Costello

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We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of Syphon Filter®: Dark Mirror with special recognition to the Executive Management team including:
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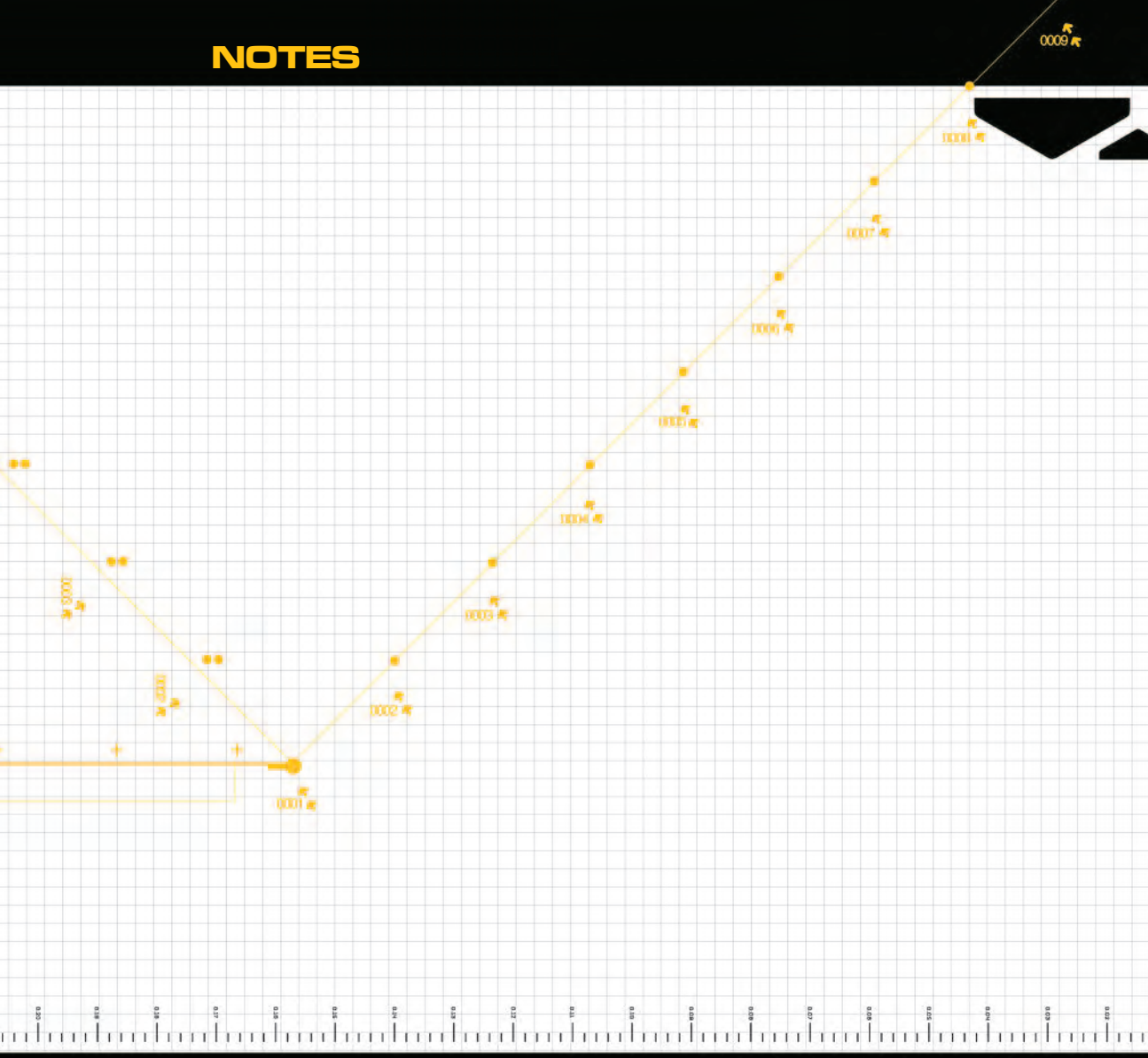

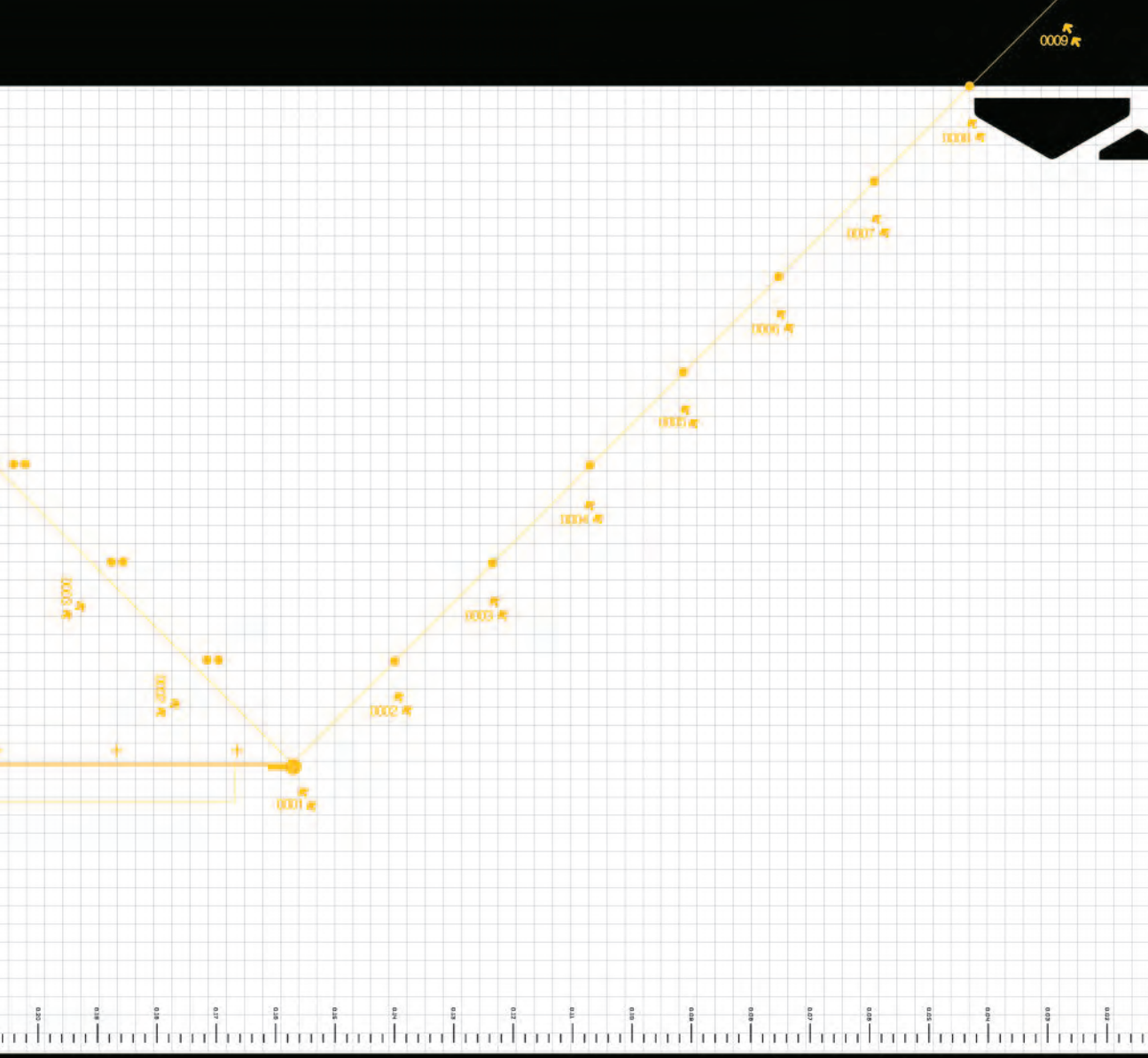
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Notice from Sony Computer Entertainment Inc.
This UMD" includes PSP" (PlayStation °Portable) update data. An update is required when a screen prompting you to update is displayed at game start-up.

Performing PSP™ update
The update data is displayed with the icon shown below on the PSP" system s home menu. By following the on-screen instructions, you can update the PSP system software. Before performing the update, check the version number of the update data.

• During an update, do not remove the AC adaptor.
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For details on system software updates for the PSP" (P layStation°Portable) system, refer to the following Website: **www.us.playstation.com/psp**

Sony Computer Entertainment America, Consumer Services
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