

Terrorism in today's world is recognized by world governments as a serious threat. Whether or not we recognize it ourselves as a serious threat is an entirely different story. Imaginably, game makers who develop games around this topic must be careful not to upset those in power, while still creating a game that appeals to a wide audience. The current moderately popular Syphon Filter game series has existed since February of 1999, and has had numerous sequels including the newly released installment Syphon Filter: Dark Mirror, and the under development Syphon Filter: Logan's Shadow. The first game in the series was embraced by gamers. Despite a lack of initial commercialization and widespread ignorance of the game's existence, Syphon Filter would eventually find itself rivaling Metal Gear Solid in terms of popularity. It was even ranked 19th best game by IGN for the PlayStation One. This game boasts an impressive arsenal of weapons, action packed shootout and sniper action, a feeling of free roaming, and a series trademark long range air taser which is capable of causing enemies to burst into flames. (IGN Staff, Syphon Filter 3 Weapons Guide).

This game would have two more sequels for the original Play Station. The third game was planned to be released in September of 2001. However, due to the tragic events which unfolded on September 11th, Sony released a statement indicating that they wished to be sensitive and show "genuine concern" in a time of tragedy and decided to postpone the release of Syphon Filter 3, as well as change their advertising strategy (IGN Staff). Wikipedia also adds that a scene in which a bomb would explode within the United States Senate was scrapped.

The series would continue on to the PlayStation 2 and PlayStation Portable Systems. In a time where an average consumer can say of a PSP: "The battery life is too short, the load times are too long, and there are not too many decent games worth getting. Many PSP games are dumbed down PS2 games, the only good thing about it is homebrew. Some people though see 'Sony' and 'PlayStation' and practically has an orgasm (Farnsworth)," Syphon Filter: Dark Mirror is developed to show the general public what a PSP is capable of. This game is regarded as one of the best, if not the best games for PSP. This game is said to possess awesomely sharp graphics, smooth game play, a feeling of free roaming, eight player online death matches, and an engaging story (Haynes). One player informs that "The controls were hard to get at first, but other than that this game is sick. It reminds me a lot of the original" (Beaudoin). An article in Electronic Gaming Monthly will attest to the game as being very enjoyable yet difficult to control in situations that require fast reaction (Electronic Gaming Monthly). The controls are described as being a hindrance at times. This game is available for both PSP and PS2. Surprisingly though, the PS2 version is a port of the superior original PSP version (Haynes).

I intend to play *Syphon Filter: Dark Mirror*, as well as all of the preceding games within this series. My goal is to get an understanding of the story telling techniques employed within the games, while keeping in mind the current events which occurred while the games within the series were being developed and popularly played. I would like to show that a series can remain strong despite its genre and possibly controversial elements within the context of events unfolding in real life.

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