

SYPHON FILTER 3

E3, May 2001 - Sony Computer Entertainment Europe is delighted to announce the forthcoming PlayStation release of the third installment in the hugely popular Syphon Filter series.

Rated more highly than James Bond on the same platform for its exciting and varied gameplay, the first two versions of Syphon Filter have to date sold almost half a million copies each, making it one of the most popular PSone action adventure titles around. With enhanced visuals, improved animation, a new playable character, tons of impressive new weaponry, new game modes and a completely overhauled game engine and AI, this version is set to out-do them both.

Taking up where the last release left off and continuing the absorbing, labyrinthine plot, we find the two main characters, Gabe Logan and Lian Xing, called before a Senate sub-committee to testify against the illegal activities of their former employers, the Agency.

Having discovered to their horror last time out that The Agency had sold them out and was actively involved in the spread of the deadly Syphon Filter virus, they are happy to do so. But not as happy as they are to travel the world, eliminating remaining rogue Agency employees and tying up loose ends in their search for the mysterious originator of the foul conspiracy, the Man In Shadows.

Syphon Filter 3 runs both threads simultaneously, combining trial testimony that reveals more and more about the machinations of those behind the virus, with copious amounts of action and danger to keep hardened gamers more than satisfied.

Its equal balance between all-out confrontation and stealth ensures adrenalin-pumping combat and heart-pounding tension in equal measure; importantly, it's often down to you to decide which approach to take.

The action will take you to the four corners of the globe, from small Italian villages and the wild hills of Afghanistan, to Tokyo, Panama and the jungles of Costa Rica. There's even a confrontation on a luxury yacht and in the US Senate Chamber itself. The ongoing plot is punctuated with bonus missions and there are more than ten new two-player Deathmatch levels in which you can sort out your differences with friends. And if all you want is a quick fix, there's now a wide range of mini-games.

Gameplay has been made even more sophisticated by the addition of improved AI in non-playing characters: they now have an improved viewing cone that emulates the effect of

peripheral vision, making them more likely to spot you sneaking about; the ability to get back to their feet after you thought you'd finished them off; and the intelligence to spot dead comrades and react accordingly. Many of them now even carry knives for sneak attacks from behind.

It's not all bad news for you, though. There's a new, smarter auto-targeting feature and a number of impressive new weapons and gadgets, including a heartbeat sensor to spot enemies even when you can't see or hear them, and a gizmo that allows you to see through walls - extremely useful when used in conjunction with assault rifles so powerful they can shoot through walls!

With its balance of action and exploration, combat and stealth, more sophisticated weapons, greater realism and exciting mini-games, Syphon Filter 3 will more than match the appeal of its previous incarnations, as you exact your own brutal revenge on those who have deceived you and attempt, finally, to uncover the mystery behind the Syphon Filter virus.

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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
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