

= Syphon Filter =

Syphon Filter is a third @-@ person shooter stealth video game developed by Eidetic and published by 989 Studios for PlayStation . The game was followed by a sequel , Syphon Filter 2 , in 2000 , and spin @-@ offs later released for the PlayStation Portable . The first game in the Syphon Filter series , the plot centres on special agents Gabriel Logan and Lian Xing who are tasked by the United States government to apprehend an international terrorist from Germany .

Development on Syphon Filter began with the intention of creating a new " super @-@ spy " genre hybrid that contained elements of stealth @-@ action and puzzle solving . The game was almost cancelled several times during development as Eidetic faced many difficulties due to the lack of inspiration from others and their inexperience in creating video games . Despite the initial drawbacks faced , Syphon Filter was met with positive reviews from critics upon release , mostly directed at its innovation and immersive plot .

= = Gameplay = =

The game is presented in a third @-@ person perspective , and the player can freely move in three @-@ dimensional space and rotate the camera in any direction . The top left corner of the screen interface shows the status of Logan 's armour , a ' danger @-@ meter ' which rises as the player engages enemies through combat , and a target lock . A radar is displayed in the bottom left corner of the screen which shows the location of various objects including friendly units , enemies , weapon pick ups or mission objectives . The current weapon equipped is always displayed in the bottom right corner , with the ammunition count . Depending on the weapon used , the camera will shift to first @-@ person mode to assist in aiming .

The core of the gameplay is focused on stealth @-@ based tactics , which require one to silently take out enemies using silenced weapons or other lethal attacks . However , most of the game is action @-@ orientated , which involves Logan navigating through levels whilst loudly shooting at enemies with no consequence to the mission . The game takes place in a wide variety of locations , including narrow interior streets of Washington D.C. to wide open plains of Kazakhstan . In some stealth based missions , the game will involve various puzzles . Some locations feature low light ambience , which force the player to use their torch despite its drawbacks imposed during stealth missions .

= = Plot = =

Gabriel Logan and his partner Lian Xing investigate a series of biological outbreaks triggered by international terrorist Erich Rhoemer . When fellow agent Ellis loses contact during a mission in Costa Rica , the top @-@ secret Agency dispatches Gabe and Lian to find him . They discover Ellis is dead , and Rhoemer 's suspected drug operation is a cover for the viral operation . Another outbreak in Nepal leads to more questions when an infected person who should have died remained alive .

Before the Agency can pursue Rhoemer , he attacks Washington , D.C. with viral bombs . Gabe battles several terrorists , including Mara Aramov , as he follows the trail of bombs across city streets , subways , Washington Park and finally Freedom Memorial where he must incinerate enemy munitions expert Anton Girdeux to stop the final threat .

Gabe 's investigation takes him to a new lead from PharCom , a multinational pharmaceutical and biotechnology corporation headed by Jonathan Phagan . The Costa Rican plantation was growing PharCom compounds , meaning Phagan and Rhoemer were working together . At the PharCom Exposition Center , Gabe shadows Phagan to a meeting with Aramov and Edward Benton , an apparent Agency mole who assisted Rhoemer during the Washington , D.C. attack .

After Gabe eliminates Benton , he saves Phagan from assassination only to have him escape . Mara Aramov , now in custody , had attempted to locate PharCom 's virus labs . Gabe must set aside the hunt for Phagan to destroy Rhoemer 's base in Kazakhstan . During his assignment ,

Rhoemer seemingly kills Lian , but Agency Director Thomas Markinson rescues Gabe .

Markinson gives Gabe a report on the virus called Syphon Filter , a bioweapon that one can program on a genetic level to target specific groups of people . Gabe and Markinson infiltrate Rhoemer 's stronghold in Ukraine to inject test subjects with a vaccine and locate Phagan , who is now Rhoemer 's prisoner . In the catacombs , Phagan tells Gabe that Lian is alive , and they reunite . Lian has become infected with Syphon Filter , and she says there is no universal cure .

Mara Aramov arrives to shoot Phagan , but she convinces Gabe and Lian that she came to help . The three travel to PharCom 's warehouses in hopes of preventing Rhoemer from launching a missile . Lian reveals that the serum Gabe injected into the test subjects was really a lethal chemical , and Markinson was having them killed . Using the fighting between Rhoemer 's terrorists and Phagan 's guards to cover his insertion , Gabe descends into a silo and searches for the missile 's detonation codes .

He finds Markinson and gets him to confess that the Agency has been involved in the plot all along . Rhoemer worked for Markinson , since the latter wanted the virus in the Agency 's possession . He never authorized the missile attack , but before he can stop it , Rhoemer kills Markinson with a headshot . Gabe must reach the missile 's control center in time and destroy it . Enraged , Rhoemer engages Gabe in a final fight , but is killed with a gas grenade .

Their mission completed , Gabe and Lian call in the U.S. Army Chemical and Biological Defense Command (CBDC) to secure the area . They do not know how far Markinson was cooperating with Rhoemer and Phagan , but Gabe believes they may never know . In a post @-@ credits scene , Aramov approaches a mysterious man inside the Agency headquarters and whispers something in his ear . He congratulates her while the camera pulls back to show PharCom boxes in the office .

= = Development = =

According to creative director John Garvin , Syphon Filter was originally conceived as " just a name " from a producer at 989 Studios . Initially , there was no plot , character or gameplay from the original one page synopsis . Eidetic decided to set Syphon Filter as a new ' stealth @-@ action ' hybrid that focused heavily on weapons , gadgets and stealth . The team 's lead designer was influenced over Rare 's successful GoldenEye 007 for the Nintendo 64 , and implemented the game 's mechanics to have a similar feel for a new " super spy " genre .

The team experienced immense difficulty in creating the game , as Garvin noted that there were " no , or few , games " from which Eidetic could draw inspiration . Most of the team that developed Syphon Filter had little experience with making third @-@ person action games , as Eidetic 's only video game released for a console was Bubsy 3D , which was released three years prior for the PlayStation and was infamous for being critically panned as one of the worst games of all time . Despite the initial difficulties with staff and lack of experience , Eidetic produced a prototype which involved a shooting segment in an underground . Garvin admitted that the team " didn 't know anything about making realistic shooters set in a spy world " as the game came close to being cancelled several times throughout development because the team was missing deadlines , revamping mechanics and changing the story . During development , the team of thirteen re @-@ wrote several drafts as the game was being conceived . The original plot of Syphon Filter was intended as a science @-@ fiction orientated approach and involved a group of kidnapped scientists who were being forced to build a time machine by an unspecified antagonistic organisation . The storyline was radically changed when John Garvin was hired to be art director , later creative director .

= = Reception = =

Syphon Filter received " critical acclaim " reviews , according to video game review aggregator Metacritic .

The blend of a stealth @-@ action hybrid gameplay was praised by most critics . Doug Perry of IGN enjoyed the implemented skill @-@ based action that he considered was " hard to come by in a

PlayStation game ". Perry praised the game 's detail and advanced graphics , but criticised the low resolution and noting that the game 's frame rate was " not perfect ". Despite this , he noted that what Syphon Filter " gives up in frame rate [it] provides in character and environment detail " .

Game Revolution similarly praised the attention to detail , calling every texture of the game " well planned and rendered " however compared the graphics were not as detailed as Metal Gear Solid . However , they noted that during some points the game " suffers from many typical PlayStation polygonal errors " , causing some textures to become " warped " when viewed from an angle , although they noted that glitches were uncommon and did not affect gameplay in any way .

The gameplay and artificial intelligence were the most praised aspects of the game . Game Revolution noted the gameplay was " well above average " and had an excellent replay value , in contrast to games such as Star Fox 64 once completed . Perry praised the game 's wide variety of weapons and gadgets , having counted at least thirty different weapons and equipment for the player to use , with the added bonus of secret weapons , adding to the gameplay value . Game Revolution added that the AI was " perhaps the best part of the game " , commending on how certain enemies react on when one of their comrades are killed nearby . IGN similarly praised its AI , pointing out on how every time a level is played the AI would change its behaviour , sometimes hiding behind trees or carrying different weapons .

= = = Sequels = = =

Due to its popularity , Sony commissioned 989 Studios to make various sequels and spin @-@ offs to the game . Syphon Filter 2 was released in 2000 to popular reviews from critics , and another direct sequel , Syphon Filter 3 was released in 2001 to mixed reviews upon release . Two spin @-@ offs were released for the PlayStation Portable in 2006 and 2007 ; Syphon Filter : Dark Mirror and Syphon Filter : Logan 's Shadow , respectively . A port to the PlayStation 2 for Logan 's Shadow was released exclusively in North America in 2007 . The two spin @-@ offs were met with mixed to positive reviews from critics , which led to the end of the Syphon Filter series in 2007 .