

SYPHON FILTER 3 - OVERVIEW AND KEY FEATURES

Summary

One of the most popular action adventure titles returns on the PlayStation for the third instalment of a thrilling, perilous and brutal quest to discover the truth behind the Syphon Filter virus.

Storyline overview

Gabe Logan and Lian Xing discovered that their employers, The Agency, had sold them out and was actively involved in the spread of the deadly Syphon Filter virus they'd risked their lives to investigate. Now they've been called upon to testify against The Agency, while at the same time hunt down those still involved in its manufacture and spread, and expose the suspected brains behind the operation - the Man in Shadows.

Key features

Better, and more realistic weapons

You have more exciting weapons than ever before, including the Steyr AUG assault rifle that can shoot through walls; the Desert Eagle handgun, one of the most powerful in the world; B4 and CAWS rapid-fire assault shotguns that fire ignition and exploding shells; the foldaway Area SMG and the hugely powerful Skorpion sub-machine gun; as well as proximity mines and triggered C4 charges.

Other gadgets and features available to the player include new, smarter auto-targeting; a heartbeat sensor to spot enemies even when you can't see or hear them; and gadget that allows you to see through walls; and a torch you can attach to the barrel of your weapon, SWAT team-style, when searching dark locations.

More game modes

As well as the ongoing plot of the main game, there is a two-player Deathmatch mode, bonus missions in the one player mode and a number of mini-games for when you want a quick fix. Mini-games take place in various locations presenting you with many mission types to choose from.

Mini-game modes available include escape; eliminate; guard duty; defend fort; cover fire; evade; retrieval; eliminate; assassinate and demolition missions.

Multiplayer Deathmatch modes include tag; scavenger hunt; target practice and two-player co-operative (tbc).

Bonus missions are also unlocked if you achieve certain goals and targets in the main game. Among the missions you might gain are missions requiring the correct defusing of viral bombs as a CBDC agent; assaults on warehouses and Teresa retelling events from all Syphon Filter games from a new perspective.

Gameplay enhancements

Improved AI. Perhaps the most important gameplay enhancement is the advanced AI now employed by non-playing characters: they have an enhanced viewing cone that emulates the effect of peripheral vision, making them more likely to spot you on stealth missions; they have the intelligence to spot dead comrades and react accordingly; many also now carry knives for sneak attacks from behind.

Weapons now have recoil when using a Dual Shock Analogue Controller for enhanced realism. Explosions and vehicle travel now also produce screen-shake for added atmosphere.

Improved animation and visuals

There are now an even greater variety of non-playing characters, all of whom are animated far more smoothly.

All in-game characters now also have the ability to get back to their feet after you thought you'd finished them off.

Interpolation of animation now shows characters moving smoothly between different modes of movement, such as crouching and running, enhancing overall realism.

Death cams now show you exactly who it was that killed you, in case you had no idea who spotted you.

New locations

The action will take you all over the world, from small Italian villages and the untamed hills of Afghanistan, to Tokyo, Panama, the jungles of Costa Rica, a luxury yacht, a hideout in a mortuary and the US Senate Chamber itself.

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Developer: SCEA **Genre:** 3D Action Adventure **No. of Players:** 1- 2 **Platform:** PSone
Peripherals: Dual Shock Analogue Controller, Memory Card **Release Date:** Winter 2001